

HR 1485

Computer Science for All Act of 2019

Congress: 116 (2019–2021, Ended)

Chamber: House

Policy Area: Education

Introduced: Mar 4, 2019

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

Latest Action: Referred to the House Committee on Education and Labor. (Mar 4, 2019)

Official Text: <https://www.congress.gov/bill/116th-congress/house-bill/1485>

Sponsor

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

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

Cosponsors (22 total)

Cosponsor	Party / State	Role	Date Joined
Rep. Butterfield, G. K. [D-NC-1]	D · NC		Mar 4, 2019
Rep. Cisneros, Gilbert Ray, Jr. [D-CA-39]	D · CA		Mar 4, 2019
Rep. Clarke, Yvette D. [D-NY-9]	D · NY		Mar 4, 2019
Rep. DelBene, Suzan K. [D-WA-1]	D · WA		Mar 4, 2019
Rep. Garcia, Jesus G. "Chuy" [D-IL-4]	D · IL		Mar 4, 2019
Rep. Grijalva, Raúl M. [D-AZ-3]	D · AZ		Mar 4, 2019
Rep. Hill, Katie [D-CA-25]	D · CA		Mar 4, 2019
Rep. Jackson Lee, Sheila [D-TX-18]	D · TX		Mar 4, 2019
Rep. Johnson, Eddie Bernice [D-TX-30]	D · TX		Mar 4, 2019
Rep. Kelly, Robin L. [D-IL-2]	D · IL		Mar 4, 2019
Rep. Roybal-Allard, Lucille [D-CA-40]	D · CA		Mar 4, 2019
Rep. Titus, Dina [D-NV-1]	D · NV		Mar 4, 2019
Rep. Watson Coleman, Bonnie [D-NJ-12]	D · NJ		Mar 4, 2019
Rep. Wilson, Frederica S. [D-FL-24]	D · FL		Mar 4, 2019
Rep. Chu, Judy [D-CA-27]	D · CA		Mar 18, 2019
Rep. Hastings, Alcee L. [D-FL-20]	D · FL		Apr 30, 2019
Rep. Lawrence, Brenda L. [D-MI-14]	D · MI		Apr 30, 2019
Rep. Pressley, Ayanna [D-MA-7]	D · MA		Apr 30, 2019
Rep. Himes, James A. [D-CT-4]	D · CT		May 15, 2019
Rep. McGovern, James P. [D-MA-2]	D · MA		May 15, 2019
Rep. Soto, Darren [D-FL-9]	D · FL		May 15, 2019
Rep. Eshoo, Anna G. [D-CA-18]	D · CA		Jul 18, 2019

Committee Activity

Committee	Chamber	Activity	Date
Education and Workforce Committee	House	Referred To	Mar 4, 2019

Subjects & Policy Tags

Policy Area:

Education

Related Bills

No related bills are listed.

Summary (as of Mar 4, 2019)

Computer Science for All Act of 2019

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 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 semiannually, a grantee must report to ED on specified data related to the number of students served through program activities.

Actions Timeline

- **Mar 4, 2019:** Introduced in House
- **Mar 4, 2019:** Referred to the House Committee on Education and Labor.