

**ieexplora!**

**NEXT GREAT  
MINDS  
CAMPAIGN**

**Cradle through Career  
STEAM Learning Campus**





# Engaging, Educating, & Employing New Mexico's **Next Great Minds!**

STEAM: Science, Technology, Engineering, Art, and Math

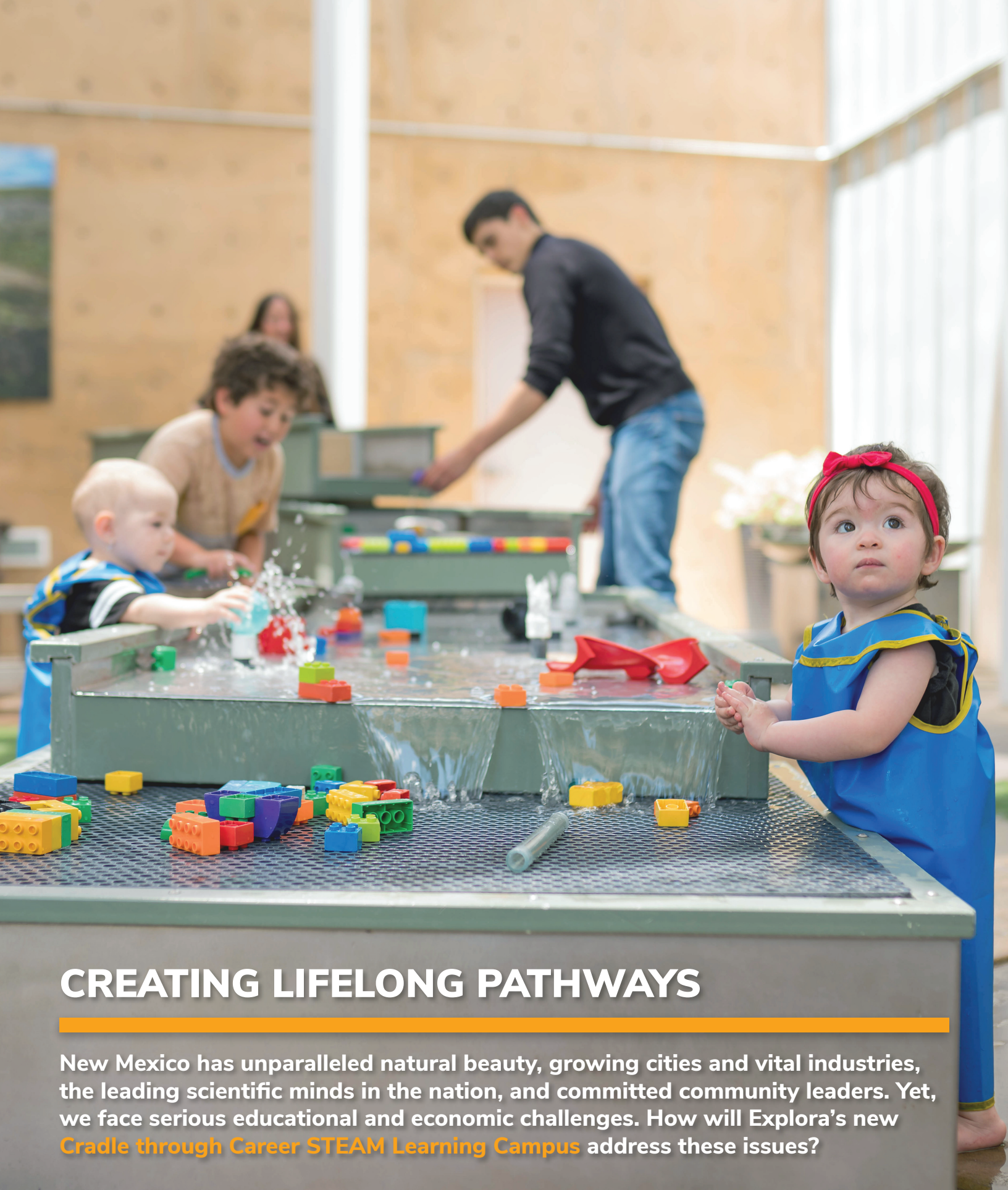




**Because ALL of our youth deserve equitable access to opportunity, Explora's Cradle through Career STEAM Learning Campus has been co-developed with the community to—**

- **Improve educational outcomes**
- **Drive economic development**
- **Increase family and community prosperity**





# CREATING LIFELONG PATHWAYS

New Mexico has unparalleled natural beauty, growing cities and vital industries, the leading scientific minds in the nation, and committed community leaders. Yet, we face serious educational and economic challenges. How will Explora’s new **Cradle through Career STEAM Learning Campus** address these issues?

