



C-STEM 1-Week Institute on Integrated Computing and STEM Education

“Simply the best staff development training I have ever been to. In my experience, practicing classroom teachers always give the best advice, and the UC Davis C-STEM program offers this.”

Doug Obrigawitch
Math Teacher and Department Chair
Manteca High School

The C-STEM 1-Week Institute on integrated computing and STEM education provides teachers with hands-on experience on how to use freely available C-STEM Studio and RoboBlockly as well as C-STEM integrated curriculum with interactive computing and robotics for their classroom teaching. The academy is targeted at grades 5 – 12 and community college STEM teachers, as well as math/CTE/Science coordinators, who are interested in:

- Integrating Computing & Robotics into Math courses aligned to Common Core Standards
- Integrating Computing & Robotics into Science courses aligned to Next Generation Science Standards
- Offering computer programming and/or robotics courses in your school
- Offering robotics in after school or summer programs in your school, district, and county
- Developing students’ critical thinking and problem-solving skills
- Implementing new teaching strategies and collaborative learning
- Working to close the achievement gap
- Preparing students to be career and college ready
- Working with gifted students to challenge them to solve real-world problems
- Engaging at-risk students with hands-on learning
- Programming Lego Mindstorms NXT/EV3 using C-STEM Software

Date:

Monday - Friday
August 8 - 12, 2016
8:30am - 3:30pm

Location:

Doty Middle School
10301 Woodruff Ave.
Downey, CA 90241
Room 12 (near front parking lot)

For more information, please contact Ryan Mangan, the C-STEM Education Specialist and Technology Coordinator at: ramangan@ucdavis.edu or (530) 752-9082 or <http://c-stem.ucdavis.edu>

Registration: <http://c-stem.ucdavis.edu/training/>

Costs: \$750
Due: one week before Academy

Registration covers instruction, textbook, and a software license for teaching. No refund after instruction begins.

