COMPUTER SCIENCE K-8
Let's Integrate!

SCHEDULE

Check-in and Morning Refreshments	8:30AM	9:00AM
Opening Remarks	9:00AM	9:20AM
SESSION I	9:30AM	11:00AM
SESSION II	11:10AM	12:40PM
Lunch	12:40PM	1:30PM
SESSION III	1:30AM	2:30PM

Opening Remarks
Cathy Cheo-Isaacs

Coding Your Way Through the Curriculum!

Intrigued by computer science, but don't know where to start? Learn how elementary students are coding throughout the curriculum. Coding is used to promote critical thinking, problem solving and creativity. Explore how students can code to learn while also building skills across various content areas.

Cathy Cheo-Isaacs is the Educational Technology Specialist at Open World Events, and the lead producer of the i5Live (formerly the Young Innovators Fair). Prior to joining Open World, she was the Lower School Educational Technology Specialist at Trevor Day School in NYC, and the Technology Integration and Innovation Specialist at Cedar Hill School in Basking Ridge, NJ. Credits include: Google Educator, Google Trainer, Certified BrainPOP Educator, Class Dojo Mentor, Polar Ambassador, Seesaw Ambassador, Microsoft Innovative Educator Expert, Minecraft Global Mentor, Microsoft Surface Expert, #CoffeeEduNJ co-founder, @EdCampNYC Organizer, wife of @mr_isaacs, mom of @amazingrace1214 and @leilaboo215.

SESSION I
9:30AM - 11:00AM

Scratch Coding in the Curriculum
Ken Kretsch

Your students can use Scratch to code their own interactive stories, animations, and games across subject areas such as language arts, science, social studies, math, computer science, foreign languages, and the arts. In the process, they learn creative computing, to think imaginatively, reason systematically, and work collaboratively.

## Ignite My Future: Beginner's Computational Thinking for Educators and Students
Serene Gallegos

Explore a comprehensive set of transdisciplinary resources and activities that seamlessly integrate computational thinking strategies across all core subjects. Learn more about how to give students the 21st-Century skills they need for future success with engaging lessons that tie in exciting, real-world scenarios connected technology and more.

Getting Started with Minecraft: Education Edition
Cathy Cheo-Isaacs

Minecraft: Education Edition is an open-world game that promotes creativity, collaboration, and problem-solving in an immersive environment where the only limit is your imagination. Minecraft: Education Edition offers educators a transformative way to engage students using Minecraft, and ignite their passion for learning! Educators and students are creatively using Minecraft in every content area imaginable. Minecraft: Education Edition recently partnered with coding platforms to allow players to add code to their Minecraft experience. In this session, you'll get some hands-on Minecraft and coding experiences!
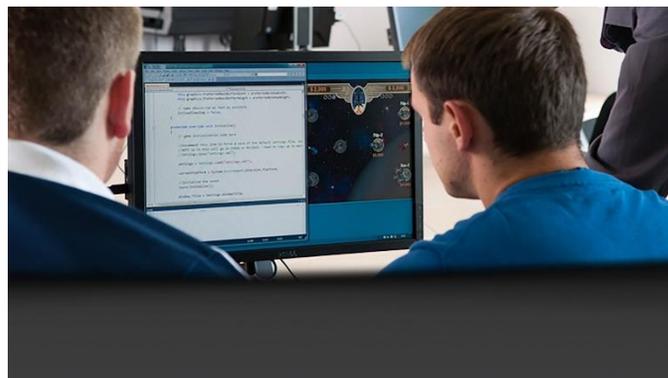
SESSION II
11:10AM - 12:40PM

Coding for Kids
Amanda McKenna

Begin a classroom coding program for your students using unplugged methods as well as tech gadgets, apps, and websites. There will be a discussion on the ways to use coding alongside the curriculum. Attendees will learn tips tricks, best practices, and some helpful fundraising opportunities.

Integrating Java into your Math Classroom
Kelli Miklinevich

In this workshop we will demonstrate how to code mathematical concepts including, but not limited to:

- calculating an average
- finding the 3rd angle measure of a triangle given 2 angles
- calculating a remainder using the modulus operator
- calculating the distance between two points using the distance formula

Coding concepts will be basic. You will then be able to take these coding segments back to your classrooms and code with your students.

Making and Coding- Inclusive Integration
Michelle Wendt

Spend some time in our makerspace to experiment with all the programmable robots like Ozobots, Lego Mindstorms EV3, Finches and Ollies. These robots are machines that can do three things: sense, act and think. Programmable robots are now accessible for students of all ages and abilities and are an engaging classroom tool to support STEAM.

SESSION III
1:30AM - 2:30PM

Hands-on coding with Microbit- Micro:bit
Gary Schafer

Enjoy the basics of programming by using the powerful micro: bits The workshop includes a quick introduction of the hardware followed by basic software coding. There will be a practical session where you will will have an opportunity to write a series of codes that interact with the physical world (such as shaking the micro:bit).

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Unplugged programming - No Tech Needed!
Phil Polsinelli

Concept attainment without any tech, give students a solid background in programming concepts by employing computational thinking vocabulary within engaging activities. Computational Thinking, Abstraction, Algorithm design, Decomposition, Pattern recognition, and sequencing.