



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
July 11 - 15, 2016
8:30am - 3:30pm

Location:

Orange County Department of Ed.
200 Kalmus Drive
Costa Mesa, CA 92626
PC Lab Building B

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.