

GIRL POWERED TEAM JOURNEY

10638F - SPUTNIK

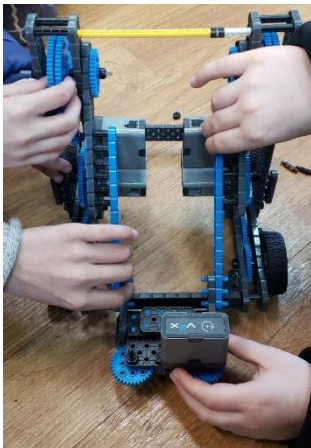
We are Sputnik, originally, a 3-girl-team who decided to set off on a STEAM journey. We invite you to read along and learn about our story and first steps in robotics.



At the beginning we were 5 in our team: Ariadna, Alessia, Sandra, Gonzalo and Maria José. But later on Gonzalo and Maria José quit the team, resulting in three enthusiastic girl-teammates who decided to keep working nonetheless: Sandra, Ariadna and Alessia.

Each member of our team tried different roles:

Alessia was first a builder; later on she became one of the drivers. She also tried to be the programmer, but then, she won her role like builder and driver.



Sandra was one of the drivers right from the beginning. Since we were just three, she was also one of the engineering notebook managers.

Ariadna took on several roles, setting off as the captain, the programmer and one of the engineering notebook managers.

As we dwelled in this new world by interacting among ourselves, other teams from our own school, and met new people in the competitions, concepts such as TEAMWORK, STEAM and GIRL POWERED became part of daily basis conversations.

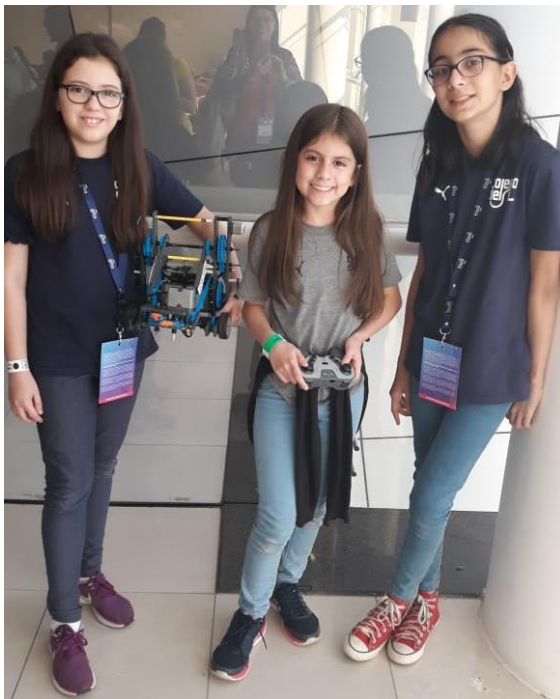
If you are not Paraguayan, you might ask yourself why these common topics in schools from other countries called our attention.

The thing is we live in a country that do not appreciate girls' potential, and, in a way, does not really imagine that girls can be involved in robotics. Although a lot of Paraguayans say that girls can do what they want, in real life situations they think that only boys can do things that have to do with engineering or math.

Furthermore, when we go to competitions some teams think that girls should have passive roles and find it difficult to accept that girls can do things like using technology, develop robots, program or drive. But things are changing.



We now have new teammate who is a boy. His name is Joaquin. He said that he saw something in our group: he saw compromise, dedication, responsibility and intelligence. He helped us first by accepting us, and then, by joining our team to help us grow. Now, Joaquin is the 3D designer and the programmer.



As girls, we are constantly showing the world that we have a right to dream and get involved in what we are passionate about, even if that is something “boys are supposed to do.”

Because there are more and more girls getting involved, now we feel more accepted in all the competitions; we feel we can live in a more inclusive society. We feel included.

When we hear the phrase “**GIRL POWERED**”, we think about all the girls involved in robotics, empowered by society. Girls that can pursue their interest just as any boy would do.

This year, all of the members in this team learned by experience, because it’s our first year in VEX competitions.

We learned how to program the remote control and the robot. We learned how to drive and complete the engineering notebook notes. But most importantly, we learned there are no differences between boys and girls.

We believe that diversity can help the entire group to grow positively, because girls can have a lot of positive ideas, like boys, also, girls can be more organized at times.

We think that collaboration with other teammates will help the team development, no matter the gender.

Our objective is to reach the expectations of the judges, reach our goals in the competitions and teach boys that girls can be and do what they want.

We also want to tell all the girls that nobody is going to stop them from chasing their dreams and never giving up, the only person who can stop them from chasing their dreams is themselves.

Finally, we have a message for both boys and girls. If you are a boy involved in the STEAM community, support girls who join it. If you are a girl and you want to enter robotics, go for it! Do it! You have the potential that's needed!

Girls should never stop dreaming.