

ENGINEER FOR THE WEEK PARTICIPATION REQUIREMENTS

ORGANIZATION CRITERIA

Our mission is to expose students who are traditionally underrepresented in the tech world to the fields of engineering and computer science. Therefore, we prioritize working with organizations that serve Latinx, African-American, Native American or female students.

Organizations that are encouraged to sign up can include:

- After School programs
- Clubs/Associations
- Non-Profit organizations
- Libraries/Museums
- Community Centers
- Other extra-curricular activities

TECHNICAL REQUIREMENTS

Each participant should have access to a laptop, internet and headphones*. All laptops should have access to the internet.

**Headphones are only necessary for Play for Impact*

REQUIRED WEBSITES

Depending on which project is chosen, organizations will need to whitelist and have access to the corresponding websites below. *Chatbots for Change* participants will need to create individual accounts on **Facebook*** and **Chatfuel**. *Play for Impact* participants will need to create individual accounts on **Scratch**.

**Facebook accounts are only required for the Chatbots for Change project.*

REQUIRED WEBSITES

Chatbot for Change

- [facebook.com](https://www.facebook.com)
- [messenger.com](https://www.messenger.com)
- [chatfuel.com](https://www.chatfuel.com)
- docs.chatfuel.com

Play for Impact

- [Scratch.mit.edu](https://scratch.mit.edu)

SUGGESTED WEBSITES

- pythonanywhere.com
- [chatbotslife.com](https://www.chatbotslife.com)
- botlist.co
- stackoverflow.com

GENERAL REQUIREMENTS

1. Participating organizations must facilitate Engineer for the Week as a voluntary extracurricular activity that is not connected to academic credit or a traditional school curriculum.
2. Participating organizations should be non-profits or community organizations committed to promoting a STEM, Engineering, or CS culture and practice through an existing extracurricular structure.
3. Facilitators from participating organizations are responsible for coordinating all aspects of the EFTW program at their organization's site, which includes but is not limited to: gathering parental consent, coordinating meeting times with participants, securing physical meeting locations, obtaining computers and reliable internet access, and supervising the participants throughout the program experience.
4. Facilitators must sign the participation agreement with Facebook.
5. Facilitators must commit to attend the **EFTW Getting Started Webinar** and to review the **EFTW Product Leader Overview**, the **EFTW Engineer Guide**, the **EFTW Product Leader Guide**, and all the documents within the **EFTW External Materials** prior to the beginning of the program.
6. Participants must be at least 13 years old to create an account on Facebook.