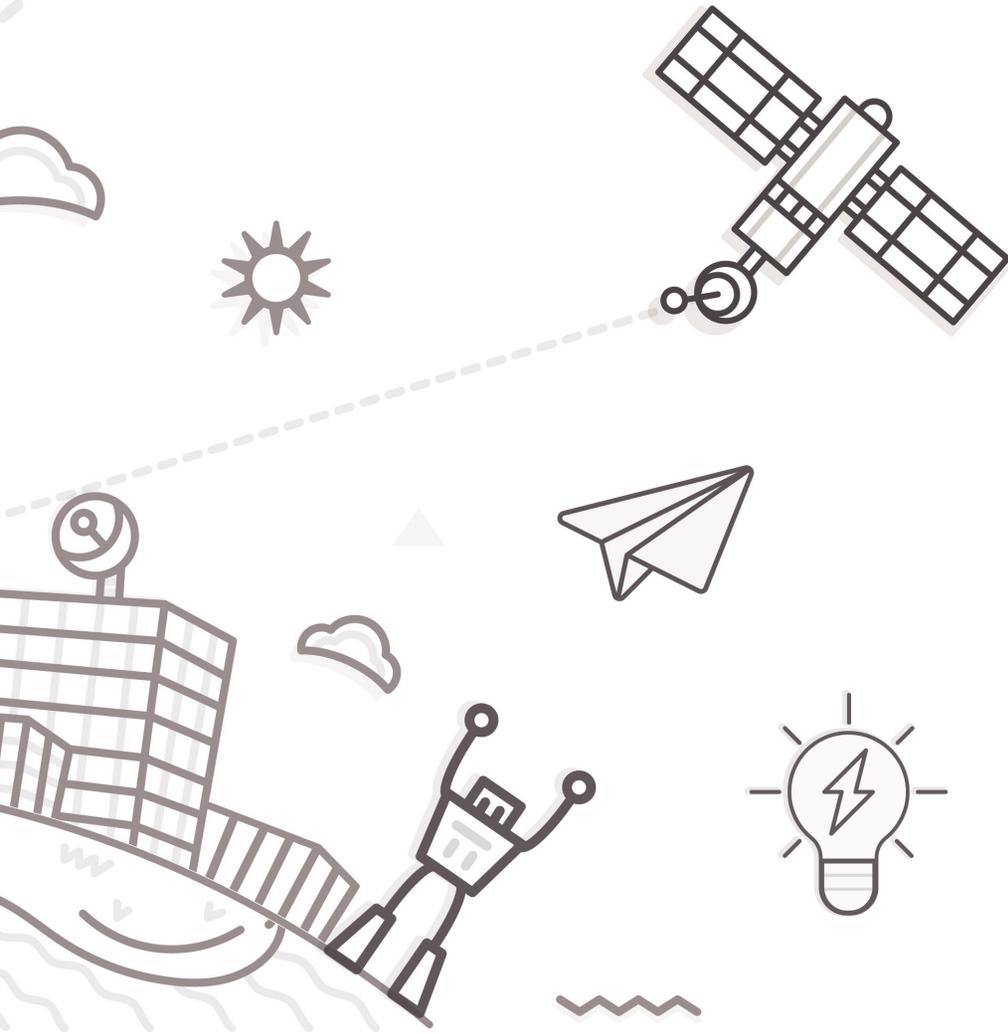


## Skills for Today and Tomorrow



Wednesday, March 6, 2019 @ Penn State New Kensington

In partnership with:



ABC CREATE's mission is to **work collaboratively** to connect teachers in Alle-Kiski Valley (a four-county area near Pittsburgh) with **professional learning communities, tools, and best practices** that will develop competent and **technologically fluent** students.

