Making College Real



STEM for ALL

Engagement

TRIO Upward Bound Math and Science Center for College Access and Success Northeastern Illinois University

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Session Objectives

- This sessions will be divided into two areas: program services and program management:
 - In the first part of the presentation we will demonstrate a variety of technology tools and STEM projects to engage students in grade 6-12 and improve academic achievement.
 - In the seconds part of the presentation, we will address and overview of technology tools to develop communication and data collection strategies for program effectiveness and efficiency.



Section I : 21st Century Classroom

This presentation will explore the use of project based and career oriented activities to engage students and provide services.

We will engage in a few activities during this presentation to discuss technology tools and resources useful for a 21st CCLC project.

- 1. VEX Robotics
- 2. Underwater Robotics
- 3. Game development

- 4. Music Editing
- 5. Architecture
- 6. Coding



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VEX Robotics

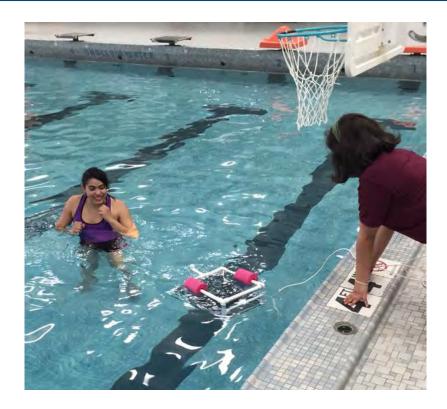
- Classroom & Competition sets
- Engineering Design
- Critical thinking
- Math and Science Content
- Team building
- Leadership





Underwater Robotics - SeaPerch

- Competition Set
- Engineering Design
- Critical thinking
- Math and Science Content
- Team building
- Leadership





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Game Design - Kinect2Scratch

- Game theory
- Fundamentals of coding
- Computational thinking
- Trial and error testing
- Problem solving
- Designing
- Producer vs. Consumer





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Music Editing

- Online and Desktop tools
- Math and Science concepts
- Music editing







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Architecture

- Desktop software
- CAD Design
- Math and Science concepts





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Coding

- Desktop and online
- Computational thinking
- Computer languages
- Math and Science concepts





Section II : Project Management

This presentation will explore the use of technology as a resource to manage projects, engage students and provide services.

We will engage in a few activities during this presentation to discuss technology tools and resources useful for a TRIO project.

- 1. Recordkeeping and File Sharing
- 2. Data Collection
- 3. Written Communications
- 4. Phone/Apps Communication

- 5. Presentations
- 6. Websites
- 7. Student/Teacher Tools



1. Recordkeeping / File Sharing

Google Drive (downloadable)

- Spreadsheets = customizable formatting and features, including drop-down menus, formulas, permissions for varying types of user access (can view; can edit; can comment) <u>Example</u>
- Documents = multiple concurrent users and real-time updating without the need to sync



• Files Collections

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2. Data Collection

- Google Forms
- Survey Monkey
- Poll Everywhere







3. Written Communications

- Gmail
 - Creating domains
 - Linked with Drive
 - Switching between accounts
- MailChimp
- Newsletters
- Blogs
- Social Media



4. Phone/App Communications

- Google Voice
- Doodle
- Remind Text Service

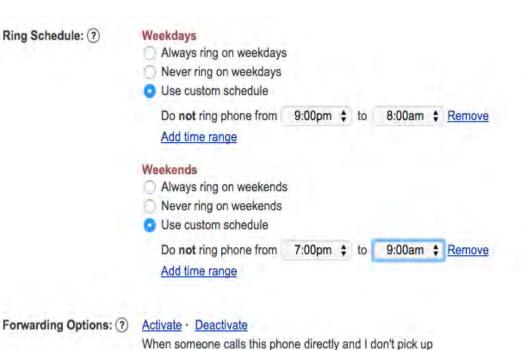




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Advantages of Google Voice

- My number (312) 869-2308
- Enables scheduling of calls
- No personal numbers but still have access
- Can create for staff members without minutes
- Transcribed voicemail to email
- Create Emergency
 Exceptions
- Block Certain Numbers

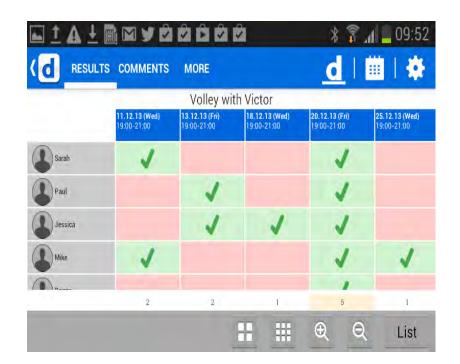


Ring my other phones before going to voicemail

Go straight to voicemail

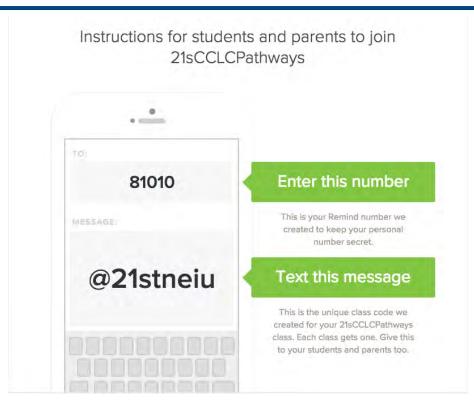
Doodle Account

 Use for easy scheduling for meetings, parent university, parent book club, work events, etc.



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Remind Account



www.remind.com



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5. Presentations

- Google Slides
- Prezi



https://www.google.com/slides/about/





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7. Website

• Cloud website builder

- Ready to build templates
- Customizable
- Drag and Drop building
- Mobile Configuration
- Easy to use for Events and Registrations





8. Student/Teacher Resources

- Google Classroom
- Edmodo
- Digital Badges



http://digitalyouthnetwork.org/category/advertising/



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Q & A

Presentation Link: https://goo.gl/efCFPe

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