

## STEM Made Simple Breakout Sessions

Wednesday, 10/23/18

Session/Time	Title	Description
Session 1: 10:15-11:10	Why STEM?	STEM is a way of teaching that applies to all teachers. It should not be relegated to kits or specific rooms on a campus. In this session, discover why teaching with a STEM philosophy can be used in all classrooms. Compare a “typical” lesson to one that uses a STEM philosophy. Examine the proper role of tools in the classroom where a STEM philosophy is being utilized.
Session 2: 11:30-12:25	Using TinkerCAD to Learn about Circuits	TinkerCAD is freely available software often used in Education for 3D printing. But, did you know that it simulates circuits? In this session, we’ll provide an overview of the circuit-building options in TinkerCAD and give some examples of ways to use them in science and engineering classes.

<p>Session 3: 1:30-2:25</p>	<p>Coding in Early and Elementary Education</p>	<p>While coding helps students with problem solving, creativity, and collaboration, it has often been limited by the reading level of students. Experience three forms of coding appropriate for young learners Complete physical offline coding challenges. Improve your coding skills with ubbu, the web-based scaffolded coding program for students. Finally, code Photon, the first robot designed by educators and psychologists for education for students as early as pre-readers. Get hands-on experience with visual coding by programming Photon's lights, sounds, movements, and sensors. In this session, try your hand at a variety of coding options for young learners.</p>
<p>Session 4: 2:45-3:40</p>	<p>Managing the PBL Process</p>	<p>Whether you are using problem-based learning or project-based learning, managing the process in the classroom can sometimes be overwhelming and difficult to keep track of students' work. Not anymore! In this session, participants will explore Project Pals, a web-based platform that allows teachers, students and even outside experts to collaborate with ease. Discover why ProjectPals is the perfect tool for managing PBL activities that your students are working on. Easily set up a project with a variety of tools and then assign it to individuals or teams. You can monitor progress and give feedback. In this workshop, you will explore a project to learn the capabilities of the platform that make setting up and managing PBL activities in your classroom a snap.</p>
<p><b>Thursday, 10/24/18</b></p>		
<p>Session 1: 10:15-11:10</p>	<p>Integrating Coding Across the Curriculum</p>	<p>Coding is a topic that may seem daunting for many teachers. In this session, identify the benefits of integrating coding into the curriculum. Participate in a station rotation for hands-on experience with a variety of activities that integrate coding tools into content. Integrate content standards and coding to give your students the best learning experiences.</p>
<p>Session 2: 11:30-12:25</p>	<p>Inquiry-Based Approaches to STEAM: Where Coded</p>	<p>Looking for an interdisciplinary approach towards computer science and the arts? In this session, participants will experience hands-on inquiry-based approaches towards lesson design and enactment that merges interest-based activities in fashion design with trending open source computer science coding curriculum. In an effort to attract more</p>

	Wearables Meet Fashion Design	girls into STEAM fields, we look to offer practical ways to pique students' interest while providing educators with project-based and hands-on methods.
Session 3: 1:30-2:25	Design Thinking to Rethink Learning	This session unwraps the core concepts around Design Thinking and delivers them in actionable pieces for the classroom teacher. Participants will engage in a series of hands-on activities that will inspire ideas and structured approaches to implementation. Participate in teams and collaborate to identify common classroom and curriculum challenges, and then design solutions for experimentation and application.

As of 7/16/19