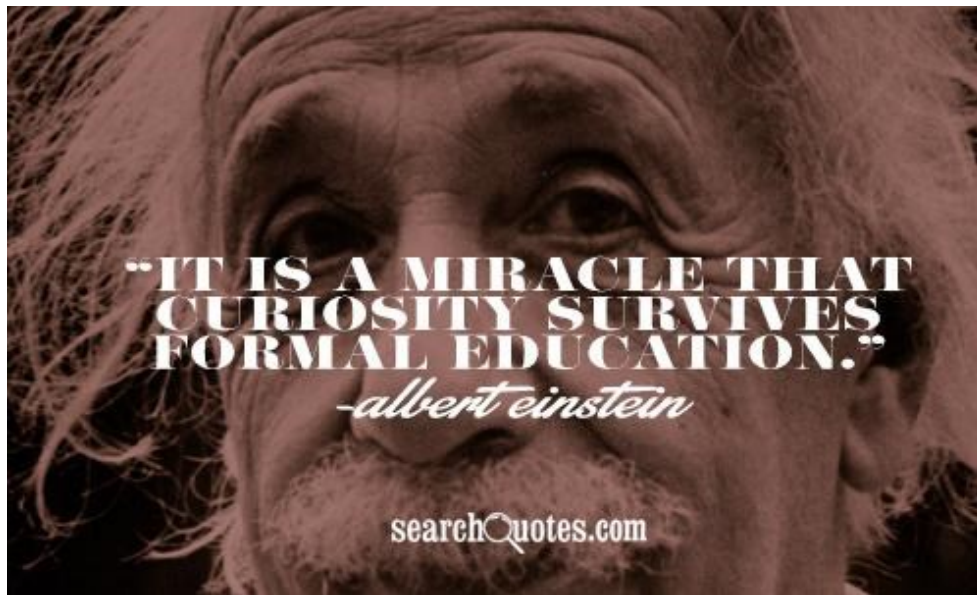


Transforming your Classroom from “Sit and Get” to “Make and Do”

A CESA #4 STEM Offering

Audience: Classroom teachers (grades 3 and up), STEM content specialists, Library Media Specialists, Gifted & Talented teachers/coordinators, Instructional Coaches



Join us for a 2-day event to better transform your classrooms into an engaging environment by utilizing the Maker Space movement.

Goals for the event:

1. Understand the relevance of constructionism (making) in the classroom.
2. Explore opportunities for providing making projects in the classroom, including developing criteria for what makes a good project (experience the *BreakoutEDU maker/team building trend sweeping the nation*)
3. Experience hands-on application of maker activities

What is fabrication?

(Maker kit activity: Build a better phone) ***Note:** Participants will take their Maker kit home.

What is programming? (Spark Programming activity: using Scratch code to program a game)

What is robotics? (LEGO® MindStorms activity: color sorter)

4. Create assessments (both formative and summative) to evaluate both student progress and STEM-based initiative effectiveness



CESA 4

August 10 & 11,
2016

8:30 Registration
and light breakfast
9:00—3:00 work-
shop

Lunch provided
2 credits available
through Viterbo

Teams encouraged
to attend!

\$200 per person
(Eligible for use of
TEACH 2.0 grant
funds)

[Register here!](#)

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