Caroline, Mouse Alum
Creative Producer, Artist

“Mouse gave me a purpose and the opportunity to work on something I was passionate about. Mouse helped me to find my voice and to develop into who I am today.”

Mickell, Mouse Alum
Designer, Gamer, Technologist

“Mouse changed my life. Being involved has helped me to see things from a different perspective and how to create something that I care about for someone else.”

Zainab, Mouse Alum
Creator, Innovator, Change Maker

“Being involved in Mouse made me who I am. I don’t think anything else has helped me to develop as much as Mouse. Mouse taught me to believe in myself and to create something that will have lasting impact.”
Ioana, Mouse Alum  
Designer, Innovator  

"Mouse gives young people agency and the feeling that they then can make it happen. Once you think about using technology for a purpose, it becomes integral to who you are."

Carlos, Mouse Alum  
Programmer, Designer, Project Manager  

"Mouse changes young people's lives by allowing their creativity and ability to believe in themselves reach unthinkable levels."

Riley, Mouse Alum  
Social Entrepreneur, Change Maker  

"Mouse inspired me to pursue technology in 7th grade. Mouse sparked my curiosity, helped me to develop persistence, and taught me the invaluable role of mentorship."

Rafia, Mouse Youth  
Designer, Inventor  

"You would think that technologies like this exist, but they do not. It is up to us young people to try to understand the problem and invent a way to help them — this is what we do at Mouse."
Technology as a Force for Good

Mouse empowers all youth to create with technology to solve real problems and make meaningful change in our world.

As a result of Mouse, youth report:

- **88%** Increased creativity
- **86%** Improved problem solving skills
- **81%** Improved communications, leadership, & team building skills
- **71%** More motivated to pursue a career in STEM

Learning and innovation skills increasingly are being recognized as the skills that separate students who are prepared for increasingly complex life and work environments in the 21st century, and those who are not.

A focus on **creativity, critical thinking, communication and collaboration** is essential to prepare students for the future.


“My experiences with Mouse created a part of my identity and helped me to realize that the importance of technology is how you can positively impact people.”

—Kim, Mouse Alum

## Impact

- **8,394** Youth participating in Mouse
- **655** Educators participating in Mouse
- **378** Total Mouse sites
- **56%** Youth at Mouse sites eligible for free and reduced price lunch
- **44%** Mouse youth that are Latino/a or African American
- **39%** Mouse youth that are young women

## National Presence

Since 2000, nearly **47,000** students have been actively involved in Mouse programs.

![Map of Mouse Presence](image)

- **California**: 97
- **Chicago**: 3
- **Dallas**: 20
- **Minnesota**: 102
- **New York**: 105
- **Pittsburgh**: 21
- **Additional Sites**: 30

## Ethnicity

<table>
<thead>
<tr>
<th>Ethnicity</th>
<th>Percentage</th>
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<tbody>
<tr>
<td>Latino/a</td>
<td>31%</td>
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<tr>
<td>Caucasian</td>
<td>26%</td>
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<tr>
<td>Black/African American</td>
<td>13%</td>
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<tr>
<td>Asian/South Asian</td>
<td>16%</td>
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<td>American Indian</td>
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<tr>
<td>Two or more/Other</td>
<td>12%</td>
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## Grade Level

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<th>Grade Level</th>
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<td>High School/GED</td>
<td>48%</td>
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<tr>
<td>Middle School</td>
<td>44%</td>
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<tr>
<td>Elementary School</td>
<td>8%</td>
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## Gender

<table>
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<th>Percentage</th>
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<tbody>
<tr>
<td>Male</td>
<td>57%</td>
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<tr>
<td>Female</td>
<td>39%</td>
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<tr>
<td>Other/Declined to Answer</td>
<td>4%</td>
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City Council of New York

Leaders $100,000 - $199,000
The Joseph H. Flom Foundation
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Contributors $1,000 - $2,499
Donna Rosenwasser
Pat and Herb Ross
Natasha Rossell Jaffe
Diallo Shabazz
SHoP Architects
Amy Siskind
Samantha Smith
Sheryl Stillman
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Communications Intern

National Office
Mouse  
55 Broad Street, 16th floor  
New York, New York 10004

Affiliates
Emily Reisner  
Program Director
Mouse California
Jonathan Clemens  
Learning Network Manager
Mouse Minnesota