

Organization Name (Project Title)	Project Purpose
ACCEL (Vocational Program)	<p>This program provides vocational training for young adults with developmental disabilities so they can work toward becoming more independent. Funds will support the charity's job training program at their East Campus in Tempe, Arizona, which will help 80 students. This nonprofit serves all people who have special needs and the participants in this program have indicated an interest in manufacturing and technology.</p>
Again (Education "Future Lab")	<p>The Future Value Convergence Education "Future Lab" program aims to develop cultural diversity, creativity, and community values in youth through science, SW-AI, media, and art projects. It focuses on creative thinking, cooperative communication, and community competency. The program includes a Science Lab for 150 teenagers, featuring boot camps, classes, and technology tours; a Media Lab for 30 teenagers, offering AI and media education; and Future Lab Archiving for five participants, building digital content creation skills. The program involves Onsemi Korea employees and aims to foster sustainable development and community engagement.</p>
Arizona Friends of Foster Children Foundation (AFFCF) (Keys to Success)	<p>Arizona Friends of Foster Children Foundation (AFFCF) launched its Keys to Success (KTS) program in 2014 to support youth (ages 16-26) transitioning out of the Arizona foster care system. KTS provides specialized career, education, and employment assistance, helping youth set and achieve short- and long-term goals. Each participant is paired with a Career Development Specialist and an Employment Development Specialist to create a personalized Individual Service Plan (ISP). The ISP focuses on career, education, employment, and independent living. Grant funding helps provide essential resources, such as work attire, computers, cell phones, transportation, driver's education, and tutoring. These services are critical for overcoming barriers to success. Each year, KTS enrolls about 350 new participants, addressing the needs of the hundreds of youth who exit foster care annually.</p>
Arizona Science Center (Science on Wheels)	<p>Science on Wheels, a program by the Arizona Science Center, offers over 80 hands-on STEM programs for PreK-8 students across Arizona, making STEM learning engaging and relevant. They are launching a new semiconductor-focused program where students will build a radio receiver, learning about radio waves, assembling circuits, tuning, and experimenting to understand the role of semiconductors in radio reception.</p>
Arizona Students Recycling Used Technology (AZ StRUT) (Techie Camps and Techie Labs: Hands On Learning for Future Techies)	<p>AZ StRUT Techie Camps and Techie Labs: Hands-On Learning for Future Techies are two innovative programs that excite scholars and increase their interest and confidence to pursue STEAM careers. In Techie Camps, learners hold and discuss computer hardware parts like the mother board, a hard drive, and memory sticks to build their understanding of the components. Each learner is given a refurbished laptop to take home after demonstrating their safety, hardware and software skills. TECHIE LABS: Several times during the school year, Techie Labs are given desktops and laptops along with necessary parts like wiped hard drives for students to learn how to refurbish computers. The computers that the Techie Lab students refurbish are returned to AZ StRUT for distribution. Techie Lab students become part of our Circular Economy mission. In addition, students become skilled trouble shooters, practicing on actual devices. AZ StRUT turns donated and discarded technology into useful materials for hands-on learning in schools and community organizations all over our state.</p>
Arizona Sustainability Alliance (Food Tech for the Future)	<p>Food Tech for the Future (FTF) is a hands-on, experiential education program that brings food computers to low-income and Title I high schools. The unique curriculum helps students develop STEM knowledge and skills that are directly applicable to post-secondary education and careers, while also providing them access to healthy, fresh produce grown in their classrooms. Students manage their own food computer - a digital hydroponic greenhouse controlled by a Raspberry Pi processor and smart technology sensors which control temperature, CO2, humidity and a camera which takes daily photos to compare the growth cycle. Students conduct experiments, share data globally, create remote collaborative partners in the project, and learn Python coding skills. The curriculum focuses on computer science, programming, biology, horticulture, research, and data analysis, and is responsive to the needs of English language learners and special education students, providing equitable access to STEM education.</p>

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Arizona Technology Council Foundation / SciTech Institute (Empowering 6-12th Grade Youth STEM Leaders)	<p>The Chief Science Officers (CSO) program trains 6-12th-grade youth as STEM leaders and ambassadors. At the program’s core is a commitment to teaching youth the skills they need to be lifelong leaders and active citizens. CSOs practice their skills by a) developing and implementing yearly action plans (events, activities, projects) for their peers and communities and b) presenting the program, action plans, and impacts to school boards, chambers of commerce, civic leaders, businesses, and industry. These activities place youth squarely at the center of fostering STEM awareness, experiences, and engagement.</p>
