

## AGREEMENT FOR COMMUNITY TECHNOLOGY GRANT

This Agreement is between the Mt. Hood Cable Regulatory Commission (Commission), through the Office for Community Technology (OCT), and NE STEAM Coalition (Grantee) (together referred to as the “Parties”).

### RECITALS:

This Agreement is entered into for the purpose of providing the Commission's grant funds for the Grantee's BIPOC Community Technology Lab project.

### AGREEMENT:

#### 1. Grant Amount, Use of Grant

Grantee is awarded an amount not to exceed \$49,000 for specific capital costs related to the Grant project. Grantee shall use the Grant funds exclusively for the purposes outlined in its Grant Application (the "Grant"). The Grant Application is attached to this Agreement as Attachment 1, and incorporated herein by reference. Grantee shall not use the Grant funds for any purposes other than those set forth in Attachment 1.

#### 2. Project Manager

The Commission's Project Manager shall be Rana DeBey or such other person as shall be designated in writing by the OCT Community Technology Program Manager.

#### 3. Payments

Upon submission of an invoice from Grantee, and upon certification by the Project Manager that the invoice is in accordance with this Agreement, the Commission shall pay to the Grantee \$49,000 as specified in the invoice within thirty (30) days after receipt of the invoice.

Grantee shall submit the invoice online through the Commission's online grants management system using the claims module. The invoice, uploaded as an attachment to the grants management system claims module, shall be on Grantee's letterhead, signed and dated by an authorized representative of Grantee and addressed to “MHCRC c/o City of Portland.” The invoice shall include an invoice number, the title of the Grant project and the total grant amount authorized by the Grant. If the Project Manager finds that the invoice is not in accordance with this Agreement, the Project Manager shall notify the Grantee of the reason(s) for the disallowance and non-payment.

Upon request, Grantee shall provide supporting documentation to demonstrate need for invoice payment required for purchase of capital goods in accordance with this Agreement at the time of invoice submission. Alternative payment schedules may be adopted at the Project Manager's discretion based on the supporting documentation provided. The Project Manager shall notify the grantee if an alternative payment schedule is necessary.

All expenditures made from Grant funds for Grant project capital costs must be made at least sixty (60) days prior to the expiration of this Agreement.

Grantee shall repay to the Commission, thirty (30) days prior to the expiration date of this

Agreement, any Grant funds that have not been expended for Grant purposes.

Prevailing wages. State of Oregon, Bureau of Labor and Industries (BOLI) wage rates are required for certain contracts that total \$50,000 and above. If Grantee's project is subject to the prevailing wage requirements, Grantee will comply with the prevailing wage requirements of ORS 279C.800 through 279C.870 and any other applicable prevailing wage requirements contained in ORS 279C, Oregon administrative rules, or city code.

#### 4. Records

Grantee shall account for the Grant funds separately in its books of accounts. Grantee shall charge only Grant-related expenditures against Grant funds.

Grantee agrees to keep accurate and complete financial records that will enable the Commission to easily determine the use of Grant funds and the allocation method of Matching Funds committed by Grantee and Project Partners in the Grant for the project. Grantee shall maintain all financial records related to the Grant for ten (10) years after the termination of this Agreement. Grantee shall provide the Commission prompt access to these records upon request and permit copying as the Commission may require.

#### 5. Reports

Grantee shall submit Interim Status Reports and a Final Status Report (collectively referred to as 'Report(s)') to the Project Manager using the Commission's online grants management system. The Reports shall include both programmatic and financial information as established by the Commission. For a Report to be acceptable to the Project Manager, the Grantee shall document and clearly describe the progress of the grant scope in accordance with the reporting schedule defined below.

Interim Status Reporting periods are June 1, 2021 through December 31, 2021; January 1, 2022 through June 30, 2022; July 1, 2022 through December 31, 2022. Interim Status Reports are due within thirty (30) days of the end of each reporting period.

Grantee shall submit a Final Status Report no later than March 1, 2023.

Interim and Final Status Reports shall include an accurate and complete financial report of Grant fund and Matching fund expenditures. The Report shall include copies of receipts or other evidence of payment for actual grant funded capital costs incurred by Grantee related to the Grant.

The Project Manager, at her/his sole discretion, may require additional programmatic information or financial documentation of Grant project expenditures. Grantee shall make its books, general organizational and administrative information, documents, papers and records that are related to this Agreement or Grantee's performance of services related to this Agreement available for inspection by the Project Manager or other Commission representatives during reasonable business hours following five (5) business days advance written notification from the Project Manager.

Grantee shall immediately provide notice in writing by electronic mail to the Project Manager when Grantee anticipates or realizes any deviation in the Grant project which may result in Grantee's inability to complete the Grant project as originally submitted and approved by the

Commission.

6. Project and Fiscal Monitoring

The Commission and the Project Manager shall monitor the Grantee's performance on an as needed basis to assure compliance with this Agreement. Such monitoring may include, but is not limited to, on site visits at reasonable times, telephone interviews and review of required reports. Monitoring will cover both programmatic and fiscal aspects of the Grant. The frequency and level of monitoring will be determined by the Project Manager. Grantee shall remain fully responsible at all times for performing the requirements of this Agreement.

7. Audit

Because grant funds are derived from the cable franchises, the cable companies may conduct a financial review or audit of Grantee for the purpose of verifying whether use of capital grant funds is in accordance with the requirements of cable franchises related to use of capital grant funds. If the Commission receives notice from a cable company in accordance with the terms of the cable franchises of such audit or review, the Commission's Project Manager shall notify Grantee within five (5) business days of receiving the notice, and shall identify to Grantee the relevant financial records of Grantee that the cable company seeks to review. The scope of such audit or review of Grantee shall be consistent with the terms of the applicable cable franchise. Grantee agrees to make such relevant financial records available to cable company's authorized representative for inspection and copying. Such records shall be reviewed during normal business hours at a time and place made available by Grantee. The Commission's Project Manager shall promptly provide Grantee with written notice of the audit or review's conclusions.

8. Publicity

Any publicity regarding the project shall indicate that the project was made possible by a Grant from the Commission through funds provided by the cable companies. Grantee shall notify the Project Manager before releasing information about the Grant to the press or other news media. The Commission may include information regarding the Grant in periodic public reports.

9. No Other Obligations/Complete Agreement

Grantee acknowledges that, except for the Grant, the Commission has no obligation to provide, and the Commission has not led Grantee to believe in any way (whether expressly or by implication) that the Commission will provide any additional or future assistance, financial or otherwise, either to Grantee or for the Grant project.

This Agreement contains the complete agreement of the parties. This Agreement may not be assigned, nor may any of the Commission's rights be waived, except in writing signed by a duly authorized representative of the Commission. The Commission may specifically enforce, or enjoin a breach of, the provisions of this Agreement, and such rights may be freely assigned or transferred to any other governmental entity by the Commission.

10. Representations

Grantee represents that it has full power and authority, and has obtained all necessary approvals, to accept the Grant, to carry out the terms of the Grant and this Agreement, and to conduct the Grant project in compliance with all applicable laws.

11. Indemnification

Grantee shall hold harmless, defend, and indemnify the MHCRC, and its officers, agents and employees against all claims, demands, actions, and suits (including all costs) brought against any of them arising from actions or omissions of GRANTEE and/or its contractors in the performance of this Agreement.

Prevailing wage indemnity. Grantee agrees to indemnify, defend, and hold harmless MHCRC, its employees, officers, and agents, from and against any claim, suit, or action, including administrative actions, that arise out of Grantee's failure to comply with ORS 279C.800 to 279C.870 and any applicable administrative rules or policies.

