



**International Technology and Engineering
Educators Association**

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NEWS RELEASE For Immediate Release

ITEEA Announces Long Beach Conference Workshop Opportunities

RESTON, Virginia, November 1, 2011 – The International Technology and Engineering Educators Association is pleased to announce five specialized preconference workshops and one post-conference workshop at its annual meeting to be held March 14 - 17, 2012.

The preconference workshops will be held on Wednesday, March 14 and include the following:

- **Basic Grant Writing** will introduce professionals in technology and engineering education to the basics of grant writing for all levels of funding at local, state, and national levels.
- **CEENBoT Robotics**, an NSF-supported STEM education workshop, will show teachers how educational robotics and the CEENBoT platform can be a classroom tool that enhances student learning experiences. Teachers will be engaged in hands-on activities that support the use of TI graphing calculators as well as a library of functions for the classroom.
- **Survival Master: A 3-D Computer Game** is designed specifically for middle school engineering and technology education students. Simulations and Modeling in Technology Education (SMTE) is a five-year National Science Foundation-funded project that is researching the potential of a hybrid instructional model that blends computer gaming and physical modeling using tools and materials. The project, conducted by Hofstra University, has designed a four-week-long 3-D computer game called Survival Master and a companion physical modeling curriculum specifically for middle school engineering and technology education students and teachers based on *Standards for Technological Literacy*.
- **Studio Animation and HD Video for the Technology Laboratory** is a hands-on workshop that will engage technology teachers with how to use current tools such as Premiere Pro, After Effects, and Encore to enable their students (Grades 8-12) to edit high definition (HD) video and create animation effects for devices and the World Wide Web. It will focus on techniques, concepts, and tools to introduce your students to new technical developments and design considerations to produce, edit, and publish their animations and HD videos for a variety of devices, displays, and media (e.g., Blu-ray disks).



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- **Teaching Renewable Energy Technology** will provide participants an overview of renewable energy technology; sample lessons, materials, and curriculum activities; and a four-semester curriculum guide for renewable energy technology.
- **DESIGN SQUAD: As Built on TV** will introduce participants to resources that will help middle and high school students deepen their understanding of the design process and increase their motivation to pursue engineering. Participants will learn how to use *Design Squad's* challenges and free online resources to enrich their existing curricula, and each will receive a set of *Design Squad* activity guides as well as DVDs of select episodes. Learn to use PBS' *Design Squad's* robust library of resources in your classroom.

The specialized post-conference workshop, to be held Saturday, March 17, 2011, covers the topic of **Robotics, Engineering, and Automation**. This full-day workshop was so popular at the 2011 ITEEA conference in Minneapolis that it is being offered again in Long Beach. This Lab provides in-depth hands-on exercise for teachers and administrators on the new EbDPathwayExtension™ in Robotics, Engineering, and Automation. Participants will build, program, and compete with robots using the same curriculum featured in EbD's Robotics PathwayExtension™.

ITEEA's Long Beach Conference will be held March 15-17, 2012. For the latest conference information including workshops and registration, go to www.iteea.org/Conference/conferenceguide.htm.

Questions can be directed to iteea@iteea.org or 703-860-2100.