Breakout Room Sessions - Eduscape STEM Playground

Thursday, 10/18/18		
Session/Time	**Title/Presenter**	**Description/Presenter Bio**
Session 1: 10:15-11:10	Coding for Every Teacher “Hands-on” session Presenters: Marcie Hebert, Eileen Antonison	Coding has been called the “language of innovation” and suggested as being more important than learning a second language for students. At the same time, the benefits of computational thinking beginning as early as PreK has been proven to help promote critical thinking and problem solving. States, such as Rhode Island have made Computer Science Standards part of every district. How though do we make coding a practical part of the curriculum for the everyday teacher? Where do Coding and STEM intersect and support learning across core subject areas? In this interactive session, join two experienced educators who combined have integrated Coding and STEM into their classrooms for 25+ years. They will model how to integrate coding using some of the “best in class” products readily available to schools today. Marcie has taught 4th through 8th grade in Computers, History and Language Arts. In addition, she served as the Technology Director for St. Joan of Arc School in LaPlace, LA. As an Authorized Google Education Trainer and selected member of the Google Innovator Academy, she has helped other schools implement Google for Education. 3D Printing and S.T.E.A.M. education are passions that she also implemented into her curriculum and shares with other schools and teachers. Marcie is a co-founder and co-moderator of Louisiana's monthly teacher Twitter chat, #LAedchat. She is a member of the planning committee for EdCampNOLA and is a GEG (Google Educator Group) Louisiana Leader.

Session 2: 11:30-12:25	Why teach ALL kids to code? Presenter: Jeff Mao	Coding or computer programming is getting a lot of attention these days. Is an Hour of Code enough? Should every student learn to code or is it a specialized skill? Join Jeff Mao for a conversation as he provides his take on why coding is an essential literacy for the modern world, and why all students should learn to code. Jeff Mao is an internationally known education technology leader. Jeff served as the Learning Technology Policy Director for the Maine Department of Education (2004-2014). In that role, he provided leadership and education technology policy support to four Commissioners of Education. He was directly responsible for the Maine Learning Technology Initiative (MLTI). He oversaw all aspects of the program including vision, implementation, policy, professional development, procurement and contract management. He was a lead author of the State of Utah's Master Plan: Essential Elements for Technology Powered Learning. Additionally, he is an advisor for Future Ready Schools and has moderated and presented at almost all of Future Ready's Summits and Institutes. Jeff was a Senior Director for Common Sense Media's education division (2014-2017). He is currently a Senior Strategic Education Outreach Manager for Wonder Workshop and independent education technology consultant. Jeff has keynoted international events sponsored by UNESCO, World Bank, InterAmerica-Development Bank, and the Korean Education and Research Information Service. In the United States, he has keynoted state conferences including NYSCATE (New York) and VITA-Learn (Vermont), and presented at events including ISTE, CoSN, SETDA, FETC, SXSWEdu, TASA, TCEA, and CETPA. He served on the Board of Directors of the State Educational Technology Directors Association (SETDA) for six years including two as Chair of the Board.

		He has been recognized by EdScoop (EdTech Hero, 2017) SETDA (Leader of the Year, 2013), and Common Sense Media (Educator of the Year, 2012).
Session 3: 1:30-2:25	The STEM Classroom - a Teacher's Perspective Presenter: Eileen Antonison	STEM! What is a STEM mindset and how can it impact your teaching? Come find out more about designing and implementing an integrated STEM program from a teacher's perspective. As a former middle school educator with nearly 15 years of experience, Eileen is passionate about science, STEM, and educational technology. She is a knowledgeable designer of innovative, engaging, and challenging student-centered curriculum and instruction. Eileen specializes in integrating instructional technology and content to create meaningful educational experiences for students and staff. Eileen earned a BA in Education and French from Manhattan College, and a MA in Curriculum and Instruction from Teachers College, Columbia University. She has completed additional coursework through the Teacher Enhancement Project through the American Meteorology Society in Atmosphere, Oceans, and Water in the Earth System, as well as coursework in Modern Evolutionary Biology through the American Museum of Natural History. Ms. Antonison was also the recipient of an Earthwatch fellowship and traveled to the Moray Firth in Scotland to assist with research on the behavior of bottlenose dolphins and minke whales. She has completed the NASA Endeavor STEM Leadership program, and works to ensure STEM experiences for all students. Ms. Antonison has taught science, gifted education, and STEM, and was recognized as her school's "Teacher of the Year" in 2015. The project-based STEM program that she wrote and developed at Franklin Avenue Middle School was recognized by the International Technology and Engineering Educators Association, ITEEA, with a "Program Excellence Award" in 2016. Ms. Antonison was featured in the NJSTA's Teacher Spotlight for her STEM program, in an NSTA