12. Compliance with Laws

The Commission and Grantee agree to comply with all applicable local, state and federal laws and regulations that apply to the subject matter of this Agreement.

13. Independent Contractor Status

Grantee and its contractors and employees are not employees of the MHCRC or the City of Portland and are not eligible for any benefits through the MHCRC, including without limitation, federal social security, health benefits, workers' compensation, unemployment compensation, and retirement benefits. GRANTEE will be responsible for any federal, state, or local taxes and fees applicable to payments hereunder.

13. Amendment

The Project Manager is authorized to amend the terms and conditions of this Agreement, provided such changes do not increase the Grant amount or the Commission's financial risks or change the purpose of the Grant. If approved, such amendments shall only be effective if in writing, and signed by duly authorized representatives of both Parties. Any change in the amount of the Grant funds or the financial risks under this Agreement must be approved by vote of the Commission.

14. Term of the Agreement

This Agreement becomes effective on July 1, 2021, unless Grantee fails to sign and return the Agreement to the Commission within thirty (30) days of Commission action to approve the Agreement, in which event this Agreement shall be null and void. The term of this Agreement is through, and including, March 31, 2023, unless extended or earlier terminated under the terms of this Agreement.

15. Early Termination of Agreement

This Agreement may be terminated prior to the expiration of its term by:

- (a) Written notice provided to Grantee from the Commission before any obligations are incurred; or
- (b) Mutual written agreement of the Parties.
- (c) Alternatively, the MHCRC may, upon thirty (30) days written notice, terminate this agreement for any reason deemed appropriate in its sole discretion.

Termination of this Grant shall be without prejudice to any obligations or liabilities of either party already accrued prior to such termination. However, upon receiving a notice of termination, Grantee shall immediately cease all activities under this Grant, unless expressly directed otherwise in writing from the Commission in the notice of termination. Further, upon termination, the Commission and/or Grantee shall deliver to the other party all works-in progress and other property that are or would be deliverables had the Grant been completed. Grantee shall be entitled to receive reasonable compensation as provided for under this Agreement for any satisfactory work completed up until the time of notice of termination.

16. Material Failure to Perform

The Project Manager may terminate this Agreement after determining that Grantee has failed to comply with any material term or condition of this Agreement. It shall be a material breach and cause for termination of this Agreement if Grantee uses grant funds outside the scope of this Agreement.

Notice and Opportunity to Cure. The Project Manager shall give Grantee written notice of the intent to terminate this Agreement, identifying the reasons for such action. Grantee shall have thirty (30) days from the date of the written notice to cure the breach. If the breach is of such nature that it cannot be completely cured by Grantee within the thirty (30) day period, then Grantee shall submit a cure plan to the Project Manager no later than fifteen (15) days from the date of the written notice. Grantee's cure plan shall include actions, steps, and a time period to cure the breach. Grantee must obtain written consent from the Project Manager to proceed with a cure plan under an extended cure period.

No Payment During Cure Period. During the cure period or extended cure period, the Commission is under no obligation to accept or pay invoices submitted by Grantee under this Agreement. Grantee shall not perform services or take actions that would require the Commission to pay grant funds to Grantee without the written consent of the Project Manager. Grantee shall not spend unused grant funds and such unused funds shall be solely held in trust for the Commission. Grantee shall be solely responsible for any expenses associated with cure of its noncompliance or failure to perform.

Cause for Termination. If Grantee fails to cure the material breach within thirty (30) days of the written notice of termination, or if Grantee does not receive consent from the Project Manager to proceed with a cure plan and executes the cure plan satisfactory to the Project Manager, then the Commission may, at its sole discretion, require Grantee to refund to the Commission any amounts improperly expended, any unexpended amounts or the full amount of Grant funds paid by the

Commission to Grantee for the Grant project in compliance with the terms and conditions of this Agreement.

17. Suspension of Work

The Project Manager may at any time give notice in writing to Grantee to suspend work and expenditure of funds provided under this Agreement. The notice of suspension shall specify the date of suspension and the estimated duration of the suspension. Grantee shall immediately suspend work and expenditure of funds to the extent specified. During the period of the suspension Grantee shall properly care for and protect all projects in progress including materials, supplies, and equipment that are on hand for performance of the Grant. The Project Manager may, at any time, withdraw the suspension of work as to all or part of the suspension in written, by electronic mail, notice to Grantee specifying the effective date and scope of withdrawal. Grantee shall then resume diligent performance of the work. In no event shall Grantee be entitled to any incidental or consequential damages because of suspension.

The causes for suspension of work include, but are not be limited to, Project Manager's concerns about Grantee's ability to complete the Grant in accordance with this Agreement or any other non-compliance with the Agreement.

18. Non-Discrimination

In carrying out activities under this Agreement, Grantee shall not discriminate against any employee or applicant for employment on the basis of race, color, religion, age, sex, marital or economic status, familial status, national origin, sexual orientation, disability or source of income. Grantee shall take actions to insure that applicants for employment are employed, and that employees are treated during employment, without regard to their race, color, religion, age, sex, marital or economic status, familial status, national origin, sexual orientation, or disability. Such action shall include but not be limited to, the following: employment, upgrading, demotion, or transfer; recruitment or recruitment advertising; layoff or termination; rates of pay or other forms of compensation; and selection for training, including apprenticeship. Grantee shall state that all qualified applicants will receive consideration for employment without regard to race, color, religion, age, sex, marital or economic status, familial status, national origin, sexual orientation, disability or source of income. In regard to carrying out activities under this Agreement, Grantee shall further not arbitrarily refuse to provide services to any person and shall not discriminate in offering services on the basis of race, color, religion, age, sex, marital or economic status, national origin, sexual orientation, disability or source of income.

19. Severability

Commission and Grantee agree that if any term or provision of this Agreement is declared by a court of competent jurisdiction to be illegal or in conflict with any law, the validity of the remaining terms and provisions shall not be affected, and the rights and obligations of the Parties shall be construed and enforced as if the Agreement did not contain the particular term or provision held to be invalid.

20. Choice of Law and Choice of Forum

This Agreement shall be construed according to the laws of the State of Oregon, without regard to its provisions regarding conflict of laws. Any litigation between the Commission and Grantee arising under this Agreement or out of work performed under this Agreement shall occur, if in the state courts, in the Multnomah County court having jurisdiction thereof, and if in the federal courts, in the United States District Court for the State of Oregon.

21. Survival

As of the date of termination of this Agreement, any pre-existing unresolved claim or dispute by either Party, including but not limited to, money owed, performance due, or any other obligations of the Parties, that is the result of the other Party's performance or non-performance, will, by their terms, survive termination of this Agreement and will be resolved in accordance with the terms and conditions of this Agreement. All indemnity and unperformed obligations will survive termination of this Agreement. The obligation under Section 5 to submit a Final Report shall also survive termination of this Agreement.

22. Assignment

This Agreement or any interest therein may not be assigned or subcontracted without the prior written consent of the Project Manager. In the event of transfer without prior written consent, the Commission may refuse to carry out this Agreement with either the transferor or the transferee and yet retain and reserve all rights of action for any breach of contract committed by Grantee.

Notwithstanding Grantee's use of any subcontractor for performance of this Agreement, Grantee shall remain obligated for full performance hereunder, and the Commission shall incur no obligation other than its obligations to Grantee under this Agreement. Grantee agrees that if subcontractors are employed in the performance of this Agreement, the Grantee and its subcontractors are subject to the requirements and sanctions of ORS Chapter 656, Workers' Compensation.

