

EXHIBIT A**Statement of Work, Contract No. 4400011282****Objective 9 – Academic Support****BSAP Overview**

The creation of a school-based, BSAP program that provides convenient comprehensive services to LAUSD Black students and parents, especially those in high-need communities.

SCOPE

The BSAP success indicators that STEM to the Future will address will be:

1. Access to culturally responsive curriculum and pedagogy
2. Increase favorable school experience survey responses
3. Increase participation in extracurricular activities at school

STEM to the Future will provide services for Academic Support service to the population of schools & families below (enter whatever applies to your services):

Students in grades TK-8 at a LAUSD school site that elects to receive STEAM (science, technology, engineering, art and math) enrichment aligned to NGSS, Common Core and Social Justice Standards. School sites can elect to receive the services listed below based on need, interest, and budget. All services listed below are provided at the school site and can be scheduled for during school, after school, weekends, and during school breaks (Winter Break, Spring Break, summer, etc).

- **Assembly Engagement:** Two-to-three-hour engagement in which youth engage in hands-on STEAM activities. During the engagement, school sites can elect to have two or three groups of 20-30 students participate in the activities for 90 or 60 minutes, respectively. For example, a middle school interested in an Assembly can elect to have two sections of 7th graders participate in a 3D printing workshop for 90 minutes.
- **Family Engagement Workshop:** Two-to-three-hour engagement in which families and youth engage in a hands-on STEAM activity. The number of participants will vary based on the type of workshop the school site is interested in and the amount of space available at the school site. For example, an elementary school can elect to host a “Math to School Night” during their scheduled “Back to School Night.” Students in grades K-2, along with their families, participate in engaging activities that reinforce number sense, addition and subtraction while having fun. Participants leave the workshop with materials and instructions to continue playing the activity at home.
- **8 sessions for a particular section of a grade:** Youth are exposed to at least two STEAM skills and create projects centered on social justice. Prior to or during the last session, students present their findings and projects to their class. Sessions are up to 1 hour in length and are led by one STTF instructor.

- **16 sessions for a particular section of a grade:** Building on details listed for 8 sessions, youth are exposed to at least 5 STEAM skills, while collectively identifying an unmet need in their classroom. Students design a prototype to address the need. Sessions are up to 1 hour in length and are led by one STTF instructor.
- **24 sessions for a particular section of a grade:** Building on details listed for 16 sessions, youth continue to learn the foundations of a STEAM skill they are interested in, while learning about unmet community needs. Youth lead a Family Engagement Workshop (details listed above) focused on unmet needs they explored during class.
- **32 sessions for a particular section of a grade:** Building on details listed for 24 sessions, youth continue to learn STEAM skills and unmet community needs. Youth lead a workshop that teaches community members a skill they learned during class and/or display their projects for community members to see during a Showcase of Learning. An example of a Showcase of Learning could be a gallery walk, in which students display their projects as community members informally walk around informally and ask questions about projects, or a group activity in which students teach community members how to pot a plant and explain the benefits plants provide for clean air and cooling.
- **# of schools served:** STTF can accommodate up to 15 elementary and middle schools in the '23-'24 school year.

REQUIREMENTS

The following requirements help ensure a smooth and efficient implementation of services, and a collaborative working relationship between STEM to the Future and the school site.

- **Code of Conduct with Students:** Contractor shall comply with District's Code of Conduct with Students, attached hereto, and incorporated herein.
- **Point of Contact:** Each school site is required to designate at least one person as the point of contact for coordination of workshops.
- **Adequate Facilities:** Each school site is required to provide a classroom or multipurpose room, fitted with chairs and tables and/or desks for all participating students and a screen, projector, or smartboard for STTF instructors to present lessons to students. Onsite storage for tools and materials is preferred but not required.
- **Scheduling:** For STTF to provide an instructor for 8-32 sessions, the school site agrees to schedule classes consecutively with a 3 class minimum for any given day. For example, a school site interested in 16 sessions of STEAM enrichment for students in 6th and 7th grade on Tuesday and Thursdays during the school day agrees to schedule classes from 9 am – 12 pm (or a similar 3 hour block).

Key Personnel

Thomas Figueroa: Director of Partnerships

Caitlin Galante: Director of Instruction

Rafaela Tapia: Sr. Manager of Programs

Jasmine Samra: Lead Curriculum Designer

Katrina Deaton: Instructor

Nestor Enciso: Instructor

Christopher Spann: Instructor

DELIVERABLES

STEM to the Future (STTF) shall provide STEAM (science, technology, engineering, art and math) enrichment for students in grades TK-8. STTF will support school sites by using an engaging hands-on curriculum in which youth are exposed to grade level appropriate lessons that expose them to a variety of STEAM skills including, but not limited to, robotics, coding, UX design, engineering, and audio production. Youth will learn how these skills can be used to uplift their communities.

