In 2-3 sentences, briefly describe the issue or problem that your project addresses.
The National Mentoring Program (Tech Wizards) is a mentoring program with a STEAM (science, technology, engineering, arts, math) focus. The programs also take place in communities that are considered "at risk" communities due to factors such as rural settings and high poverty rates.

Briefly describe in non-technical terms how your major activities helped you achieve, or make significant progress toward, the goals and objectives described in your non-technical summary.
Programming was designed to expose youth to experiences and careers that fall into the STEAM category. Youth were also matched with a mentor to ensure a long term, supportive relationship outside of their family unit.

Briefly describe how your target audience benefited from your project's activities.
Youth were able to experience a variety of scientific concepts through fun exploration, learn about careers, and have the continuity of an adult in their lives.

Briefly describe how the broader public benefited from your project's activities.
There is a community service aspect to this project. Youth involved participated in nature-trail clearing, volunteered to help with school/youth center events put on for the community at large, and collected donations to help those in need at different times throughout the year.

Comments (optional)
- STEAM After School Workshops (45) 135 youth participants 55 male/80 female
- Community Service Initiatives (6) 135 youth participants 55 male/80 female
- Family Nights (6) 177 Participants 135 youth participants 42 adult participants 55 male/122 female