Atlantide Soc. Coop. Sociale p.a. (ReMare)	<p>The environmental, climatic, and social challenges of recent years highlight the need for education and awareness-raising actions aimed at developing a conscious global citizenship. The goal is to promote individual and collective change, encouraging sustainability, the fight against climate change, and the mitigation of human impact on the environment. Atlantide’s program aims to raise awareness about the coastal marine ecosystems of the Upper Adriatic and the impact of climate change on these environments. It targets students from primary and lower secondary schools in Ravenna and Forlì-Cesena, along with citizens and tourists. The project includes classroom sessions and field trips to foster experiential learning about marine biodiversity, human impacts, and environmental protection. Through hands-on activities like water sampling and biodiversity observation, students gain a deeper understanding of environmental challenges. The program also encourages families and tourists to adopt sustainable practices, creating a lasting commitment to environmental responsibility.</p>
Boise Philharmonic (STEAM School Concerts)	<p>The Boise Philharmonic Orchestra will perform a special STEAM concert for thousands of local students that will teach them about the relationships between the musical arts and STEM fields. Actors from Boise Contemporary Theater will play engaging characters on stage to guide the audience through each musical discovery. Several thousand elementary students from local schools in southwest Idaho and eastern Oregon will attend one of seven performances across three venues in Boise, Meridian, and Nampa, Idaho.</p>
Boys & Girls Clubs of Greater Scottsdale (Innovate & Create: CAD & 3D Printing at BGCS)	<p>Our Innovate & Create program empowers Kindergarten through 6th-grade students to turn their ideas into reality! Using TinkerCAD and Chromebooks, Club members learn to design 3D objects, starting with basic shapes and progressing to more complex structures. They explore real-world applications, enhance their knowledge of digital literacy, and develop critical thinking skills. With access to 3D printers in our Makerspaces, Club members bring their digital creations to life. This innovative program inspires creativity, builds technological skills, and prepares our youth for the future.</p>
Boys & Girls Clubs of the Valley (Academic Success in STEAM)	<p>The heaviest emphasis is placed on Academic Success, including our STEAM activities. Half of our program budget is designated to work in this area. Members engage in daily academic enrichment activities with supportive adults facilitating homework help and educational programs that complement and reinforce what youth learn during the school day. Rooted in social-emotional development practices, members develop key skills such as curiosity, communication, and critical thinking. Most Club days begin with Power Hour, the designated tie for homework completion with help and tutoring available. Following Power Hour, members can move into a variety of activities, many of which support STEAM learning.</p>
Cheshire Disability Trust (Tech for PWDs)	<p>The project will focus on Tech training for the visually impaired. 100 Persons with Disabilities (PWDs) will be tech trained on skills that will help them secure livelihoods. The project will focus on skills such as: computer literacy-basic word / excel aptitude skills (math skills) Banking exams soft skill training 50 of the visually impaired candidates will be trained on computer literacy and aptitude with soft skill training. The balance 50 will be trained on Banking exams and aptitude with soft skill training. 60% of them will be secured with employment. All of the PWDs will be tech trained and they will undergo a pre assessment and post assessment on completion of training which will be tech driven. The training will be a include both online and classroom trainings as well. All data pertaining to training and placements shall be maintained in excel data format volunteering, mentoring activities will be monitored and data maintained.</p>

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Child Crisis Arizona (STEAM at Whispering Hope Ranch)	<p>Child Crisis Arizona, having merged with Whispering Hope Ranch in 2024, aims to expand its programs to serve more children, youth, and young adults with disabilities, providing meaningful STEAM learning experiences. The programs focus on empowering campers through adaptive activities like horseback riding, wheelchair swings, kayaking, and mountain biking. With dedicated counselors, 24/7 medical support, and a robust volunteer base, the camp ensures an inclusive atmosphere. STEAM activities include animal interaction, environmental education, and art therapy. The grant will support 16 camp sessions in 2025, serving 800 campers, helping them embrace their abilities and build confidence.</p>
