

TEACHING AND LEARNING WITH TECHNOLOGY WORKSHOPS

THESE WORKSHOPS INTRODUCE THE T3 FRAMEWORK TO DEEPEN TEACHING AND LEARNING WHEN INTEGRATING TECHNOLOGY INTO YOUR CLASSROOM, FOR STEM TEACHING AND MAKERSPACES. PARTICIPANTS WILL ENGAGE IN HANDS-ON EXPLORATION WITH A VARIETY OF EDUCATIONAL RESOURCES AND TECHNOLOGIES, SUCH AS SIMPLE CODING, CIRCUITS, ROBOTICS, AND VIRTUAL REALITY. SUITABLE FOR DIFFERENT AGE GROUPS. FACILITATORS ARE INSTRUCTIONAL TECHNOLOGY EXPERTS WHO WORK WITH EDUCATORS AND STUDENTS IN A VARIETY OF SETTINGS.

November 2, 2022

Hands on activities with Squishy Circuits, MakeyMakey, Breadboarding and Circuits with Arduino

Facilitated by: Matthew Skvasik, Innovation Program Specialist, and Kris Lachowski, Information Technology Literacy Specialist

Location: Cuyahoga County Public Library Parma - Snow Branch, 2121 Snow Rd., Parma OH 44134

February 15, 2023

Coding Concepts for Robotics: Unplugged no tech/low tech coding kits Block-based Coding using Lego-bots and drones.

Facilitated by: Matthew Skvasik, Innovation Program Specialist, and Kris Lachowski, Information Technology Literacy Specialist

Location: Cuyahoga County Public Library Parma - Snow Branch 2121 Snow Road., Parma OH 44134

April 26, 2023

Incorporating properties of Design for classroom teaching and learning with innovative technologies

Facilitators: Design Innovation Hub Faculty and Student Crew

Location: Kent State University Design Innovation Hub, 400 Janik Dr., Kent OH 44242

Times

All workshops meet 9:00 A.M. - Noon

Cost

25.00 per workshop

Locations

workshops locations vary - See information listed with each workshop

Registration: www.escneo.org

Professional Development/Calendar of Events

Registration Assistance:
Roni.staimpel@escneo.org

Program Questions:
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