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New Mexico currently ranks 50th in education and overall child well-being (KIDS COUNT 2020).

*Explora's new Campus will build long term solutions that start early and keep children on STEAM pathways to drive economic and educational outcomes.*

The achievement gap between kids in poverty and their more economically advantaged peers is evident as early as the child's first 18 months (Hart & Risley, 1995).

*Explora's new Campus will provide high-quality early education for low-income families. Our little ones will have access to educational experiences that eliminate achievement and opportunity gaps, while their parents finish school and attend work to support their young families.*

One-fifth of New Mexico's population lives in poverty, ranking it second worst in the nation. Better preparing New Mexicans for local, high-paying STEAM jobs will increase prosperity.

*Explora's new Campus will prepare students for the 21st-century workforce and STEAM careers, employ underrepresented young adults in STEAM-related jobs, accelerate innovation and entrepreneurship, and generate private investment.*





# WHY EXPLORA?

Kids are out of school much more than they're in school. In fact, at high school graduation, a student will have spent only 9% of his or her waking hours in school (Sosniak, 2001).

Experiences outside of school—at places like Explora—are essential components of our youth's education and development. Every child deserves access to spaces where he or she can learn and grow, question and experiment, succeed and fail, and journey along pathways to STEAM careers.

That's why Explora is developing a **Cradle through Career STEAM Learning Campus** to house the award-winning Explora science center and children's museum; the new **X Studio**, a STEAM workforce development center for teens and young adults; and **Brillante Early Learning Center**, where Explora will provide high quality early childhood STEAM education while allowing young working parents to finish their degrees and certificate programs, helping close the opportunity gaps in our state.





STEAM: Science, Technology, Engineering, Art, and Math



# THERE ARE OVER 570,000 REASONS TO SUPPORT THIS CAMPAIGN



They ask lots of questions. They love to explore and experiment. They have varied backgrounds, interests, and abilities, but they ALL crave knowledge and safe places to play and learn. They are our future. New Mexico's 570,000 young people deserve the best and most innovative education possible. Explora needs your help to raise \$10M to make this vision a reality for the state's **Next Great Minds**.



As phase one, Explora will open **X Studio** in early 2022 to support New Mexico's students, especially low-income students of color, on STEAM career pathways. **X Studio** is a world-class STEAM education and workforce development center, connecting local teens and young adults with STEAM professionals, employers, and intensive study and work experiences.



**Brillante**, phase two of the project, will be a Reggio-inspired, museum-based early learning center that serves as the lab school for local higher education institutions and provides high-quality early childhood STEAM education that can close the opportunity and achievement gaps in our state.



# STEAM EDUCATION AND EXPERIENCES THAT WILL EMPOWER OUR **NEXT GREAT MINDS**



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- 1 Rail Spur STEAM Learning Corridor
- 2 Possible Future Parking; Community Resource Center
- 3 Brillante Early Learning Center
- 4 Connection to Tigux Park

## A NEW CAMPUS IN OLD TOWN

For the past 15 years, Explora has thrived in Old Town, Albuquerque, adjacent to exemplary museums, art centers, and parks, and the Old Town, Sawmill, and Wells Park neighborhoods, all of which have a long, proud history. Explora is honored to be part of this community.

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- 5 Pedestrian Walkways
- 6 X Studio
- 7 Outdoor Learning Space
- 8 Explora
- 9 Tigutex Park Open Space

After years of planning, Explora is expanding on our current site and on an additional 4.5-acre parcel across 18th Street. This expansion will allow Explora to greatly increase the number of community members we serve and double our program space. The **Next Great Minds Campaign** will support our immediate needs for expansion, as well as planned growth over the next ten years.





## OPENING EARLY 2022: X STUDIO! EDUCATION FOR THE FUTURE OF NEW MEXICO

**X Studio** is Explora's teen center: a place to hang out, experiment, create, and learn. X Studio brings teens and their dreams together with cutting-edge tools, technologies, and mentors—all with a focus on STEAM (science, technology, engineering, art and math). It will provide intensive physics, chemistry, robotics, design, film, and coding programs; engineering and fabrication opportunities in a Maker Space with Makers-in-Residence; mentor programs and events that bring together scientists, engineers, and young adults to articulate pathways to STEAM careers; interactive exhibitions highlighting the local STEAM industry and job opportunities; an expanded internship program, which will employ 60 young adults; and more!