		Reports article entitled “Engaging Students in the STEM Lab,” and was a co-author of the NSTA Science Scope article “From Fish Tank to Fuel Tank: Photobioreactors in the Classroom.” Eileen has been invited to present science, technology, and STEM workshops at state, regional, and national conferences.
Session 4: 2:45-3:40	Leading and Planning STEM Presenters: Heather Dorrian, Alex Urrea	STEM Education has gone through many iterations over the past five years. We’ve gone from STEM to STEAM to STREAM to Makerspaces to Coding and now after millions of dollars of questionable purchases, education leaders are realizing it’s been STEM all along. But how do leaders design a STEM program that integrates across the curriculum, includes coding and is embraced by every teacher? During this session, participants will be guided through a STEM planning model that focuses on outcomes aligned to standards and makes STEM a practical reality for teachers. STEM doesn’t start with a box! Heather Dorrian is an experienced educator devoted to improving curriculum and learning outcomes for all learners and programs. With a strong background in secondary and higher education, assessment, teacher education, and technology, her work and successes to date are largely focused on teacher education, educational leadership, and program development. Heather has been in education for over ten years and has worked developing and implementing curriculum across different learning management systems and platforms. She currently holds an Educational Specialist Degree in Leadership, as well as is currently finishing her Educational Leadership Doctorate degree at Seton Hall University. At Eduscape, she has developed STEM programs and also designs video-based e-learning for teachers to integrate STEM into their classrooms.

		Alex started his career as a Physics teacher and has been involved in the educational market for over 20 years. He founded two companies that focused on the effective integration of technology to advance digital learning in traditional classroom environments, and has consulted for leading education companies on new strategy initiatives. His background includes business development, product strategy and financial management. Alex is also president of an educational foundation that has grown more than tenfold under his leadership. Prior to entering the education market, he was Vice President of Derivative and Equity markets for a major investment bank, overseeing operations in New York and London. Alex served as Project Manager for the Samsung Global Education e-learning project. Currently, he is Managing Partner of Eduscape, a professional learning organization that has delivered workshops to over 600,000 educators. Eduscape is the only privately-held ISTE Authorized Partner to provide the ISTE Certified Educator certification and also the PD partner for Common Sense Education's Digital Citizenship Curriculum. Alex holds a Bachelor of Science in Physics from St. John's University, a MSc in Econometrics Financial Engineering from the London School of Economics, and a MS in Instructional Design and Technology from Johns Hopkins University. He is also a Certified Grant Writing Consultant and Fundraising Professional who specializes in STEM funding.
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Session 5: 10:15 -11:10	Coding for Every Teacher "Hands-on" session	Coding has been called the "language of innovation" and suggested as being more important than learning a second language for students. At the same time, the benefits of computational thinking beginning as early as PreK has been proven to help promote critical thinking and problem solving. States, such as Rhode Island have made Computer

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Session 7: 1:30-2:25	Made with Minecraft "Hands-on" Session Presenter: Josh Kaplan	Minecraft is much more than a game, it's a whole world of creative possibilities! In this hands-on workshop, participants will quickly go from virtual iteration to real-world construction. They will learn how to use code to bring student ideas to life. Then, participants will join the Minecraft community of educators and learn how to contribute their own lessons. Everyone will walk away with a new world of ideas and possibilities that can be immediately applied in any classroom.

		Josh has over ten-years of experience as a middle school science teacher. Josh expertly integrated whiteboards, multimedia, and Web 2.0 tools into the learning environment. As a valued member of the technology planning committee, Josh played a key role in authoring his district's three-year technology plan. Josh also served as the founding chairman of his district's School-Based Professional Development Committee where he pioneered the creation of authentic, needs-based professional development for his colleagues. Josh went on to grow his leadership capabilities, earning his M.Ed. in Education Leadership from William Paterson University in 2014. He is currently a Google Certified Trainer, a Microsoft Innovative Educator and among the first ISTE Certified Educators.
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