# ABC CREATE Showcase 2019 Schedule of Events

Time	Event	Location
8:00am - 8:15am	Registration, Refreshments	Admin Building Entrance
8:15am - 9:00 am	Welcome/Keynote	Theater
9:00 am - 9:50 am	Ignite Talks	Theater
9:55 am - 10:40 am	Breakout Session 1	ITC032   SC138   SC140   Art Gallery
10:45 am - 11:30 am	Breakout Session 2	SC138   SC140   Art Gallery
11:35 am - 11:55 am	Pathways Design	Theater
11:55 am - 12:30 pm	Lunch	Café 780
12:30 pm - 1:15pm	Breakout Session 3	ITC032   SC138   SC140   Art Gallery
1:20 pm - 2:05pm	Breakout Session 4	ITC032   SC138   SC140   Art Gallery
2:10 pm - 2:55 pm	Breakout Session 5	ITC032   SC138   SC140   Art Gallery
2:55 pm - 3:00 pm	Conference Evaluation	Presenters will provide link
3:30 pm	ABC CREATE Happy Hour	The Breakaway Bar and Grill (behind the ice skating rink), 715 Craigdell Road, New Kensington

## Teacher Tune Up-Lesson Plans Inspired by The Fluency Project at CMU

Carlynton: Kristen Fischer, High School English Teacher  
+ Wendy Steiner, High School English Teacher

Inquiry-Case Making-Advocacy: these are the key components of The Fluency Project. Designing lessons that meet all three components is not as easy as one would imagine. Wendy Steiner & Kristen Fischer are in their third year of The Fluency Project and have reworked many of their plans to incorporate the ICMA Model. Do you have a lesson or unit that could benefit from a tune up? Are you interested in helping your students become agents of change? Creators of technology not consumers? Then bring a lesson or an idea that you would like to re-examine and collaborate with us on ways to energize your classroom.

## Use of 20% Time For Middle School History Students

McGuffey: Cristin Litman, MS/HS Social Studies Teacher

+ Dan Gottron, School Administrator + Teresa Engler DLP Coaching Fellow

Hear how Cristin Litman, Dynamic Learning Project (DLP) Innovation Advocate provides students at McGuffey Middle School the opportunity to practice 20% time in their classroom. Session will discuss how her middle and high school students spend every Monday practicing and learning citizenship skills through the use of Project Based Learning and use of multiple creative technologies. Twitter: @McGuffey\_MS #McG3 #DLPCoaching #DLPAdvocate

## Virtual Reality: A Tool for Building Empathy, Collaboration and Global Competence

Highlands: Laura Fleischer Proano, Spanish Teacher '9-12

Explore how to use virtual reality as a tool to help build empathy, collaboration and global competence. This session will demonstrate how Spanish students developed virtual worlds in Cospaces to tell a story of empathy and created a virtual tour of their high school in Spanish for their Ecuadorian penpals. Session participants will have an opportunity to experience students' final projects as well as explore how to adapt the tools of Google Expeditions, Cospaces, Ricoh Theta 360 cameras and Google Tour Creator for their own classrooms.

## Xscape EDU: Unlock Learning with R.E.A.L. Activities

Bellwood-Antis : Jamie Forshey, Director of Instructional Technology & Media Communication. Teamwork. Critical Thinking. Problem-solving. Perseverance: Essential modern-day skills employers are seeking in prospective employees. Xscape with me to experience Relevant, Engaging and Authentic activities that will help your students develop these competencies while unlocking deeper and Lifelong learning to thrive in our world. Target Audience: K-12 Educators - All Subject Areas. Twitter: @edutech20 @XscapeEDU



**PSNK Visitor  
Wireless Access**

Choose "attwifi" Wi-Fi network. Launch a web browser and attempt to connect to any website. Click "Get Connected" to agree to Terms of Service on the AT&T Wi-Fi connection page.

**Social Equity into a Technology Classroom**

Freeport: Beth Zboran, High School Computer Technology Teacher

My web design class lessons were "click here, click there". At the end of the semester each student would create a website on a topic of their choice. I encouraged students to write about social issues or current events with little success. Then I started reading a novel in my web design class and things changed! We read "The Hate You Give" by Angie Thomas, and used that novel for class discussions. Along with learning web design, students learned about people different than themselves and the issues they face. Class discussions around social issues and current events came more easily. Final web projects were interesting, engaging and helped students to stretch their thinking about social equity.

