

Ideas with

IMPACT

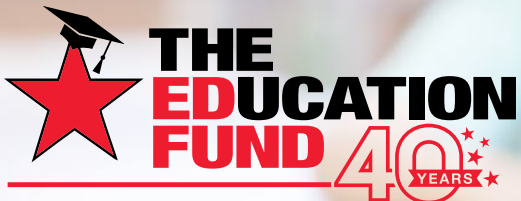
Elementary | Middle | Senior High Ideas

**IDEA EXPO TEACHER
CONFERENCE**

**CELEBRATING 40 YEARS OF
INVESTING IN TEACHERS**

**46 NEW INSPIRING WORKSHOPS
WITH FLORIDA STANDARDS**

**RESILIENCY • CLASSROOM MANAGEMENT • FINANCIAL LITERACY • AI & TECHNOLOGY • STEM
STEAM • HEALTH & WELL-BEING • SOCIAL SCIENCES • ELA • EVERGLADES AND MORE!**



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Here's a small taste of our accomplishments:

- ★ \$86+ million raised for public schools
- ★ 30 Food Forests installed with daily lessons engaging 27,770+ students in these outdoor eco-labs
- ★ \$26+ million in free supplies provided, benefiting 3.7+ million students
- ★ 203,000+ students and teachers recognized for their artwork
- ★ 34% increase in students' college enrollment attained as part of a national demonstration project
- ★ \$3.1+ million granted to teachers to foster student achievement in 5,400+ classrooms
- ★ 3,000+ business professionals recruited to step into the shoes of a teacher for a day
- ★ 278,500+ Food Forest harvest bags provided to low-income students' families

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Sponsored by Education Foundation

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Overall program sponsorship provided by the School District Education Foundation Matching Grants Program and Education Fund License Plate.

A Message from the Superintendent of Miami-Dade County Public Schools



Miami-Dade County Public Schools

giving our students the world

Superintendent of Schools
Dr. Jose L. Dotres

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July 18, 2024

Dear Educators,

Now celebrating its 40th anniversary, The Education Fund has been a key partner of Miami-Dade County Public Schools (M-DCPS) by sponsoring initiatives that support teachers with networking, training opportunities, grant funding, and more. By empowering teachers to be catalysts for innovation in the classroom through programs such as Ideas with IMPACT, The Education Fund provides teachers the resources to bring their ideas to life and an avenue to share proven instructional strategies with others. In this way, The Education Fund supports the school district's efforts to promote and recognize teacher leadership.

The Education Fund's Idea EXPO elevates teacher leadership by providing a forum for some of Miami-Dade's most dedicated teachers to showcase their classroom innovations with their colleagues. I applaud The Education Fund for hosting this conference, which will feature teachers' best practices across a multitude of subject areas, with lessons designed to engage students and accelerate their learning.

The Education Fund's Ideas with IMPACT program is designed to share innovative, cost-effective teaching ideas in a user-friendly network that includes the *Ideas with IMPACT* catalog, curriculum instructional Idea Packets, the Idea EXPO Teacher Conference, numerous grant opportunities, discussion series, and interactive training webinars led by M-DCPS teachers. I commend the dedicated educators who contribute their time and talents to the IMPACT network, and I encourage teachers to avail themselves of these opportunities to learn additional best practices to further enhance their craft. Thank you for all you do to make a difference for our students and our community.

Sincerely,

Dr. Jose L. Dotres
Superintendent of Schools



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FOR APPLE PHONES

1. Scan the QR code using the camera app. The app will open in your default web browser. If you don't want to load the app on your phone, you can use your web browser to explore workshops and register.
2. If you want to save the app on your phone, click the share button, and select "Add to Home screen". Return to the home screen and open the **IDEA EXPO 2024 App**.
3. The app will ask for your email address. This will allow you to save your selections as you browse and select workshops.
4. Once you add the email address, a security code will be sent to your email. Follow the instructions included.
5. Explore workshops being offered! Select only **ONE** workshop for each session.
6. Select **Register** to complete the registration process and to submit payment.

FOR ANDROID PHONES

1. Scan the QR code using the camera app. The app will open in your default web browser. If you don't want to load the app on your phone, you can use your web browser to explore workshops and register.
2. If you want to save the app on your phone, click the three buttons to share, and select "Add to Home Screen" or "Install App". Return to home screen and open the **IDEA EXPO 2024 App**.
3. The app will ask for your email address. This will allow you to save your selections as you browse and select workshops.
4. Once you add the email address, a security code will be sent to your email. Follow the instructions included.
5. Explore workshops being offered! Select only **ONE** workshop for each session.
6. Select **Register** to complete the registration process and to submit payment.



