This C-STEM 2-Day Workshop will provide K-14 teachers with hands-on experience on how to use freely available C-STEM Studio and RoboBlockly, as well as C-STEM Math-ICT curriculum with interactive coding, making, and robotics that aligns with the Common Core Math, NGSS, and ICT Sector standards to develop students’ 21st century problem-solving skills and better prepare students for college and careers. Whether or not you have previous coding and robotics experience, you will enjoy the workshop enormously. This workshop focuses on:

- Providing computing education utilizing user-friendly RoboBlockly, computer programming in C/C++ interpreter Ch, and Barobo Linkbot or popular Lego Mindstorms NXT/EV3
- Implementing new teaching strategies and opportunities for personalized and collaborative learning through hands-on activities
- Adopting Common Core Math compliant curricula with computing and robotics
- A range of ideas for interfacing various hardware and software in the classroom
- ChDuino for tinkering with the General Purpose Input/Output (GPIO) pins on Arduino board
- Using GPIO pins on Arduino to interface electronic components like LEDs, buttons, photo-resistors, and sensor-based control of Linkbots, and Mindstorms NXT/EV3

For more information, please contact info@c-stem.ucdavis.edu and visit c-stem.ucdavis.edu