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State of Minnesota

HOUSE OF REPRESENTATIVES

NINETY-SECOND SESSION

H. F. No. 3243

02/10/2022 Authored by Davnie, Nash, Bahner and Elkins
The bill was read for the first time and referred to the Committee on Education Policy
02/28/2022 Adoption of Report: Re-referred to the Committee on Education Finance

1.1 A bill for an act
1.2 relating to education; establishing a computer science education foundational
1.3 blueprint to support the statewide expansion of computer science education;
1.4 requiring a task force; appropriating money.

1.5 BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF MINNESOTA:

1.6 Section 1. COMPUTER SCIENCE EDUCATION FOUNDATIONAL BLUEPRINT.

1.7 Subdivision 1. Foundational blueprint. (a) The commissioner of education must, in
1.8 consultation with the Computer Science Education Task Force established under this section,
1.9 develop a foundational blueprint for a statewide computer science program for elementary
1.10 and secondary schools that includes the following components:

1.11 (1) a statement of purpose that defines computer science consistent with the definition
1.12 found in the K-12 Computer Science Framework, describes the objectives and goals of a
1.13 computer science education program, identifies strategies and resources needed to achieve
1.14 these goals, and establishes a timeline for achieving these goals;

1.15 (2) a summary of the current state landscape for kindergarten through grade 12 computer
1.16 science education, including data on enrollment in computer science courses, disaggregated
1.17 by the student groups under Minnesota Statutes, section 120B.35, subdivision 3, paragraph
1.18 (b), clause (2);

1.19 (3) a plan for expanding computer science education opportunities to every district school
1.20 site and charter school within five years;

2.1 (4) a plan to develop comprehensive and foundational kindergarten through grade 12
2.2 computer science academic standards that local districts may adopt at their discretion under
2.3 Minnesota Statutes, section 120B.022;

2.4 (5) a plan for professional development opportunities to prepare current teachers to teach
2.5 computer science;

2.6 (6) a plan relating to teacher licensure, including developing a computer science
2.7 endorsement or other computer science credential for teachers who are already licensed,
2.8 and a plan to develop a teacher preparation program for licensure in computer science;

2.9 (7) a plan for the Department of Education to regularly evaluate progress toward the
2.10 blueprint goals, including annually reporting disaggregated data on enrollment in computer
2.11 science courses; and

2.12 (8) recommendations to ensure the long-term sustainability of the blueprint.

2.13 (b) The commissioner must submit a copy of the foundational blueprint for computer
2.14 science to the chairs and ranking members of the legislative committees having jurisdiction
2.15 over kindergarten through grade 12 education by January 31, 2023, in accordance with
2.16 Minnesota Statutes, section 3.195.

2.17 Subd. 2. **Task force.** (a) The commissioner of education must convene an advisory task
2.18 force to advise the commissioner on the development of the foundational blueprint for
2.19 computer science.

2.20 (b) Members of the task force must include:

2.21 (1) one member of the house of representatives appointed by the speaker of the house
2.22 and one member appointed by the minority leader of the house;

2.23 (2) one senator appointed by the senate majority leader and one senator appointed by
2.24 the senate minority leader;

2.25 (3) one member appointed by the governor;

2.26 (4) the commissioner or the commissioner's designee;

2.27 (5) the commissioner of higher education or the commissioner's designee;

2.28 (6) one representative of the Professional Educator Licensing and Standards Board;

2.29 (7) one representative of the Computer Science Teachers' Association MN;

2.30 (8) one representative from the business community;

3.1 (9) one representative from a nonprofit organization working with students and teachers
3.2 on computer science;

3.3 (10) one representative from the Minnesota Association for School Administrators;

3.4 (11) one representative from Education Minnesota;

3.5 (12) one representative from the Minnesota Association of Colleges for Teacher
3.6 Education;

3.7 (13) one representative from CSforAll Minnesota; and

3.8 (14) one computer science teacher from the seven-county metropolitan area and one
3.9 computer science teacher from outside the seven-county metropolitan area.

3.10 (c) Appointments to the task force must be made by June 1, 2022. The commissioner
3.11 of education must provide administrative support and meeting space for the task force.

3.12 (d) Public members of the task force may be compensated and reimbursed for expenses
3.13 in accordance with Minnesota Statutes, section 15.059, subdivision 3.

3.14 (e) Meetings of the task force are subject to the Minnesota Open Meeting Law under
3.15 Minnesota Statutes, chapter 13D.

3.16 (f) The task force expires on January 31, 2024.

3.17 **EFFECTIVE DATE.** This section is effective the day following final enactment.

3.18 **Sec. 2. APPROPRIATIONS.**

3.19 \$20,000 in fiscal year 2023 is appropriated from the general fund to the Department of
3.20 Education for the Computer Science Advisory Task Force.

3.21 **EFFECTIVE DATE.** This section is effective July 1, 2022.