

**MARCH 27-30, 2019**

**(listed alphabetically by session name)  
(subject to minimal changes)**

360° Photography: A How To  
A Framework for P-12 Engineering Education  
Aquaculture to Aquaponics - STEM in School Cafeterias  
Architecture and Integrated Curriculum for Student Success  
Autonomously Navigating Mars  
Biomedical Engineering: Inspiring All Through Social Responsibility  
Bringing Power to the Classroom through Project-Based Learning  
Bristlebots in the I-STEM ED Classroom  
Construction, Coding, and Control for ALL, WOW!  
Creating a Vetting Process for STEM Products  
Creating STEM Inspiration in Teen Technologists  
Bristlebots in the I-STEM ED Classroom  
Cross-Alignment Using Hydroponic Systems  
Designing Assistive Technology for People with Disabilities  
Digital Communication Strategies for Elementary Students  
Engineered Pop Up Cards That Light Up  
Engineering Notebooks: No Paper Needed  
Establishing Community STEM Partnerships through ROAVcopters  
Evolution of the Engineering Design Process - Part II  
Expert/Novice Learners Utilizing PCK and Metacognition in T&EE  
From Robots to Rockets in K-5 STEM  
Funding Your TSA Chapter Activities and Robotics Program  
Gamification and Engagement Strategies for Student Learning and Instruction  
GoBabyGo! Using STEM Skills to Change Lives  
How Can I? STEM Mobile App Development  
How Do YOU Show Mastery in STEM?  
Implementing Bench Top Machine Tools in Education  
Increasing STEM with Toys  
Instilling Critical Thinking in Technology and Engineering  
Integrating Grid Modernization  
Integrating Manufacturing and Industry Certification into CTE  
Integrating TSA Activities into the Classroom  
Integrative STEM: Self-efficacy of VEX Robotics Participants  
LAUNCHing K-8 STEM into the Stars  
Learn Better by Doing Study: Now What?  
Make it Move! Animation in STEAM  
Makerspaces and Labs: Designs and Safety Considerations  
Making to Make a Difference with Microcontrollers  
Microcontrollers in the Classroom  
Mobile Apps with MIT App Inventor  
Nanotechnology Can Impact Just About Everything!  
Navigating the ITEEA Conference  
Need, Knowledge, and Praxis of ISTEM Leaders  
New Technology in the Engineering Educator's Toolbox  
Online Resources for Engineering Graphics Instruction  
Overarching Themes and Authentic Contexts – Not Standards!  
Physical Computing with the Raspberry Pi  
Preparing Students for TSA Systems Control MS/HS  
Programming For The CTE Classroom  
Raspberry Pi Robotics  
Recruitment Methods in Indiana  
Revitalizing Engineering and Technology Education through Computer Science  
Rhode Island Mobile Maker Lab - New Partnerships

Soft Robotics in the Classroom  
Solar Powered Town: Sustainability at Its Finest  
Solving Real Life Problems with STEM and Making  
STEM Day: Bring STEM to ALL Students  
STEM in the Elementary Classroom  
STEM Resources and Opportunities Through CAP Aerospace Education  
STEM Technology and Engineering Educators Go Global  
STEM4: The Power of Collaboration for Change  
STEM-based Lessons Require Revised Evaluation Schemes  
Supporting New Technology and Engineering Teachers  
Teacher Shortages and Alternative Licensure Solutions for STEM Educators  
Teaching Innovation Around the World and Back  
TEAMS: Problem Solving with Real-World Scenarios  
*The Elementary STEM Journal* : Authors and Updates  
Three Innovative Techniques to Introduce STEM Careers  
Unmanned Aircraft Systems: Easier Than You Think!  
Using 3D Printers to Teach Experimentation  
Using Pocketlab Sensors in Data-Driven Classrooms  
Using Robots to Build STEM-Loving Students  
Validating "Industry Recognized Credentials"

**Panel: Collaboration**

Partnerships ARE POWERFUL!  
Elementary STEM Outreach Programs  
Promoting Industry and Teacher Integrated STEM Partnerships

**Panel: Computer Science**

Getting Started in Computer Science Education  
Computers and Technology and Engineering Teachers  
Teaching Computer Science through Engineering Design

**Panel: Literacy**

Elementary Literature as a Context for Design  
Creating STEM Challenges from Literature  
Using Technology in Literacy Instruction Authentically and Effectively

**Panel: Robotics**

Bringing Together STEM Through Robotics  
Teaching Design through Lego Robotics

**Panel: Teacher Success /Survival Strategies**

Strategies to Help You Survive  
The Journey: An Anthropological Reflection of Three TE Teachers

**Panel: Underrepresented Populations**

STEM Success in a Rural Remote School  
Incorporating STEM in Middle School Intervention Courses  
Increasing STEM Awareness in Underserved Communities

**Panel: Virtual Reality**

Virtual Learning in a STEaM World  
Best Practices for Integrating Virtual Simulation Modeling

**Panel: TSA Event Preparation**

Kids Teaching Kids: A Guide to Chapter Team  
WTF? What The Forensics? - MS/HS TSA Event

**Elementary STEM Council Sessions**

Primary STEM is Elementary

STEM in Urban Schools through Classroom Gardens  
Bringing Engineering to Life in K-2 Classrooms  
Affordance of Virtual Reality in STEM Classrooms  
Raising the Bar for Young Engineers  
It's Elementary! Engineering for K-5!  
Let's Go Out on a STEM  
Getting a Head Start on Integrative STEM

***Elementary STEM Council Panel - Coding: It's Elementary!***

Hello Ruby - Let's Code!  
Computer Science for Young Learners

**STEAM Sessions**

A Tiny Home, But a BIG Challenge!  
Using SCRATCH for STEaM Problem-Based Learning  
Seamless Collaboration: STEM+Art in Action  
Urban Core STEAM Empowering Minorities With Certifications  
STEAM for Younger Grades Engineering and Design  
Creating Your STEAM Space

***STEAM Panel 1 - Collaboration***

Teaming up - STEAM Communal Engagement Initiatives  
Developing STEAM Programs for MS Girls through Community Collaborations

***STEAM Panel 2 - A Blueprint for STEAM***

STEAM'in it Up!  
STEAM—There Is No Blueprint  
Showing Off STEAM!