

STEM Clock Hour Eligible

Title	Room	Presenter	Start Time	End Time
Wednesday, February 14				
Immersive Computer Science Education with 'Coding in Minecraft'	604	Brown, Jennifer	08:00:00	08:50:00
Integrating Computer Science into the Science Classroom	612	Batali, Michael	08:00:00	08:50:00
Physical Computing + Computer Science Fundamentals = High Engagement	620	Squires, Donna	08:00:00	09:50:00
WSSEA and TSA: CTE Competitions for Esports	602	Dilley, Jason	10:00:00	10:50:00
Using Computer Science to Remediate Struggling Math Students	612	Afdahl, Mike	10:00:00	10:50:00
Engaging All Learners with K-8 Robotics - A Journey of Exploration	608	Brouillet, Kristin	10:00:00	11:50:00
Digital Citizenship & Cybersecurity in Minecraft Education	615	Nix, Charity	10:00:00	11:50:00
Learn About Gamification in a Gamified Way!	618	Gonzalez, Alfonso	10:00:00	11:50:00
Intentional Integration of eSports into Scholastic and Academic Settings	609	Johnston, M.Ed., Jihan	11:00:00	11:50:00
Unveiling Hidden Curriculum: Bridging Gaps and Enhancing Learning	613	Villanueva Alarcón, Idalis	11:00:00	11:50:00
Computer Science Can't Wait: How Mixing CS Into Early Classes Changes Lives	614	Prottzman, Kiki	11:00:00	11:50:00
Cracking the Code: Engaging Students in Coding Challenges with Minecraft Education	604	Higley, Michael	13:00:00	13:50:00
Access K-5 Computing Resources from CSTA, the "World's Largest CS Department"	611	Bacon, Elizabeth	13:00:00	13:50:00
From Cybersecurity to Job Descriptions: Applications in the Future of Work	613	Renton Prep Students	13:00:00	13:50:00
Minecraft Education: Engaging your Community with Relevant Worlds	615	Eakes, Shea	13:00:00	14:50:00
Adobe Photoshop Essentials & Mobile Photography	616	Martinez, Monica	13:00:00	14:50:00
Game Plan for Educators: Game Design for Social Impact	618	Pearson, Mary Elizabeth	13:00:00	14:50:00
Get Hands On with 'Coding in Minecraft'	604	Brown, Jennifer	14:00:00	15:50:00
Transforming Traditional Curriculum: Integrating CS Seamlessly with Free Online Tools	617	Prottzman, Kiki	15:00:00	16:50:00
Thursday, February 15				
MINECRAFT 401: Let's get advanced with Redstone	604	Pearson, Mary Elizabeth	08:00:00	08:50:00
But what does an Esports program look like?	606	Dilley, Jason	08:00:00	08:50:00
Harnessing AI and Affective Neuroscience to Center the Student Experience	607	Widmann, Missy	08:00:00	08:50:00
Esports - Creating Engagement for All	613	Voss, Jake	11:00:00	11:50:00
Integrating Digital Media Literacy Skills into Classroom Content	616	Batali, Michael	11:00:00	11:50:00
'Coding in Minecraft' Certified Educator Course	604	Brown, Jennifer	11:00:00	15:50:00
Synced Synergy: Esports, Creative Expression, Hip Hop Vibes & Starting an Esports Club	607	Johnston, M.Ed., Jihan	13:00:00	13:50:00
Modelling Science and Math Phenomenon by coding in Python	615	Unterholzner, Stephan	13:00:00	14:50:00
Engaging Students Through STEM Lending Library	616	Heineman, Megan	13:00:00	14:50:00
AI (Artificial Intelligence) and it's use in the Classroom	618	Schrader, Tammie	13:00:00	14:50:00
Building Sustainable STEAM/STEM Programs with LEGO Education	619	Crespo, Amelia	13:00:00	14:50:00

Title	Room	Presenter	Start Time	End Time
Friday, February 16				
Esports for Any Grade Level and Any Class!	604	Gonzalez, Alfonso	08:00:00	08:50:00
Game-Based Learning in the High School CS Classroom with 'Coding in Minecraft'	604	Brown, Jennifer	11:00:00	11:50:00
Bringing Inclusive Computer Science Programming to Your Community	607	Flaherty, Meaghan	13:00:00	13:50:00
Simplifying Google Classroom for Effective Instruction	603	France, Adam	13:00:00	14:50:00
Minecraft Education: Innovative Approaches to Game-based Learning in Education	604	Higley, Michael	13:00:00	14:50:00
Blended Learning and Technology in the Elementary Math Classroom	618	Senecal, Katherine	13:00:00	14:50:00
Developing Future-Ready Middle School Students with LEGO Education	619	Crespo, Amelia	13:00:00	14:50:00

*Schedule is Subject to Change. Check the Conference Website or Grupio App for Up-to-Date Information.

Program Search:

