



The Lt. Governor's COVID-19 Computing Challenge

Connecticut Lt. Governor Susan Bysiewicz's COVID-19 Computing Challenge

A statewide challenge to address a global concern

Helping Your Students Get Through This Together

These are extraordinary times. As educators, you know firsthand how the novel coronavirus has radically disrupted the academic year for Connecticut's students. As you consider ways to keep your students academically engaged and challenged, Lt. Governor Bysiewicz encourages you to consider using the **Lt. Governor's COVID-19 Computing Challenge** as a resource. Submitting *ideas* (functioning apps are not required) is simple and participation is easy.

The COVID-19 Computing Challenge provides an excellent opportunity for students to:

- apply critical thinking and problem solving skills;
- exercise creativity through computer technology;
- work collaboratively in a virtual environment; and
- realize the uses of computer technology.

Students with a basic understanding of computing technology can make a difference by generating ideas for applications that will positively impact their lives as well as that of others.

For more information, visit the [Lt. Governor's COVID-19 Computing Challenge website](#).
[Share this Flier with your students](#) to encourage participation.



Be Creative.
Be Smart.
Stay Healthy.



This challenge is inspired by the work of the Governor's Council on Women and Girls: Subcommittee on Education and STEAM.