

AMENDMENT TO
RULES COMMITTEE PRINT 117-43
OFFERED BY MS. LEE OF CALIFORNIA

Add at the end the following:

1 **TITLE VII—ADDITIONAL**
2 **PROVISIONS**

3 **SEC. 701. DEFINITIONS.**

4 In this title:

5 (1) **COMPUTATIONAL THINKING.**—The term
6 “computational thinking” aims to capture the wide
7 range of creative processes that go into formulating
8 problems and their solutions in such a way that the
9 solutions can be carried out by a computer, and may
10 involve some understanding of software and hard-
11 ware design, logic and the use of abstraction and
12 representation, algorithm design, algorithm expres-
13 sion, problem decomposition, modularity, program-
14 ming paradigms and languages, issues of informa-
15 tion security and privacy, the application of com-
16 putation across a wide range of disciplines, and the
17 societal impact of computing. Programming is a
18 hands-on, inquiry-based way in which computational
19 thinking may be learned.

1 (2) COMPUTER SCIENCE EDUCATION.—The
2 term “computer science education” includes any of
3 the following: computational thinking; software de-
4 sign; hardware architecture and organization; theo-
5 retical foundations; use of abstraction and represen-
6 tation in problem solving; logic; algorithm design
7 and implementation; the limits of computation; pro-
8 gramming paradigms and languages; parallel and
9 distributed computing; information security and pri-
10 vacy; computing systems and networks; graphics and
11 visualization; databases and information retrieval;
12 the relationship between computing and mathe-
13 matics; artificial intelligence; applications of com-
14 puting across a broad range of disciplines and prob-
15 lems; cloud computing; and the social impacts and
16 professional practices of computing.

17 (3) ELIGIBLE ENTITY.—In this section, the
18 term “eligible entity” means a State, local edu-
19 cational agency, or eligible Tribal school that—

20 (A) demonstrates an ability to carry out an
21 ambitious computer science education expansion
22 effort for all students served by the State, agen-
23 cy, or school, respectively, including tradition-
24 ally underrepresented students;

1 (B) in the case of a State, serves local edu-
2 cational agencies that meet the requirements of
3 section 1003(f) of the Elementary and Sec-
4 ondary Education Act of 1965 (20 U.S.C.
5 6303(f)); and

6 (C) in the case of a local educational agen-
7 cy, meets the requirements of such section
8 1003(f) (20 U.S.C. 6303(f)).

9 (4) ELIGIBLE TRIBAL SCHOOL.—The term “eli-
10 gible Tribal school” means—

11 (A) a school operated by the Bureau of In-
12 dian Education;

13 (B) a school operated pursuant to the In-
14 dian Self-Determination and Education Assist-
15 ance Act (25 U.S.C. 450 et seq.); or

16 (C) a tribally controlled school (as defined
17 in section 5212 of the Tribally Controlled
18 Schools Act of 1988 (25 U.S.C. 2511)).

19 (5) INSTITUTION OF HIGHER EDUCATION.—The
20 term “institution of higher education” has the
21 meaning given the term in section 102 of the Higher
22 Education Act of 1965 (20 U.S.C. 1002).

23 (6) LOCAL EDUCATIONAL AGENCY.—The term
24 “local educational agency” has the meaning given

1 the term in section 8101 of the Elementary and Sec-
2 ondary Education Act of 1965 (20 U.S.C. 8101).

3 (7) POVERTY LINE.—The term “poverty line”
4 has the meaning given the term in section 8101 of
5 the Elementary and Secondary Education Act of
6 1965 (20 U.S.C. 8101).

7 (8) SECRETARY.—The term “Secretary” means
8 the Secretary of Education.

9 (9) STATE.—The term “State” has the mean-
10 ing given the term in section 8101 of the Elemen-
11 tary and Secondary Education Act of 1965 (20
12 U.S.C. 7801).

13 (10) STEAM.—The term “STEAM” means the
14 subjects of science, technology, engineering, arts,
15 and mathematics, including computer science.

16 **SEC. 702. GRANTS TO STATES, LOCAL EDUCATIONAL AGEN-**
17 **CIES, AND ELIGIBLE TRIBAL SCHOOLS.**

18 (a) GRANTS TO STATES, LOCAL EDUCATIONAL
19 AGENCIES, AND ELIGIBLE TRIBAL SCHOOLS.—

20 (1) IN GENERAL.—The Secretary shall award
21 grants to eligible entities to serve as models for na-
22 tional replication of computer science education ex-
23 pansion efforts.

24 (2) CONSORTIA AND PARTNERSHIPS.—An eligi-
25 ble entity may apply for a grant under this section

1 as part of a consortium or in partnership with a
2 State educational agency or other partner.

3 (3) DURATION.—Grants awarded under this
4 section shall be for a period of not more than 5
5 years.

6 (b) APPLICATION REQUIREMENTS.—An eligible enti-
7 ty that desires a grant under this section shall submit an
8 application to the Secretary at such time, in such manner,
9 and containing such information as the Secretary may re-
10 quire, including, at a minimum, plans for the following:

11 (1) Every high school student served by eligible
12 entity to have access to computer science education
13 not later than 5 years after receipt of grant funds.

