S.T.E.M. IN THE CITY: 4•16•16
BRIDGING THE GAP

In 2015, the US Department of Education reported that only 16% of American high school seniors are proficient in math and interested in a S.T.E.M. career. Even among those who do go on to pursue a college major in the S.T.E.M. fields, only about half choose to work in a related career. This year’s conference, S.T.E.M. in the City: Bridging the Gap, will address this issue and demonstrate the important connection between academic skill building, creativity and innovative thinking that is found through S.T.E.M. learning.

Conference sessions will focus on inspiring interest in S.T.E.M. subjects to enable educators to begin or enhance existing S.T.E.M. programming in their classroom or center in an effort to bridge the gap and provide a foundation for higher learning. In addition to offering tailored tracks for both early childhood and school age providers, this year’s conference will offer special keynote speakers, a call to action and raffle giveaways!

SCHEDULE
REGISTRATION 8:30AM
WELCOME + KEYNOTE SPEAKER 9:00AM
MORNING SESSION 10:15AM
LUNCH 12:15PM
CALL TO ACTION 1:15PM
AFTERNOON SESSION 2:15PM
CONFERENCE ENDS 4:15PM

SPECIAL FEATURES
• Session tracks for Preschool, OST, and K-6th classroom
• Be the first to buy a S.T.E.M. in the City T-shirt
• Lunch
• 6 PQAS Hours
• ACT 48 Credits
• Raffle Prizes & Giveaways

TO REGISTER:
ONLINE: www.pddimensions.org/STEMintheCity
REGISTRATION FEE: $21.00 | DEADLINE: April 13th
REGISTRATION INCENTIVES: EARLY BIRD REGISTRATION: Register by March 28th and receive 5 FREE ADDITIONAL RAFFLE TICKETS.
QUESTIONS: Call 610.617.4550, opt. 4
SESSION INFORMATION

SCIENCE

LIVING CREATURES IN THE CLASSROOM
ANITA BROOK DUPREE   AM – K2.6 C2
This interactive workshop shows teachers who may be fearful of insects how to teach about living things. Participants will observe mealworms and discover how to introduce the study of lifecycles to young children.

THE SCIENCE OF OBJECTS
MEGAN MILLMAN & SARAH BURKE   AM - K2.6 C2
The goal of this workshop is to demonstrate the ways in which objects in our environment can be examined and understood in a variety of ways. Instructors will demonstrate simple ways of incorporating art and science into your everyday curriculum through mini-lessons for the classroom or a field trip.

TECHNOLOGY

CREATING AND USING MOBILE APPS AS A TEACHING TOOL
TARIQ DIONEA AL-NASIR AM OR PM - K8.16 C1
This hands-on workshop will enable participants to utilize Computer Science principles and mobile computing design concepts to create mobile apps to be used in interdisciplinary settings.

TEACHING STEM USING THE ARTS
MICHAEL BRIX & CHRISTINE HERRMAN PM - K3.9 C2
This interactive workshop will be instructed in a collaborative teaching method and features examples for how to include this methodology during instruction. We will explore how common Science themes and discover how to impact children’s retention and fun as we learn together.

TEACHING IS ALL AROUND US!
PAT HESS  PM - K2.13 C1
You don’t have to be a science whiz to teach science. Children are curious and love to learn about the world around them. In this session, participants can learn how they play an important role in facilitating learning about science and creative tips for sneaking science into your program.

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This is an interactive workshop through which participants will develop an understanding of the Mathematical Practices of the Common Core State Standards for Math (CCSSM). In addition to unpacking the language of the practices, participants will use the practices to solve math problems and identify ways to teach the practices.

**MATH IS FUN AND MAKES SENSE**

**INDIRA LAWSON**  
AM OR PM - K2.6 C2

Learn Math strategies and mental math techniques that make it easy for young learners. Participants will also learn math games that can be used to reinforce skills.

**MATH AND MOVEMENT**

**KOREN L. CLARK**  
PM - K2.14 C2

Explore techniques to get your classroom moving with math. In this interactive session you’ll be introduced to creative ways to support learning outcomes and meet the needs of children with various learning styles. Join us in discovering and participating in engaging movement activities that will support preschool children in developing math skills while simultaneously developing gross motor skills, creativity, and problem solving.

**ENGINEERING**

**ENGINEERING FOR THE YOUNG AT HEART**

**DR. WINNIE BLACK**  
AM OR PM – K2.14 C2

Participants will engage in hands-on activities, using everyday items to incorporate engineering concepts in lessons. This workshop is designed to build teacher/staff confidence and personal excitement and can easily be replicated during or after school.

**THE BRAIN SAFETY CHALLENGE**

**DEBORAH LEWIS, M.ED.**  
AM OR PM - K2.13 C2

This workshop will cover the Next Generation Science Standards (NGSS): Engineering Design and how to use the standard to drive instruction. The focus will be on learning to encourage students to ask and answer who, what, where, when, why, and how, and to demonstrate understanding of key ideas in applied science.

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