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**Dan
Fitzpatrick**
THE AI EDUCATOR

KEYNOTE SPEAKER

THE AI CLASSROOM

Teaching and Learning in the Artificial Intelligence Revolution

This time next year, the AI that you're using today will be antiquated. Innovative education solutions are vital if we are to prepare our young people for success. In an age where artificial intelligence stands at the forefront of educational transformation, it's not just about having the technology, but truly grasping its potential to redefine the learning experience.

In **THE AI CLASSROOM** keynote talk, educational strategist and bestselling author Dan Fitzpatrick delves into the ever-evolving world of artificial intelligence, how it is transforming its impact on education.

- Discover ways educators can harness the power of AI right now
- Understand why the quality of your input in AI tools dictates the quality of the output.
- Learn how AI can "do the doing" so you can do the thinking.

BIOGRAPHY

Dan is the author of the best-selling book, *The AI Classroom: The Ultimate Guide to Artificial Intelligence in Education*. He writes weekly on the transformation of education for Forbes. His work has earned him esteemed accolades such as the Tech Champion Award at the Digital Industry Dynamite Awards and Top 30 K-12 Influencers by EdTech Magazine. Dan has helped 60k+ educators worldwide embrace AI. Dan's extensive knowledge and hands-on experience inspire educators, professionals, and organizations worldwide as they grapple with the challenges and prospects of the AI.



A LEGACY OF SERVING EDUCATORS

Suncoast Credit Union prides ourselves on our ability to impact local families, schools, and organization through educational and philanthropic efforts.



YOUTH OUTREACH & FINANCIAL LITERACY

Suncoast's Youth Outreach team is equipped with delivering and organizing financial literacy workshops and presentations to meet students' and organizations' unique needs.



SUNCOAST CREDIT UNION FOUNDATION

Since its inception in 1990, the Suncoast Credit Union Foundation has raised and donated over \$44 million to help provide a better future for the children of our community.

Learn more about how Suncoast **gives back** at

Suncoast.com





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**You've devoted your career to creating a positive future for students.
At Suncoast, we're here to help create a positive financial future for you!**

United Teachers of Dade (UTD) members can plan for the future with Educators Choice, the preferred partner for financial wellness. Through this unique, complimentary program, gain access to tools, resources, and guidance that can help you live your best financial life.

SCAN ME



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YOUR A-B-CS AND 1-2-3S.**

Visit EducatorsChoice.com to learn more.

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Join **UTD** to take advantage of this exclusive program.
utd.org/join



Janette Perez

South Miami Senior High School
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STANDARDS

- **HE.912.R.1.3** Adjust behavior to respect the needs of others.
- **HE.912.R.2.5** Formulate an effective long-term plan to include all dimensions of wellness.
- **HE.912.R.2.6** Analyze how actions and reactions can influence one to respond in different situations. Clarification: Instruction includes emotions not governing behavior.
- **HE.912.R.2.7** Evaluate strategies that assist with managing challenges or setbacks.
- **HE.912.R.4.2** Generate and apply alternative solutions when solving problems or resolving conflict.

ABOUT THE TEACHER

A Language Arts teacher since 1999, Ms. Perez developed a unique first-year course fostering high school transitions, connections, and postsecondary success through creative activities for students.

Session D

Music Moods Me

Students build resilience by using music to improve their mood

A pre-selected playlist of songs targeting various brain regions is played to elicit emotions and trigger moods in students. Each instrumental song clip plays for 5 seconds, after which students record their immediate emotional response (peace, anger, excitement, joy, sadness). The playlist is created to demonstrate the range of emotions felt. Students then create personal "GO-TO" playlists to help them self-regulate, develop coping skills, build competence and confidence, and foster resilience.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS PREK-12

WHAT STUDENTS LEARN

- **Building Confidence in Emotional Expression:** Utilize age-appropriate word banks to help students accurately identify and describe emotions.
- **Modification for Young Children:** Introduce Emotion Emoji Charts to support early language development and vocabulary building.
- **Developing Competence with Emotional Vocabulary:** Use Word Map techniques for self-reflection and deeper emotional understanding.
- **Strengthening Writing Skills through Music Connections:** Enhance writing skills by engaging students with prompts that encourage exploration of connections and experiences with music.

