

Day 1-2: August 20-21

Deep Dives in STEM with Superquest

Choose one course that will give you a comprehensive look at a valuable teaching tool, as well as time to explore how you can implement it in your classroom.

Daily Schedule:

8:00am – 9:00am: *Registration & breakfast*
9:00 am – 12:00pm: *Morning session*
12pm - 1pm: *Lunch-n-learn (meals provided)*
1:00pm – 4:00 pm: *Afternoon session*

Course Options

App Inventor – all grades

Learn about using MIT's App Inventor to teach computer programming through engaging projects. We will create a trivia quiz, painting app, pong-like game, and more. Will discuss curriculum options for integrating App Inventor into elementary, middle, and high school courses. No experience necessary.

Arduinos & Programming in the Classroom – MS/HS

During this project we will introduce you to the VPython programming language, share how we use computer programming and microcontrollers in our classes, and how our students use Arduinos for fun, research, underwater ROV's and general exploration. No previous programming or electronics experience required.

Chromebooks in the Classroom – all grades

Explore Google Apps as production, teaching, and communication tools. Aimed at building competence and confidence to successfully use Google Apps in teaching, curriculum design, and professional practice.

Lego Robotics – Elem & Middle School

Are you interested in Robotics possibilities for your students? Using the popular LEGO system we will learn how to build simple robotic systems, including programming and access to various contests. Day one: Level 1 – Programming; Day two: Level 2 – Mechanical.

Seesaw: A Game Changer – all grades

Educators will learn how to set up Seesaw in their classroom, all of the creation features that are available, how this app can be used as a simple workflow, and offer many ideas for how to use Seesaw across all topic areas. Participants will get time to plan out how they would use Seesaw in their classroom and lessons that could be amplified by creating in Seesaw.

Computer Science Sampler – Elem & Middle School

Day 1: Online Learning Tools – Will go over a variety of productivity and organization tools for the classroom.
Day 2: Code.org – An intro to CS, pedagogy, and overview of free tools available from Code.org.

Day 3: August 22

Quick STEM Bytes

In 1 ½ hours or less, learn about many topics that can be helpful in your classroom.

Morning: STEM Hub Classroom Tools

9:00 am: *Check-in*
9:15 am - 10:45 am: *Session 1 (you choose)*
11am - 12:30 pm: *Session 2 (you choose)*
12:30 pm – 1:00 pm: *Lunch*

Afternoon:

Grow with Google

1-1:30pm: *Google check in and registration*
1:45pm - 2:45pm: *Keynote: Intro to Coding*
3pm - 4pm: *Inspiring Students, Using Tech*
4:15 - 5:15pm: *Blended Learning Model*
5:30 - 7pm: *Community celebration/networking*

Morning Session Options

Oregon Connections – all grades

Learn and explore this tool for connecting with guest speakers from Oregon (in person) and around the world (remotely).

STEM Hub Lending Library – focus on Elem. & Middle

Explore the many items available in the STEM Hub library, as well as lesson plans that go along with them. Reserve them for 2018-19. Spend time tinkering with your favorite items and planning how you can use them in your classroom.

Intro to Design Thinking – all grades

Dive into human-centered design, a powerful approach for problem solving at all ages. Brainstorm with your colleagues about how this can apply to your classroom.

Designing Our World – all grades

Check out this engineering curriculum developed by OMSI, with the specific goal of engaging girls and other underrepresented minorities in STEM. Leave with an enlightened approach to teaching engineering, as well as 11 lesson plans that you could implement in your classroom.

To sign up:

You may register for all three days, or just the parts best suited to your needs. Sign up now!

www.GorgeSTEM.org/symposium