14 (2) All students served by the eligible entity to
15 have access to a progression of computer science
16 education from prekindergarten through middle
17 school that prepares students for high school com-
18 puter science education.

19 (3) Expansion of overall access to rigorous
20 STEAM classes, utilizing computer science as a cat-
21 alyst for increased interest in STEAM more broadly,
22 and reducing the enrollment and academic achieve-
23 ment gap for underrepresented groups such as mi-
24 norities, girls, and youth from families living at, or
25 below, the poverty line.

1 (4) Continuous monitoring and evaluation of
2 project activities.

3 (5) Effectively sustaining project activities after
4 the grant period ends, and the length of time which
5 the applicant plans to sustain the project activities.

6 (c) USE OF GRANT FUNDS.—

7 (1) REQUIRED ACTIVITIES.—An eligible entity
8 that receives a grant under this section shall use the
9 grant funds for the following activities:

10 (A) Training teachers to teach computer
11 science.

12 (B) Expanding access to high-quality
13 learning materials and online learning options.

14 (C) Creating plans for expanding overall
15 access to rigorous STEAM classes, utilizing
16 computer science as a catalyst for increased in-
17 terest in STEAM more broadly, and reducing
18 course equity gaps for all students, including
19 underrepresented groups such as minorities,
20 girls, and youth from low-income families.

21 (D) Ensuring additional support and re-
22 sources, which may include mentoring for stu-
23 dents traditionally underrepresented in STEAM
24 fields.

1 (2) PERMISSIBLE ACTIVITIES.—An eligible enti-
2 ty that receives a grant under this section may use
3 the grant funds for the following activities:

4 (A) Building effective regional collabora-
5 tions with industry, nonprofit organizations, 2-
6 year and 4-year degree granting institutions of
7 higher education (including community colleges,
8 Historically Black Colleges and Universities,
9 Hispanic-serving institutions, Asian American
10 and Native American Pacific Islander-serving
11 institutions, American Indian Tribally con-
12 trolled colleges and universities, Alaska Native
13 and Native Hawaiian-serving institutions, Pre-
14 dominantly Black Institutions, Native Amer-
15 ican-serving, Nontribal institutions, and other
16 minority-serving institutions), and out-of-school
17 providers.

18 (B) Recruiting and hiring instructional
19 personnel as needed, including curriculum spe-
20 cialists.

21 (C) Preparations for effectively sustaining
22 project activities after the grant period ends.

23 (D) Disseminating information about effec-
24 tive practices.

1 (3) LIMITATION.—Not more than 15 percent of
2 a grant may be used to purchase equipment.

3 (d) NATIONAL ACTIVITIES.—The Secretary may re-
4 serve not more than 2.5 percent of funds available for
5 grants under this section for national activities, including
6 technical assistance, evaluation, and dissemination.

7 (e) AUTHORIZATION OF APPROPRIATIONS.—There
8 are authorized to be appropriated to carry out this section
9 a total of \$250,000,000 for fiscal year 2022 and the suc-
10 ceeding 4 fiscal years.

11 **SEC. 703. REPORTING REQUIREMENTS.**

12 (a) GRANTEE REPORTS.—Each eligible entity that
13 receives a grant under this title shall submit to the Sec-
14 retary a report, not less than twice a year during the grant
15 period, on the use of grant funds that shall include data
16 on the numbers of students served through activities fund-
17 ed under this title, disaggregated by race (for Asian and
18 Native Hawaiian or Pacific Islander students using the
19 same race response categories as the decennial census of
20 the population), ethnicity, gender, and eligibility to receive
21 a free or reduced price lunch under the Richard B. Russell
22 National School Lunch Act (42 U.S.C. 1751 et seq.).

23 (b) REPORT BY THE SECRETARY.—Not later than 5
24 years after the first grant is awarded under this title, the
25 Secretary shall submit to Congress a report based on the

1 analysis of reports received under subsection (a) with a
2 recommendation on how to expand the program under this
3 title.

4 **SEC. 704. AMENDMENTS TO OTHER LAWS.**

5 (a) DEPARTMENT OF EDUCATION ORGANIZATION
6 ACT.—Section 203(c)(1) of the Department of Education
7 Organization Act (20 U.S.C. 3413(c)(1)) is amended by
8 inserting before the semicolon the following: “, which shall
9 include information with respect to the existence of com-
10 puter science education (as defined in section 701 of the
11 Workforce Innovation and Opportunity Act of 2022),
12 disaggregated by the type of computer science education
13 and by State, local educational agency, and eligible tribal
14 school (as such terms are defined in such section 701)”.

15 (b) THE EDUCATION SCIENCES REFORM ACT OF
16 2002.—Section 153(a)(1) of the Education Sciences Re-
17 form Act of 2002 (20 U.S.C. 9543(a)(1)) is amended—

18 (1) in subparagraph (N), by striking “and”;

19 (2) in subparagraph (O), by adding “and” at
20 the end; and

21 (3) by adding at the end the following:

22 “(P) the existence of computer science
23 education (as defined in section 701 of the
24 Workforce Innovation and Opportunity Act of
25 2022) in elementary schools and secondary

1 schools, and the degree of competency in com-
2 puter science fields among such students.”.