23. Electronic Means

The parties agree the Commission and Grantee may conduct this transaction, including any contract amendments, by electronic means, including the use of electronic signatures.

24. Notice

Any notice provided for under this Agreement shall be sufficient if in writing and (1) delivered personally to the following addressee, (2) deposited in the United States mail, postage prepaid, certified mail, return receipt requested, (3) sent by overnight or commercial air courier (such as Federal Express), or (4) email addressed as follows, or to such other address as the receiving party hereafter shall specify in writing:

If to the Commission:

Attn: Rana DeBey, Project Manager:  
Mt. Hood Cable Regulatory Commission  
c/o City of Portland/ OCT  
1120 SW 5<sup>th</sup> Ave, Suite 405

Portland, OR 97204  
Email: [rana@mhcrc.org](mailto:rana@mhcrc.org)

If to Grantee:

Attn: Jackie Murphy, Board Member  
NE STEAM Coalition  
1455 NW Irving Street, Suite 590  
Portland, OR 97212  
Email: [nesteamcoalitionpdx@gmail.com](mailto:nesteamcoalitionpdx@gmail.com)

Any such notice, communication or delivery shall be deemed effective and delivered upon the earliest to occur of actual delivery, three (3) business days after depositing in the United States mail as aforesaid, one (1) business day after shipment by commercial air courier as aforesaid or the same day an email transmission is sent (or the first business day thereafter if sent on a Saturday, Sunday or legal holiday).

AGREEMENT FOR COMMUNITY TECHNOLOGY GRANT: BIPOC Community Technology Lab

**GRANTEE: NE STEAM Coalition**

BY: \_\_\_\_\_ Date: \_\_\_\_\_

Name: \_\_\_\_\_

Title: \_\_\_\_\_

**MT. HOOD CABLE REGULATORY COMMISSION SIGNATURES:**

By: \_\_\_\_\_ Date: \_\_\_\_\_  
Mt. Hood Cable Regulatory Commission Chair

Approved as to Form:

By: \_\_\_\_\_ Date: \_\_\_\_\_  
Mt. Hood Cable Regulatory Commission Attorney



Application

01422 - 2021 Community Technology Grants

01613 - BIPOC Community Technology Lab

Community Technology Grants

Status:	Submitted
Original Submitted Date:	04/05/2021 3:44 PM
Last Submitted Date:	05/27/2021 11:57 AM

### Primary Contact

Feel free to edit your profile any time your information changes. [Create your own personal alerts using My Alerts.](#)

<b>Name:</b>	Jackie	Murphy
	<small>Salutation</small>	<small>First Name</small> <small>Middle Name</small> <small>Last Name</small>
<b>Email:</b>	nesteamcoalitionpdx@gmail.com	
<b>Phone:*</b>	503-422-2538	
	<small>Phone</small>	<small>Ext.</small>
<b>Title:</b>	Board Member	

### Organization Information

<b>Organization Name:</b>	NE STEAM Coalition		
<b>Organization Type:</b>	Non-Profit Entity		
<b>Tax ID</b>	83-2807765		
<b>Organization Address:</b>	1455 NW IRVING ST SUITE 590		
<b>City*</b>	Portland	Oregon	97209-0000
	<small>City</small>	<small>State/Province</small>	<small>Postal Code/Zip</small>
<b>Phone:</b>	503-422-2538		

### Project Narrative

<b>Total Grant Funds:</b>	\$49,000.00
<b>Total Match Funds:</b>	\$153,935.00
<b>Total Funds:</b>	\$202,935.00
<b>Proposed Technology</b>	Video production equipment
<b>Public Benefit Area</b>	Reducing Disparities
<b>Project Purpose</b>	

*In defining the project purpose, applicants must:*

Black, Indigenous, and People of Color (BIPOC) residing in Portland have extremely limited access to technology necessary for Science, Technology, Engineering, Art, and Math (STEAM) opportunities. STEAM careers are a path to social and economic stability, particularly for BIPOC seeking alternatives to higher education. STEAM offers high-paying, high-demand jobs with higher wages than non-STEAM work (<https://bit.ly/3smK9xC>). STEAM for BIPOC is gated behind systemic geographic, economic, educational, and cultural barriers.

Geographic distance prevents youth from participating in STEAM activities and increases costs of access. In listening sessions with BIPOC youth, students were frustrated that STEAM programs are “not worth trying. It’s too far away from us.” Access is a concern for families during “Summer Slide” when “learning loss is observed across 3rd to 8th grade” (<https://bit.ly/2xviHX8>). Youth need low or no cost, easy access to STEAM programs, and BIPOC families want year-round STEAM opportunities for their children to increase academic skills and awareness of STEAM career opportunities.

Even when STEAM is accessible, BIPOC youth face educational barriers of racism, ableism, sexism, colonialism, & anti-LGBTQ+ that harm academic identity and achievement (<https://bit.ly/3vT5alw>). Youth we interviewed expressed how racism and implicit bias alienated them from STEAM, saying, “It isn’t for me” or that school “didn’t offer anything except BioTech. If we didn’t sign up, there wasn’t anything else offered.” By 6th grade, BIPOC youth, particularly girls, positive attitudes toward STEAM drops off significantly. Entry into STEAM majors requires academic preparedness in high school, yet by 8th grade, Oregon Black and Latino students are 25-30 points behind their white peers in both math and science standardized tests. By the time BIPOC youth graduate from high school, STEAM higher education majors are not even an option for them to pursue. Similar disparities are found for low-income students (<https://vitalsigns.ecs.org/>).

Finally, BIPOC are not culturally represented in STEAM education or makerspaces. This barrier is well documented in education; makerspaces also overwhelmingly lack BIPOC representation with membership of 1.54%-4.95% African Americans, 0.99%-3.09% Hispanic or Latinx, 0.43% Indigenous/Native Americans, and 2.74%-3.96% Asian Americans (<https://bit.ly/3sGTXTh>). Connections to BIPOC creatives are crucial to empower the community and provide stronger representation in STEAM activities and professions.

### **Solution**

Makerspaces create more opportunities for young people to build confidence, foster creativity, and spark interest in STEAM. The NE STEAM Coalition (NESC) applies an equity lens to this solution: “grow a hub” informed and led by BIPOC community. Yet, without an understanding of what a BIPOC led makerspace provides and what opportunities exist, this community hub becomes an untapped, underutilized resource. This presents a significant local communication and information need that Community Access Channels (CACs) can help us meet.

Our goals are 1) to increase STEAM involvement of BIPOC youth by creating education videos for CACs and 2) to increase BIPOC representation in STEAM with videos by BIPOC interns and community members about developing skills at the maker space.

We imagine youth, for example, could experience our video production in two ways. 1st, they view a CAC education video on using the hub’s 3D printer and are excited to sign up for a STEAM camp. 2nd, our paid interns help produce videos showcasing their story in STEAM at the makerspace. In our scenario, the makerspace benefits BIPOC youth by making STEAM education programs, normally inaccessible, easy to access and join. Our goal is to produce at least 15 ½ hour education videos and share them to CACs; we will work on additional ones with partners. Simultaneously, video stories increase representation of BIPOC in STEAM as they build skills at the makerspace.

