

STEAM STRAND PROGRAMMING AT ITEEA'S 80th ANNUAL CONFERENCE

Preconference Workshop:

STEAM Education Professional Development, Wednesday 8am-5pm in Ansley 1

T, 8 AM	Chastain I	STEAM	Zoe Falls	A Guide to STEAM "Making" for Teachers	Zoe Falls presents on maker projects that allow teaching integrated STEAM subjects. Designing content-focused projects can be challenging. This session provides guidance for implementing a college-level STEAM Maker Project.
T, 1 PM	Chastain I	STEAM	Christina Liu	Teaching Critical Thinking Using STEAM	The most crucial skill needed by 21st Century students is arguably Critical Thinking. The presenter will discuss how to use STEAM principles to intentionally teach Critical Thinking.
T, 2 PM	Chastain I	STEAM	Terry Duncan and Jill Mucci	STEAM Elementary Charter Lagoon Study	Educators present on their elementary students from Florida's Burns Science and Technology, who researched, designed, and constructed a system of measurement to study a local lagoon for species. Data collected was uploaded into a global data base related to monitoring climate change. Students included a range of analysis of their research study and the social effects the data could indicate.
T, 3 PM	Chastain I	STEAM	Georgette Yakman	A Decade Recap of STEAM	Georgette Yakman will present on where and how STEAM is impacting things globally after 11 years.
T, 4 PM	Annex			ITEEA STEM SHOWCASE	
F, 8 AM	Chastain I	STEAM	Beth Haynes	STEAM: How One Project Changed a District	Rediscovering passion for teaching by destroying "the box." Participants will learn about the strategies we used to successfully implement STEAM education in our school system.
F, 1 PM	Chastain I	STEAM	Sarah Hampton	Globally-Relevant STEAM Projects in a Rural Appalachian Middle School	Creating a new high-impact STEAM program in a rural Appalachian MS. The variety of projects and student types includes Olympics, bio-systems, agriculture, and more! Session culminates with collaborative resource and idea sharing.
F, 2 PM	Chastain I	STEAM	Duan Yupei (Danny)	International STEAM: China Beijing No 4 High School	STEAM in China public and private schools with projects on air quality, book stores, oceanography and course style adaptations for various types of subject teachers.
F, 3 PM	Chastain I	STEAM	Beth Wright	STEAM Labs, Project Ideas, and Spaces	Presentation and discussion on STEAM labs, project ideas, and spaces based on an educator's career and retirement work with global STEAM lessons.
F, 4 PM	Chastain I	STEAM	STEAMPunk Community	STEAM Punked! Connect making to education for personal portable environments	Invited members of the Atlanta and national STEAMPunk communities will present on the intersection of portable environments, fashion, education and the maker movement. Learn academic-based tea dueling!
S, 8 AM	Chastain D	STEAM	Pavel Luksha (Moderator)	Roundtable: Integrated Educational Ecosystems	insights on global change-makers in International educational ecosystems that are emerging tangibly and virtually. A collaborative discussion on

					education with augmented and virtual reality and on LMS and MOOC platforms.
S, 9 AM	Chastain D	STEAM	Maggie Degenhardt	Roundtable: STEAM Teams, programs, and vision	Presentation and workshop on developing integrative STEAM teams, programs and visions. Program coordinators will share pictures of their spaces, equipment and supplies for STEAM labs and elementary, middle and high school levels.