CESA2

Innovative Thinking. Tailored Delivery.

Cultivating Inquiry and Innovation Cohort

Come partake in a series of innovative practices that will foster inquiry and creativity in your educational setting. Workshops are based on STEM/STEAM design. You will gain knowledge and skill to share with your students and staff!

Attend the entire series for comprehensive understanding of possibilities for inquiry and innovation.
OR
Attend ala carte to meet the needs of a specific outcome.

Who should attend: ANYONE!

Dates and Topics:

Nov 28: Programming with Scratch, CESA 2, Room 111A 8:30-3:30

- Are you looking for a way to teach programming skills to students? Scratch could be your answer. Whether you are looking to develop an elective course or an after school program, come and learn what Scratch has to offer. Scratch is a free, child friendly program that is designed for kids ages 8 to 16+, that allows users to program interactive stories, games, and animations. Scratch is a flash based program that works equally well on PC, Mac, and Chromebooks.

Jan 23: Lego EV3 Robotics, CESA 2, Room 111A 8:30-3:30

- Robotics is a great way to introduce students to engineering and technology. LEGO EV3 robotics combines the familiarity of building with LEGOS, and a drag and drop programming language (similar to MIT's Scratch) to create functional robots. No prior technology or programming experience is required. Ignite student engagement and energize learning through real-life problem solving. Robotics combines engineering, technology, and mathematics concepts with skills, such as creative thinking, problem solving, teamwork, and communication, boosting 21st-century learning skills.

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You will leave the training feeling more confident about teaching students engineering and programming skills through the use of the EV3 kits.

Feb 27: 3d Printing, CESA 2, Room 111A 8:30-3:30

This workshop will demonstrate different projects that require students to apply knowledge in technology, engineering, and mathematics to complete each assignment. Using the curriculum to be shared, I was able to use a single Makerbot replicator 3D printer to teach a class of just over 30 students. Each project requires the students to create a 3D .stl file. All 3D CAD files are created with a free online program that functions on PC, Mac, and Chromebooks. Teach your students how to become creators and contributors of 3D content, rather than simply consumers.

TBA: Code.org, CESA 2, Room 111A 8:30-3:30

Join other teachers in your area for a hands-on intro to computer science, pedagogy, teacher dashboard, and strategies for teaching "unplugged" classroom activities. www.code.org

March 19: Virtual Reality - Google Expeditions CESA 2, Room 111A 8:30-3:30

This workshop will be a hands-on experience learning how to integrate virtual reality into your educational setting. Participants will learn about virtual reality, experience Google Expeditions, and build student experiences that can be enhanced by virtual reality. Each experience will be fostered by inquiry and discovery.

April 24: Breakout EDU CESA 2, Room 111A 8:30-3:30

Join this workshop based on inquiry and problem-solving. Breakout EDU is the immersive learning games platform. The Breakout EDU kit allows for the facilitation of games where players use teamwork and critical thinking to solve a series of challenging puzzles in order to open the locked box. Games are available for all ages and content areas. Participants will engage in a breakout, research sites for breakouts already created, match or create a breakout to your educational environment, leave energized!

TBA: Bring it all together using a STEM lens: via video conference

Micro-credentials are optional and can be accessed on Digital Promise (or if you have another source).

This series relates to these micro-credentials:

- Questioning

* You will be required to collect data and work outside of face-to-face time.
* Check with your district on specifications

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Academic Credit is available through Edgewood College. This series is a 3 credit graduate course. Each credit is $180. *You will be required to collect data and work outside of face-to-face time. *Check with your district on specifications
<u>Pricing:</u> All sessions: $ 525 per team member, $1500 for team of 3 Ala Carte session: $125 per person