**Statistics into Stories: Visual Representations of Data**

Lou Karas, West Liberty University, Director, Center for Arts & Education

This session will explore the ways students can collect and analyze day-to-day and personal data, use the information to create "data portraits" ~ "selfies" made out of data points. They can then use the visual representations to tell their stories and to analyze individual and group statistics. Examples of activities suitable for 3rd through 12th grade and beyond will be shared. Twitter: @WLUctr4Arts&Ed

**STEAM in a Secondary Literature Classroom**

Burrell: Darcy Holtzman, High School Literature Teacher

Having trouble figuring out how to integrate STEAM into your Lit class? Me too! With all of the skills and curriculum required for a Literature class, where does STEAM fit? This session will discuss the importance of cross-curricular projects in a high school Literature classroom, as well as, how to incorporate different aspects of STEAM into your lessons. We will look at some sample projects and discuss ideas in a round table forum. Twitter: @buccoenglish

**STEAM in ELA: The Great Gatsby**

Gateway: Lauren DeMaria, High School English Teacher

In this session, we would explore literary terms and symbolism in F. Scott Fitzgerald's novel The Great Gatsby using both the Google platform and physical props like water bottles, water, oil, food coloring, and beads to demonstrate knowledge of literary terms, color symbolism in the novel, and the symbolism of the iconic last line.

**STEM/STEAM from the Student Perspective**

Kiski Area: Dan Smith, Supervisor of Technology Integration, K-12 Technology Coach + Students: Jean Starr, Zach Horwat, Nick Lang

College and Career Ready- We've all used and heard this term to describe the positive changes in our educational system. But what about Students? In today's world students are at the heart of every decision, but do they have a voice in the development of STEM/STEAM learning? Join our student panel to ask questions of what students hope to accomplish during the K-12 careers. Twitter: @smithdan410



Dr. Joseph Cuiffi is a graduate of Penn State with an honors B.S. and a Ph.D. in the Department of Engineering Science and Mechanics. His initial research interests focused on solar cell devices and semiconductor chip processing, and his graduate work evolved into uses of nanotechnology for biomedical and analytical applications. Dr. Cuiffi is the former co-founder and VP of Engineering at Nano Horizons Inc., where he built production facilities and commercialized nanomaterial-based products. Dr. Cuiffi then spent 5 years with Draper Laboratory as a Principle Investigator fabricating advanced tissue model devices for infectious disease study and exploring novel biochemical sensing techniques. Dr. Cuiffi recently worked at Florida Gulf Coast University as an Assistant

Professor of Renewable Energy, studying solar cell grid integration and promoting entrepreneurial activities campus-wide. His current interests are in Smart Manufacturing and workforce development for Industry 4.0.

**NEXTOVATION** Industry 4.0 gives the Alle-Kiski Valley region a tremendous opportunity to develop advantages for students, companies and communities. Penn State New Kensington has teamed up with local industry, government, K-12 education and innovation leaders to give the region an advantage in preparing for and succeeding in an Industry 4.0 world. This collaborative effort is referred to as the "nextovation" of a Rust Belt area. Blending "next" and "innovation," Nextovation™ refers to the multi-sector partnerships convening to prepare for a knowledge-based economy by developing communities, industries, workforce and education.



[www.abccreate.org/nextovation.html](http://www.abccreate.org/nextovation.html)

**ABC CREATE PARTICIPATING DISTRICTS**



# ABC CREATE Showcase 2019 Morning Schedule

Time	Event/Location	
8:00am-8:15am	<p align="center"><b>Check-In</b></p> <p align="center">Penn State New Kensington Administration Building Entrance</p>	
8:15am-9:00 am	<p align="center"><b>Welcome and Keynote Speaker</b></p> <p align="center"><i>Theater</i></p>	
9:00 - 9:50 am	<p align="center"><b>Panel</b></p> <p align="center"><i>Theater</i></p>	
9:55 am	<p><b>Virtual Reality: A Tool for Building Empathy, Collaboration and Global Competence</b></p> <p align="center">ITC032</p>	<p><b>STEAM in ELA: The Great Gatsby</b></p> <p align="center">SC138</p>
	<p><b>CMU CS Academy</b></p> <p align="center">SC138</p>	
10: 45 am		
11:35 am	<p align="center"><b>ABC CREATE Highlights</b></p> <p align="center"><i>Theater</i></p>	

