

Review and selection process

Selection criteria is aligned with the Ready to Code vision that libraries play a critical role in increasing access and exposure to CS opportunity, changing perceptions of who can code, and inspiring all youth to pursue CS education by connecting coding to individual interests.

Applications will be selected based on a standard rubric that is directly connected to the following components:

1. **Basic eligibility:** All applications will need verify the following
 - a. **U.S. libraries.** This opportunity is available to libraries located in the U.S. and U.S. territories.
 - b. **Focus on CS and CT.** Proposals must focus on computer science and/or computational thinking as defined above. Prior experience implementing a CT/CS program is not necessarily required, but you will need to make the case for why your experience is transferable and you have implemented the Ready to Code concepts with similar programs.
 - c. **Pre-K through 12 grade children and youth.** Proposals should benefit children and youth through high school. This program is not intended for post-high school age adults or students already enrolled in university.
 - d. **No cost.** Programs cannot require youth to pay a fee or a deposit for participation.
 - e. **Leadership approval.** Applications must include confirmation of approval from library administration upon request.
2. **Ready to Code concepts:** All libraries selected will demonstrate in their proposal an understanding of and ability to integrate Ready to Code concepts, listed below, in their proposed activity, either from experience implementing a CT or CS program that incorporate these concepts, or evidence from similar programs.
 - a. **Connected Learning.** The proposed program connects CT/CS to the interests of the participants, creates possibilities to learn and work with others, and connects to future learning opportunities.
 - b. **Outcomes Planning.** The proposed program includes goals and objectives that can be measured, a clear case for what the program will achieve, and the benefits of the program can be articulated to youth, administrators, stakeholders, community partners, policy makers, or elected officials.
 - c. **Youth Voice.** The proposed program involves youth in the design and implementation of activities.
 - d. **Design Thinking.** The proposed program is connected to a compelling problem and was created in a way that incorporates research, empathy, reflection, and iteration.
 - e. **Community Engagement.** The proposed program includes community partners to design and/or implement activities.
3. **Selection preferences:** Once the above application components are evaluated, consideration will be given to the below preferences in order to create a toolkit that is useful to libraries across the country and can be scaled broadly:
 - a. **Addressing inequity.** Applicants that can provide insight programs that serve students who might not otherwise have access CS and CT programs, including those that are underrepresented in the field of computer science such as girls, and youth from underrepresented groups, low-income households, or rural communities.
 - b. **Geography.** It is our intent to select a cohort of libraries to represent geographic diversity in the U.S.
 - c. **Types of libraries and program models.**
 - d. **Current ALA members.**