*STEM in the Burque* is X Studio's main interactive exhibition, aimed at highlighting local STEM research and projects, along with real career pathways. It is about cool jobs that solve big problems and pay well—right here in Albuquerque.

**FUNDED, THANKS TO YOU!**



**STEM** IN  
**BURQUE**

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# BUILDING THE WORKFORCE BY CARING FOR YOUNG CHILDREN



The number-one reason New Mexico's young adults don't finish their degrees and certificate programs? Lack of childcare. **Brillante** will be the state's only full-time, museum-based STEAM early learning center. Inspired by the world-famous Reggio Emilia principles, it will serve over 125 infants, toddlers, and young children with rich STEAM learning experiences, keeping them safe and engaged while their parents finish their programs at partner higher-education institutions.

**Brillante** also will develop our state's early childhood workforce, serving as a lab for pre-service educators and providing ongoing professional development for early childhood educators and center directors from across New Mexico. Its state-of-the-art facilities, like a materials-rich atelier and exhibits-filled entry plaza, can be utilized by other local centers, as well.

## + Invest

Invest in educational resources for low-income families, supporting parents as they finish their own schooling and work to make better lives for their children.

## + Develop

Nurture early development of cognitive and social skills in children from birth to age five, closing the opportunity and achievement gaps.

## + Sustain

Sustain early development with effective education through adulthood, keeping children on pathways to careers.

## = Gain

Gain a more capable, productive, and valuable workforce that pays dividends to New Mexico for generations to come. Investing in early childhood education has been proven to have the highest return on investment. ([heckmanequation.org](http://heckmanequation.org))



# A TRUSTED ORGANIZATION, PAST, PRESENT, AND FUTURE



**explora!**

**15!**  
**YEARS**

15 YEARS ON MOUNTAIN RD IN  
THE HISTORIC SAWMILL DISTRICT



**\$8.5**  
**MILLION**

ANNUAL LOCAL ECONOMIC  
IMPACT



**3.5**  
**MILLION**

TOTAL ATTENDANCE SINCE DEC 2003



**23,868**

NO-COST FAMILY MEMBERSHIPS  
ISSUED THROUGH 108 COMMUNITY  
PARTNER ORGANIZATIONS



**explora!**

**250+**

OVER 250 HANDS-ON EXHIBITS



**2,606**  
EDUCATIONAL PROGRAMS  
DELIVERED TO MORE THAN  
**72,000**  
STUDENTS

**\$5**  
**MILLION**  
**ANNUAL**  
**BUDGET**



**50,000**

50,000 SQUARE FOOT FACILITY WITH  
MULTIPLE BUILDING EXPANSIONS

**4,802**  
**ADULTS**

AND

**4,498**  
**CHILDREN**  
ATTENDED TODDLER TIME



**123**  
**FAMILIES**

PARTICIPATED IN SEMESTER-LONG  
FAMILY PROGRAMS

Explora gets  
incorporated as a  
501(c)(3) nonprofit  
organization in a public-  
private partnership with  
the City of Albuquerque.

**1985**



Explora opens a new  
50,000 sq. ft. experiential  
learning center in Old Town  
Albuquerque, offering hands-  
on exhibits, science classes,  
and summer camps to support  
schools and families.

**2003**



Explora receives the National  
Medal for Museum and  
Library Service, awarded  
by the federal Institute  
for Museum and Library  
Services, for authentic  
community engagement.

**2010**



Explora Science Center  
merges with the  
Albuquerque  
Children's Museum.

**1995**



Explora secures its  
first National Science  
Foundation grant,  
bringing federal funding  
for science education to  
New Mexico.

**2007**



Explora co-hosts the  
international Association  
of Science-Technology  
Centers' annual conference,  
bringing 1,700 museum  
professionals, \$1.6M, and  
international recognition to  
Albuquerque.

