

STEM CLOCK HOUR

The list of workshops and courses will help you continue your education and professional development plan and earn STEM clock hours. Be sure to check out the [interactive program schedule](#) to verify session time and location.

Wednesday Workshops

8:30-4:50

- Minecraft Teacher Academy

8:30-10:20

- Augmented Reality and Community Engagement
- WILD Goose Chase: Bringing STEM too life through literacy, community and cultural relevance, PBL, and art!
- Augmented Reality and Community Engagement
- Art and Arduino: Computational Thinking and Physical Computing

10:30-12:20

- Makey Makey to Re-invent Your Classroom
- Making & Baking: The Fusion of Makerspace and Food Labs
- Math + Code + Design, Using OpenSCAD to Demystify 3D Modeling

1:00-2:50

- Lemonade Lab
- Empowering Students as Creators: Building Robots Together
- Going Places with Geo Tools Across the Curriculum

Wednesday Sessions

8:30-9:20

- Permission to Be Creative: A Panel of Educators Sharing Real Transformation in Collaboration Across World Language, Math, Social Studies and STEM
- Bringing the Engineering Method to Your School

9:30-10:20

- Creating Engaging Lessons Integrating Technology in the Classroom
- Certification Beyond Microsoft Office
- Everyone Can Code

10:30-11:20

- Pitching Passion and Generating Genius
- Little Coders-Computational Thinking in the K-2 Classroom

11:30-12:20

- Webmasters Code Art Portfolios

1:00-1:50

- Leverage Technology to Supercharge Your Math and Science
- Coding Without Computers

1:00-4:50

- Breaking The Chains– Unleashing the STEM-4-All Movement

3:00-3:50

- Bringing the Maker Movement to K-3 Students

4:00-4:50

- Coding Your Student's Future



Thursday Workshops

10:30-12:20

- Computer Science Standards Fun! Getting Creative with Ozobots, LittleBits and Coding!
- Hands on STE(a)M Standards Aligned Integration into Curriculum
- Alice 3 - Creative Programming
- Ready, Set, Make

1:00-2:50

- Who Knew Teaching 3D Modeling Could be so Easy?
- Discovering Desmos - A Mathematics Workshop
- Integrating Engineering Design Into Your Elementary Classrooms
- 3D Printing Does Not Have to be Hard or Expensive

3:00-3:50

- Getting Started with Minecraft
- The Great Sphero Chariot Race: Engineering Design in the K-2 Classroom
- Scratching the Surface of Coding with Kids

Thursday Sessions

8:00-8:50

- Invention in Any Classroom
- Creating in Virtual Space: Using Virtual Reality in the Classroom

10:30-11:20

- Ready, Set, Make

11:30-12:20

- WILD Goose Chase: Bring STEM to Life Through Literacy, Community and Art (Repeat)
- Time: Creating a Genius Every Hour

1:00-1:50

- Innovate! Taking the Students Through the Process of Inventions!
- Crafting Creative Learning Experiences with Minecraft and MakeCode – Part 1
- Using VR in the Classroom 201: Beyond the Basics
- Enhancing Teaching and Learning in STEM

2:00-2:50

- Bring the Real World in: Relevant, Meaningful Projects that Engage Students

3:00-3:50

- Neuroscience and Engineering: Incorporating Arduinos, Art, Ethics and More!
- Crafting Creative Learning Experiences with Minecraft and MakeCode – Part 2
- Using Google My Maps to tell Stories, Gather Research, and Learn Map Skills
- Get Your Head in the Clouds
- Video Production with Google Slides and WeVideo

4:00-4:50

- Computer Science and Foreign Language: Programming Language
- Creating Digital Resources in a Combined Robotics and Digital Publication Class
- Engineering: 3D Printer Challenge
- Empower Teacher Leaders: Using Personalized Learning and Data to Build Instructional Capacity

Friday Workshops

8:00-11:50

- Raspberry Pi - the Thirty-Five Dollar Miracle: How to Implement Technical Project Based Learning in Middle School and Beyond

8:00-9:50

- Mu of a Shoe
- Mini Drones as an Introduction to Coding

10:00-11:50

- Creative Circuits: Art & Electricity Collide
- Micro:bit + MakeCode = AWESOME
- Learn and Play the OSMO Way!
- Arduino: What is this and How do I Use it?

1:00-1:50

- Design with Tinkercad

Friday Sessions

8:00-8:50

- Make the Most of Your STEM Lab & Makerspace

9:00-9:50

- Introduction to Kodu Course
- Getting Started: Creative Coding Through Games and Apps (CCGA)
- Using Mixed Reality Technology to Engage K-12 Student in STEM

11:00-11:50

- Robotics 101-Approachable TEMS+CS for All

1:00-1:50

- TELL Me More: Assessing the Technology and Engineering Skills for 8th Graders