Book and materials: STTF will provide access to materials needed for STEAM lessons, including, but not limited to robotics kits, circuitry kits, colored pencils, crayons, paintbrushes, cardboard, 3D printer and filament, soil, seeds, pots, and beakers for science experiments.

Optional services:

For school sites that agree to receive services for 24 sessions for a section of a grade, STTF will provide a complementary Family Engagement workshop for the entire school to participate in at the school site (additional details listed above under Scope). For school sites that agree to receive 32 sessions for a section of a grade, STTF will host a complementary Family Engagement Workshop and a complementary Showcase of Learning at the school site with students enrolled in STTF classes (additional details listed under scope).

Optional materials: N/A

DATA AND REPORTING

Our reporting tools and analytics are collected from students. We collect enrollment and student growth data. For enrollment data we collect:

- Daily attendance
- Attendance for one-day engagement and average attendance for 8-32 sessions
- Number of service hours

For student growth and outcomes data we measure the following through anonymous surveys and project rubrics:

- Students' confidence in using and applying STEAM skills
- Students' persistence in STEAM
- Students' belief that they matter in class
- Growth in specific content knowledge related to the unit being taught (e.g., showing growth in their understanding of renewable energy)

Diagnostic Assessments: Project rubrics and surveys are administered periodically over the course of the program

Reporting of data collection to school site/BSAP Coordinator – how and when will this be done: Data collection will be shared at the midway point and prior to the last session for school sites electing for 8-32 sessions. Data, along with applicable links and/or photos of projects, will be shared over email with school site leadership and/or BSAP Coordinator.

END OF STATEMENT OF WORK



EXHIBIT B

Fee Schedule, Contract No. 4400011282

Fully burdened means inclusive of all direct and indirect costs and profit, fringe benefits, and all materials, supplies, and equipment. Fully burdened billing rates include administrative costs, direct and indirect services at the school site, and preparation time for the Scope of Services proposed.

If there's no fee for a line item, please include it or indicate "not applicable."

PLEASE NOTE: The District has the right to negotiate with any, all, or none of the proposers, and solicit best and final offers from all, some, or none of the proposers (Section 1, Instructions to Proposers, IP-14, District Rights).

Objective 9: Student mentoring and academic support including, but not limited to California Core Standards & all core subject areas. Academic Enrichment: Dance, Art, and Music. Fully Burdened Fee Rates. *Indicate per unit: hour, student/parent, group, school site, cohort, session, etc.*

School Level	Price	Unit
Grades K-5	\$600	Per Session
Grades 6-8	\$600	Per Session
Grades 9-12	\$ Not applicable	Per Not applicable

Description of Services:

STEM to the Future (STTF) delivers social justice STEAM-based learning (science, technology, engineering, art and math) experiences that equip Black and Latinx elementary and middle school age students to work on issues of equity within their communities. We position STEAM as an integrated, hands-on learning experience that leverages competencies from science, technology, engineering, math, alongside the arts to solve complex real-world problems. We provide learning experiences in structured school-day, after-school, and summer school settings.

In Planting the Seed (PTS), our direct instruction program for STEAM Academic Enrichment, students develop 21st century skills as they learn more about real-world problems that disproportionately impact Black communities such as gentrification and food deserts. Not only are our students learning a wide variety of STEAM skills, but they are also learning how to make sense of the world around them. Our curriculum exposes students to STEAM in a way that is culturally relevant and celebrates the variety of ways STEAM is present in their cultures. We develop our curricula and programs in such a way where students are posed with questions such as, "why is it that Black communities are less likely to have high speed internet?", "why are there far less trees in my neighborhood than in a rich white neighborhood like Beverly Hills? How might this affect air quality and temperatures in my community?", and "how is it that COVID disproportionately impacted people in my community?" Through this inquiry process youth are developing their consciousness as they come to their own conclusions to these types of questions. Undoubtedly, youth begin to make connections between race and oppression. Students take these new STEAM skills coupled with their increased awareness of the vicious role racism plays in the United States and create solutions that address these issues while also understanding the systemic nature of racism.

PTS provides schools and youth-serving organizations with our innovative curriculum, exposing students to education pathways that can be used to uplift themselves and their communities. Students complete community-based projects such as using data analysis to create a more sustainable lunch room or strengthening their creativity muscles as they create a podcast detailing what they've learned about their school community and ways it could be improved. Our curriculum is aligned to Common Core, NGSS, and Social Justice Standards. Most importantly our curriculum teaches students how to take what they're learning and use it to uplift their school community.

All services listed below are provided at the school site and can be scheduled for during the school day, after school, weekends, and during school breaks (Winter Break, Spring Break, summer, etc). One session is up to 60 minutes for a typical class size (20-32 students). STTF provides all materials needed for class including, but not limited to, robotics kits, circuitry kits, colored pencils, crayons, paintbrushes, cardboard, 3D printer and filament, soil, seeds, pots, and beakers for science experiments. Capacity for Family Engagement Workshops is not limited to 20-32 students and size will be determined by amount of space available at a school site during the scheduled workshop.

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