

Grant Title: INFORMATION TECHNOLOGY EXPERIENCES FOR STUDENTS AND TEACHERS (ITEST)

Grant Number: NSF 07-514

Area of Research: Year-round, youth-based projects that include a summer component and include activities that focus on IT or IT-intensive STEM subject areas. ITEST will support projects that infuse appropriate information technologies into STEM courses to expand IT experiences that are commonly available in schools. Existing ITEST projects that have demonstrated success may apply for a two-year renewal of funds. In addition, funding support will be provided for an ITEST Resource Center.

Release and Expiration: 2007 Release.

Application Deadline: *Preliminary Proposal:* January 4, 2008 and the first Friday in January annually; *Full Proposal:* May 8, 2008, and the second Thursday in May annually.

Amount: \$20,000,000. 14 to 17 awards to include 6-7 each for Youth-based and Comprehensive projects; 1-2 renewals; 1 ITEST Resource Center.

Length of Support: Up to 3 years.

Eligible Applicants: Proposals may be submitted by U.S. organizations located in the U.S.; see the Grant Proposal Guide for further information. All organizations with an educational mission are eligible. Proposals targeting minorities, persons with disabilities and women are especially encouraged.

Agency/Department: NSF

Summary: This funding opportunity supports research designed to increase the opportunities for students and teachers to learn about, experience, and use information technologies within the context of science, technology, engineering, and mathematics (STEM), including Information Technology (IT) courses. It is in direct response to the concern about shortages of information technology workers in the United States. Supported projects are intended to provide opportunities for middle and high school children and teachers to build the skills and knowledge needed to advance their study, and to function and to contribute in a technologically rich society. Additionally, exposure to engaging applications of IT is a means to stimulate student interest in the field and an important precursor to the academic preparation needed to pursue IT careers. The ITEST program seeks projects that demonstrate innovative and creative applications of IT in school and non-school contexts and is committed to preparing learners to benefit from and contribute to the growing national cyberinfrastructure. ITEST has four components: (a) youth-based projects with strong emphases on career and educational pathways (b) comprehensive projects for students and teachers (c) renewals of existing projects, and (d) an ITEST Resource Center.

Detailed Information: <http://nsf.gov/pubs/2007/nsf07514/nsf07514.htm>