01/11/21 **REVISOR** CM/KA 21-01057 as introduced

SENATE STATE OF MINNESOTA NINETY-SECOND SESSION

A bill for an act

relating to education; authorizing grants for robotics programs; requiring a report;

S.F. No. 866

(SENATE AUTHORS: CARLSON, Franzen and Johnson Stewart)
DATE D-PG OFFICIAL STATUS **DATE** 02/11/2021 **D-PG** 322

appropriating money.

1.1

1.2

1.3

Introduction and first reading Referred to Education Finance and Policy Authors added Franzen; Johnson Stewart 02/22/2021 498

1.4	BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF MINNESOTA:
1.5	Section 1. ROBOTICS PROGRAM GRANTS; APPROPRIATION.
1.6	Subdivision 1. Grant program established. The commissioner of education must
1.7	establish a program to provide competitive grants to schools that provide pupils in
1.8	kindergarten through grade 12 with expanded opportunities to improve mathematics, science,
1.9	and technology skills by participating in events hosted by a science and technology
1.10	development program or other competitive robotics programs.
1.11	Subd. 2. Eligibility; application. A school district, charter school, or home-based
1.12	educational program is eligible to apply for a grant under this section in the form and manner
1.13	determined by the commissioner.
1.14	Subd. 3. Allowable uses. Grant funds may be used for:
1.15	(1) operational costs for school robotics programs, including new and existing programs;
1.16	(2) stipends for robotics program coaches, not to exceed \$1,000 per applicant; and
1.17	(3) robotics competition event registrations, materials, travel costs, and other expenses
1.18	associated with the preparation for and attendance at robotics events and competitions.
1.19	Subd. 4. Administration. The commissioner shall award grants to qualified applicants.
1.20	Each grant application must include a program budget and planned allowable uses of grant
1.21	funds submitted as part of the grant application.

Section 1. 1 CM/KA

21-01057

as introduced

2.12 <u>\$</u> <u>2022</u> 2.13 <u>\$</u> <u>2023</u>

01/11/21

2.1

2.2

2.3

2.4

2.5

2.6

2.7

2.8

2.9

2.10

2.11

REVISOR

Section 1. 2