



المركز الدولي للتدريب و جودة الخدمات
The International Center For Training And Quality Of Services



2 Days Workshop

6-7 April, 2019

Instructor

DR. SHIRLEY CAMPBELL

Prof. at Bagwell College of Education,
Kennesaw State University, USA

Venue

TRIUMPH HOTEL

AlKhalifa AlMaamoun Street,
Heliopolis, Cairo

Day1

STEAM/STEM Basics for
the Classroom

Day2

Designing and Using Maker Spaces
in the Classroom

Dr. Campbell provides K12 education and professional development for educators in a variety of formats. Currently teaching in the Bagwell College of Education at Kennesaw State University, USA. Having previously served as professor at the University of Pittsburgh and Seton Hill University, she currently designs and provides specialized on-going training and support for educators through her company, Professional Development and Learning Support Services (PDLSS). PDLSS has been in operation for nearly 15 years.

Dr. Campbell's experience in long range learning improvement projects involve assessment and evaluation, onsite coaching and support, individual project planning, large group collaborative meetings, technology integration specializations, and working closely with personnel to advance change.



Workshop Topics

STEAM/STEM Basics for the Classroom

The STEAM/STEM Starter Workshop is designed for educators with little experience in Science, Technology, Engineering, Art (Design) and Mathematics topics, who want to gain some experience and confidence in STEAM, and learn ways to integrate STEAM into the content they teach. This STEAM/STEM workshop will provide hands-on experience across a range of activities, along with an introduction to Engineering Design Practice and Inquiry Thinking practices. Participants will experience an introduction to coding, robotics, and electronic circuitry.

Designing and Using Maker spaces in the Classroom

The Maker Space Workshop is designed for educators with little experience in the use of Maker Spaces in the classroom, who want to gain some experience and confidence in using Maker Spaces and applying the Maker Space process to increase creativity and problem solving skills for their students. In this workshop, participants will take part in Maker Space projects in various formats, designed to offer a variety of optional ideas that will fit almost any classroom. Maker Spaces involve hands-on design of solutions to problems or creation of projects to meet a specific need. They often involve trial and error, and learning from mistakes, as well as design and creativity models like Engineering Design Practice and Inquiry Thinking.

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