

# Stanley Black & Decker University

1000 Stanley Drive  
New Britain, CT



Conference theme:

**“The Changing Faces of Technology Education.”**

Presenters:

<a href="#">Julie Sick-Panus</a>	<b>Elementary Engineering Design</b> Participants will receive hands-on experience with an elementary level engineering design challenge as they design and build a mag-lev vehicle to stated parameters. Ms. Sicks-Panus teaches at Plymouth Elementary School in Plymouth, NH.
<a href="#">Steve Nystrom</a>	<b>NASA. It's Not All Rocket Science.</b> Steve Nystrom and a fellow math teacher spent two weeks at NASA Langley Research Center being exposed to wind tunnels, fabrication shops, simulators, and a wealth of educational resources offered through NASA. They developed a lesson plan on bridge building and loading simulations that will be shared at this session.
<a href="#">Jon Amory</a>	<b>Engineering to Education: Applying Lessons from Industry to the Classroom</b> Jon Amory is a Technology Education teacher with five years as an advanced robotics engineer, and will explain how he is implementing these lessons as an educator. His classes often consist of solving large scale, real world problems for very little money, such as a student designed and constructed state of the art wind tunnel capable of 175 mph winds.
<a href="#">Dawn Korade</a>	<b>Research Experience for Teachers in Engineering</b> The Engineering Dept. at UNH is hosting a program for teachers to assist with research and gain valuable experiences and info to integrate into TE curriculum. This session is about the experiences of several teachers assisting with research in various fields of engineering during the summer of 2011, the contacts made, and the resources gained as a result of their participation.
<a href="#">Dan Caron</a>	<b>Using CAP AEX to Teach Aerospace</b> The Civil Air Patrol's Aerospace Excellence Program is an easy way to teach aerospace topics and achieve recognition for your students. This session will prepare you to participate in this exciting program and assist you in acquiring valuable resources to make it happen.
<a href="#">Dave Kelly</a>	<b>VEX Robotics Competitions</b> This session will explain what VEX competitions are and what it takes to become involved. A short time will be provided for participants to work with the robots. Dave Kelly is the New Hampshire Christa McAuliffe Sabbatical recipient and is working to create VEX robotics competitions in New Hampshire.

<p><a href="#">Mark Leonard</a> <a href="#">TEC Ed Concepts</a></p>	<p><b>3D Print Technology: Classroom Applications that Integrate STEM Activities</b> Join us to hear about the 3D printing “explosion” in technical classrooms nationwide and see the hottest new desk top 3D printers in operation, including the STEM-defined RapManUSA 3D printer that students fabricate from a kit and the BFB3000 desk top 3D printer. Learn how you can affordably add a 3D printer to your lab and the possibilities for integrating mathematics, engineering skills, mechatronics, design challenges, and manufacturing. We will also review the recently published curriculum module for Rapid Prototyping/ Rapid Manufacturing as an EbD standards-based tool for technology educators that focuses activity on the RapManUSA 3D printer kit.</p>
<p><a href="#">Curt Willard</a> <a href="#">Northeast Technical Systems/Intelitek</a></p>	<p><b>Robotic Engineering</b> Having students design, build, and compete with their own robots is a great way to capture student interest in Technology Education/Engineering. Embedding that process in a comprehensive course meets STEM requirements, as well as links to ITEEA’s Engineering by Design. This workshop promises lots of details.</p>
<p><a href="#">Jim Frazier</a>  <a href="#">Studica Inc.Uniting Technology with Education</a>  jimf@studica.com</p>	<p><b>“Autodesk STEAM (STEM with Art)”</b> Autodesk Digital STEAM is created to engage students in science, technology, engineering, art and math (STEAM) through projects developed by industry experts and teachers. Each project is accompanied by comprehensive resources such as videos, lesson plans, data sets, and real time 3D interactive viewers of completed projects. The Digital STEAM Workshop is not just about learning how to use Autodesk software; rather it is leveraging the power of technology as part of an entire design thinking process which is key to defining a problem and generating solutions as well as developing 21st century skills</p>

7:30-8:30	<b>Registration and Continental Breakfast</b>		
8:30-9:00	Welcome -		
9:00-3:30	Exhibits open		
	<b>Room AB</b>	<b>Room CD</b>	<b>Room EF</b>
9:00-9:50	Julie Sick-Panus	Dawn Korade	Curt Willard
10:15-11:05	Steve Nystrom	Mark Leonard	Dave Kelly
11:30-12:20	Jon Amory	Dan Caron	Jim Frasier