COMP-U-DOPT (Pathways to STEM Careers for Youth)	<p>This project will fund one cohort of Learn2Earn and one cohort of Pathways, serving up to 30 students and impacting up to 97 individuals. Each student who completes the program will receive a free refurbished laptop with two years of free tech support for their households. This project aims to expose participants to technology skills required for high-demand careers, provide career exploration opportunities, and inform them about post-secondary educational requirements and potential career paths.</p>
Easter Seals, Arizona / Southwest Human Development (MAKERS of Change Assistive Technology Challenge)	<p>Southwest Human Development's MAKERS of Change Assistive Technology Challenge is an innovative competition that allows high school students to apply STEAM knowledge and technology to the challenges young children living with disabilities currently face in the real world. Each year about 75 teams representing 300 students from across Arizona are recruited to participate, with the majority coming from Title 1 schools. The teams are presented with a scenario that a young child living with disabilities is experiencing. Teams have five weeks to complete and submit both a poster and video outlining their solution. This funding will support the presentation of the MAKERS Challenge in 2025.</p>
Education Empowers Inc. (STEAM career exploration, Robotics, AI, & workforce development programs for under-resourced communities in Arizona)	<p>Education Empowers Inc. aims to make STEAM careers more inclusive and accessible for girls and socioeconomically disadvantaged youth by introducing them to positive role models and engaging activities. Their after-school programs, held at 55+ locations, include LEGO robotics, AI, virtual coding, drones, 3D printing, and more for 3rd-12th graders. These programs run from August to December, meeting 1-2 times a week, and culminate in competitions. Empower Education has successfully piloted similar projects over the past five years, reaching over 10,000 students annually and fostering interest in STEAM fields among marginalized populations.</p>
FIRST Robotics Canada (FIRST Robotics Competition Program Support)	<p>FIRST Robotics Canada is a non-profit dedicated to inspiring students through transformative robotics programs that equip them with essential skills, confidence, and resilience to create a better world. We understand that fostering Equity, Diversity, and Inclusion (EDI) is critical to this mission. Our goal is to build inclusive and welcoming programs that reflect the diverse communities we serve. This funding will support five underserved and underrepresented FIRST Robotics Competition (FRC) high school teams, providing students the opportunity to develop vital STEM skills through hands-on challenges. Competitions serve as an important platform for students to apply their knowledge, collaborate with peers, and engage in problem-solving under pressure. The funding will also help support the Ontario Provincial Championship, which brings together over 3,000 participants to celebrate excellence in robotics. By nurturing confidence, teamwork, and creativity, we aim to inspire the next generation of diverse technology leaders and innovators, making a meaningful impact on communities across Ontario.</p>
For Inspiration and Recognition of Science and Technology (FIRST and onsemi)	<p>This funding will assist this international organization based in the United States, which inspires young people to be science and supports all of FIRST's major efforts and initiatives that fall under their Equity, Diversity & Inclusion (ED&I) initiatives, such as, but not limited to the FIRST STEM Equity Community Innovation Grant Program and Disability Inclusion. Their ED&I strategy is grounded in the FIRST strategic pillar to increase diversity such that their programs serve an inclusive and diverse audience, reflecting the population of the communities they serve. When removing such barriers, greater access to FIRST programming is enabled.</p>
Free Arts for Abused Children of Arizona (2024-2025 Professional Artist Series)	<p>The Professional Artist Series (PAS) is a workshop series where a professional teaching artist is contracted to teach their art form to a group of children at a single facility. Art forms include beat making, drumming, dance, cooking, digital photography, poetry, and painting. A typical PAS consists of 4-6 sessions over 2-3 weeks. Free Arts primary demographic serves children in foster care, domestic violence shelters, refugee and unaccompanied minors and homeless populations.</p>

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Future for KIDS (STEAM Lab)	<p>Future for KIDS' mobile STEAM Lab travels to each of our 19 Discover Your Future sites at least once yearly. The STEAM Lab allows youth to experience more extensive STEAM projects such as Stop-Go Animation, where groups create short films. The STEAM Lab also travels to community events throughout Maricopa County to engage youth in fun STEAM activities with a goal to spark their interest in STEM subjects and fields. To ensure consistent and dedicated efforts in our STEAM programming, Future for KIDS also hired a part-time STEAM Outreach Coordinator who oversees coordination and delivery of our STEAM curriculum year-round. This staff member works to build our STEAM programming to expand career prospects for underserved youth by cultivating academic and interpersonal skills necessary for success in STEM fields.</p>
