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Chair

John Young
Vice Chair

WORKFORCE DEVELOPMENT COUNCIL

514 W Jefferson St, Ste 131, Boise, Idaho 83735-0510

Grant Review Committee Meeting Minutes

Date: Monday, October 7, 2024

Time: 2:00 – 3:30 PM

Committee Members: ~~Jake Reynolds, Jay Larsen, Jeff Greene, Joe Maloney, Kelly Kolb, Rico Barrera,~~
Adrian San Miguel, Amanda Logan, ~~Sergio Mendoza~~

Staff: Denise Hill, Matthew Thomsen, Elaine Zabriskie, Stacy James

Guests:

Called to order at 2:14 p.m.

Welcome

Kelly Kolb, Chair

Roll Call – Quorum met

Review Agenda – No changes

Review August 27, 2024 Meeting Minutes

Motion by Ms. Logan to approve the August 27, 2024 Meeting Minutes. Second by Mr. Greene. Motion carried.

***WDTF Grant Requests**

Kelly Kolb, Chair

- Boise State University – Industry Sector Grant

Through this project, Boise State University will train pre-service and in-service (focusing mainly on 6-12 grades) educators to leverage AI technologies to foster critical thinking, problem solving, and generate interest in STEM related fields in their students thus creating a workforce that is ready to engage in the industry they choose to enter upon high school or college graduation. BSU is building onto its existing pre-service and in-service educational programs by offering courses that cover GenAI foundations, history, and ethical use. Additionally, the program engages teachers in AI content generation, individualized learning plans, AI STEM problem solving, and Problem Based Learning content creation in which students learn from real life problems such as animal migration due to human population growth. Educators will receive a Graduate Gen AI Certificate upon completion of the training. A portion of the funds will go towards stipends for educators attending the AI/STEM Career Day and AI/STEM Innovation

Day events that are part of the proposal. In total, BSU will serve 312 educators during the grant. BSU has partnered with Caldwell School District, Middleton School District, and Idaho Digital Learning Alliance. The intent is to work with these three partners during the first year of the grant and expand each year, inviting a minimum of three new districts each year.

Amount Requested: \$262,671.20

Discussion:

- Are there any educational institutions in Idaho currently requiring this? Not at present.
- Institutions are talking about it, but this grant is an example of an institution piloting the development of curriculum for GenAI for pre-service and in-service educators
- There does appear to be a need for educators to be exposed to AI and related training
- Most of the funding for the grant is going towards training the educators
- Feels a little mis-placed as Industry Sector, but it makes more sense than it coming in as an innovation grant
- Score 68
- Seems good amount of dollars for a “pilot”, opportunity to get a little ahead of the curve
- How does it grow and spread beyond the 3 districts, 3 per year seems small
- Model may be shared and could be replicated by other institutions so it can grow on a larger scale around the State

Motion by Mr. Maloney to recommend approval to the Executive Committee of the Boise State University Industry Sector Grant in the amount of \$262,671.20.

Continued Discussion:

- Can the Committee ask BSU to include performance measures outside what is proposed in the grant
- The Committee can make a motion to approve and include addition performance measures. This has been done in other grants and would be included in the scope of work in the contract
- Recommend full funding, but require report out if needed

Second by Mr. San Miguel.

Mr. Maloney amended his initial motion to recommend the Boise State University Industry Sector Grant application be approved for the amount of \$262,671.20 with the condition that BSU present on the program performance and outcomes as requested by the Council. Second by Mr. San Miguel.

Motion Carried.

- Lewis Clark State College – Industry Sector Grant

Lewis-Clark State College will provide hands-on learning opportunities for students in radiography, nursing, medical assistant, and other similar pathways through the Healthcare Immersive Learning Laboratory (HILL). By using the Anatomage table, VR headsets, and wearable simulators to provide several layers of learning and practice, the program will deliver advanced skills using cutting-edge technology. Simulations can supplement preceptorships by counting toward a student's total hours in a preceptorship, thus reducing the pressure on preceptors while maintaining thorough education and training for students. All equipment requested is mobile, and LCSC plans to maximize the use of their

purchases by leveraging them for continuing education and recruiting purposes. Equipment will therefore benefit current students, prospective students, and working professionals.

Amount Requested: \$234,267

Discussion:

- 426 to be trained
- 591 people trained Q2 2024
- 50% cash match
- Well presented and a clear need
- Preceptor expansion is important especially in this space
- Score 81%

Motion by Ms. Logan to recommend the Lewis Clark State College industry sector grant be approved for the amount of \$234,267. Second by Mr. Greene. Motion carried.

Next meeting Oct. 16th, 3 grants to review.

Motion to adjourn by Ms. Logan. Second by Mr. San Miguel.

Meeting adjourned at 2:57 p.m.