## Going Global with Project Based Learning

Riverview: Rachelle Poth, Foreign Language and STEAM Teacher  
The session will show the positive impact of PBL for amplifying student learning and globally connecting students. Students need opportunities to explore areas of personal interest for more authentic learning experiences through real-world connections. Learn how we connected globally, to create authentic, inquiry-based learning experiences. Twitter @Rdene915

## Immerse Students in Learning, AR, VR, AI in the Classroom

Riverview: Rachelle Poth, Foreign Language and STEAM Teacher  
Ready to immerse your students in learning? Come explore through augmented and virtual reality and walk away with new tools to quickly create engaging and immersive learning experiences for students. For anyone looking to start with AR/VR, and AI this is the place to start! Twitter: @Rdene915

## "Making" Engineering and other STE(A)M Connections

CREATE Lab Partner Carlow University: Suzanne Ament, STEAM & Projects Coordinator + Stephanie Conrad, Montessori Teacher  
Materials? Mess? Tools? What are the biggest obstacles to using maker projects in your classroom? The Campus Laboratory School Mobile Maker Space provides accessible resources for implementing important "maker" activities into daily classroom instruction. Research recommends that resources for "making" should be distributed throughout the students' environment so that they provide a logical recourse for problem solving challenges. The Engineering and Technology strands of the curriculum are particularly valuable in engaging students who are not drawn to traditional school subjects and provide an attractive entry point for their studies. Classes incorporate the engineering design cycle (building on successive iterations) and CREATE Lab technologies, which provide a model for developing persistence in the face of challenge. Twitter: @SRAment

## Making Made Special

Allegheny Intermediate Unit: Beth Whitney, Elementary emotional support teacher + Robert DeFillippo, Secondary Autistic Support Teacher  
Through innovative and differentiated and assessments that focus on engaging STEAM and computer science activities, the TEAMS model will help catalyze student engagement, through equitable access for students with severe cognitive and emotional disabilities. With a strong focus on project-based learning and classroom norms we support students in igniting their natural curiosity and help them develop problem-solving skills. Twitter: @grlnamedbeth @Robert\_Def\_EDU

## School Retool: Stories from Administrators about Hacking Schools

Allegheny Valley: Brett Slezak, Supervisor of Technology + Patrick Graczyk, Superintendent  
Members of the latest School Retool cohort, a design thinking program at Stanford's d. School, share their experiences in changing school culture through small "hacks" like shadowing students and putting your desk in the hallway, to build empathy for the student experience. Twitter: @avphysed