The hub builds skills of the BIPOC community in the maker space and integrates with video production to self-record and to document projects. We will offer training on video production for community members and BIPOC interns, who develop community stories. Interns are young adults or teens (ages 16-24) recruited by the NESC through our coalition partners, college students, and past NESC STEAM youth. Interns gain work experience during Summer in mentoring BIPOC youth and developing leadership skills in STEAM. Our interns will help produce BIPOC stories in STEAM that show the community using equipment and tools and interview them about their STEAM interests and experiences.

These videos focus on connections, community, and access. Videos serve as a means to share cultural activities and provide a way to memorialize the rich history and contributions Black and Brown communities are making in N and NE Portland.

Elevating voices in videos will surface the deep knowledge and resilience in communities, making space for different ways of knowing and sharing knowledge.

Growing leadership of culturally-specific and relevant STEAM education is our strategy to ensure youth encounter representation early on and are better positioned to persist academically after H.S. For this type of autonomy, young people

need access to tools that they can control, modify, and use as they want. STEAM Videos and programs must be created, owned, directed, and produced by BIPOC communities with trusted partners committed to equity, inclusion, access, and accountability.

Listening to, supporting, and directly addressing the voices, needs, and challenges of BIPOC communities drives the NESC (see Model of Change). We are a BIPOC led Coalition of more than 122 members and representatives. 4 out of 5 board members are BIPOC, and more than 50% of members are multicultural. An Advisory Council will guide the development of the hub, inform programming and video content, and serve as community “connectors.”

We've hosted listening sessions and focus groups with over 150 BIPOC families, individuals, and youth on their culturally specific needs and interests regarding technology and education. Based on these conversations, the project prioritizes BIPOC who reside in N and E Portland or have been displaced from their neighborhoods. The hub connects youth and families from Jefferson and Roosevelt cluster schools as well as the New Columbia neighborhood, home to one of Oregon's largest public housing developments. We intend to serve 150-400 people should Covid distancing persist or between 400-800+ people. The makerspace will be at Abundant Life Church (ALC), which serves a multi-racial community and a center for services and events important to BIPOC residents.

Staff and members are offered anti-racist training by the PMSP on implicit bias, microaggressions, and representation. In addition, we help support BIPOC hiring policies and practices to further equity in education.

*(This field has a character limit of 7000)*

### **Measurable Project Outcomes**

*What project outcomes (no more than four) do you hope to achieve for the identified community or targeted beneficiaries through the use of the proposed technology?*

*The MHCRC is interested in outcomes related to the use of the technology. You will be asked to report on progress made toward achieving these outcomes in your semi-annual grantee reports.*

1. We will see an estimated 600 patrons access and use the makerspace technology, equipment, training, or education programs. We will see a 50% convert to return visits of 1 or more. We will see a positive correlation between seeing a video on community access channels and going to the makerspace or using our online data center.
2. We will see education partners host at least 2 STEAM programs at the Makerspace and distribute at least 2 courses to CACs. We anticipate the greatest space use by education partners during Summer and Spring break and on weekends.
3. We will see growth in youth interest and positive attitudes toward STEAM subjects and academic identity to see themselves as makers. We will see 75% of surveyed youth state an increase of .5-1 on core attitude scales. Based on the quality of STEAM education partners, we believe the makerspace will be effective at creating positive connections between youth and STEAM in a community space.
4. We will produce and distribute 15 ½ hour educational videos to CACs including Metro East and Open Signal. We will see a regular quarterly distribution to meet a filming timeline of 15 videos over 12 months of distribution beginning no later than April 2022. We estimate 2-3 videos per month.

*(This field has a character limit of 1500)*

### **Evaluation Plan**

*How will you evaluate progress toward, and achievement of, the projects anticipated outcomes?*

*The evaluation plan should include evaluation questions, strategies or methodologies to collect data in order to answer the questions and steps to document findings and lessons learned, and should directly tie to the measurable outcomes listed above.*

An Advisory Council, as well as staff from local makerspaces, will guide evaluation methods. The Council ensures critical feedback and community representation during planning, design, implementation, and evaluation. Twice a year, they review and report on outcomes and equity evaluations for the NESC.

The Education Director implements methods, track issues, and provide quarterly internal reports. PMSP will provide assistance to develop credible measurement methods. We identified 4 processes to evaluate outcomes.

1st, we'll track the number of visits by anonymized users including where they learned about a program (including if they saw it on CACs), age, zipcode, equipment use, and, by consent, demographic information or other identifying information compliant with COPPA and digital safety. This will allow us to measure unique visits and segmented conversion to return visits. We anticipate 600-800+ visitors over the course of 2022.

We'll collect data on the daily use of the makerspace with feedback forms such as: A) Rate your satisfaction with services. B) How supportive were mentors or staff, C) How likely are you to recommend here to friends and families?, D) What can be improved? E) What would you like to see at the hub?

2nd, following training and/or hosting of a program, we ask instructors: A) How well prepared do you feel after the training? B) Rate your experience hosting a program, C) Rate the severity of problems you experienced. D) How likely are you to host another program? E) How likely are you to deliver a program to community access channels?

3rd, following education camps and programs, we use qualitative interviews and surveys to measure youth attitudes toward STEAM and learning mindsets. Sample survey questions include: A) How satisfied were you with the program? B) Before you attended, rate your interest in STEAM programs? C) After the program, how interested are you by STEAM opportunities? D) Would you recommend the program to your friends?

4th, we'll evaluate producing and distributing 15 ½ hour STEAM videos with a film production timeline of January 1-December 31 2022. Each 6 months, the Education Director will produce a draft 6-mo filming schedule and report monthly to Project Coordinator. Coordinator will verify distribution with Metro East and Open Signal and provide quarterly reports for review by the Project Director and/or Advisory Council. At 6 and 12 months of 2022, outcomes are reported to the NESC.

*(This field has a character limit of 2500)*

### **Project Partners**

*A "Project Partner" is defined as an organization that supplies cash or in-kind resources and/or plays an active role in the planning and implementation of the project. You should present who your project partners are, their respective roles in the project, and specific contribution each partner will make to the project in the form of financial support, equipment, personnel, or other resources.*

*Please list project partners as confirmed or unconfirmed.*

*Please include a contact name & email address for each project partner listed. Staff will contact the project partner in order to verify the partnership.*

### Youth and Community Outreach Partners

Provide in-kind outreach to youth and families in their programs. They connect youth and adults to services and STEAM opportunities at the makerspace.

- Black Educational Achievement Movement. Confirmed. Noni Causey. noni@beamvillage.org
- Black Male Achievement. Confirmed. CJ Robbins. condry3@gmail.com
- B-Town Kids of N. Portland. Confirmed. Chandra Wilson. chanwilce@gmail.com
- Community Violence Prevention Alliance & Abundant Life Church. Confirmed. Herman Greene. hermangreene@gmail.com
- Elevate Oregon. Confirmed. Paul Tabron. PaulT@elevateoregon.org
- Kairos. Marshall Goss. partnership@kairospdx.org
- Samoa Pacific Development Corp. Unconfirmed. Makerusa Porotesano samoa.pacific.dev@gmail.com
- Self Enhancement, Inc. Confirmed. Stephanie Marquez. stephaniep@selfenhancement.org

### Infrastructure Partners

Provide in-kind services including renovations, resources, equipment, and connections to STEAM creatives.

