

ONE HUNDRED SIXTH LEGISLATURE

FIRST SESSION

LEGISLATIVE RESOLUTION 210

Introduced by Stinner, 48.

PURPOSE: The purpose of this resolution is to study and analyze programs and agencies that are active in addressing workforce and talent shortages and identify options for increasing postsecondary degrees and credentials to assist in filling vacant high-wage, high-demand, high-skill jobs.

The study will include, but is not limited to, an examination of the following:

(1) State and federal programs that provide talent and skill building or workforce training with corresponding historical appropriations;

(2) Agency initiatives that seek to address the workforce and talent shortage in high-wage, high-demand, high-skill occupations with corresponding historical appropriations;

(3) Workforce demand, income, education, and demographic projections through 2030, including high-wage, high-demand, high-skill occupations;

(4) Best practices, model initiatives, and funding mechanisms that seek to increase the number of adults with a bachelor's or associate degree;

(5) Degree completion initiatives that seek to assist adults who have postsecondary education credits, but who have not earned a certificate or degree;

(6) Resources necessary to remove barriers to public postsecondary institutions to increase the college-going rate to further support Nebraska's workforce and talent development;

(7) State and federal internship and apprenticeship programs with corresponding historical appropriations; and

(8) Opportunities to align or improve systems supporting workforce and talent development.

NOW, THEREFORE, BE IT RESOLVED BY THE MEMBERS OF THE ONE HUNDRED SIXTH LEGISLATURE OF NEBRASKA, FIRST SESSION:

1. That the Appropriations Committee of the Legislature shall be designated to conduct an interim study to carry out the purposes of this resolution.

2. That the committee shall upon the conclusion of its study make a report of its findings, together with its recommendations, to the Legislative Council or Legislature.