

**Science World's Third Annual Girls and STEAM Event To Be Hosted
Virtually With Keynote Speakers Dr. Bonnie Henry and Dr. Sarika
Cullis-Suzuki**

This free in-demand event will now be hosted online to engage youth aged 11-13 in STEAM (science, technology, engineering, arts & design and math) learning



GIRLS AND STEAM

November 7, 2020

KEYNOTE SPEAKER
Dr. Bonnie Henry

Streaming free online

VANCOUVER, BC, October 29, 2020 – On Saturday, November 7, Science World will livestream [Girls and STEAM](#), a free, half-day Symposium with the aim of preparing British Columbia's youth for the STEAM (Science, Technology, Engineering, Art + Design, Math) heavy job landscape of the future. **The event will be opened by keynote speaker Dr. Bonnie Henry, BC's provincial health officer, with closing words by marine biologist Dr. Sarika Cullis-Suzuki.**

With Canada facing a major gap in gender diversity in STEAM careers, Girls and STEAM endeavours to inspire, engage and empower girls to pursue research-focused and technical careers by connecting them with female professionals and learning opportunities in these fields.

“The gender gap in STEAM fields continues to be an issue with only a quarter of jobs today held by women,” said Tracy Redies, President and CEO of Science World. “While this year's event may look a little different, we're hoping that by connecting girls virtually to mentors in these fields, it will inspire them to nurture their love for STEAM-related careers. Diversity is essential to ensuring that all voices and ideas are brought to the table and equally respected.”

Dr. Bonnie Henry has been one of many famous faces of Science World's "[The World Needs More Nerds](#)" campaign and was asked to share her message with the girls, given her notable leadership navigating the province through the COVID-19 pandemic.

"It is important for young people to see and hear about the many opportunities within STEAM that can bring their passions and interests to life. I look forward to sharing my journey and hopefully to inspire these girls to be the STEAM leaders of tomorrow," said Dr. Bonnie Henry, BC's provincial health officer.

November 7th Schedule

- 9:00 am – 9:35 am: Welcome and Opening Remarks, Dr. Bonnie Henry, followed by a Q&A. Participants will submit their questions in advance (for those onsite) or online during the session.
- 9:35 am – 9:55 am: Workshop Presented by Genome BC, online participants can participate, ask questions and comment.
- 9:55 am – 10:15 am: Workshop Presented by BCIT, online participants can participate, ask questions and comment.
- 10:15 am – 10:45 am: Mentor Breakout Rooms. Online participants will join one of 11 different virtual rooms to meet with groups of 2-3 mentors. Moderators will introduce the mentors and allow time for Q&A. There are 22 mentors (all women in STEAM) from fields including computer game design, civil engineering, animation, biomedical research, chemistry, ocean science, science communication, robotics, botany, and business computing.
- 10:45 am – 11:10 am: Closing Keynote
- 11:10 am – 11:20 am: Closing Remarks

Previously, the Symposium hosted 300 girls ages 11-13 onsite at Science World and event registration would be full within minutes. Due to COVID-19, the event is going online with a greater capacity able to participate. There will be a small number of girls onsite from underserved communities at Science World in order to maintain physical distancing and safety measures. Dr. Bonnie Henry will give her keynote address live in the Science Theatre to those onsite and a Q&A will follow with participating questions from online participants and those in the theatre.

Online participants will also receive exclusive advance access to specialized STEAM content leading up to the event; access to livestreams on the day of the event; and access to Tech-Up, an online coding, computational thinking and digital skills workshop following Girls and STEAM.

On the day of the event, there will be two workshops:

BCIT School of Construction and the Environment: How can engineering benefit society? Explore the many sub-disciplines that go into building major infrastructure projects with Civil Engineering faculty Phyllis Chong, M.A.Sc., P.Eng.



Genome BC: Solve an outbreak with us! Learn to solve a simulated outbreak scenario using the same types of data and tools that real epidemiologists use to trace bacterial and viral outbreaks like COVID-19.

Participants are invited to learn more and register at
<https://www.scienceworld.ca/event/girlsandsteam2020/>

Girls and STEAM is made possible by the generous support of Science World's valued partners, including: BCIT, IBM Canada, Safe Software, Genome BC, Engineers & Geoscientists British Columbia, STEMCELL Technologies, Wheaton Precious Metals, BGC Engineering, UBC School of Biomedical Engineering, 1QBit, Cinesite Studios, Mainframe Studios, WildBrain Studios, Unbounce, Applied Science Technologists & Technicians of British Columbia, DNEG, Okanagan Science Centre, Skybox Labs, Best Buy, and the Girl Guides of Canada.

- 30 -

About Science World

Science World is a BC-based charitable organization that engages the people of British Columbia in STEAM literacy. Their mission is to ignite wonder and empower dreams through science and nature. Their vision is that within a generation, Canada will be a country of thriving, sustainable communities rooted in science, innovation and a deep connection to nature.

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