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Technology with Purpose

Biennial Report 2017-2019

Our Stories



powering nnovation

Luna Ramirez

Computer Science Teacher at Information Technology High School, Queens, NY

"Mouse is a source of knowledge. They offer teachers and students an opportunity to learn and put technology into action. Mouse sparks our creativity and connects CS concepts with real world applications."

powering go d



Ryan, Mouse Alum

Analyst, Problem Solver, Designer

"Through Mouse, I learned how to analyze and solve problems, and how to relate to people. Mouse taught me that technology always has a human element."

powering rls



Karila, Mouse Alum

Engineer, Musician, Coder

"Mouse has opened my eyes to the idea of design. I've learned that tech with purpose means going beyond what's given to you to implement something bigger."



A Letter from our Board Co-Chairs

2018 was an exciting year of firsts for the newly merged Mouse and Code/Interactive family. On July 11, 2018, Mouse and Code/Interactive officially merged under the Mouse banner. As a single organization, Mouse empowers all youth and educators to engage with computer science and creative technology to solve real problems and make meaningful change in our world.

By combining youth and professional development, and connecting creative power to computational thinking, we are empowering youth — and all those that educate them — to access and amplify technology as a force for good.

This annual report covers our combined activities for the fiscal years 2018 and 2019. We hope you will pay particular attention to the increased impact we have had on students and teachers throughout the country. With a commitment to fostering equity, diversity and humanity in STEM, we are bringing together the people, programs and platforms necessary to meet the full range of creative computing needs, for today and for the future.

In 2020 we will start the year with a new leader at our helm. We are excited about identifying new priorities for Mouse as we look to a strong and bright future. We want to thank Daniel Rabuzzi for his leadership and guidance as Executive Director for almost 7 years. His legacy will be long ingrained in the heart and soul of this organization.

We have been constantly growing and learning through our involvement with our partners and supporters. Our success translates into the success of the community as a whole. With the ongoing support of our donors, partners, Board members and volunteers, Mouse is ready for the challenges and achievements that lie ahead in 2020.

Sincerely,



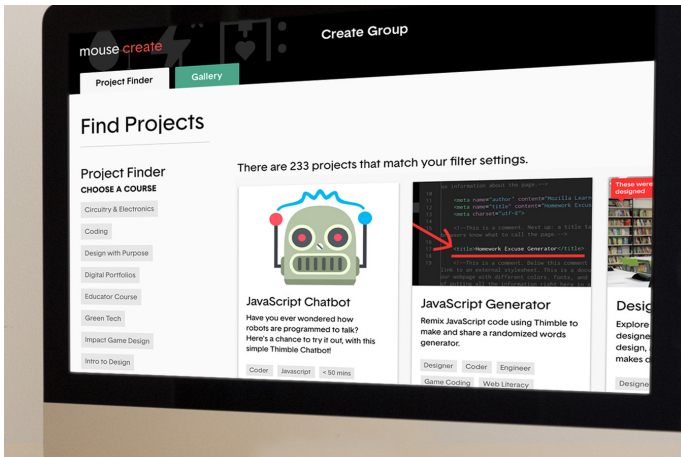
Amy Kadomatsu
Co-Chair, Mouse Board of Directors
Chief Operating Officer, ComplySci



Kirk McDonald
Co-Chair, Mouse Board of Directors
Chief Marketing Officer, Xandr

About Mouse

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



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, and afterschool providers integrate Mouse curriculum into their programs and classes, choosing from courses that cover circuitry, game design, web literacy, coding, green technology, and more.



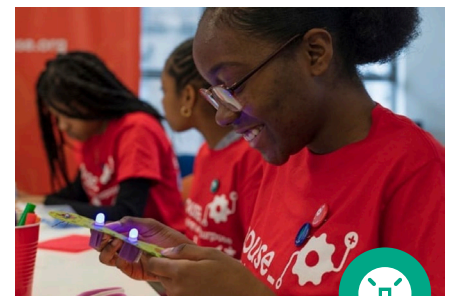
Professional Development for Educators

Mouse supports over 1,000 educators per year through high quality training and support in computer science and creative technology. At Mouse, we support our educators through professional development, remote support, and Mouse Create memberships with original engaging content.



Mouse Design League

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.



Creative Computing Lab and Maker Events

The Mouse Create Computing Lab (formerly Mouse Makerspace) is a space for innovation and experimentation. It is a program in which students use modular digital, analog, and environmental inputs to produce creative artifacts. The lab hosts events in which youth and adults design and explore interactive computing together.



Technology as a Force for Good

Mouse empowers all youth and educators to engage with computer science and creative technology to solve real problems and make meaningful change in our world.