- Multnomah County Summerworks Internship Program. Confirmed. Raffaele Timarchi. raffaele.timarchi@multco.us
- Metro East. Confirmed. Seth Ring. grants@metroeast.org
- PCC Cascade. PDX Open Tech. Confirmed. Dan Wenger dan.wenger1@pcc.edu
- Portland Indie Squad. Confirmed. Will Lewis, rosecitygameconsulting@gmail.com
- The Portland Metro STEM Partnership. Confirmed. Kristen Harrison. kristen.harrison@pdxstem.org
- Portland Youth Builders. Unconfirmed. Wade Hopkins. wade.hopkins@pybpdx.org
- Civilis Consulting. Confirmed. Michelle Reeves. michele@civilisconsultants.com

STEAM Providers Partners offer in-kind STEAM education personnel and resources. Their programs will operate out of the makerspace and may produce a video for community access channels.

- Building Blocks to Success. Confirmed. Antonio Jackson. antonio@bb2s.org
- CETI. Unconfirmed. Nandini Ranganathan. nandini@ceti.institute
- Girls, Inc. Unconfirmed. Youn Han. Youn@girlsimcpnw.org
- Oregon MESA. Confirmed. Kelly Cousineau. cousin2@pdx.edu
- PCC Cascade. Confirmed. Francesca Frattaroli. francesca.frattaroli@pcc.edu
- francesca.frattaroli@pcc.edu
- Pixel Arts Game Education. Confirmed. Jeffrey Sens. jsens@gameeducationpdx.com
- TIE Oregon. Confirmed. Nicole Marris. nicole.marris@oregon.tie.org

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### **PROJECT FEASIBILITY SECTION includes: Technical Design, Project Start/End Date, Implementation Plan and Project Budget (see Final Application Budget form)**

#### **Technical Design**

*The Technical Design should specify in detail the proposed technology and equipment to be employed; the rationale in selecting the particular technology; how the technical design supports the projects use of the community media center channels; and the plans for maintaining and upgrading the system or equipment in the future.*

Our design is fundamentally about two things. The first is increasing BIPOC participation in STEAM by demystifying makerspaces and making them more accessible to people who haven't grown up with computers, technology, and equipment in easy reach. This will involve a mixture of education videos showing how to use physical equipment, how to program, and a broad introduction to computation and the arts.

The second is about putting the ability to create future videos documenting BIPOC stories in STEAM into the hands of community members, enabling ownership over the entire chain of content production from the topics of filming to public broadcasting on CACs. This increases representation in STEAM by elevating stories told by and about BIPOC communities. Before explaining the kinds of equipment we'll be using in our filming and in this space, we want to explain the overall tech philosophy behind the program.

We believe everyone should have the opportunity to be active, equal, participants in makerspaces: whether those makerspaces are community-run, a part of schools, or operated by the municipality. To that end, people need to know how to maintain, repair, and tinker with the hardware and software in these spaces. This guides our focus towards open source software and hardware wherever possible.

Free and open tech is usable in more contexts, is more affordable, attainable, and generally runs on older and more affordable hardware than the equivalent proprietary technology: in short, our use of free and open tech is about equity in access to community-owned communication. This helps ensure that the content we create is applicable to not just the space the filming takes place in but is also useful for self-study or at other makerspaces. Further, open technology generally has more opportunities to be involved in the creation of tools and not just their use. We feel this is an important part of enabling technological autonomy and community ownership of communication. When open software and hardware are not available, we'll still focus on tech that's stable, repairable, and general-purpose.

To increase STEAM involvement of BIPOC, we need to emphasize both high and low-tech maker equipment in our videos. We want to show how to use sewing machines for clothing repair and fashion design just as we want to demonstrate using computer-controlled die cutters to make a sticker and heat-transfers designs. We'll demonstrate how to use affordable, accessible, single-board computers such as the rpi400 for a huge array of programming and electronics projects as well as basic skills for computer literacy. We'll provide instruction and example projects that involve soldering and designing custom circuit boards to carve on a computer-controlled mill. We'll show how to use 3d printers and laser cutters to make both art projects and practical inventions & tools.

These educational STEAM videos will be filmed on-site and in-house with the equipment we're purchasing as part of this grant. We'll have filming equipment suited to "build and repair" videos that are our common case: a couple of dsrls good for both photography and filming, all-purpose lenses for both and a simple macro for a better view of fine details, lights, several lav-mics, and tripods with proper ball-heads for best positionability.

To empower community ownership over video content, we want to make it easier for community members to film and document their own maker projects and create videos for sharing through CACs. To that end, we want to have a number of webcams, sets of headphones, and multiple lower-end computers that will be useful for extemporaneous, candid- or self-filming common to DIY maker videos.

To build skill sets and resources for video production, we will work with Metro East to help develop video filming training for interns/community members. We'll be partnering with Metro East to broadcast our content on CACs. They've also expressed interest in having longer-form content on repair and maker projects as well as potentially a youth camp in filming and video production.

Finally, part of the sustainability of this project beyond the scope of the grant is that we'll be training our volunteers, mentors, and community members on not only how to document their own projects but also their own process of learning to perform maintenance on the equipment in the space.

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**Proposed Project Start and End Date:**

*Projects may include timelines of up to 18 months, and must wrap up by December 2022.*

**Proposed Start Date (month/year):**

07/2021

**Proposed End Date (month/year):**

12/2022

### **Implementation Plan**

*The Implementation Plan should include major tasks and milestones in addition to detailed tasks needed to successfully implement the project.*

The scope of the project is to produce both a series of instructional videos on the use of makerspaces and infrastructure for continued community filming that documents projects, techniques, and inventions of community members.

Phase 1 [July - Sept 2021]

After installing the electrical and wiring required for youth to access and create videos. We convene an Advisory Council to develop ideas for video content and emphasis. We purchase video and maker equipment with grant funds.

Phase 2 [Oct - Dec 2021] In this phase we install equipment and start training BIPOC interns to film and use equipment at the maker space. The content made in this phase will be used to train future interns and community members in video production. We plan programs with community partners and a filming schedule.

Phase 3 [Jan-March 2022] This phase is the opening of the space to the public. Training with interns will conclude by the end of March. We host in-house events that can be filmed as part of our broadcast schedule. We begin recording regular content based on feedback from community members using the space. Interested community members are trained in filming in order to document their own projects and interests.

Phase 4 [April-December 2022] We host community partners and create 15 half-hour education videos. Our interns produce BIPOC stories in STEAM to show the community using equipment and tools and interview them about their STEAM interests and experiences. Filming covers more advanced/project-focused video based on interests of youth, adults, and elders. We review lessons from surveys and in-house events, refine our practices, and support partners to deliver videos. In July, we provide a 6 month equity report. By the end of 2022, we will collate our interviews and surveys, our conversations with community partners and the advisory group, and then prepare an experience report of the makerspace.

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## **Budget Narrative**

**Budget Narrative**

## **PERSONNEL**

**Project Director:** Jackie Murphy oversees the grant project to ensure budget, timeline, and goals are met. They select and finalize contracts, procure insurance, maintain accounting and invoices, collaborate with personnel and project partners, conduct site visits, and oversee consultants and contractors on the maker space's renovation, installation, and interior design. The PD will work 15% of the time for 18 months. Based on an annual salary of \$82,000, the cost to the project will be \$12,400.

Grant Funds: \$0

Match: \$12,400

**Project Coordinator:** Jeffrey Sens will manage the grant project timeline, dependencies, and logistics to open the Makerspace. They coordinate communication and tasks between personnel, project partners, consultants, and contractors. They are responsible for data entry, tracking project costs, keeping records and documentation, and creating internal reports of project progress. The coordinator will work 10% of the time for 6 months and 5% for 12 months. Based on an annual salary of \$67,200, the cost to the project will be \$6,720.

Grant Funds: \$0

Match: \$6,720.

