

Organization Overview

Name	Star Tech Group, LLC
Genome	K-12 Student Achievement

Program Overview

Program Name	ACCESS
Program Type	Direct Service
Beneficiary Type	Organizations
Budget	\$40,035 USD

Description

ACCESS strengthens student engagement in the classroom by giving each student an understanding of WHY they are studying the STEAM courses. Engagement is triggered by students exploring careers available locally on the ACCESS platform. Student interest deepens with career experts assigned to each career answering their questions online, visit classrooms and engage with students during work site visits. ACCESS is adopted & implemented by AVID, CTE, STEM programs as ACCESS allows each student to discover the connection of classroom to career.

Program Logistics

Location:



United States (New Mexico)

Key Demographics

Core Beneficiary Group:	The program primarily serves 6th to 12th grade students with 80% of them receiving free or reduced lunch.
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Mission Measurement Insight

ACCESS is a platform leveraged by 11 schools during its pilot year, ultimately reaching and engaging 4,700 students. It has a very low cost per outcome since it leverages both volunteers as well as technology (web-based videos and other resources). Since its pilot, the program has expanded to 32,000 students across six school districts. To improve quality of evidence (and confidence in the efficacy rate), ACCESS should survey a sample of platform users to capture the outcome criteria.

Outcomes

Primary Outcome: Improved Academic Attitudes, Beliefs, and Motivations

This outcome is satisfied if an individual has demonstrated the following within the past year:
 - Improved attitudes towards school and motivational beliefs, including a mastery orientation, academic identity, school-valuing, self-efficacy, perseverance, etc.

Secondary Outcome(s): Equitable Education, School Engagement and Persistence, STEM Interest, Develop Technological Skills

Self-Reported Data

100% Efficacy Rate % of beneficiaries achieving a positive outcome	4,700 Program Reach # of beneficiaries served	4,700 Actual Outcomes Total # of beneficiaries achieving a positive outcome	\$9 Cost per Outcome Budget / Actual Outcomes
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Level of Data Reported

Level 1	RCT* or quasi-experimental
Level 2	Pre-post or cross-sectional
Level 3	Point-in-time study
Level 4	Performance metrics /stats
Level 5	Anecdotal evidence

*Randomized Control Trial

ACCESS pilot target for 4000 students, expanded to 4710 students by end of the 12 month pilot. These students logged in 22,700 times, explored ACCESS via 635,464 page views and posted 2,777 questions for career experts to answer. These students also experienced 24 class room talks and 27 online talks answering their question of WHY they are studying the STEAM courses in the classroom.

Genomic Analysis

Most Emphasized Activities ("Genes") in this Program

1. Incorporate Motivational Beliefs Activities
2. Incorporate Identity Development Activities
3. Incorporate Goal Setting Activities
4. Engage Facilitators in Providing Feedback to Youth
5. Incorporate Connections of Learning to World Outside the

Program Intensity

Dosage 30 minutes to <1 hour	Frequency 2-6 times every week	Duration 3 years or more
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Typical student spends approximately one hour weekly via all activities noted earlier during the school year. Quality of interaction is high resulting in an engaging experience for each student. This high intensity experience reinforces student's interest and motivation to succeed.

Sector Benchmark Data

Program Name	Efficacy Rate	Cost Per Outcome
ACCESS	100%	\$9
Impact Genome Benchmark* for this Outcome	82% - 88%	\$172 - \$276

*The average Efficacy Rate and Cost Per Outcome of all programs in the Impact Genome database that target this same outcome.

The data above was reported by Star Tech Group, LLC in March 2020