As a result of Mouse programs,
youth report:



81%

believe that Mouse has helped prepare them for college



76%

are considering majoring in technology or computer science

"The most significant change in myself as a result of my experiences with Mouse is that it broadened my mind with new and creative ways to use technology in the future. I hope to major in computer sciences and technology and [Mouse] is helping me to reach [my] goals and destination in my career."

– Mouse Learner

As a result of Mouse programs,
educators report:



86%

have strengthened or supplemented their practice as educators

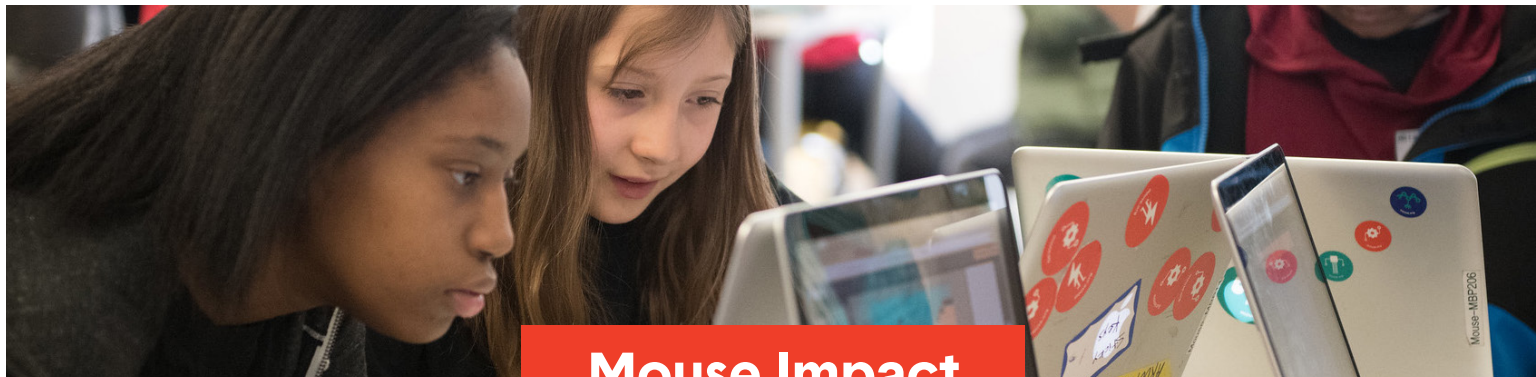


83%

have taught creative computing as a tool to effect change or solve problems in communities

"It's fun, students love it, staff love it, and we all learn from the Mouse platform. Also there is SO MUCH content to choose from. We've been members for 3 years and still have not covered all content."
– Mouse Create Educator

All educator and learner survey results and quotes on this page are from a 2018-2019 Mouse program evaluation performed by an external evaluator



Mouse Impact

Since 2000, nearly **170,000** students have been actively involved in Mouse programs and courses.

Educators Trained



Youth Reached through Educator Training



Mouse Create Sites



Mouse Create Active Learners



Youth at Maker Events



Youth and Educators at Emoti-con!



Design League Sites



Design League Students



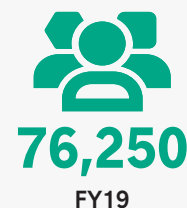
Total Impact



Educators



Youth

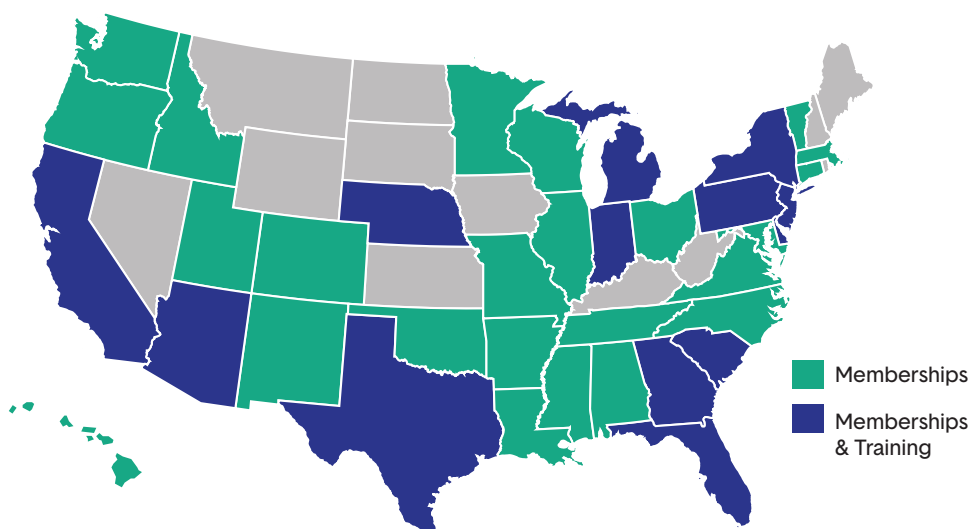




Mouse Presence

National Presence

Since 2000, nearly **170,000** students have been actively involved in Mouse programs.



