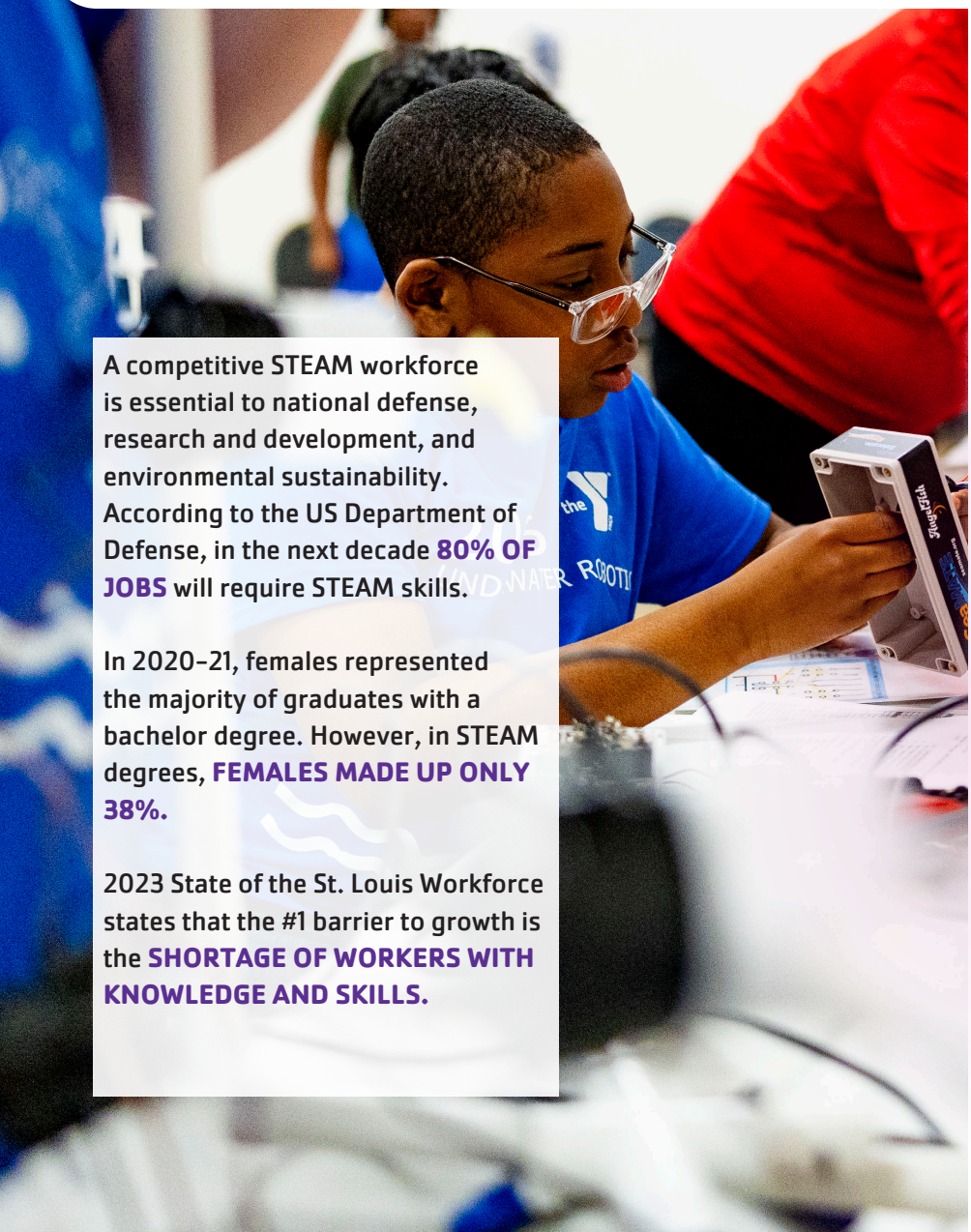
COMMUNITY DEVELOPMENT YMCA



The Y **for curiosity**



A competitive STEAM workforce is essential to national defense, research and development, and environmental sustainability. According to the US Department of Defense, in the next decade **80% OF JOBS** will require STEAM skills.

