



A dashed rectangular box containing a horizontal line. Below the line are three vertical lines and the text "To:". To the right of the vertical lines is a small square box.

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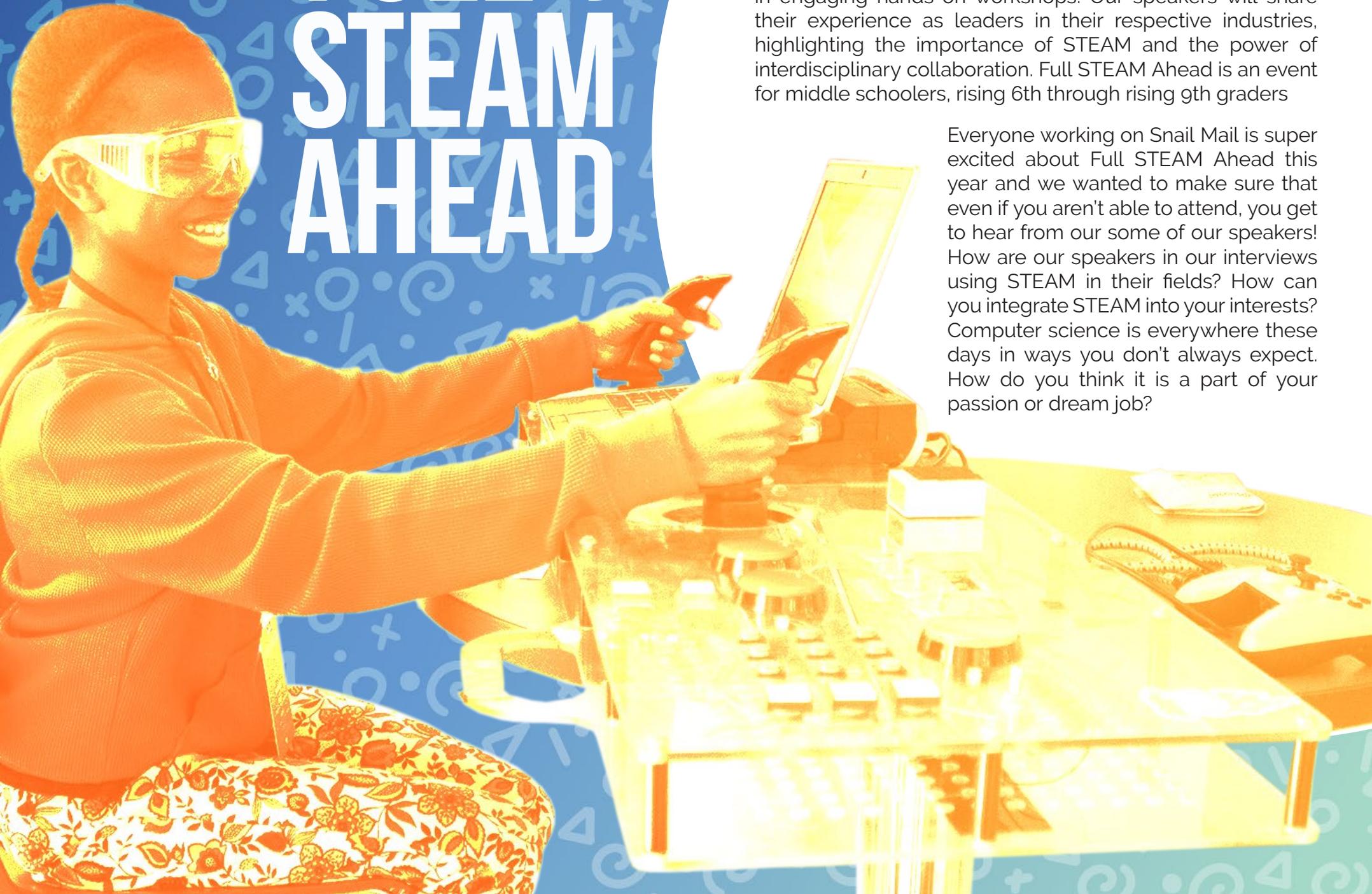
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FULL STEAM AHEAD