**Education Director:** Clarissa Littler facilitates day-to-day use of the maker space by education partners. They are responsible for implementing outcomes measurement and ensuring best practices of accessibility, use, and equity by community members and education partners. They manage interns and volunteers at the site and will support partners to deliver education videos to community access channels. The Education Director will work 20% of the time for 12 months to facilitate use of the space by education programs. Based on an annual salary of \$67,200, the total cost to the project will be \$13,440

Grant Funds: \$0

Match: \$13,440

**Site Manager:** Abundant Life Church (ALC) will oversee day-to-day access to facilities and equipment. They will collaborate with personnel and contractors to ensure the space meets community equity needs and goals. ALC provides physical space, maintains facilities, and manages building access for community residents and partners. The Site Manager will provide 33 hours a month of support at an hourly rate of \$25. The total cost to the project is \$10,000.

Grant Funds: \$0

Match: \$10,000

**Program Instructors:** Two instructors from Pixel Arts will each receive 15 hours of training on the new equipment, tools, and software. At an hourly rate of \$50, the total cost to the project is \$1500. The instructors will pilot 2 education programs to students, mentor youth, and provide technical and artistic guidance. Each instructor will co-deliver 12 instructional hours, provide 24 hours of course planning and preparation, and support 15 hrs of video post-production per program. At an hourly salary rate of \$50, the total cost to the project is \$10,200.

Grant Funds: \$0

Match: \$11,700

**Work Experience Interns**

Up to 4 interns will receive a stipend to take training, work Summer programs, and mentor youth. At \$2,100 per person, the total cost to the project is \$8,400.

Grant Fund: \$0

Match: \$8,400

*Total Personnel Costs: \$62,660*

## **EDUCATION AND TRAINING**

**Initial Trainer**

Pixel Arts Lead Instructor, Clarrisa Littler, will serve as the trainer and will create, test, and conduct the initial training of interns and volunteers outlined in Phase II of maker and video production equipment. The total project cost will be \$6,000.

Grant Funds: \$6,000

Match: \$0

**Education & Video Designer:** 1 education designer will create a menu of education programs in K-12 STEAM learning to be hosted at the space and that can be delivered to community access channels. They will create videos on STEAM education over the course of the project. The designer will provide on-going training for community partners and support both pre- and

post-production of their videos for media broadcast channels. The designer will work 25% of the time for 12 months. Based on an annual salary of \$67,200 the total cost to the project will be \$16,800.

Grant Funds: \$0

Match: \$16,800

*Total Education and Training Costs: \$22,800*

## **CONTRACTUAL**

**Maker Equity and Equipment:** We will contract with Pixel Arts Game Education to implement equity of community access images in video production and the makerspace. They select and procure equipment and install wiring necessary for video production. They will install and test equipment, tools, and software and create a tracking and repair system. They are contracted for a total of 250 hours over 6 months. At \$50 per hour, the total cost to the project is \$12,500. They are contracted for a total of 250 hours over 6 months. At \$50 per hour, the total cost to the project is \$12,500.

Grant Funds: \$12,500

Match: \$0

**Equipment Maintenance**

Pixel Arts Game Education is contracted to implement the inventory, tracking, and repair system, provide technical support for equipment, tools, and software, and maintain equipment for 12 months. It is estimated they will work 15 hours a month to maintain equipment and provide technical support. At \$35 per hour, the total cost to the project is \$6,300.

Grant Funds: \$0

Match: \$6,300

*Total Contractual Costs: \$18,800*

## **TRAVEL**

Total Travel Costs: \$8,000. Transportation vehicles as needed and public transportation day passes for interns, staff, and community to access the makerspace. In-kind.

Grant Funds: \$0

Match: \$8,000

## **EQUIPMENT**

**Video Production & Technology Equipment**

To develop the content to increase BIPOC participation in STEAM and makerspaces we need not only filming equipment but also maker & computer equipment for filming demonstrations and showing repairs.

For video production and computer equipment, we need several classes of machine: both high power computers suitable for processing & rendering video, lower-power desktops for screencasting of programming projects, a type of video production common in do-it-yourself education, as well as small single-board computers that will be used in a variety of maker projects and extemporaneous filming. We need basic peripherals for computer/software use. We envision filming extemporaneously—candid and self-filming—during DIY workshops or projects, which means that webcams will be needed. We will also be filming XR video projects that require high-end unlocked cell phones to run. The high-end desktops will be built from parts exclusively: AMD processors plus previous generation of nVidia cards will provide good efficiency for the money and won't need to be upgraded for at least several years. The mid-range desktops will be a combination of new parts upgrading older donated Dell Optiplex desktops.

- Three high-end computers (built from parts: max budgeted \$1800 each/\$5600 total)
- Eight mid-range desktops (built from parts: max budgeted \$500 each/\$4000 total)
- Eight RPi 400 kits (include everything but the monitor) (\$100 each/\$600 total)
- Laserjet color printer w/duplex (\$400)
- Twelve 1080p monitors (any 1080p, such as Asus 21" monitors \$100 each/\$1200 total)
- Fifteen 1080p webcams (Hrayzan 1080p model or similar) (\$20 each/\$300 total)
- Fifteen on-ear headphones w/ built-in mics (\$30 each/\$450 total)
- Single-board computer server and 2TB storage (\$350 total)

- Reference phone for mobile development and AR filming (Pixel 5) (\$650)
- Four CrowPi2 Deluxe computers/electronics stations (\$450 each/\$1800 total)

To increase BIPOC participation in STEAM and elevate stories by and about BIPOC community, we require crafting and repair equipment from sewing machines to laser cutters, 3d printers to heat presses, soldering irons to precision screwdriver sets. We want a variety of high and low-tech ways to produce art, make practical tools, and fix up objects.

Our video content with the crafting equipment can be divided into 1) project how-tos, where we walk patrons through how to do specific kinds of projects, and 2) maintenance how-tos on how to maintain the crafting equipment, debug problems, and do simple cleaning and repairs on the equipment. We'll also be making video content on how to do things like replace the screen or keyboard of a laptop, how to repair electronics, and how to fix clothing or make replacement parts with 3d prints.

Crafting and repair equipment for purchase

- Two 3d printers (Prusa i3 mk3s+ kits) (\$750 each/\$1500 total)
- laser cutter (Flux Beamo) (\$2000)
- Two sewing machines (Singer Heavy-duty or similarly repairable model) (\$250 each/\$500 total)
- Two heat guns (\$20 each/\$40 total)
- Two glue guns (\$20 each/\$40 total)
- Repair tool kits for PCs and phones (\$150 total)
- Canon EcoTank for dye sublimation printing (\$200 total)
- Heat press (\$400 total)
- Computer controlled die-cutter (Cricut Maker or similar) (\$400 total)
- PCB mill (3018 pro based) (\$400)
- Soldering iron kits (\$150 each/\$450 total)
- Rotary tool sets (\$50 each/\$100 total)

Filming equipment:

For filming, we're going with a setup of two DSLRs---most likely Canon as their entry level DSLRs are good for filming and photography and it's easy to acquire a variety of lenses for them---because of their flexibility and the fact that we will need different lens configurations for different kinds of filming: filming of workshops vs filming equipment use vs tight macro shots of how to do small scale repairs or building. We want to buy tripods capable of being positioned however we want, which means we need sturdy ball-head tripods. We also are buying a couple of lav-mics and lighting for the space.