In 2020-21, females represented the majority of graduates with a bachelor degree. However, in STEAM degrees, **FEMALES MADE UP ONLY 38%.**

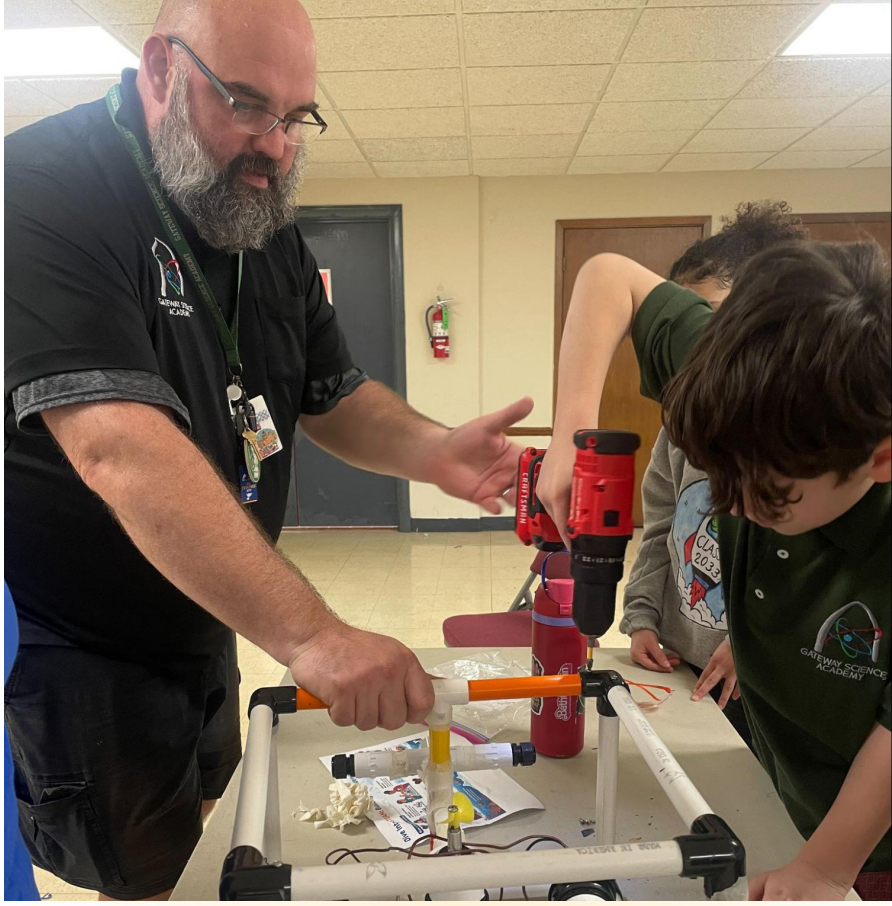
2023 State of the St. Louis Workforce states that the #1 barrier to growth is the **SHORTAGE OF WORKERS WITH KNOWLEDGE AND SKILLS.**

STEAM Programming

In STEAM (Science, Technology, Engineering, Arts, Math) programs, youth are engaged in activities that nurture curiosity, build resilience, inspire creativity, and cultivate the engineering mindset – identify a problem, design a solution, test, and modify. Participants in STEAM programs explore STEAM careers and fields through real world learning.

In 2025, the Community Development YMCA served more than 500 youth in STEAM programs, increasing their self-concept as someone who is STEAM capable. Workshops, Robotics, engineering programs, Family STEAM Nights, and math are all part of the Y's offerings.

STEAM programming at **Community Development YMCA**



"As the school advisor for Gateway Science Academy, I cannot recommend the Gateway Region YMCA STEAM Programs enough! We recently involved our 5th-grade students in their underwater robotics program, and the experience exceeded every expectation.

From day one, I could not believe how incredibly engaging it was to watch these 5th graders work hands-on with real tools each week. The program is structured beautifully—every week features a specific technical component to master. It was deeply rewarding to watch the kids build confidence, master new STEM skills, and proudly earn their certificates as they progressed.

Beyond the technical skills, the program provides a masterclass in teamwork.
The structure is set up so that every single student has a designated 'role for the day' during the event. This system held everyone accountable and taught them how to collaborate effectively to get their underwater drones functional.
I honestly cannot wait for springtime to come again so a brand-new set of 5th graders can embrace this awesome program!"

— Mr. P.J. Brennan, School Advisor & Educator, Gateway Science Academy of St. Louis - Smiley

YOU SEE KIDS LEARNING SCIENCE, WE SEE THE NEXT GENERATION OF LEADERS IN STEAM.

Annual Campaign Goal: $58,000

Current Impact:
44 served annually through Underwater Robotics in the 2025-26 school year.

$100
engages a middle schooler in using mathematical strategy, problem solving and game play.

$500
teaches girls to use the engineering design process in the TechBridge Girls program.

$650
equips a team of middle school students with the tools to build an underwater robot.

Opportunity For All

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Join us as we create opportunity for all. Scan to give.