Full STEAM Ahead is a conference by CodeVA dedicated to empowering youth through Science, Technology, Engineering, the Arts, and Mathematics. We inspire our students by connecting them with professional role models in engaging hands-on workshops. Our speakers will share their experience as leaders in their respective industries, highlighting the importance of STEAM and the power of interdisciplinary collaboration. Full STEAM Ahead is an event for middle schoolers, rising 6th through rising 9th graders

Everyone working on Snail Mail is super excited about Full STEAM Ahead this year and we wanted to make sure that even if you aren't able to attend, you get to hear from our some of our speakers! How are our speakers in our interviews using STEAM in their fields? How can you integrate STEAM into your interests? Computer science is everywhere these days in ways you don't always expect. How do you think it is a part of your passion or dream job?



MEENA A.K.A. MOAWLING

they/them or she/her Game Artist



How did you start doing what you do?

I had no idea that posting my artwork online would lead into making video games. Pixel art started off as a fun hobby to escape from schoolwork. I really wanted to make art that made me happy. When I first started uploading my pixel art to Newgrounds, I was immediately welcomed by a great community of fellow artists, animators, and musicians. My game development journey spontaneously unfolded after meeting the right people who became life-long collaborators and friends. We started off just making artworks and games for fun, which later developed into long-term projects. Our ambitions grew and we eventually found ourselves in established industry gigs before realizing it. Uploading Pokemon fanart eventually led me to work for companies like Microsoft, Wayforward, and Newgrounds!



What will you be talking about at Full Steam Ahead?

I'll be coordinating a pixel art portrait workshop where participants will create their own portraits through modifying existing assets or creating their own! Portraiture is such an important vehicle for expression and representation, from video game avatars to social media profile pictures. I'd like for students of this workshop to be empowered to claim these spaces for their self-expression.

How does computer science get utilized in your field?

Computer science makes the games go WHEEE. Computer science is essential for making games work! Code is the language that helps computers realize our intentions and share them with others. You want to make a game where you're a chef for a bunch of baby dragons? You have to explain to a computer what a "dragon" is first, that takes a lot of programming! Games start and ends with code.

What is one piece of advice you would give people interested in your field?

Don't let conventions of professionalism prevent you from making things that make you happy. You can get your start anywhere with the right kind of community! Whatever is successful "now" has already been done, you're completely free to challenge existing structures and define your own means of success.

What is a childhood hobby you had that helped lead you to where you are now?

My love for gameboy games sparked my initial interest in pixel art. As a middle schooler I would edit game sprites on MS Paint and make them my own! The power to modify existing artworks for my own worldbuilding is fundamental to the art I make today



MEREDITH CARRINGTON

she/her Creative Director, ICA at VCU



What hobbies, interests or subjects in school inspired you the most?

Art was always there! I loved creating at home, I loved art class at school, and crafts at summer camp. It wasn't until college that I realized that I could take my talents in art and make a living with them.



Do you think these interests, hobbies or subjects in school influenced your pathway to becoming a graphics Designer?

Absolutely! I remember feeling most proud and confident when I completed an art project. I remember book reports where I spent SO much time on how the report looked - the folder, the images, the font. I didn't realize it then, but that was early graphic design.

When studying Graphic Design, did you already have computer science experience? or was it a new subject all together?

Ha - no! I didn't have computer experience until the end of high school because home computers were just becoming a thing, and only if you were wealthy. I'm old! I wrote my first email during my freshman year of college. Students now are incredibly lucky to have access to technology so early. Keep learning all the new apps, software and systems - it will make you incredibly valuable in school and at work.

Did Computer Science play a role in your career pathway?

It did! I was lucky to find a path that blended art and computer science. In my design studies, we worked exclusively on Macs, learned about printing technology, and used new softwares daily. Graphic design has been a way to work as an artist in a very employable field.



