2023 NYSSEC Conference Proposal Topics

1) 5 Amazing ways to blend literacy and STEM
2) A Sneak Peek at ITEEA EbD TEEMS (Engineering by Design K-5)
3) An International Industrial Problem Solving Experience for High School Students: Authentic STEM
4) Build a Bot; Save a Species; It's all Fun and Games ('til someone tells them they're coding)
5) Build a Spaghetti Bridge to teach the NYS CS Standards.
6) Building Paper Circuits on Our Way to Interactive Art in all Content Areas
7) Come and Play With Us! Tech Toys to Enhance Instruction
8) Computer Science and Digital Fluency Standards (are Already!) in your Classroom
9) Creating real world STEAM projects in that literally are out of this world!
10) CTE is STEM: Exposing students to STEM careers
11) Designing Products for Space with a Truly Out-of-This-World STEAM Program
12) Drone Cadets in the classroom
13) Early Childhood Makerspace
14) Equity in Science Education
15) Food-to-Energy: A Science Experiment that connects Food Waste, Resource Recovery, and Anaerobic Decomposition
16) GEN CYBER: Security for All of Us
17) Getting Up to Speed with the NYS Science Standards (NYSSLS)
18) How to get Students to Publish in a Peer-reviewed Journal
19) Implementing the VEX Continuum: STEM at Every Level
20) Incorporating The Arts into the Teaching of Climate Science
21) Integrating Literature and STEM NGSS Engineering
22) Participatory Science and 21st Century Skills
23) PMi Citizen Developer - Next Gen Digital Literacy Skills
24) Quantum Computers-What Does It Mean for Education?
25) Solving elastic collision without a KE postulate
26) Solving elastic collision without a KE postulate
27) STEAM is Elementary
28) STEAMed Drones in the Educational Classroom
29) STEM in Motion
30) Taking your Students on a Virtual Tour
31) Teacher Perceptions of Technological Knowledge and Pedagogy in Mathematics Instruction in a Northeast State
32) Teaching Climate Change While Addressing New York Standards
33) Teaching Energy Conservation through Roller Coaster Design and Construction; Roller Coaster STEM
34) Teaching mathematical modeling to students using an existing model as a starting point in M2Studio
35) Teaching STEM through the use of music
36) Teaching Students the Skill of Computational Thinking
37) The Metagenomics Education Partnership: Harnessing the Power of Microbial Genome Sequencing and Big Data with High School Students and Teachers
38) Using Student-Made Stop Motion Video To Show Understanding
39) We're Living in a Digital world but I am a Material(s) Girl; The Reluctant Coder: A play-based intro to CT for newbies
40) What is the Storyline behind 3-D Learning in Science