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Science Education Program Offered for Youth at City of San Diego Libraries

'SPRING INTO STEAM' WORKSHOPS PROVIDE HANDS-ON OPPORTUNITY TO EXPLORE OCEANOGRAPHY, COMPUTER CODING

SAN DIEGO – For the third year in a row, the San Diego Public Library (SDPL) will host a series of science-focused classes and workshops, part of a city-wide effort to prepare young people for careers in STEAM (science, technology, engineering, arts and mathematics) subjects.

“San Diego libraries are places of exploration and learning, and we want more and more local students to be introduced to the possibilities of a career in science, technology, engineering, arts and math,” said Mayor Kevin L. Faulconer. **“By doubling our programming at branch libraries across the city, the Spring into STEAM program gives students opportunities to broaden their skills and prepare them for 21st century jobs.”**

Spring into STEAM programs are offered for free to youth ages nine through 12. This year, the theme is Dive In! and libraries will offer programming in collaboration with local science experts and organizations including Microsoft, San Diego Coastkeeper, ThoughtSTEM and The League of Extraordinary Scientists and Engineers.

“There is no question about the importance of introducing STEAM concepts to youth as early as possible,” said Library Director Misty Jones. **“At SDPL, we are offering programs throughout the entire library system so that all San Diego youth have an opportunity to participate. We are fortunate to have so many partners that want to help us achieve this goal.”**

Classes and workshops will be held at all 36 libraries across the City during the months of March, April and May. There are six programs to choose from and participants are encouraged to experience them all.

- **Making Waves** – learn about the science behind sea life and build your own watershed
- **Go Beneath the Waves with Minecraft** – code your own aquatic environment using Microsoft technology
- **Hurricanes vs. Houses** – learn how tropical storms come about and the impact on land and sea

- **Create-a-Creature** – see how marine life has adapted over time
- **Underwater Coding** – learn coding using Scratch, a visual computer programming language

Program dates, times and locations are available on the library's website: sandiego.gov/public-library/spring-into-steam. Advanced registration is required. Youth not able to attend a Spring into STEAM workshop in person can complete a Dive into DIY! Project at home and earn a prize from their local library.

In collaboration with the Maritime Alliance, the San Diego Public Library is also offering a series of videos exploring careers in BlueTech. These videos and a survey are posted on the library's [webpage](#) and provide an opportunity for young people to learn about jobs in ocean and water industries.

About the San Diego Public Library

With a vision of being the place for opportunity, discovery and inspiration, the San Diego Public Library is a hub for knowledge and lifelong learning. As the largest library system in the region, it serves a population of more than 1.3 million people. Learn about events at the San Diego Central Library @ Joan A Irwin Jacobs Common and 35 community branch libraries, find links to programs and resources or search for materials in the online catalog at www.sandiegolibrary.org.

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