About Mouse

Mouse is a national youth development nonprofit that believes in technology as a force for good.

We empower all youth and educators to **engage with computer science and creative technology** to **solve real problems** and **make meaningful change** in our world. We are committed to fostering greater diversity and humanity in STEM and empower youth -- and all those that educate them -- to access and amplify technology as a force for good.

Mouse designs **computer science and STEM curriculum** on Mouse Create, our online learning platform, **trains K-12 educators**, and **engages students** through the Design League and Mouse Create Computing Lab events.

Mouse Create

Mouse Create projects and courses help educators build an environment for learners to explore, deepen, and practice creative and technical identities. Youth can earn competency based badges on Credly and educators receive lesson plans on our learning management system. Educators from schools, community centers, & afterschool providers integrate Mouse curriculum into their programs and classes, choosing from courses that cover circuitry, game design, web literacy, coding, green technology, & more.

Learn more about Mouse Create at create.mouse.org   *Learn more about Mouse Courses at mouse.org/courses*

Professional Development

Mouse supports over 1200 educators per year through high quality training and support in computer science and STEM. Sign up for pre-scheduled PD or hire Mouse to come to you.

Mouse offers professional development for the following:

- Scratch Junior (Grade K-2)
- Scratch Creative Computing (Grades 3-8)
- Code.org CS Fundamentals (Grades K-5)
- Google CS First (Grades 4-8)
- Mouse Create (Grades 6-12)
- Code.org CS Discoveries (Grades 6-10)
- Exploring Computer Science (Grades 9-12)
- Code.org AP CS Principles (Grades 9-12)

Learn more: mouse.org/educators

Youth Engagement

The **Mouse Creative Computing Lab** is a space for innovation and experimentation. By playing with modular digital, analog and environmental inputs to produce a variety of creative outputs, the lab is a place where youth and adult experts can design and explore interactive computing together at free learning events throughout the school year.

Learn more: mouse.org/lab

Mouse Design League is a design and technology program in which high school students create inventions to make a positive impact on the lives of others. Design League members develop creativity, problem solving, and collaboration skills, and build confidence in designing technology with purpose.

Learn more: mouse.org/designleague

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