Program Status: Accelerate

In 2016, the City of Pittsburgh Department of Parks and Recreation, with the support of The Sprout Fund, piloted an informal learning technology challenge called Rec2Tech in 5 City-owned Recreation Centers over the span of one week. Every afternoon during this week, outside educators from The Remake Learning Network had over 200 kids from ages 7-12 participate in maker, STEM, and digital learning activities. This innovative programming is run in addition to the regular snack, physical activity, and dinner that the Recreation Centers already provide. The goal of this project is to have these education-focused activities permanently added to the programming of all City Recreation Centers.

The Rec2Tech Initiative will need to have a combination of the following investments to ensure sustainable programming:

- Facility improvements
- Professional staff development
- New Recreation Center staff hires
- Program funding
- Marketing
- Technological resources

The need for this investment has been vetted and documented through the following plans and initiatives:

The Rec2Tech week was so well-received that the Mayor prioritized Rec2Tech as a permanent addition to Recreation Center programming to ensure that all kids have access to educational opportunities that will help them achieve success in college and beyond.

The following organizations will lead the implementation of this investment:

STEAM organizations, such as Assemble, Carnegie Library, Remake Learning, The Citizen Science Lab, Digital Corps, Sisters eSTEAM, and the YMCA.

- Experience: many of the outside technology education organizations already have staff trained in education, arts, and technology.
- Capacity: depending upon the organization and its hours, staff capacity may be a good fit, there will be a need for additional teaching materials and supplies, as well as a City staff member to coordinate the programming.

Total Estimated Budget

$91,650,660

- Facility Maintenance: $7,297,555/year = $87,500,000
The document contains the following information:

- **STEAM Coordinator**: $40,000/year = $4,800,000
- **STEAM educational materials**: $300,000/year = $3,600,000

### Existing and Potential Sources of Funding

<table>
<thead>
<tr>
<th>Type of Funding</th>
<th>Specific Source</th>
<th>Total Possible Amount</th>
</tr>
</thead>
<tbody>
<tr>
<td>Public</td>
<td>City Capital Budget</td>
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<tr>
<td>Philanthropic</td>
<td>Multiple Sources</td>
<td>$5,000,000</td>
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<tr>
<td>Private</td>
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<td><strong>Total</strong></td>
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</table>

### Additional Investment Needed

$61,208,160

Funding Sources: Public, Private and Philanthropic

### Estimated Uses of Funding

<table>
<thead>
<tr>
<th></th>
<th>Personnel</th>
<th>Capital</th>
<th>Program-Related</th>
<th>Total Per Period</th>
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<tbody>
<tr>
<td>2018-2020</td>
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<td>2021-2025</td>
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<td>$36,487,775</td>
<td>$1,500,000</td>
<td>$38,187,775</td>
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<tr>
<td>2026-2030</td>
<td>$200,000</td>
<td>$36,487,775</td>
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<tr>
<td><strong>Total</strong></td>
<td>$480,000</td>
<td>$87,570,660</td>
<td>$3,600,000</td>
<td>$91,650,660</td>
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</tbody>
</table>

### Timeline

**Investment Status**

This investment is awaiting the restructuring of the City of Pittsburgh Parks and Recreation Department starting in June 2018, and upon analysis of the budget, there will be an allotment towards facility, staff, and then programming and STEAM materials.

**Key Milestones**

1. **2019**: Hire a STEAM Coordinator to facilitate programming and collaboration between technology education companies and organizations within the Pittsburgh region.
2. **2020**: Launch application for pilot of technology education service provider six-month cycle. The launch of this program will mirror PGH Lab’s application or RFP process. Simultaneously, a
number of facility renovations including upgrades to equipment and wireless access will occur. Recreation Centers will also be improved using an exterior to interior facility prioritization approach, and other, miscellaneous space and programmatic changes that will encourage higher usage and participation will be considered and enacted.

3. **2021:** Pilot cycle one of STEAM programming in collaboration with the selected provider(s) and STEAM Coordinator preps for next cycle of implementation and evaluation. The proposed strategy to prepare for the next cycle of programming will leverage existing outside service providers through a City-hired STEAM Coordinator. This position will complement the current Recreation Center staff and ensure the STEAM education supports existing programming. Based on the Rec2Tech pilot and the City’s continual partnership with STEAM companies and organizations across the city, many service providers have an interest in supporting centers and the youth the City Recreation Centers serve.