Future Stars, Inc (Hands On STEM Program/Fair)	<p>The Hands On STEM Program is a nine month program that allows students to receive 4 hours of STEM programming per month at two community centers. STEM activities are designed to enhance key life and career skills in science. These include, but are not limited to, creativity and innovation, critical thinking and problem solving, communication, and collaboration. Lessons in the Hands On STEM Program are customizable. The Hands On STEM Fair The four-hour event is hosted both inside and outside at Faye Gray and celebrates student accomplishments with 15-20 tables of activities stewarded by the students. Each participant receives a passport with squares that gets marked off at each table they visit. Participants that complete the passport are entered to win a host of STEM-related raffle prizes.</p>
Generation: You Employed (STEEL - STEAM Training and Employment to Empower Livelihoods)	<p>Project STEEL aims to grow Generation and Onsemi's commitment to empowering underserved communities by training and placing 275 individuals in India into STEAM roles. When looking at the Indian job-market, we observed that the public skilling system was not delivering consistent employment outcomes to learners. Therefore, in 2021, we partnered with the Indian Government, the National Skills Development Corporation (NSDC) and ~25 training providers to train and place 22,000 youth (51% women) into new careers, including in STEAM, by March 2024. As we look to continue this partnership to place 100,000 more youth (50% women) in India, we are partnering with Onsemi to train and place 275 learners into STEAM careers such as Full Stack Development. This partnership will also grow Onsemi's existing support to Generation's STEAM training in the US, and will entail volunteering opportunities for Onsemi employees to support our learners in resume preparation and mock interviews.</p>
Girl Scouts Arizona Cactus-Pine Council (Girl Scouting: Unlocking the Potential of Girls in STEM)	<p>This project will help provide 7,000 girls in Central and Northern Arizona with STEM badge activities in FY25 to ensure girls of every age and race/ethnicity have opportunities to participate in progressive, multi-year STEM experiences. Girl Scouts Arizona Cactus-Pine Council (GSACPC) partners with local educational organizations to provide unique opportunities for girls to earn badges. Partners include the Arizona Science Center, ICode, and the i.d.e.a. Museum. GSACPC helps promote STEM access by 1) offering financial aid to ensure that all girls have equal opportunities to participate in STEM activities and 2) meeting girls where they live in addition to typical troop experiences through staff-led activities at community centers and schools, detention centers, Perryville Prison for girls with mothers who are incarcerated, and Valencia Newcomer School in West Phoenix for students new to our country.</p>
Girlstart (Girlstart Year-Round STEM Education in the Bay Area)	<p>In the 2024-2025 school year, Girlstart aims to reach 120+ Bay Area girls in grades 4 and 5 through six free, weekly, hands-on STEM After School programs and 125+ girls in grades 4 and 5 through five week- long, technology-intensive, thematic Summer Camps. Bay Area programs will take place in Sunnyvale, Redwood City, Milpitas, and San Jose. Funding from onsemi will support our expansion efforts including two new After School programs and one new Summer Camp in Sunnyvale and/or San Jose. Additionally, funding from onsemi will also support 2-3 Community STEM events, reaching 300+ girls and community members.</p>

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HORIZONT (Art & Math: Holistic workshop program for socially disadvantaged children and teenagers)	<p>HORIZONT'S free "Learning math with tesserae" course for children takes place once a week. The group size is up to 10 children in order to guarantee optimal supervision and to be able to respond to a wide range of individual questions. During homework supervision, we repeatedly find that the cause of difficulties with math problems can be traced back to a weak or lacking imagination. The children cannot visualize the tasks - for example: 5×5 is equal to $5+5+5+5+5=25$. This is how we came up with the idea of using mosaic tiles as learning material - and in this way linking the work of our education department with the workshops in an interdisciplinary way. Mathematics is an exact science, but a lot of mathematical content can also be found in the artistic field: geometric motifs, multiplication, division, addition and subtraction - all these forms and methods can be easily and comprehensibly represented with real building blocks.</p>