Filming equipment for purchase

- Two DSLRs such as the Canon 90D (\$1000 each/\$2000 total)
- Macro lens (\$500)
- General purpose zoom lenses (200\$ each/400\$ total)
- Adjustable full-size tripods with ball-head (400\$ each/800\$ total)
- Lav-mics (\$200 each/\$400 total)
- Lighting (\$200)

Grant Funds: \$23,000

Match: \$0

*Total Equipment Costs: \$23,000*

## **INFRASTRUCTURE CONSTRUCTION/ FACILITIES CONSTRUCTION**

Infrastructure Build Out

The makerspace will be wired with electricity and ethernet cable in agreement with ALC space ownership. The total cost is \$12,000 to hire an electrician, purchase material to complete electrical updates and additions.

Grant Funds: \$5,000

Match: \$7,000

Facilities Renovation

The makerspace renovation includes site feasibility review, applying for permits. removing a dividing wall, labor and materials, and consulting with an economic developer and an architect.

Grant Funds: \$0

Match: \$38,175

*Total Infrastructure Costs: \$50,175*

**MISCELLANEOUS**

Website design, social media, and editing to host online courses and videos. We estimate 48 hours at \$50 per hour, The total cost to the project is \$2,400

Grant Fund: \$0

Match: \$2,400

*Total Miscellaneous Costs: \$2,400*

**OVERHEAD COSTS**

We calculate overhead as the cost of accounting software, personnel time tracking systems, project management software, utilities, office supplies to support this project. The total cost to the project is \$15,100.

Grant Funds: \$2,500

Match: \$12,600

*Total Overhead Costs: \$15,100*

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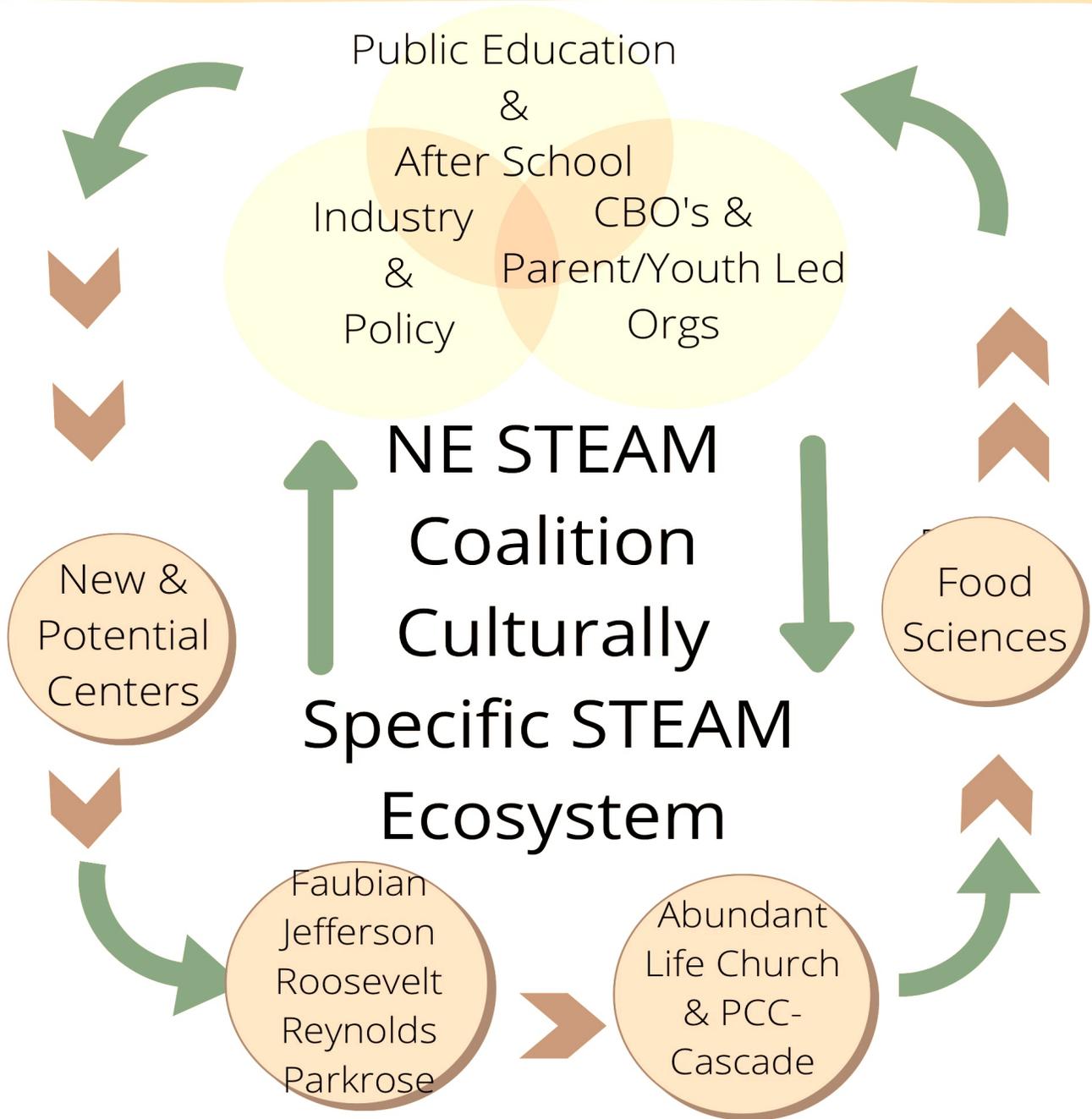
**Line Item Budget**

<b>Cost Category</b>	<b>Grant Funds</b>	<b>Match Amount</b>	<b>Project Total</b>
Personnel	\$0.00	\$62,660.00	\$62,660.00
Education and Training	\$6,000.00	\$16,800.00	\$22,800.00
Travel	\$0.00	\$8,000.00	\$8,000.00
Contractual	\$12,500.00	\$6,300.00	\$18,800.00
Equipment	\$23,000.00	\$0.00	\$23,000.00
Infrastructure/Facilities Construction	\$5,000.00	\$45,175.00	\$50,175.00
Miscellaneous	\$0.00	\$2,400.00	\$2,400.00
Overhead	\$2,500.00	\$12,600.00	\$15,100.00
<b>Totals</b>	<b>\$49,000.00</b>	<b>\$153,935.00</b>	<b>\$202,935.00</b>

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**Supplemental Material Attachments**

# BIPOC YOUTH & FAMILIES



NE STEAM Coalition Model of Change Diagram

<b>File Name</b>	<b>Description</b>	<b>File Size</b>
5. Summary and Invitation for Advisory Group.pdf	Invitation and summary for community members to join Lab's Advisory Committee	50 KB
ALC Summary Supplemental.docx	Abundant Life Church Map & Pictures	1.6 MB
CVPA Letter Of Support.pdf	Letter of support from CVPA	126 KB
MHCRC - Letter of Support from PMSP to NE STEAM Coalition.pdf	Letter of Support from PMSP	61 KB
NE STEAM_ Support Letter (1).pdf	Support letter from SEI	64 KB

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## **Final Application Signature**

<b>Signature of Duly Authorized Representative</b>	Jacqueline Murphy
<b>Date</b>	05/10/2021
<b>Title</b>	Board Member - Secretary
<b>Phone</b>	503-422-2538
<b>E-mail</b>	nesteamcoalitionpdx@gmail.com

## **NESC Makerspace Advisory Council**

The NE STEAM Coalition is dedicated to fostering a BIPOC ecosystem of Science, Technology, Engineering, Art, and Math (STEAM). Our project is to build a community makerspace and data center in NE Portland capable of hosting education programs and services. The makerspace will be at Abundant Life Church (ALC) in NE Portland, which has a strong community history.

