

HR 6095

Computer Science for All Act of 2016

Congress: 114 (2015–2017, Ended)

Chamber: House

Policy Area: Education

Introduced: Sep 21, 2016

Current Status: Referred to the House Committee on Education and the Workforce.

Latest Action: Referred to the House Committee on Education and the Workforce. (Sep 21, 2016)

Official Text: <https://www.congress.gov/bill/114th-congress/house-bill/6095>

Sponsor

Name: Rep. Lee, Barbara [D-CA-13]

Party: Democratic • **State:** CA • **Chamber:** House

Cosponsors (11 total)

Cosponsor	Party / State	Role	Date Joined
Rep. Butterfield, G. K. [D-NC-1]	D · NC		Sep 21, 2016
Rep. Chu, Judy [D-CA-27]	D · CA		Sep 21, 2016
Rep. Clark, Katherine M. [D-MA-5]	D · MA		Sep 21, 2016
Rep. DelBene, Suzan K. [D-WA-1]	D · WA		Sep 21, 2016
Rep. Fudge, Marcia L. [D-OH-11]	D · OH		Sep 21, 2016
Rep. Hinojosa, Ruben [D-TX-15]	D · TX		Sep 21, 2016
Rep. Honda, Michael M. [D-CA-17]	D · CA		Sep 21, 2016
Rep. Johnson, Eddie Bernice [D-TX-30]	D · TX		Sep 21, 2016
Rep. Kelly, Robin L. [D-IL-2]	D · IL		Sep 21, 2016
Rep. Polis, Jared [D-CO-2]	D · CO		Sep 21, 2016
Rep. Titus, Dina [D-NV-1]	D · NV		Sep 21, 2016

Committee Activity

Committee	Chamber	Activity	Date
Education and Workforce Committee	House	Referred To	Sep 21, 2016

Subjects & Policy Tags

Policy Area:

Education

Related Bills

No related bills are listed.

Computer Science for All Act of 2016

This bill establishes a program through which the Department of Education (ED) shall award grants to states, local educational agencies, and eligible tribal schools to serve as models for national replication of computer education expansion efforts. A grant application shall include specified plans that demonstrate the applicant's ability to carry out an ambitious expansion effort for all students, including traditionally underrepresented students.

A grant recipient shall use the grant funds to:

- train teachers to teach computer science;
- expand access to high-quality learning materials and online learning options;
- create plans for expanding overall access to science, technology, engineering, arts, and mathematics (STEAM) classes;
- utilize computer science as a catalyst for increased interest in STEAM more broadly;
- reduce course equity gaps for all students; and
- ensure additional support and resources.

A grantee may also use grant funds to:

- build effective regional collaborations,
- recruit and hire instructional personnel,
- prepare for effectively sustaining project activities after the grant period ends, and
- disseminate information about effective practices.

At least semi-annually, a grantee must report to ED on specified data related to the number of students served through program activities.

Actions Timeline

- **Sep 21, 2016:** Introduced in House
- **Sep 21, 2016:** Referred to the House Committee on Education and the Workforce.