International Presence

Australia, Canada, China, Democratic Republic of the Congo, India, Ireland, Italy

Ethnicity

Latino/a	29.6%
Black/African American	27.9%
Caucasian	16.3%
Asian/South Asian	12.7%
American Indian	1.8%
Two or more/Other	11.7%

Grade Level

High School/GED	42.4%
Middle School	41.7%
Elementary School	4.6%

Gender

Male	59.8%
Female	38.6%
Other/Declined to Answer	1.6%

Impact

76,250

Youth involved with Mouse

1,074

Educators involved with Mouse

595

Mouse Create Sites

70%

Youth at Mouse sites eligible for free or reduced price lunch

71%

of youth on Mouse Create identify as Black, Hispanic / Latino, Native American, or Multiracial

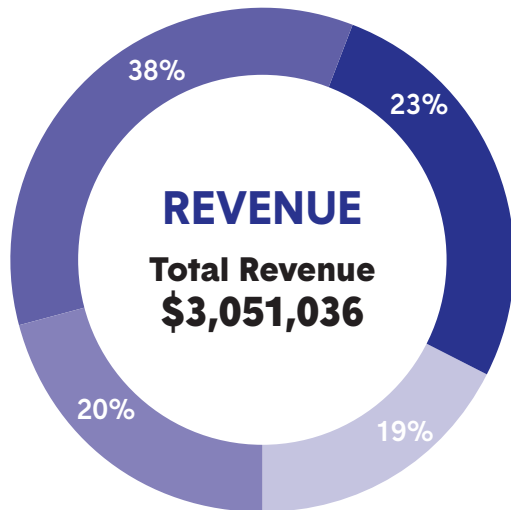
"My experiences with Mouse created a part of my identity and helped me to realize that the importance of technology is how you can positively impact people."

—Kim, Mouse Alum

Mouse Financials

Unaudited Financials for Fiscal Year Ending June 2019.

(Check back for updated version in Spring 2020)



- Corporate and Foundation Grants: 23%
- Program Related Sales & Fees: 38%
- Government Grants: 20%
- Individual Giving, Event Income, Interest & Dividends: 19%

Mouse Supporters

ALTMAN
FOUNDATION



BLACKROCK



Deloitte.



New York City Council



facebook.

Google



THE
PETER AND CARMEN LUCIA BUCK
FOUNDATION

■ ■ ■ ■



Mouse Supporters

Changemakers \$200,000+

Best Buy Foundation
Facebook
New York City Council
New York City Council Speaker
Corey Johnson
NYC Department of Education

Leaders \$100,000 - \$199,000

Coca-Cola Foundation
Games For Change
Google
Joseph A Flom Foundation
National Science Foundation

Innovators \$50,000 - \$99,999

Altman Foundation
AT&T Foundation
BNY Mellon

Inventors \$25,000 - \$49,999

Capital One Foundation
Con Edison
Deloitte
Mission EDC
Royal Bank of Canada
The PCLB Foundation

Entrepreneurs \$10,000 - \$24,999

BlackRock
Dropbox
Infosys Foundation USA
Amy Kadomatsu and
Robert Lopez
Marc Haas Foundation
Amanda O'Donnell
Osterman Family Foundation
Patrina Foundation
PNW BOCES
Daniel Rabuzzi and Deborah Mills
Jeremy Sonnenburg
The DiSanto Family
Wells Fargo Foundation
Xandr

Creators \$5,000 - \$9,999

BrainPOP
Rashmy and Surath Chatterjee
Adon Davis
Frenkel Benefits
Robin and Alice Griffiths
ION Group
David and Karin Kuhns
LivelIntent
Myriad Supply

NYC Economic Development
Corporation
Christine and Doug Rohde
Technology for {You}th:
Omari and Keri-Ann Edwards
true[x] Media
Vector Building Corp

Supporters \$2,500 - \$4,999

Benevity Community
Impact Fund
Kayla Golden
Kendall Jakes
Aaron Krane
MongoDB
NBC Universal
Lisette Nieves
TwentyPine