During listening sessions with BIPOC youth from Jefferson and Grant High School, students expressed frustration that STEAM programs were “not worth trying. It’s too far away from us.” Likewise, BIPOC families wish to see persistent, year-round STEAM programs to help their children develop skills and career opportunities.

Our project centers BIPOC safety and representation in providing not just access to technology but culturally responsive education on technology use. This makerspace will be a hub to grow digital literacy, improve information security, and expand the community knowledge base. The hub will connect youth and families from Jefferson and Roosevelt cluster schools as well as the New Columbia neighborhood, home to one of Oregon’s largest public housing developments.

### **Purpose**

- Support NESC development of the Abundant Life Church Makerspace
- Help STEAM education partners to host culturally responsive programs
- Help integrate practical advice from community makerspaces across the Portland area
- Provide direct representation of BIPOC needs, interests, goals, and leadership in STEAM
- Build collaborative relationships and empower BIPOC voices and leadership in STEAM education, careers, and opportunities

### **Grant Tasks**

We are applying for a grant to fund equipment, tools, and resources of the makerspace. A core activity of the grant is to form an advisory council that supports a Community Design Process involving some of these tasks:

- Plan a community design process with the NESC
- Make presentations to support community choices and decisions
- Help develop architectural and interior designs
- Create surveys & evaluation methods
- Help create models, guides, and presentations for the community
- Hold equity in designing the space and how we serve community

### **Draft Timeline**

- March: Forming the Advisory Group (Happening Now)

- April to June: Planning and Preparation
- July: Grant Begins. Official Start of Community Design Process
- Sept or Oct: Estimated Installation of Equipment Begins
- January: Abundant Life Church Maker Space Opens

You can contact Clarissa Littler, [ldc@gameeducationpdx.com](mailto:ldc@gameeducationpdx.com), the makerspace project lead with questions, comments, or for further discussion about our goals for this project.



March 28, 2021

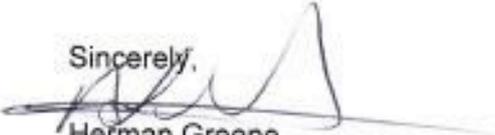
Dear Mount. Hood Cable Regulatory Commission,

The Community Violence Prevention Alliance (CVPA) comprised of Men Building Men, Going Home II, Faith-Based Organizations, and Love is Stronger supports the Community Computer Lab & Makerspace Project proposed by the NE STEAM Coalition (NESC) aimed at providing robust and consistent STEAM programs and workshops for youth and families in the community.

CVPA is committed to working with community partners, like the NESC, to attack issues that impact the Black and Brown communities, specifically addressing gun violence and young BIPOC youth. The Alliance uses mentoring, out-of-school time activities, outreach, advocacy, resource support, networking, communication, and shared resources as tools to help eliminate violence, attain improved health outcomes, achieve greater equity to resources and support, gain improved prosperity and social capital. The Community Computer Lab/Makerspace Project will provide a positive and innovative place for CVPA to connect youth with and entice them to create tech projects, experiential learning, and participate in workshops exposing them to the various opportunities STEAM can provide. Many of the youth we serve have not been exposed to STEAM opportunities let alone have ever stepped into a Makerspace. Having community resources such as the Lab that is accessible to the young people we serve is an incredible benefit to our Alliance.

CVPA pledges its full support for NESC's Community Computer Lab & Makerspace Project at Abundant Life Church.

Sincerely,



Herman Greene  
Alliance - Chair



Dear Grant Reviewer:

3/31/2021

The Portland Metro Science, Technology, Engineering, and Mathematics (STEM) Partnership (PMSP) is a regional STEM Hub and collective impact partnership of public and private organizations and businesses with a shared goal of transforming STEM education for PK-20 students. We are proud to support the NE STEAM (Science, Technology, Engineering, Arts, and Math) Coalition and to write this letter in support of their proposal.

The NE STEAM Coalition is dedicated to fostering a Black, Indigenous, and People of Color (BIPOC) ecosystem of Science, Technology, Engineering, Art, and Math (STEAM). The Coalition has deep community roots and has recently performed a series of in-person and the virtual input sessions with nearly 100 community members. Through these sessions, the Coalition heard repeatedly about the importance of students having access to high quality STEAM programming in trusted places and spaces. Specifically, during listening sessions with BIPOC youth from Jefferson and Grant High Schools, students expressed frustration that STEAM programs were “not worth trying. It’s too far away from us.” Likewise, BIPOC families requested persistent, year-round STEAM programs to help their children develop skills and connect to career opportunities. This project, to build a community makerspace and data center in NE Portland capable of hosting education programs and services, is a big important step to meeting the needs and addressing the barriers to access noted by the community. The location of the makerspace at Abundant Life Church (ALC) in NE Portland will build on a strong community history and a foundation of trust.

The project is focused on BIPOC youth having access to not just engaging and modern technology, but also ongoing culturally responsive programming for youth in a safe environment where representation is highly valued. BIPOC youth will not be the “only one” here. This space will be a hub of activity with BIPOC youth being supported by BIPOC educators, industry volunteers, and community members. STEM and STEAM programmatic partners will work with the NE STEAM Coalition and community to make real the community's vision for their youth.

This makerspace will be a hub to grow digital literacy, improve information security, and expand the community knowledge base. The hub will connect youth and families from Jefferson and Roosevelt cluster schools as well as the New Columbia neighborhood which is home to one of Oregon’s largest public housing developments.

The funding from this grant to specifically purchase equipment, tools, and resources for the makerspace is a critically important investment and an ideal complement to the building infrastructure efforts already underway. This project connects directly with our regional Oregon Community Foundations (OCF) Ignite Partnerships grant which would provide a \$1-\$1 match from OCF. This is a powerful opportunity for the Mount Hood Regulatory Commission to double your impact supporting the BIPOC STEAM Ecosystem in Portland.

I am proud to be a partner of the NE STEAM Coalition and ask you to give their proposal the highest consideration.

Best regards,

A handwritten signature in black ink that reads "K. Harrison".

Kristen Harrison  
Co-Director Portland Metro STEM Partnership  
Portland, OR  
(971) 238-2050, kristen.harrison@pdxstem.org



September 25, 2020

To Whom It May Concern:

It is my pleasure to submit a letter of support for the NE STEAM Coalition (NESC). Self Enhancement Inc. Community + Family Programs Department collaborates with NESC on providing STEAM workshops for youth and educational STEAM outreach with families. NESC's advocacy for culturally responsive and specific STEAM programs has enhanced our work with children and families.

I understand that continuous, quality STEAM opportunities can lead to career pathways for young people that lead to life-changing opportunities. As a result, I am committed to engaging Black and Brown youth in STEAM opportunities.

The culturally-specific STEAM workshops offered by NE STEAM Coalition provide youth with additional opportunities for personal development and self-expression through art and technology. Another fundamental aspect of NESC's model is its inclusion of facilitators with lived experience and cultural identity. In my experience, many STEAM providers do not have Black or Brown facilitators and this is an important quality that I look for when partnering with organizations.

In conclusion, NESC has connected youth to culturally-specific STEAM programming, constructive avenues for self-expression, and connections with positive role models. The combination of all these elements has created meaningful relationships with youth in a way that elevates their sense of belonging and helps them develop meaningful life pathways.

I look forward to continuing our partnership with NESC and hope that Metro Placemaking Grant will give high consideration to their proposal.

Best Regards,

*Stephanie Peters*  
Stephanie Peters