

BY: Senator GIANARIS

CONGRATULATING the Middle School Team from the Young Women's Leadership School of Astoria, Queens, upon the occasion of winning the Computer Science for All Hack League Final

WHEREAS, It is the custom of this Legislative Body to honor the youth of today, and leaders of tomorrow, whose character and achievements exemplify the ideals and values cherished by this great State and Nation; and

WHEREAS, It is also the sense of this Legislative Body to recognize the dedication and commitment of our young people who distinguish themselves through excellence in science and academic competition; and

WHEREAS, Attendant to such concern, and in full accord with its long-standing traditions, this Legislative Body is justly proud to congratulate the Middle School Team from the Young Women's Leadership School of Astoria, Queens, upon the occasion of winning the Computer Science for All Hack League Final, Middle School Division; and

WHEREAS, Ably led by STEAM Director Emily Fields, the victorious Middle School Team consisted of Mia Soret, Allison Perez Robles, Trianne Hontiveros, and Afsana Rahman; and

WHEREAS, The Hack League Program is part of the Computer Science for All Initiative, in partnership with BetaNYC; through this program, students use computer science concepts and open data from their school neighborhoods to solve problems impacting their communities; approximately 1,700 students from all five boroughs participated in the League; and

WHEREAS, In order to make it to the Final, the Middle School Team from the Young Women's Leadership School of Astoria, Queens, won their school-based competition, followed by a borough-wide competition; and

WHEREAS, On Wednesday, April 17, 2019, the Middle School Team from the Young Women's Leadership School of Astoria, Queens, joined 28 other teams, consisting of about 130 students, to build their projects and present their findings to a panel of guest judges and New York City Council members; and

WHEREAS, Finalists in the Hack League worked on projects, apps, and games designed to advocate for environmental sustainability and trash reduction, to solve the deer epidemic on Staten Island, and to reduce obesity and help people eat better and stay fit in New York City; and

WHEREAS, Using the Swift platform, the Middle School Team from the Young Women's Leadership School of Astoria, Queens, developed their winning app to combat excessive pollution; during the game, individuals score points when they use trash cans and recycling units on city

streets; and

WHEREAS, Educational competitions which serve to better prepare our students for their future participation in the marketplace of ideas are worthy of praise and support; and

WHEREAS, Poised eagerly with enthusiasm and determined purpose, these computer scientists now stand honorably, with just pride in their accomplishments and in eager anticipation of future challenges, understanding and appreciating the caring counsel and support provided by their teachers and parents; now, therefore, be it

RESOLVED, That this Legislative Body pause in its deliberations to congratulate the Middle School Team from the Young Women's Leadership School of Astoria, Queens, upon the occasion of winning the Computer Science for All Hack League Final; and be it further

RESOLVED, That copies of this Resolution, suitably engrossed, be transmitted to the members of the Young Women's Leadership School of Astoria, Queens, Team; Emily Fields, STEAM Director; and Dr. Allison Persad, Principal.