How does Teen-Turn support girls to achieve STEM education and career goals?

Girls may be entering life science, computer science and engineering courses with the same points as their male classmates, but many—particularly those from underserved areas—are already behind, with little experience in laboratories, engineering, physics and object-oriented programming languages.

Teen-Turn expands the educational and career opportunities available to beneficiaries by introducing extracurricular future of work learning that advances their competencies in STEM, develops their confidence in their command of science and

more complex subjects, and "levels the playing field" by strengthening their knowledge base to be equal to that of their peers when entering knowledge economy related university courses.

Participants are drawn from Teen-Turn partner schools nationwide. Activities are free to ensure that a future career in STEM is available to all girls, irrespective of geography, background or family income. Further to this aim, Teen-Turn covers transport, meals, materials and loan of equipment for participants.

Program	About	Calendar	Commitment
Project Squad (After-School)	Science fair based research and development program	September - December	12 weeks (online and in-person)
Technovation (After-School)	A social enterprise and app development program	January - May	12 weeks (online and in-person)
Super Sessions (After-School)	Afterschool participants from sessions nationwide and online meet in person at a host location to work on their after school projects.	All year round	In-person several sessions a year
Revision (Club)*	Weekly Senior Cycle & university course revision sessions with an additional physics class option	September - May	28 weeks
PLUS Saturday (Club)*	Monthly sessions on advanced programming, cyber security, robotics, automation and physics.	January - June + September - December	10 months
Alumnae (Club)	Upon completing secondary school, participants join our alumni network through meet ups with fellow participants, mentors and career advisors with groundwork activities to support school performance.	Year round	Monthly in-person sessions
Teen-Turnships (Work Experience)	Summer work placements includes access to role model mentors and hands-on activities.	June - August	2 weeks long with an additional day for induction
STEM inside (Work Experience)	Project-based learning with companies on themes and topics related to their work.	Autumn midterm + June - July	Week long
Learn to Earn (Work Experience)	A scholarship offered as part of a part-time summer work experience opportunity for Teen-Turn's cohort of third level students	June - August	20 - 25 hours per week for 8 - 10 weeks
Incubator Accelerator (Success)*	After completing Project Squad and/or Technovation, Participants with commercialisable projects "Incubate to Accelerate" into start-up companies.	Summer start with Incubator and advancing to Accelerator by the following summer.	In-person and online, several sessions a year
Scholarships (Success)*	Examples include, an Annual Scholarship for girls studying Engineering in ATU in Galway, summer travel support to exceptional student opportunities like Yale Young Scholars	All year around	Dependent on course length with accompanying in-person support meetings
Career Development (Success)*	STEM career pathways/CAO information sessions providing exposure to different STEM career paths.	September to June	Multiple sessions throughout the academic year

^{*}open to second and third level