<p><b>Bio/STEAM Collaboration on Sustainability</b>                  Plum: Tamar McPherson , 10-12 PreCalc, Physics, AP CSP                  Bioengineering is a broad discipline and includes more than just medicine. Through our participation in Pitt's Research Experience for Teachers internship, we were able to bring biology and engineering together via the topics of sustainability and hydroponics. STEAM Studio and Biology students collaborated to design a hydroponics system for the Life Skills students to grow healthy tomatoes and other vegetables for their teaching kitchen and created a promotional video in CoSpaces EDU. Twitter: @teachme124</p>
<p><b>Collaborative PBL</b>                  Burrell: Melinda Kulick, BCIT K-5 + James Croushore, Principal                  We know students learn best when they are interested in the topic presented. How can you reach and excite all students at the same time while holding their attention through through an entire project? The answer is through collaborative project-based learning (PBL). This session can benefit anyone K-12 with an open mind and interest in taking their curriculum to the next level. The collaborative experience of elementary specialists (art, business/tech, music and phys ed) will be shared how this learning approach, at any level, can engage students and connect them to the real-world around them.                  Twitter: @burrellelemtech @jcroushore</p>
<p><b>Computational Thinking with Creative Robotics using the NEW Hummingbird Kit</b>                  BirdBrain Technologies: Kelsey Derringer, PD Coordinator                  In this hands-on session, educators will use the all new Hummingbird Bit Robotics Kit to program and build simple, creative robotics projects. Together, we will explore how K-12 educators in all content areas are engaging in meaningful computational thinking, PBL, and 21st century skills through creative robotics!</p>
<p><b>CMU CS Academy</b>                  Carnegie Mellon University: Arman Hezarkhani, Professional Development Coordinator, 9-12 Computer Science + Sanjna Bhartiya, Content Producer                  Our session will start out with a brief overview of what CS Academy is, the current success it has had as providing an equitable option for Computer Science education continuum at the high school level. From there it will transition in an opportunity to demo the tool, learn about the educator resource and teacher network and we will wrap up with hearing from a current CMU CS Academy partner teacher. Twitter: @CMU_CS_Academy</p>
<p><b>Desmos 101 (Not Just for Math Class Anymore!)</b>                  Fox Chapel: Stephanie Reilly, Online Learning Coordinator '6-12                  Plum: Tamar McPherson, 10-12 PreCalc, Physics, AP CSP                  Desmos.com at first glance looks like an ordinary graphing website. But did you know that the geniuses at Desmos have created an entire suite of classroom-ready activities for all levels of math classes - complete with teacher dashboard, interaction, and high-level questions built into the activity? All free! But it's not just for the math classroom - you can use Desmos for card sorts and suddenly, it's a classwide activity guaranteed to spark discussions. Bring laptop!                  Twitter: @reilly1041 @FCA_Online</p>

Event/Location	Time
<p><b>Check-In</b>                  Penn State New Kensington                  Administration Building Entrance</p>	8:00am-8:15am
<p><b>Welcome and Keynote Speaker</b>                  Theater</p>	8:15am-9:00am
<p><b>Panel</b>                  Theater</p>	9:00 - 9:50 am
<p><b>Xscape EDU: Unlock Learning with R.E.A.L. Activities</b>                  SC140</p>	9:55 am
<p><b>Statistics into Stories: Visual Representations of Data</b>                  Art Gallery</p>	
<p><b>Collaborative PBL</b>                  SC140</p>	10:45 am
<p><b>Teacher Tune Up-Lesson Plans Inspired by The Fluency Project at CMU</b>                  Art Gallery</p>	
<p><b>ABC CREATE Highlights</b>                  Theater</p>	11:35 am

# ABC CREATE Showcase 2019 Afternoon Schedule

# ABC CREATE Showcase 2019 Afternoon Schedule

Time	Event/Location		Event/Location		Time
12:30 pm	<b>Social Equity into a Technology Classroom</b> ITC032	<b>"Making" Engineering and other STE(A)M Connections</b> SC138	<b>Use of 20% Time For Middle School History Students</b> SC140	<b>Making Made Special</b> Art Gallery	12:30 pm
1:20 pm	<b>Computational Thinking with Creative Robotics using the NEW Hummingbird Kit</b> ITC032	<b>Immerse Students in Learning, AR, VR, AI in the classroom</b> SC138	<b>School Retool: Stories from Administrators about Hacking Schools</b> SC140	<b>Bio/STEAM Collaboration on Sustainability</b> Art Gallery	1:20 pm
2:10 pm	<b>Going Global with Project Based Learning</b> ITC032	<b>STEAM in a Secondary Literature Classroom</b> SC138	<b>Desmos 101 (Not Just for Math Class Anymore!)</b> SC140	<b>STEM/STEAM from the Student Perspective</b> Art Gallery	2:10 pm
2:55 pm	<b>Conference Evaluation</b> You will be given the link to the conference evaluation at the end of the last session.		<b>ACT 48</b> We will use the evaluation along with the morning sign-in to demonstrate your participation in this professional development opportunity. We will notify each district of the educators who participated, and the districts will manage your ACT 48 submission in their customary fashion.		



@abc\_create  
#abccreate

**ABC CREATE HAPPY HOUR**  
 Continue conversations and deepen connections.  
  
 Join us for refreshments immediately following today's Showcase at The Breakaway Bar and Grill (behind the ice skating rink), 715 Craigdell Road, New Kensington.