What advice would you give to young folks who are starting to navigate a career path?

What do you love? Is it cooking, making videos for social, the environment - what? Find that thing and then look for opportunities that connect to it in school or the community. If you love art, find free art classes this summer to keep creating. If you really enjoy cooking, look into the culinary arts program at your tech center or community college. For me, it was helping people make posters and tshirts back in high school and college. I felt like I could use my skill to help other people. Now I am doing that exact same thing and I get paid for it.



KHLOE THOMPSON

she/her International Philanthropist, Founder of Khloe Kares



Tell us about Khloe Kares.

Khloe Kares is my non-profit organization where I make tote-like bags and I fill them with essential items. I pass them out to women experiencing homelessness. As well, I teach kids leadership workshops and business skills, and once a year I take trips to Ghana where I install water pumps and bathroom facilities there.

Khloe Kares all started was because I would pass the same homeless woman on my way to school and I would just ask my mom why and how she was out there and she would tell me some reasons and I just felt really bad for her. At the time my grandmother, she was teaching me how to sew tote-like bags and shoulder bags and I told her that I saw this woman and I just wanted to do something to help her. So, then we started going back and forth on different ideas on how we could start giving back and start helping her and we came up with the idea of making the bags and filling them with the different items and we just made a couple bags and we started passing them out.

What roadblocks did you encounter and how did you overcome them?

A lot of roadblocks I have encountered is because of my age. I am now 14, but I started Khloe Kares at 8, so you know ... people seem to ... treat you differently and also ... assume it is something that ... your parents want you to do, or it's just to get attention. It really was something that I was passionate about. But I think now that I'm 14, I've had people treat me with a little bit more respect.

Who are your role models?

One of them is Malala - she's someone who really inspires me. Her book [I Am Malala: How One Girl Stood Up for Education and Changed the World] is like the reason why I started giving back. She really inspired me and the fact that she risked her life for something that she is passionate about and it's something I want to be like one day. Also, Cecile Richards - her book is somewhere in my collection, but she wrote the book, "Make Trouble" and there is an adult version and a kid's version or young readers as I should say. It's just an amazing book. She is just talking about making some good trouble in the world basically.

Does computer science play a role in your work?

Yeah! I've tried coding, I've tried STEM programs, but I don't think it's my calling in life, but ... that's okay because I use computer science in a different way. With fashion, that's something I want to pursue. Everything is now going closer to the world of digital ... I do a lot of my [sketching] work on my iPad and digitally ... that is the new way everything is moving.

What message do you want to give?

First, ... don't let your age stop you from what you want to do, because your age is just a number and it cannot define your impact. Match your passion to your purpose. Those are the two main things you need to do in life and I feel like finding your purpose at a young age is probably one of the best things to do, and I'm so glad that I was able to do it.

