Makey Makey

The final event of the day will be an opportunity to get creative and design some fun stuff with a kid friendly invention kit called “Makey Makey.” Everyone will get to take home a new “Makey Makey” kit!

www.makeymakey.com

Conference Fee:
$150.00 Early Bird by 6/30/14
$160.00 after 7/1/14
(Breakfast and lunch included)

Location: Rutgers University,
Busch Campus, SERC/Alexander T. Pond Building

To Register:
http://cmsce.rutgers.edu

New Media:
Creativity & Innovation

Mini- Conference
August 13, 2014
8:30 a.m. – 3:30 p.m.
Rutgers University- CMSCE

Rutgers University- CMSCE
T. Alexander Pond/SERC Building, Room 239
Busch Campus, Box 1179
Piscataway, NJ 08854
Voice: 848-445-4850
Fax: 732-445-3477
Creativity & Innovation

Join us for the CMSCE annual summer Mini-Conference. This year’s theme is Creativity & Innovation. Student engagement is critical to learning but often a challenge to achieve. The solution: creativity! Providing students with an opportunity to create, innovate and critically think is constructing a new kind of education for the 21st Century where students are driven by intrinsic motivation. Join us for a one-day event featuring hands-on, multidisciplinary, self-differentiating activities that take advantage of new tools and strategies to engage and excite all students!

The Strands

The conference will include five strands with three one-hour and a half sessions per strand. You can follow one strand or take a session from three different strands-you get to choose your sessions. Strands include (full description on website soon):

Reimagining Your Classroom with the Tools that You Have:
- Universal Design For Learning with Technology
- Experiential Learning with Mobile Technology
- Project Based Learning with Mobile Devices

Creativity & Innovation
- Mindfulness as a Foundation for Learning
- Build a Brain Owner’s Manual – Brain-based education
- Fostering Creativity & Innovation in the Classroom

Tinkering – Learning by Making
- Getting Started with Maker Projects (3 hour session)
- Maker Mindset & School Maker Spaces

New Media
- Coding with Kids: Game and App Design (3 hour session)
- Animation & Movie Making

21st Century Practices - Meeting STEM Standards
- Science & Engineering Practices
- Design Thinking & Habits of Mind
- Student Driven Data