Pendergast District to Receive Microsoft Large Community Empowerment Funds

*Students to be future ready with STEAM Makerspaces complete with 3D Printers*

December 2, 2020 – (Phoenix, Arizona) – The Pendergast District recently received news that The Builder Bees Makerspace Program was made possible with funds granted from the Microsoft Corporation. The program will serve over 5,500 students throughout the West Valley region including the communities of Phoenix, Avondale, and Glendale. With $29,548 in funds, the district will use collaborative Science, Technology, Engineering, Arts and Mathematics (STEAM) Makerspaces with 3D Printers to help student prepare for successful future careers.

According to the US Bureau of Labor Statistics, by 2029, the need for Science, Technology, Engineering, Arts and Mathematics careers will grow by 8% with non-STEM occupations growing by only 3.4%. STEM fields include: Science, technology, engineering, and math and occupations include computer and mathematical, architecture and engineering, and life and physical science occupations, as well as managerial and postsecondary teaching occupations related to these.

In order to keep pace with this need, the key goals for the program are to develop campus workspaces integrated with relevant technology for students to create and develop STEAM prototypes. Within these designated campus makerspaces, students will use materials and 3D printers to create prototypes of products they have designed to specifically address problems or challenges their teachers have posed during classroom learning units. Campus makerspaces are collaborative workspaces on campus for students to explore, develop, make, learn, and share their prototypes. Within these collaborative workspaces, students will have access to a variety of technical and non-technical supplies and tools that range from 3D printers to sewing machines. The goal of each makerspace is to empower students to see themselves as inventors, builders and creators.

According to Pendergast Superintendent Dr. Lily Matos DeBlieux, “The Pendergast vision is to help students become competent in collaboration, communication, technology and empathy. We call this our Profile of a Graduate, and how we want our students to be prepared as they transition into high school. We are deeply grateful to Microsoft for enabling us to make this a reality for our students as they grow and learn in these STEAM fields.”