ICAN (Positive Programs for Youth)	<p>ICAN provides free, comprehensive out-of-school programs that empower youth to be productive, self-confident, and responsible members of the community. This funding supports ICAN's Positive Youth Development Program includes a comprehensive STEAM curriculum where youth engage in activities like constructing model airplanes, using Makey Makey boards, and participating in a robotics team. These activities spark interest in STEAM fields and integrate career exploration to connect education with future opportunities. The program is free and aims to strengthen STEAM education for underserved communities.</p>
Idaho State University (ISU-Onsemi Chip Academy: After School Program)	<p>The Onsemi Chip Academy is an after-school program designed to provide an extensive and immersive experience in semiconductor technology and engineering education. The curriculum includes foundational semiconductor basics courses, advanced manufacturing and circuit design modules, hands-on projects, and mentorship from industry professionals. This initiative aims to foster innovation, promote diversity, and prepare a skilled workforce to support the growth and sustainability of the semiconductor industry. As both an educational program and a strategic initiative, the Onsemi Chip Academy aligns with the objectives of the CHIPS and Science Act of 2022 by cultivating a more diverse and inclusive future workforce. By engaging underrepresented groups, we aim to bridge the gender and diversity gap, fostering a new generation of skilled professionals who will drive innovation and contribute to the industry's growth.</p>
IEEE Foundation (TryEngineering Technology for Teachers: Semiconductors)	<p>TryEngineering is a global platform and engages teachers, students and volunteers from more than 100 countries, including the places around the world where onsemi has facilities. This program will provide high-quality professional development activities, using development semiconductor curriculum resources to help pre-university teachers of adolescents (ages 10-14): Introduce and get their students excited about semiconductor technology and careers; Develop foundational knowledge needed to pursue high-school and college study in engineering fields relevant to careers in the semiconductor industry; Educate platform users about career pathways in the semiconductor industry; Create partnerships between industry professionals, academic leaders and teachers of school-aged children.</p>
Jaybots 16700 Robotics Team Booster Club (STEM workshops and events)	<p>Our organization is dedicated to providing K-12 students with free or affordable STEM seminars, ensuring they gain essential knowledge and skills as technology evolves. Through engaging, age-appropriate courses, we aim to foster critical thinking and problem-solving abilities. By offering practical activities, experiments, and projects, we strive to cultivate a lifelong love of learning. Our ultimate goal is to inspire the next generation of thinkers and innovators, empowering them to create a better world.</p>
Junior Achievement of Arizona (Junior Achievement Workforce Readiness Programs that promote STEAM Careers)	<p>Funding supports the JA STEM Summit program and other JA initiatives that introduce students to STEM concepts. The JA STEM Summit allows middle and high school students to see real-world applications of STEM and explore high-demand career paths, while also practicing teamwork, problem-solving, and critical thinking. The JA Our Nation curriculum for fifth graders connects STEM skills with future job opportunities, and the JA It's My Future curriculum for middle schoolers emphasizes career planning in the STEM sector. These programs aim to make students more financially and career-savvy, preparing them for future challenges and STEM careers.</p>

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MINT-Campus Dachau e.V. (STEM Activity for Photovoltaic Moves Project & Energy Saving Village)	<p>STEM Activity for Photovoltaic Moves is a new mechanical, electrical, programming, and design engineering project where students build and mount solar panels on a building, including the circuit housing and the electrical work. The holder is moveable. Then they program movement using Arduino. A display board will be mounted within the building to show the energy collected. The project's final step is to collect data and analyze which program was the most effective, evaluate if modifications should be made and review lessons learned during the project.</p> <p>The Energy Savings Village is the second project, which exposes youth to energy savings thoughts and solutions. In hands-on experiments, they review energy waste, discuss ways to improve energy saving, and experiment and test the impact on climate protection for the entire town.</p> <p>The model playfully demonstrates how interesting technology can be and how important the selection of the right technologies is for our future. This also specifically addresses the topics of technical and scientific training. This course is offered to schools within the MINT district.</p>
