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

Computing: Solving Problems in Creative Ways

These are extraordinary times. The reliance on technology to address a variety of issues as Connecticut deals with the COVID-19 pandemic is astounding. As parents, you know firsthand how the novel coronavirus has radically changed the way your child is being educated.

Now is the time to unleash your children's creativity by encouraging them to participate in Lt. Governor Bysiewicz's COVID-19 Computing Challenge! Submitting *ideas* (functioning apps are not required) is simple and participation is easy.

This challenge provides an excellent opportunity for your children to:

- use problem-solving skills to address real issues;
- develop innovative ideas using computing technology; and
- provide inspiration during these challenging times.

Imagine your children creating technology that will make a difference in their own, their family's, and their community members' lives. Our hope is that they can use this period of social distancing to better their communities in one way or another.

For more information, visit the **Lt. Governor's COVID-19 Computing Challenge website**, or email your questions to **computingchallenge@skills21.org**.

Be Creative. Be Smart. Stay Healthy.

CSDE
CONNECTICUT STATE
DEPARTMENT OF EDUCATION

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