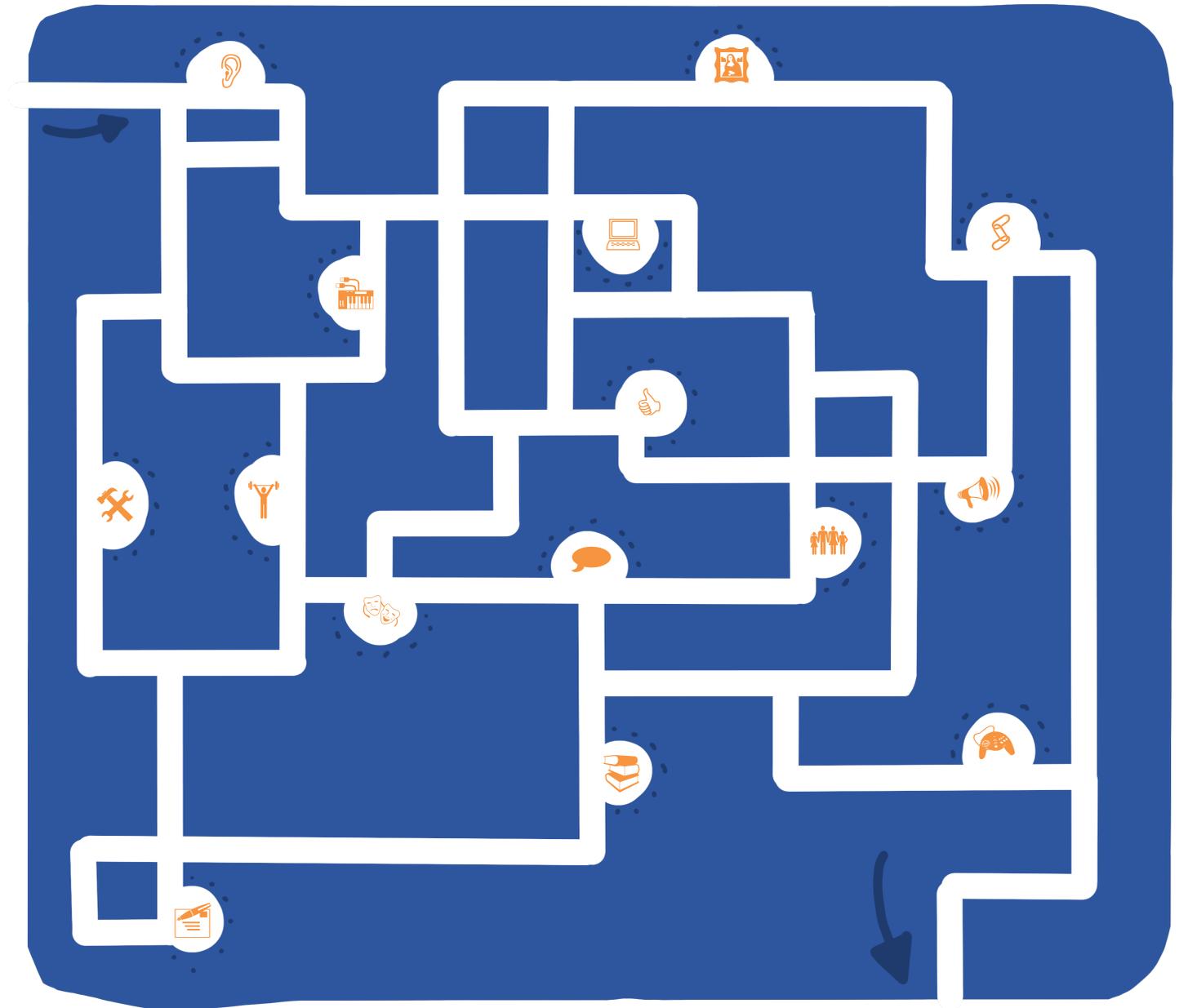


MAZE

Solve the maze while picking up all the CS skills you want to learn!
Don't complete the maze until you have all the skills you want!
How many different ways can you solve it?

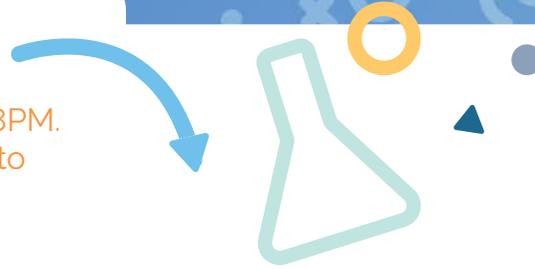
CS Skills Key:

-  Art
-  Adaptability
-  Commitment
-  Compassion
-  Creative Thinking
-  Problem Solving
-  Communication
-  Writing
-  Coding
-  Organization
-  Marketing
-  Self-Expression
-  Social Media
-  Storytelling
-  Teamwork



CALENDAR

Full STEAM Ahead runs from July 19th to 23rd, 10AM to 8PM.
To enroll in Full STEAM Ahead and see everything it has to offer, visit www.full-steam-ahead.info



