



ESPORTS/MAKER/CODING

Thursday, March 18 Events

1-1:50pm	How to Build a Fully Inclusive Esports Program at Your District	Michael Swaine (Panel)
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	Minecraft: EE: A New Opportunity for Esports in Education	Susie Tinker
3-3:50pm	Esports – Learn How to Guild Your Program to Make a Difference	Jackson Fair
4-5:00pm	Behind the Scenes (Keynote)	Chris Haskell
5-5:50pm	STEM Education through Esports in the Classroom	Bubba Gaeddert (Panel)
5-5:50pm	Preparing for Battle	Chris Haskell
6-6:50pm	Diversity in Esports	C. Morrow, D.J. Bevivino (Panel)
6-6:50pm	Varsity Esports: The Explosion of Intercollegiate/Interscholastic Esports	Chris Haskell

Friday, March 19 Events

9-9:50am	Teaching Coding in a Remote Setting	Jennifer Brown
1-2:30pm	Getting Started with Minecraft Education (Workshop)	Merry Hofmeister
2-2:50pm	MakeCode for Minecraft	Jacqueline Russell
5-5:50pm	Cardboard Circuits	Conn and Caitlin McQuinn

Saturday, March 20 Events

9-9:50am	MakeCode Arcade	Jacqueline Russell
10-10:50am	Having Fun w/Minecraft Education Edition's FUNdamentals of Coding	Charity Nix
10-11:30am	Design Thinking For Any Classroom (Workshop)	Patty Hicks
11-11:50am	Block by Block	Merry Hofmeister
2-3:30pm	Teaching Coding in an Engaging Way using VR Output (Workshop)	Jacob Tran



“Behind the Scenes”

Thursday, March 18 | 4:00-5:00 pm

Keynote Featuring: **Dr. Chris Haskell**

Head coach and Director of the Varsity Esports at
Boise State University

FOR A COMPLETE, UP-TO-DATE, SEARCHABLE CONFERENCE PROGRAM, PLEASE VISIT

[HTTP://NCCE.LINK/2021PROGRAM](http://ncce.link/2021program)