Contributors \$1,000 - \$2,499

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Bright Funds Foundation
Byrne Doyle
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Perri Hutchinson
Ralph Katz
Jean-Marc Levy
Helen Lin
Meredith Miller
Retail Me Not
Thomson Reuters
Herald and Linda Ritch
Rebecca Snyder

Friends \$1 - \$999

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Tasso Argyros
Michael Armacost
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Nathan Avery
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Komoliddin Fazliddin
Shirley Fennessey
Charissa Fernandez
First New York City
Joseph Formica
Nicole Frances
Dave Frederick
Harrison Freund
Guilherme Fujiwara
Caroline Gilbert
Jim Gilbert
Eamon Glackin
Rashawn Glenn
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Skip Hop
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Spotify
Carey Stiss
Maxwell Stiss
Sol Stiss
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Rana Taghdisi
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Learning Design Engineer

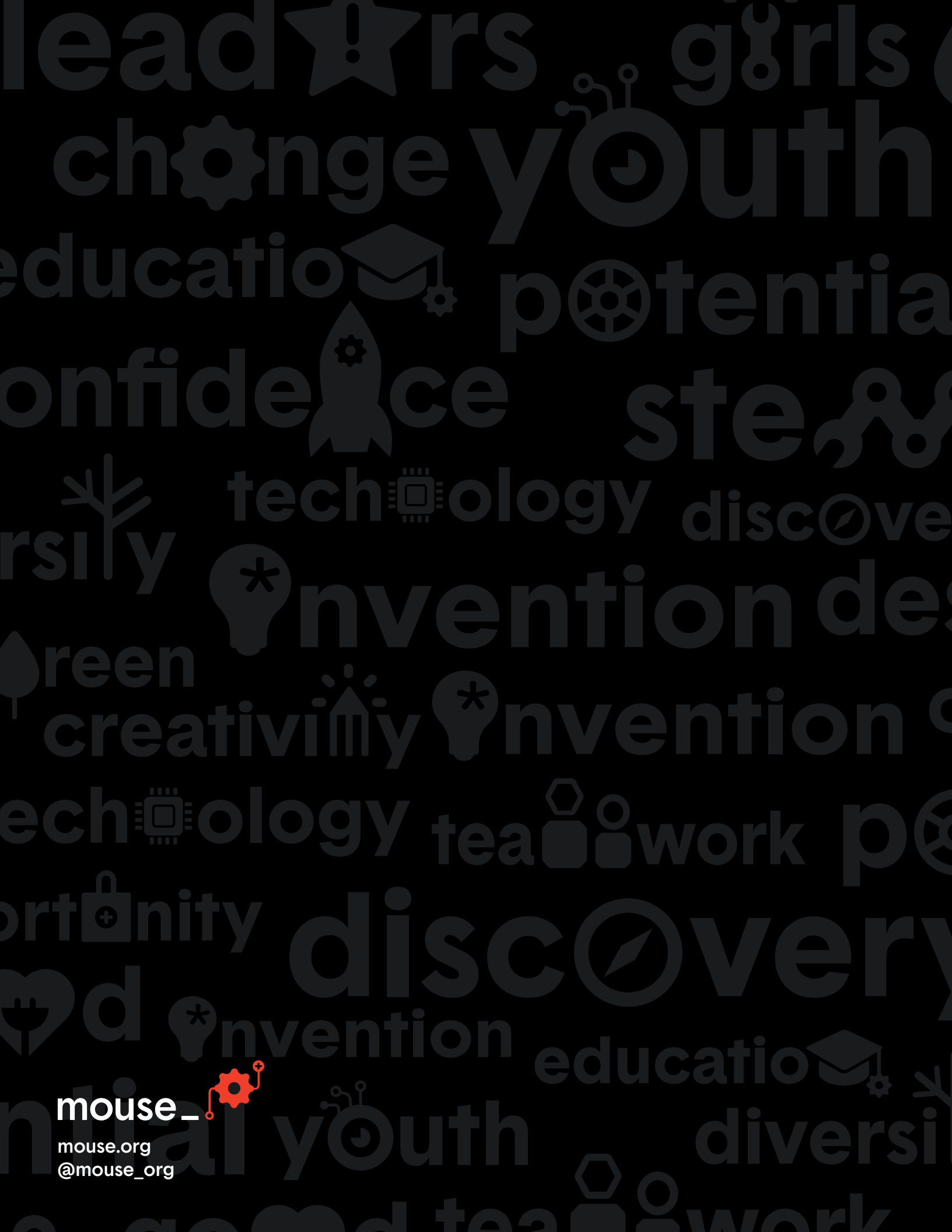
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Marketing & Communications Coordinator

National Office

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