CryptoClub Afterschool and Online: Broad Implementation | 1724481

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Project Description

This project broadens the implementation of the CryptoClub afterschool curriculum and online cryptography games through collaboration with National Girls Collaborative Project. It strengthens the impact of CryptoClub through further development of online tools.

Key Achievements

- What have you **accomplished** to date?
    - Developed training and PD modules.
    - Launched online components: digital badges, online game, app
    - Created 17 training hubsites via two cohorts from organizations within the NGCP network.
- What have you **learned**?
    - It is difficult to recruit leaders, even with a hubsite model.
    - Potential leaders want to be paid to complete training.
    - The website is interesting and engaging, but users do not always notice all its features (e.g., badging system).

Audience & Settings

Audience: middle school students, ISE professionals

Disciplinary area: mathematics; cryptography

Learning environment: afterschool settings

Access and Inclusion

Since the program is implemented in a variety of afterschool settings, including 21st Century Community Learning Centers and Chicago Public Schools, it provides academic enrichment to students, including those attending high-poverty and low-performing schools.

RE VISE

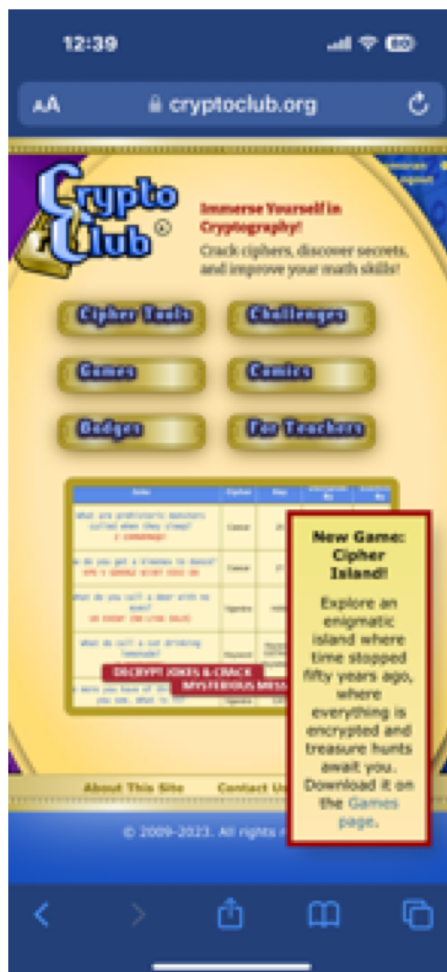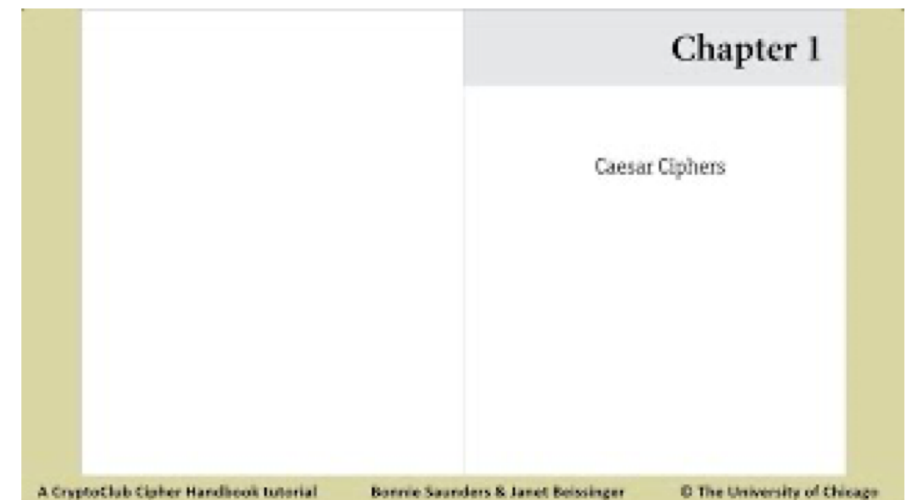# CryptoClub Afterschool and Online: Broad Implementation | 1724481

Preview the online cryptography game, Cipher Island

Digital Badges can be earned at
cryptoclub.org

CryptoClub.org app allows for play on mobile devices.

Preview the first module of the CryptoClub Online Leader Training