

OMI MID SEM REPORT FOR ASP FALL2022: September-October

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1. HOTE ASP Program Overview

- Student Highlights: Pictures & Videos of the ASP in Action
 - i. ASP Fall 2022 MidSem Report (Slides)
- o Summary: 5 days/wk, 3-days STEAM Core, 2-days Project-Based Learning
 - i. Completed: STEAM 100/200 Part A, Typing, Robotics Maze & Sports Challenges
 - ii. Upcoming: e-Sports, Typing, VR, Tech Entrepreneurship, Digital Portfolio Project
- Winter/Spring '23 Additions:
 - i. Math Literacy
 - Integrate Middle-School Math Literacy Goals/Standards into ASP Winter/Spring STEAM Projects
 - ii. MS: Sports & Clubs
 - 1. Outdoor Sports & Recreation: Intramural & Competitive
 - 2. Indoor Sports & Recreation: e-Sports, Chess, Painting, Music
 - 3. Clubs: Robotics, Chess, e-Sports, VR, etc.
- 2. Fall Check-In Survey (10/2022)
 - Data: OMI FallOct2022 CheckIn Survey Results
 - 40.4% believe their coding skills were non-existent pre-ASP and after two months of the ASP 67% believe they are proficient.
 - ii. **62.5%** share that they are more interested in a career that involves technology after two months of the ASP.
- 3. After-School Program '22 Cadet Registration
 - o Data: Fall2022 ASP Roster
 - i. 6th grade=20 students, 7th+8th (Track A) = 20, 7th+8th (Track B) = 22
- 4. MS Study Hall '22 Cadet Registration
 - Date Started = 10/11/22
 - Average Number of Students = 9
 - 19% = Math, 32% = English, 17% = History
- 5. HS Credit & Academic Recovery Program
 - o Data: Cyber High 22-23
 - i. Credit Recovery = 20 students, Academic Recovery = 40 students
 - ii. Student Needs: 18%= Math, 80%=Science, 73%= English
- 6. Typing Skills progress report of middle school students under the After-School Program
 - o 20 WPM (words per minutes) average across the ASP cadets (Goal: 30 WPM)
- 7. Summary Evaluation of student participation in the program
 - OMI-ASP MidSem Fall2022 EVALUATION OF STUDENT PARTICIPATION