Title	Room Number	Presenter	Start Time	End Time
Tuesday, March 21				
Robotics in Elementary- Integrating Computer Science with SEL & State Standards	TCC - Room 404	Brouillet, Kristin	08:00:00	08:50:00
All In Favor of Civil Discourse	TCC - Room 405	Wardle, Kari	11:00:00	11:50:00
Esports in the Classroom: Units of Study for your Classroom	Marriott - Proctor	Dilley, Jason	12:30:00	13:20:00
CYBER.ORG Cybersecurity and Range Overview	TCC - Room 318	MacAdam, Joe	12:30:00	14:20:00
STEAM Up Your Makerspace with E-Textiles	TCC - Exhibit Hall	Hockenbary, Lindy	12:30:00	14:30:00
Code a Showcase Project or Arcade Game in a Single Day!	TCC - Room 317	Prottsman, Kiki	14:30:00	16:20:00
Brain-Based Pedagogy	TCC - Room 404	O'Mahony, Kieran	14:30:00	16:20:00
When We Don't Know What's Next: AI That Supports Humanity	TCC - Exhibit Hall	Zimmerman, Michelle	14:30:00	16:30:00
MINECRAFT EDUCATION: Implementation and Sustainability Planning	Marriott - Stadium	Pearson, Mary Elizabeth	13:30:00	14:20:00
Wednesday March 22				
The Hoquiam Holodeck: Teaching 24th Century Skills Today	Marriott - Comm. II	Nitti, Chris	08:00:00	08:50:00
Minecraft in the Classroom	TCC - Room 318	Gonzalez, Alfonso	08:00:00	09:50:00
Cybersecurity Awareness	TCC - Room 404	Pike, Brittany	08:00:00	09:50:00
Early Robotics - Through the Eyes and Voices of Early Childhood	Marriott - Comm. II	Zimmerman, Michelle	09:00:00	09:50:00
Cars, Canines, Cadavers, Oh My! The New Reality of Workforce Development	TCC - Room 406	Elliott, David	09:00:00	09:50:00
'Coding in Minecraft '- Immerse Your Students in Coding	Marriott - Proctor	Brown, Jennifer	10:00:00	10:50:00
Building Computational Thinking Skills in Grades K-5 with LEGO Education!	TCC - Room 317	LEGO Education	10:00:00	11:50:00
Administrative Steps to Implementing K12 Computer Science and Coding Programs	TCC - Room 318	Bagby, Gregory	10:00:00	11:50:00
Lesson Makeover using Minecraft Education	TCC - Room 404	Pearson, Mary Elizabeth	10:00:00	11:50:00
ChatGPT in K12 - friend or foe?	Marriott - Proctor	Mardock, April	11:00:00	11:50:00
Building Engaged Lifelong STEAM Learners in Grades 6-12 with LEGO Education!	TCC - Room 317	Crespo, Amelia	13:00:00	14:50:00
From Analog to Digital-better Digital Pictures through an Understanding of Film	TCC - Room 404	O'Brady, Sean	13:00:00	14:50:00
Exploring Robotics for the Elementary Classroom	TCC - Exhibit Hall	Brouillet, Kristin	10:00:00	12:00:00
Building Gaming Architectures for Self-Determined Learning	Marriott - Tacoma	Teske, Paul	13:00:00	13:50:00
Rising to the Challenge: Offering CS to Every Student, at Every High School	TCC - Room 406	Arens Morotti, Nina	14:00:00	14:50:00
Thursday, March 23				
Game-Based learning Minecraft, Fortnite Creative, and beyond	Marriott - Proctor	Wells, Nathan	10:00:00	10:50:00
Creating Virtual Field Trips & Other Self-Guided Curated Content Bundles with Prezi	TCC - Room 317	Teske, Paul	10:00:00	11:50:00
10.6 ways to Grow STEM in your Elementary Library	TCC - Room 404	Cleary, Brian	10:00:00	11:50:00
Virtual exchanges with 4th, 5th and 6th grade students and their teachers in rural Guatemala	Marriott - Tacoma	Le Du, Emma	11:00:00	11:50:00
Computational Thinking in Action - Quilt Math	TCC - Room 407	Dunworth, Melissa	13:00:00	13:50:00
Get Hands on with 'Coding in Minecraft'	TCC - Room 317	Brown, Jennifer	13:00:00	14:50:00
Getting Students Creating with Canva in the Elementary Classroom	Marriott - Stadium	The Merrills	14:00:00	14:50:00