National Engineers Week Foundation / DiscoverE (Discover Engineering: Design Your Future)	<p>DiscoverE is an international nonprofit dedicated to providing every student with a STEM experience and the resources, programs, and connections to improve their understanding of engineering through a united voice and a global distribution network. DiscoverE delivers a dual mission of celebrating the accomplishments of engineers and technicians, engaging PK-12 students in engineering, and supporting underserved and underrepresented populations through a collective impact model that leverages partnerships with academia, corporations, and nonprofit organizations. Programs engage students in innovative, hands-on engineering and tech activities, and equip educators with the skills and training necessary to enhance instruction using the engineering design process. They also drive and amplify conversations about engineering education, workforce development, diversity, equity, and inclusion. DiscoverE is the backbone organization behind Engineers Week, Introduce a Girl to Engineering, Chats with Change Makers, World Engineering Day and the Future City Competition.</p>
Project Lead The Way, Inc. (PLTW) (Increasing STEM Education Access for Elementary and High School Students)	<p>PLTW is grateful for onsemi's current support of PLTW programs in middle schools and honored to have the opportunity for additional support to complete the PLTW curriculum pathway from PreK through high school graduation. From igniting an interest in STEM for early learners to providing high school students with the tools and resources to explore a variety of STEM careers in engineering and computer science, this partnership will benefit students in onsemi priority communities. Support from onsemi will allow elementary and high schools in or near Scottsdale, Arizona; San Jose, California; Gresham, Oregon; Mountain Top, Pennsylvania; and East Greenwich, Rhode Island to implement or expand a PLTW curricular program. PLTW will prioritize grants to eligible schools that are Title I schools or serve a high percentage of students eligible for the free or reduced-price lunch program.</p>
Reynolds School District 7 (Equitable Access for Robotics and STEM Learning for Alternative High School Students)	<p>Reynolds Learning Academy is the alternative school to Reynolds High School in Reynolds School District 7 in Oregon. Students thrive in the smaller, more intimate setting at Reynolds Learning Academy. With an extra layer of supports from adults and partners, student are liberated to tap into their intellectual potential. Funding for this project will purchase robotics kits and teacher training in order to start a new Robotics club at Reynolds Learning Academy.</p>
Save the Children Korea (2025 Onsemi Korea, Climate Crisis Coding School)	<p>The STEAM Convergence Coding Education Program aims to inform students of the seriousness of the climate crisis and teach them technical approaches to addressing it. Through the process of collecting and analyzing environmental data using microbit, students can understand the causes and effects of climate change and seek innovative solutions to protect the environment.</p>
School Around Us (Project STEAM)	<p>Project STEAM is a hands on math and science learning experience designed for homeschool students between the ages of six and 14. The uniqueness of this program is that it is also an integration of arts skills in the curriculum. This is an extensive program that runs one day a week for eight consecutive weeks. The block of time for this experience is 90 minutes. The program is aligned with the SAU curriculum and the state of Maine learning results. Through onsemi's support, 15 learners will be supported through this program.</p>

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Science Buddies (Inspiring the Next Generation of Engineers)	<p>The Science Buddies Engineering Challenge presents an engaging program for students across grades K-12, empowering them to think and work like engineers. From February to March, in conjunction with Engineers Week, student teams across the country explore engineering as they solve the annual challenge. Each challenge includes supporting curriculum and uses a short list of simple materials like paper and tape, making it easy to implement across a variety of school and community settings. Support from onsemi Giving Now, will allow us to expand to reach more underserved communities and develop new challenge resources to support educators, ensuring that all students can benefit from this enriching experience.</p>
Science from Scientists Inc (Science from Scientists During School STEM Enrichment Program in San Jose County Schools)	<p>Science from Scientists' (SciSci) In-School Module-Based Program (ISMB) partners with elementary and middle schools to provide hands-on STEM lessons for students in grades 3 through 8. Each partner school is matched with two Scientist Educators who teach engaging STEM lessons every other week for a half or full school year. The program offers over 100 hands-on lessons in various STEM topics, all aligned with state standards and the Next Generation Science Standards (NGSS). SciSci provides all necessary supplies and materials, and coordinates with classroom teachers to select the curriculum. Teachers receive lesson preparation and extension materials to enhance the learning experience. The ISMB program benefits teachers by offering a complete STEM program with dynamic educators, high-quality lessons, and comprehensive support materials.</p>
