STEM, STEAM and Literacy Connections in the Elementary Classroom

October 22, 2019

Presenter: Kristine Scharaldi

Location: Monmouth Mall, Lower Level
180 Route 35 (Routes 35 & 36)
Eatontown, NJ 07724

For directions to the Mall, go to the back of the brochure or our website at: www.rpdacademy.org

Time:
8:30 am Registration and Coffee
9:00 am - 1:00 pm Seminar presentation
(Lunch will not be provided)

Fee: No charge for Collaborative Members
$100 per person for Non-Collaborative Districts (non-refundable)

Overview: Creativity, making, and design, partnered with relevant stories, can make STEM content real for our young learners. Discover how to connect literacy with STEM and STEAM in the elementary classroom (prek-5). We will use springboard texts and stories to launch the STEM engineering design process. Find out about recommended nursery rhymes, fairy tales, picture books, novels, poems, articles and other literary sources that can serve as purposeful drivers for students to create innovative products and solve problems.

We will discuss exciting ways that literacy can weave STEM/STEAM components. See examples of how to make ELA and STEM standards come alive. We will share various activities that incorporate literacy into science, technology, engineering, the arts and mathematics. Discover tools and materials to engage young learners in grade-level appropriate STEM/STEAM content and practices such as: robotics (ie. Dash and Dot) coding (ie. Scratch, Scratch Jr.), and low tech (paper and cardstock). Participants will leave with ready-to-use ideas, recommended tools and books, digital resources, and specific project suggestions.

**Participants of all levels of technology proficiency are welcome to come to share ideas and experiences

**Participants are encouraged to bring their fully charged own devices (smartphones, iPads/tablets, laptops, etc.) to fully explore the potential of the technology tools.

**A list of technology tools that will be used in the workshop will be available one week prior at: www.kristinescharaldi.com (Click on Training Resources, RPDA). Participants are encouraged to download the tools in advance.

Outcome Objectives: Participants will gain knowledge and skills in:

- Ways that literacy can weave STEM and STEAM components and motivate the design process.
- Engaging students in multidisciplinary, thematic activities that connect literacy, science, technology, engineering, the arts and mathematics.
- Tools and materials for students to use in STEM/STEAM projects.

P.D.U.: 4. 0 hours

Handouts will be provided at the workshop.