

VOLUME I // NOVEMBER 2020

THE 28 PERCENT

Women make up only 28% of the STEM workforce.
This newsletter aims to change that.



by PHS student, 9th grade

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6

sign up!

friday november 6 @ 4:30 - 5:30pm

Fashion and Tech

Alicia Arroyo discusses the field of digital fashion from a tech background.

Recommended ages 8 -18.

14

sign up!

saturday november 14 @ 7:00 - 11:00 am

Girl Up: STEM for Social Good

This **FREE** event will provide event participants with the opportunity to explore their interests in STEM. You can expect to hear from women in STEM, gain an increased understanding of sustainable product design/chemistry, & develop a STEM-centered solution. Recommended for ages 13 - 22.

15

sign up!

sunday november 15 @ 11:00 am - 1:30 pm

Annual Girl Leadership Summit

The 13th Annual Girl Leadership Virtual Summit is designed with girls in mind to help them discover future career and goals. Attendees will meet with career mentors of the field of their choice & attend workshops for a variety of fields. Ticket cost is \$25. Recommended for Grades 6 -12.

19

sign up!

monday november 19 @ 3:30 - 5:30 pm

Women in STEAM Discussion

Girl Up Orlando and GirlsGotSteam will be discussing numerous issues and complications that exist for women in STEM or want to go into STEM.

Science Ambassador Scholarship

The Science Ambassador scholarship is a full tuition scholarship for a woman in science, technology, engineering, or math. You must be a high school senior or undergraduate to apply. Applications close December 14th at 11:59PM.

To apply, film a 3 minute video lecture on a STEM topic you are passionate about and upload the video to youtube. Then submit the link as part of your application!

This is a great opportunity to fund a STEM education and showcase your passion! More information can be found on the website:

<https://www.scienceambassadorscholarship.org/>.

taken by Violet, 9th grade



WAVE Mentor Program

The WAVE Mentorship Program is a program organized by Built by Girls that matches female students to professional mentors to help explore careers and interests.

As a mentee, you will be matched with a mentor of a career or field you are interested. You will meet with your mentor virtually three times over the course of 1-2 months. These sessions will help you get a better idea of what your mentor does and get advice from a professional. More information:

<https://www.builtbygirls.com/about-wave>

Donna Bailey

the first woman video game designer

written by
Emma,
9th grade



Dona Bailey, hired in 1980 as the first woman programmer in the coin-op department at Atari, is the creator of Centipede, a classic arcade game that is still well known today.

This genius woman started college at the age of 16 and graduated by the time she was 19, with a Psychology major and English, Math, and Biology minors. Throughout her college years and even after them Bailey learned all different kinds of programming languages. While she worked at General Motors (GM), she played her first arcade game, Space Invaders. Playing the game made her realize that she wanted to do something more enjoyable than working on cars. She wanted to create games, and that is exactly what she did. After six weeks of playing Space Invaders, she quit her job at GM, and aimed to work for Atari, who had few experienced 6502 programmers. She had gained a lot of experience in 6502 while at GM, writing microprocessor code so much so that it became natural to her.

Bailey didn't know that there weren't any women in the coin-op department, but she got through the interview process and started working in June of 1980. After around two weeks, the manager of software engineers stopped by Bailey's cubicle and suggested she find an idea in the brainstorm notebook, a binder filled with maybe 40 pages of lined paper each with an idea for a game on it. With most of the ideas having something to do with lasers, which for some reason nobody could spell with an "s" instead of a "z", one idea, titled "Centipede" caught her eye. She could actually visualize how it would look on the screen and seemed similar to Galaga, which was Bailey's favourite game at this time. Because of this she always viewed Centipede as an "homage to Galaga". She also thought that the appeal of Centipede's visual is what made it special.

Dona Bailey left the video game industry after 4 years and moved to Arkansas in 1997. 11 years later she worked as a teacher in the department of Rhetoric and Writing at the University of Arkansas until she retired. She is now working on a screenplay about her experience working on Centipede at Atari.

The Question Posed by Richard Feynman

Written by Celeste, 9th grade

Based on the RadioLab episode, [The Cataclysm Sentence](#)

Richard Feynman is an American theoretical physicist who helped develop the atomic bomb and won a Nobel Prize in Physics for his joint work on quantum electrodynamics. In 1950 Feynman joined the Caltech faculty, and while giving his first lecture for an introductory course on physics Feynman posed this question to this to his students:

“If, in some cataclysm, all of scientific knowledge were to be destroyed, and only one sentence passed on to the next generation of creatures, what statement would contain the most information in the fewest words?”

Feynman's own answer to this question was the atomic hypothesis. The atomic hypothesis according to Feynman states that all things are made of atoms, which are particles that move in perpetual motion, attract when close together, but repel when squeezed together. This question has no correct answer, and Feynman's is only one among many possible. So I ask you what is the one statement that contains the most information in the fewest amount of words, that you would pass on to the future generation of creatures, or would you pass on one at all?

***the girls that made this newsletter
possible:***

Emma, 9th Grade
Violet, 9th Grade
Jaidyn, 9th Grade
Celeste, 9th Grade
Madeleine, 9th Grade
Ms.Orret, Advisor
& everyone else on the WIS newsletter team

Check out our website:

[https://msorret.wixsite.com/
onlineclassroom/women-in-stem-newsletter](https://msorret.wixsite.com/onlineclassroom/women-in-stem-newsletter)

***have a question? want to get involved?
want to be featured on next month's newsletter?***

Email Ms. Orret!

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