Si Se Puede Foundation (Mobile STEM Center)	<p>Our incredible experience with operating a 5,200 square foot STEM Center in Chandler, AZ inspired us to dream even bigger, as we envision a "mobile" STEM Center, fully equipped with the necessary supplies and materials to deliver educational workshops, conduct experiments, and provide hands-on learning experiences in communities across the state. By taking our programs on the road, we will break down barriers and ensure that every child, regardless of location, has the opportunity to explore, discover, and thrive in the world of STEM. Our Mobile STEM Center will be more than just a vehicle; it will be a symbol of our commitment to empowering the next generation of innovators, thinkers, and problem-solvers.</p>
Silicon Valley Education Foundation ([CS] Innovate Cultivates California's STEM Talent Workforce)	<p>[CS] Innovate is SVEF's summer program that builds computational thinking and coding skills in 7th-10th grade students over 19-24 days. Aiming to create a sustainable workforce of women computer science experts, at least 50% of enrollees are female. The program uses a learner-centered curriculum and includes career and college preparation. In 2023, 67% of students showed interest in future CS opportunities, 60% improved in foundational CS concepts, and 79% wanted to continue growing their CS skills. With onsemi's support, the 2025 goal is to serve 800 students across 50 classes.</p>
Society for Science and the Public (Science News Learning in Wayne County, MI)	<p>Science News Learning promotes STEM literacy by providing educators with evidence-based science content from the award-winning journalism of Science News and Science News Explores. The program offers professional development workshops and access to print and digital resources, including standards-aligned lesson plans. Since its 2015 pilot, it has expanded to 5,863 schools across the U.S., reaching 18,000 educators and 5.8 million students. Support from the Onsemi Foundation will enhance scientific literacy for middle and high school youth in Wayne County, MI.</p>
SuitUp Incorporated (SuitUp x Onsemi 2024/2025 Youth Impact Partnership)	<p>SuitUp and Onsemi will host 6 business plan events where students experience solving a realistic corporate challenge, such as a new idea or strategy to amplify Onsemi's energy-efficient solutions. Working with Onsemi employees, students are coached through marketing, design, financing, and strategy, as well as professional "soft skills," before putting together a Shark Tank-like pitch to present to judges for a cash prize. By the end of the experience, students can see the corporate world as part of "their world" and know that job titles, such as CEO, are now in their grasp.</p>
Technovation (Technovation Girls)	<p>Technovation runs the world's largest tech entrepreneurship competition for girls through which teams work with mentors to create groundbreaking technology solutions [AI and apps] that tackle real-world problems aligned with the UN SDGs. Our 40+ hour curriculum doesn't just teach coding and AI but also how to apply those skills to solve a real-world problem, serving as a catalyst for building the participants' interest and sense of belonging in STEM as well as their self-efficacy and entrepreneurial skills.</p>

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Tonto Creek Camp (Pathways to Learning STEM Program Support for Title 1 Schools)	<p>The program offers a variety of STEM educational experiences, including a “Mobile STEM Discovery Lab,” a 25-foot trailer that visits schools, providing hands-on experiments and exploration through a whimsical, lab-themed environment and additional outdoor learning stations. It also includes 3-day, 2-night STEM camps at ASU’s Camp Tontozona and Chauncey Ranch Camp, offering intensive, multi-station outdoor education. Additionally, “AG-IN-A-BAGs” are self-contained STEM kits for classroom or home use, focusing on agricultural themes. Lastly, certified trainers provide Trauma Informed STEM “In-service” Trainings to equip Title 1 educators with practical solutions for working with trauma-affected students.</p>
Treasures 4 Teachers (T4T STEAM Teacher Workshops)	<p>Funding from onsemi supports Treasures 4 Teachers to provide seven complimentary workshops to K-12 teachers focusing on the concepts and experiences of STEAM integration in the classroom. The primary goal of this program is to provide free, high-quality STEAM professional development opportunities to Arizona teachers. Workshops will cover a wide range of topics as well as targeting multiple age/grade levels.</p>
UK Electronics Skills Foundation (Primary Electronics)	<p>As young children begin to think about their careers they seek information about future possibilities from a range of different sources, teachers are considered one of the most used, and useful, source of careers information by young people. However, the majority of children in primary schools in England are taught science and maths by teachers who do not have an advanced science or maths qualification and may also have limited/stereotypical views of STEM and people who work in STEM. Therefore, we need to provide engaging interventions to enthuse primary school children about Electronics and to support their teachers to improve their knowledge about opportunities in the sector. “Primary Electronics” is targeted at pupils in KS2 of primary education, for Year 4-6 pupils who are aged 7-11.</p>
