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 to 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