**2013**

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# EXPANDING IMPACT THROUGH OUR NEW STEAM LEARNING CAMPUS



**60**

TEENS EMPLOYED IN EXPLORA'S  
YOUTH INTERN PROGRAM

**25**

TEENS SERVE ON AN EXPLORA  
ADVISORY BOARD



**150  
FAMILIES**

SERVED ANNUALLY BY A  
MUSEUM-BASED PRESCHOOL

**45**

TEENS ENROLLED EACH SUMMER  
IN EXPLORA'S YOUTH  
APPRENTICE PROGRAM



**200,000**

VISITORS A YEAR EXPERIENCE  
LOCAL STEM INDUSTRY-BASED  
EXHIBIT ACTIVITIES



**360**

YOUTH EACH YEAR PARTICIPATED  
IN TEEN SCIENCE CAFES WITH  
LOCAL SCIENTISTS

**\$16.8  
MILLION**

IN ECONOMIC ACTIVITY TO BE  
CREATED DURING CONSTRUCTION



**100,000**

VISITORS A YEAR EXPERIENCE NEW  
EARLY CHILDHOOD EXHIBIT  
ACTIVITIES

**\$1  
MILLION**

IN ANNUAL SALARIES FOR EARLY  
CHILDHOOD PROFESSIONALS



**\$368,000**

IN NEW ANNUAL SALARIES AND  
STIPENDS FOR INTERNS  
AND STEM EDUCATORS

Explora becomes the  
backbone organization for  
STEM-NM and receives  
national designation as  
the state's STEM Learning  
Ecosystem by the STEM  
Fundors Network.

**2016**



Explora launches its Cradle  
through Career STEAM  
Learning Strategic Focus  
to engage, educate, and  
employ New Mexico's future  
scientists, engineers, and  
innovators.

**2018**



Explora continues to listen,  
welcome, and co-create with  
partner organizations and  
to use the systems thinking  
necessary to help solve the  
educational and economic  
challenges facing New Mexico.

**2019+**



**2020**

Explora breaks ground on  
the new Cradle through  
Career STEAM Learning  
Campus.

Explora becomes the  
fiscal sponsor and  
home of the New  
Mexico Out of School  
Time Network

**2016**



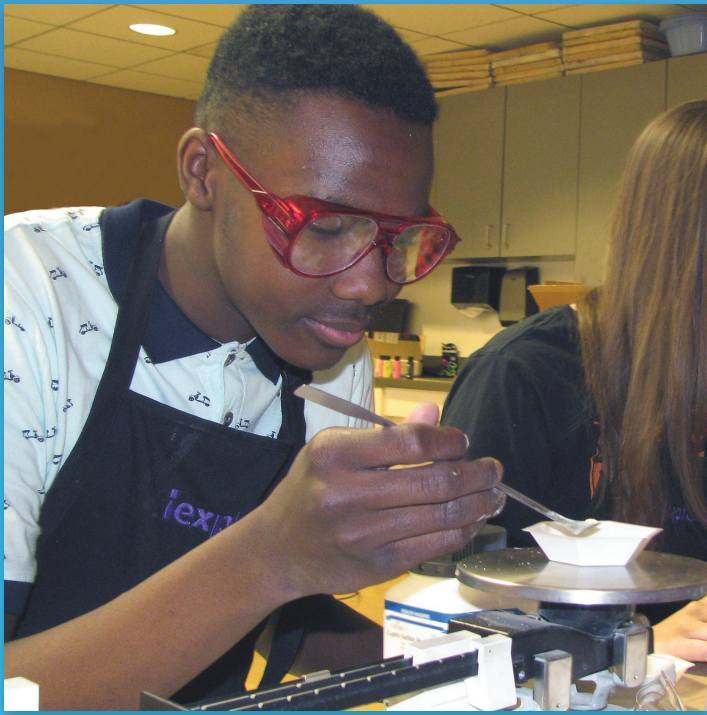
Explora launches a \$10M  
capital campaign with 100%  
board approval, in order to  
develop a Cradle through  
Career STEAM Learning  
Campus in Old Town.

**2019**



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Help us build the future home of



STEAM: Science, Technology, Engineering, Art, and Math





# New Mexico's **Next Great Minds**



STEAM: Science, Technology, Engineering, Art, and Math





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## **JOIN US IN ENGAGING, EDUCATING, AND EMPLOYING NEW MEXICO'S NEXT GREAT MINDS IN STEAM!**

Together we can prepare our youth for high-paying jobs that can impact New Mexico's economic well-being, improve access to high-quality early childhood education that allows parents to finish their degrees and starts young children on STEAM pathways early, and increase family and community prosperity.

**Can We Count on You?**



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## THE **NEXT GREAT MINDS** CAPITAL CAMPAIGN HAS SUPPORT FROM 100% OF THE EXPLORA BOARD OF DIRECTORS.

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Former Deputy Laboratories Director and Executive Vice President, National Security Programs, Sandia National Labs

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