



# REGISTRATION NOW OPEN!

**NCCCE 2021 VIRTUAL**  
MARCH 17-20

**a virtual experience like no other.**

## STEM CLOCK HOUR ELIGIBLE

### Thursday, March 18 Events

|          |   |                                    |
|----------|---|------------------------------------|
| 1-1:50pm | MakeCode for the Micro:bit  | Jacqueline Russell                 |
| 2-2:50pm | Gaming Concepts: A Video Game Curriculum for Schools                          | Michael Russell                    |
| 2-2:50pm | Coding with Minecraft: Education Edition                                      | Susie Tinker                       |
| 3-3:50pm | Story-telling through podcasting with Soundtrap for Education                 | Jostin Grimes                      |
| 5-5:50pm | STEM Education through Esports in the Classroom                               | B. Gaeddert; T. Rising; M. Russell |
| 5-6:30pm | Integrating Design Thinking Across Disciplines (Workshop)                     | Rena Clark; Jacob Clotfelter       |
| 5-6:30pm | Engaging Seesaw Activities with a PBS KIDS Twist (Workshop)                   | Traci Piltz; Nikki Vradenburg      |
| 5-6:30pm | X, Y, and Devices: Creating Inclusive Math Classrooms W/Technology (Workshop) | Victoria Thompson                  |
| 6-6:50pm | Varsity Esports: The Explosion of Intercollegiate/Interscholastic Esports     | Chris Haskell                      |

### Friday, March 19 Events

|            |   |                                 |
|------------|---|---------------------------------|
| 8-8:50am   | Imagine Academy + Industry Certifications= Unlocked Possibilities | Maria Turner                    |
| 9-9:50am   | Teaching Coding in a Remote Setting                               | Jennifer Brown                  |
| 11-11:50am | Desktop Publishing on a Budget Using Google Slides                | Marc Coyner                     |
| 1-2:30pm   | Getting Started with Minecraft: Education Edition (Workshop)      | Merry Hofmeister                |
| 2-2:50pm   | MakeCode for Minecraft  | Jacqueline Russell              |
| 2-2:50pm   | The U.L.T.R.A. Initiative: Innovative and Accessible PD           | John Pauls, Kelley Predieri     |
| 3-3:50pm   | Can Visual Learning Remove Barriers to Accessing Math?            | Alex Eckert                     |
| 3-3:50pm   | Mitigating COVID-19-Related Learning Losses                       | Gene Kerns                      |
| 3-3:50pm   | Interactive eBooks for Differentiated Instruction                 | Jennifer Maydole                |
| 5-5:50pm   | Cardboard Circuits 2021   | Caitlin McQuinn, Conn McQuinn   |
| 5-5:50pm   | STEM Remote Learning Strategies and Best Practice                 | R. Clark, K. Lowery, A. Winkler |

### Saturday, March 20 Events

|            |  |                            |
|------------|--|----------------------------|
| 9-9:50am   | MakeCode Arcade  | Jacqueline Russell         |
| 9-9:50am   | A Social Justice Lens for the STEM Classroom                         | Kia Heise, Lindsay Simmons |
| 10-10:50am | Having Fun with Minecraft Education Edition's FUNdamentals of Coding | Charity Nix                |
| 11-11:50am | Block by Block: Coding in Minecraft: Education Edition               | Merry Hofmeister           |
| 1-1:50pm   | Bringing STEAM to Life: Introduction to SAM Labs                     | Emily Deffenbaugh          |
| 1-1:50pm   | How Substantial is the "COVID Slide"? Are Equity Gaps Widening?      | Gene Kerns                 |
| 2-2:50pm   | Fostering Equitable and Inclusive CS Learning                        | Emily Ong                  |
| 2-3:30pm   | Teaching Coding in an Engaging Way Using VR as the Output (Workshop) | Jacob Tran                 |

FOR A COMPLETE, UP-TO-DATE, SEARCHABLE CONFERENCE PROGRAM, PLEASE VISIT [HTTP://NCCCE.LINK/2021PROGRAM](http://ncce.link/2021program)