



and
The Westchester School Age Directors Network

Present the

2017 Westchester School Age Conference

Full STE(A)M Ahead:

Bringing STE(A)M To School Age Programs

for
New and Experienced Staff and Directors in School Age Programs

Saturday, October 21st

8:00am – 1:05pm

St. Ann's Peas & Karrots

16 Elizabeth Street, Ossining, NY 10562

CCCW Member \$40 – Non-Member \$55

Includes continental breakfast



Registration Deadline – October 17, 2016

Receive 4 hours of training including keynote & choice of 2 workshops

Schedule

8:00am - 8:30am	Registration & Continental Breakfast
8:30am - 9:45am	Keynote
9:55am - 11:25am	Workshop Session 1
11:35am - 1:05pm	Workshop Session 2

Keynote

Teaching Kids to Think

Rob Kissner, The Digital Arts Experience



We live in an age of pocket-sized computers and instant gratification through technology. More than ever, kids are relying on their smartphones, tablets, and computers to instantly find answers and solutions, yet in the real world, instant solutions don't exist. Simply put, kids are not learning how to think. Join Rob Kissner, Founder & CEO of The Digital Arts Experience in exploring why The DAE was created, observations that they've made on how kids learn from and interact with technology, and how they are utilizing learning through self-discovery and solution focused design to teach kids how to think.

REGISTER ONLINE AT – <http://bit.ly/2uqF4WQ>

For information, contact Idie Benjamin at ldieb@cccwny.org or 761-3456 Ext.108.

Session #1 - 9:55am - 11:25am – Choose one when you register!

A – Creative Technology in School Age Programs

Rob Kissner, Founder & President of The Digital Arts Experience

This session will explore creative technology and its role in after school programming and take you through computer programming, animation, 3D design, and other areas of technology for kids all ages. The programs and technologies used for these types of programs are predominantly free and are easy to learn. You'll discover how technology can be used as effective learning tools to develop real skills, creative, and self-confidence.

B – Our Wild Neighbors: Animals in School Age Programs

Chris Evers, Director & Founder/Animal Embassy LLC

Learning about the environment is a major part of STEAM education. This session will present options for school age professionals who wish to incorporate local wildlife and naturalist themes into their curriculum. Through demonstrations with live animals, session attendees will learn how to incorporate animals and nature into their science curriculum.

C – CAPE- Community Adventure Play Experience

Andrea Davis, Sarah Lawrence College

Outdoor and physical play is of the utmost importance for school age children. CAPE, a Sarah Lawrence College run program, allows to children to use their imagination and creativity to build grand structures and objects using recycled materials such as cardboard boxes and tires. This workshop will explain the use of CAPE in school age programs and even allow participants to engage in a CAPE of their own.

D – Creating Connections Between Students and STE(A)M

Corinne Flax, Bruce Museum

This workshop will present teachers with some of the Bruce Museum's basic techniques of applying STEM/STEAM to classrooms and programs. Participants will engage in hands-on science experiments in order to understand how to use free choice learning in the classroom, and analyze how to create connections between our students and the applied sciences.

Session #2 - 11:35am - 1:05pm – Choose one when you register!

E – Math is Cool in After School

Tamar Benjamin, Elementary Education Consultant

Math is all around us, and you don't need to be afraid. During this session, participants will be introduced to ways to introduce math in daily routines and activities in ways that are both fun and engaging for the children. We will also explore the Common Core State Math Standards, so that participants will understand the terms and create a fun, low stress environment that will increase the children's student's math skills ways.

F – Our Wild Neighbors: Animals in School Age Programs

Chris Evers, Director & Founder/Animal Embassy LLC

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G – CAPE- Community Adventure Play Experience

Jan Drucker, Sarah Lawrence College

Outdoor and physical play is of the utmost importance for school age children. CAPE, a Sarah Lawrence College run program, allows to children to use their imagination and creativity to build grand structures and objects using recycled materials such as cardboard boxes and tires. This workshop will explain the use of CAPE in school age programs and even allow participants to engage in a CAPE of their own.

H – Full STE(A)M Ahead: Bringing Today's Science Trends into the Classroom

Lori Stratton, Westchester Children's Museum

Participants will learn how to break down complex concepts for school age students by learning the Design Process through engineering and scientific challenges. Participants will also be exposed to some innovative bents on how to strengthen STEM based learning by injecting the arts and creative play into teaching strategies.

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