2023 NYSSEC Conference Proposal Topics

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