

NCCE 2023

TACOMA CONVENTION CENTER
MARCH 21-23, 2023

STEM/STEAM SESSIONS AND WORKSHOPS

Tuesday, March 21, 2023

App Smash MADNESS	8-8:50a	David Lockhart
Power Up with PBS! Meaningful Media for All!	8-8:50a	Nikki Vradenburg
Integrating Gamified Learning in the Makerspace and Classroom (Exploratorium)	10a-12n	Lindsay Simmons
Mind Melds: How Stories and Technology Change our Brains	11-11:50a	Conn McQuinn
Esports in the Classroom: Units of Study for your Classroom	12:30-1:20p	Jason Dilley
Revenge of the Zoomies: Tech Integration that Pushes Consumers to Be Producers	12:30-1:20p	Mark Vetter
STEAM Up Your Makerspace with E-Textiles (Exploratorium)	12:30-2:30p	Lindy Hockenbary
A Google House Party	1:30-2:20p	Shantel Lott
MINECRAFT EDUCATION: Implementation and Sustainability Planning	1:30-2:20p	Mary Elizabeth Pearson
Google Stranger Things: Unlock your student's superpowers through digital storytelling.	2:30-3:20p	Melissa Summerford
Code a Showcase Project or Arcade Game in a Single Day!	2:30-4:20p	Kiki Prottzman
When We Don't Know What's Next: AI That Supports Humanity (Exploratorium)	2:30-4:30p	Michelle Zimmerman
Creating a Google Splash Page for Littles	3:30-4:20p	Melissa Summerford

Wednesday, March 22, 2023

Minecraft in the Classroom	8-8:50a	Alfonso Gonzalez
The Hoquiam Holodeck: Teaching 24th Century Skills Today	8-8:50a	Chris Nitti
Cybersecurity Awareness	8-9:50a	Brittany Pike
Early Robotics - Through the Eyes and Voices of Early Childhood	9-9:50a	Michelle Zimmerman
Coding is Elementary...Literally	10-10:50a	Theren Hayes
'Coding in Minecraft' - Immerse Your Students in Coding	10-10:50a	Jennifer Brown
Accelerator Lab: Differentiated Instruction Strategies (Panel)	11-11:50a	Heidi Anderson
CTE Mobile Innovation Lab Model	11-11:50a	Jeremy Roy
Rising to the Challenge: Offering CS to Every Student, at Every High School	1-1:50p	Nina Arens Morotti
Exploring Digital Equity and Standards to Optimize the Student Experience	1-1:50p	Jeffrey Starr
10.6 ways to Grow STEM in your Elementary Library	1-2:50p	Brian Cleary
From Analog to Digital-better Digital Pictures through an Understanding of Film	1-2:50p	Sean O'Brady
Creating a Makerspace Vision and Culture in Your School	2-2:50p	Lindsay Simmons
Podcasts in the Classroom: Engaging Students Creativity	3-3:50p	Kate Schrock
Computational Thinking in Action - Quilt Math	4-4:50p	Melissa Dunworth

Thursday, March 23, 2023

30 Apps that Support Student Executive Functioning	8-8:50a	Morgen Larsen
Building an Equitable Secondary Computer Science Program in a Rural School District	8-8:50a	Bryan Freschi
Game-Based learning Minecraft, Fortnite Creative, and beyond	10-10:50a	Nathan Wells
Creating Virtual Field Trips & Other Self-Guided Curated Content Bundles with Prezi	10-11:50a	Paul Teske
If they can see it, they can be it - The importance of role models in STEM (Panel)	1-1:50p	Gracie Ermi
Get Hands on with 'Coding in Minecraft'	1-2:50p	Jennifer Brown

For a Complete, Up-to-Date Searchable Program Visit <http://ncce.link/2023Program>