Universiti Teknikal Malaysia Melaka (Inspiring Sustainable STEM Innovators)	<p>The funded program is an initiative aimed at transforming STEM education through a series of comprehensive modules led by experts and lecturers from Universiti Teknikal Malaysia Melaka. These hands-on learning modules are designed to foster creativity, critical thinking, and problem-solving skills among students, particularly focusing on the community areas of onsemi. One of the key initiatives is bringing micro:bit training to local schools, enabling students to learn programming, electronics, and digital making. The programme also introduces students to drone technology, giving them practical insights into its real-world applications. Another module focuses on robotics, where students learn to design and operate crawlbot and mechabot robots, enhancing their skills in engineering and coding. Additionally, the programme includes underwater robotics training, teaching students about remotely operated vehicles (ROVs). There is also a focus on artificial intelligence, where students engage with AI and machine learning through interactive platforms. These modules are designed to inspire creativity, problem-solving, and innovation, helping to bridge the gap in schools that lack access to advanced technology and resources.</p>
UPchieve (Providing free, on-demand AP Computer Science A tutoring to low-income students)	<p>The majority of the 8 million low-income students in the U.S. cannot access the tutoring they need to succeed, either because their schools do not offer it, their families cannot afford it, or they have after-school responsibilities that prevent them from taking advantage of it. UPchieve is a nonprofit that solves this by providing free, 24/7 access to online tutoring to low-income students in the U.S. Using our app, students can request and get matched with a volunteer tutor in five minutes or less. UPchieve has over 30 subjects on our platform. In order to provide support in more advanced STEM courses, UPchieve will launch AP Computer Science A tutoring. AP CSA is a technical course that is focused on problem-solving, logical thinking, and programming with Java. As a result of this launch, low-income students will be able to access AP CSA tutoring when they need it most.</p>

Organization Name (Project Title)	Project Purpose
Valley of the Sun United Way (Pathways to Economic Opportunity)	<p>Now in its third year, the Pathways to Economic Opportunity program promotes Black and Latina young women ages 16-29 by providing post-secondary education, training, and workforce development opportunities. In collaboration with several nonprofit and corporate program partners, VSUW establishes pathways by which Black and Latina young women can receive the education and training necessary to qualify them for employment in STEM industries, as well as ongoing case management and wraparound support. Funding from the Mayo Family Foundation will support the program by offsetting the costs associated with providing participants with wraparound services including but not limited to textbooks, tuition assistance, and professional attire.</p>
Valley of the Sun YMCA (School Age STEAM Education)	<p>Valley of the Sun YMCA operates 27 childcare sites in Maricopa County, serving over 2,500 children daily. The program runs from 3-6pm and includes STEAM education, academic support, leadership development, and more. It aims to foster positive attitudes toward STEAM learning and careers. Mobile Tech Learning Centers are used on designated STEAM days, featuring labs in Technology, Environmental Science, Engineering/Architecture, Biology/Life Sciences, and Chemistry. Students engage in problem-solving activities and optional auxiliary activities.</p>
VSB - Technical University of Ostrava (Up2Future)	<p>The submitted application deals with the innovation of courses in the education of a wide group of students (almost the whole life cycle of education) in the very topical field of applied electronics. In order to give students the chance to better understand, get excited about and continue to work with the subject matter, it is appropriate to innovate existing practices. The field of application of the acquired skills is very broad, e.g. from energy, automotive to Smart approaches. It is the interdisciplinary overlap of the acquired knowledge for its later application that is crucial. This proposal was also initiated by suggestions from ONSEMI, reflecting the needs of practice in the future and the necessity to work with all groups of the population.</p>
Year Up, Inc. (Unlocking Access to Tech Careers at Year Up Arizona)	<p>Year Up Arizona (YUAZ), part of the national Year Up organization, launched in 2015 to empower young adults in the Phoenix area with workforce development opportunities. In 2024, YUAZ will enroll 75 students in its Application Development and IT training tracks, equipping them with skills for in-demand tech jobs. Through hands-on training, wraparound support, and work-based learning experiences with corporate partners, YUAZ prepares students for middle-skills roles and living-wage careers. Graduates also join a strong alumni network that offers continued career coaching and advancement resources.</p>