	MONDAY	TUESDAY	WEDNESDAY	THURSDAY
10 AM	Danielle Boyer: The STEAM Connection <i>KEYNOTE!</i>	Martha Hipley: Turning Ideas into Digital Experiences	Mariam Nusrat: Making Purposeful Video Games with No-Code	Kishau Rogers: Artificial Intelligence, New Rules for Solving the World's Biggest Problems <i>KEYNOTE!</i>
11 AM	Ingrid Nelson: The Data Investigator Returns with R	KB Brown: Introduction to Screenprinting & Studio Two Three	Jamila Blake, Emily Fernan: What's That Animal: An Introduction to Wildlife ID	Kimberly Rudolph: Mentorship: Empowering yourself by empowering others
1 PM	Amy Hill: Data Center Connectivity and Fiber Optics	Khloe Thompson: Never let your age define your impact	John-Charles Holmes: Comics Are for Everybody! (Yes, Even You!)	Elizabeth McPherson: How to Catch a Hacker 101
2 PM	Jessa Campbell: Music Coding 101	Omar Ansari: How Does the Internet Work?	Michelle Neitzey: The Instruction Manual for Life	Megan McDaniels: Wildlife, Technology, and You: Fusing Computer Science and Conservation
	Meredith Carrington: Power, Persuasion and Posters	Caroline Fudala: The Chemistry Behind Photography	Shannon Dowling, Donna Adams: Standing Tall Without Standing Straight	Emily Cobb: Jump Into Augmented Reality
7 PM	Georgiana Wright: Building AI for Fanfiction	Laura Szczyrba: Exploring Disaster Response Data with Machine Learning	Sophia Wreck: Live Coding Workshop	MeeNa: Pixel Art Portraiture

Schedule subject to change

Sessions in purple are available in Spanish

SEE YOU NEXT MONTH

Thank you for participating in this month's Snail Mail! Did you know you can sign up a friend for free? Tell us your favourite part and get involved with other Eureka programs! You can share your projects and drawings with us directly at:

codeva.info/SubmitYourSnailMail

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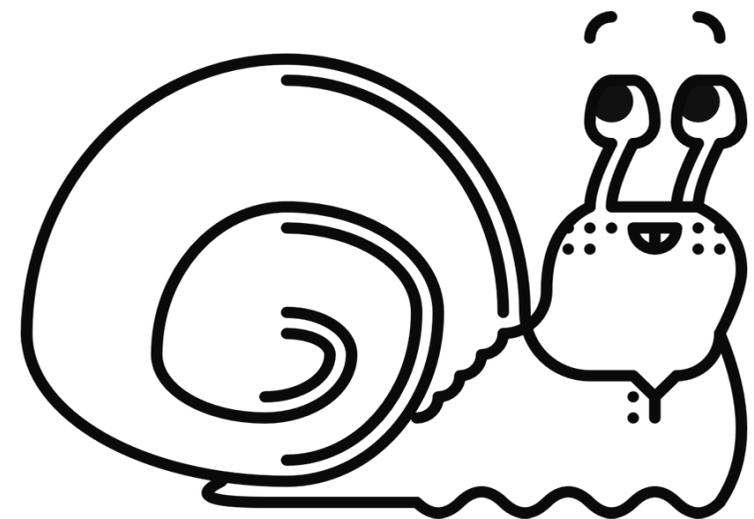
Cover Art & Illustrations

Natasha Blush, Pepper Blush

Full STEAM Ahead is presented by **CARmax**



Want to help more kids receive Snail Mail? Consider Donating at: CodeVA.info/ProjectSnailMail



RESOURCES

To keep up with what CodeVA and Eureka are doing and to see current class offerings, visit us at **CodeVirginia.org**

Computer Science Classes and Learning

adafruit - adafruit.com
hour of code - hourofcode.org
micro:bit - microbit.org

Art & Design

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makecode - makecode.com
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scratch - scratch.mit.edu



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