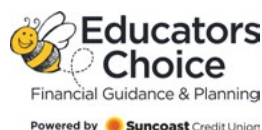
WHAT TEACHERS LEARN

- **Identifying Emotions Triggered by Melodies:** Learn to identify emotions triggered by brief sound clips from plays.
- **Making Positive Choices Impacting Brain and Emotions:** Understand strategies for making choices that positively impact brain function and emotions.
- **Music's Emotional Impact on the Brain:** Explore how music elicits specific emotional responses using interactive digital brain models.
- **Using Music for Coping, Motivation, and Connection:** Explore coping mechanisms, motivation, exploration, connection, self-regulation, and emotional experiences through music.

ALSO RELATES TO

- STEAM
- English Language Arts
- Health & Well-Being

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Resiliency Initiative





John McHale

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STANDARDS

- **WL.K12.IH.9.2** Participate in activities where communication in the target language is expected.
- **WL.K12.SU.5.6** Write fluently about complex topics, emphasizing the important issues in a style appropriate to the reader.
- **EL.0-8M.IV.G.1** Begins to show motivation to engage in written expression and appropriate knowledge of forms and functions of written composition.
- **ELA.K12.EE.6.1** Use appropriate voice and tone when speaking or writing.
- **SP.PK12.DH.4.6** Apply auditory discrimination and phonological skills to enhance understanding spoken and written language.

ABOUT THE TEACHER

An M-DCPS teacher since 1990, John McHale has taught Social Studies, World History, and coached P.E. He mentored in dropout prevention and college prep programs, and taught GED night classes for inmates at Dade County Jail.

Session C

Teaching vs. Reaching

Writing letters to validates students' and teachers' worth

Students and teachers write and exchange letters, capturing meaningful moments from the school year. These letters help students reflect on their growth, thoughts, and circumstances. They highlight progression, perspective changes, and the educational journey, providing a tangible connection to their past selves. This practice is a powerful learning tool that is valuable for specific projects, graduation, or year-end activities, benefiting both teachers and students in a greatly useful and inspirational way.

**SELECT THIS
WORKSHOP**

**CURRICULUM
PACKET**

APPROPRIATE FOR GRADE LEVELS PREK-12

WHAT STUDENTS LEARN

- **The Circle of Life:** Students sit in a circle and answer a profound question chosen by the teacher, promoting honesty and connection.
- **The "Hot Seat":** Two students each week answer classmates' questions, fostering openness and meaningful conversation.
- **Song Journals:** Use songs with deep lyrics to evoke emotions and prompt students to reflect on personal experiences.
- **Goal:** These activities reveal students' true selves, build respect and empathy, and strengthen classroom trust and humanity.

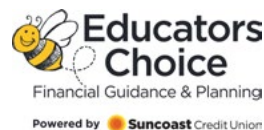
WHAT TEACHERS LEARN

- **Using Song Journals for Deep Reflection:** Learn to use song journals to trigger intense emotions and prompt students to reflect deeply on a situation, circumstance, or their own lives.
- **Leading the Circle of Life:** Facilitate a critical thinking question session where all students and the teacher answer a thought-provoking question.
- **Conducting the "Hot Seat":** Guide peer interviews where the entire class asks questions to one student in the "hot seat."
- **Constructing an End-of-Year Letter Template:** Develop a general template for students to reflect on and summarize their experiences at the end of the year.

ALSO RELATES TO

- English Language Arts
- College & Career Readiness
- Social Sciences

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Renee O'Connor

Miami Norland Senior High School
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STANDARDS

- **LAFS.8.SL.1.1** Engage effectively in a range of collaborative discussions with diverse partners on grade 8 topics, texts, and issues.
- **HE.8.C.2.1** Analyze the influence of family, peers, culture, media, technology, and other factors on health behaviors.
- **SS.912.P.10.3** (Grade 9-12) Describe how bias and discrimination influence behavior.
- **HE.912.C.2.4** (Grade 9-12) Evaluate the validity of ways in which media and technology influence perceptions of norms, beliefs, and behaviors.

ABOUT THE TEACHER

The 2022 North Region Teacher of the Year, Renee O'Connor has been teaching for 14 years. This project was inspired by a Harvard University workshop she attended in 2024.

Session B

Building Resiliency Through Difficult Conversations

Open dialogue instills confidence and empathy

Learn practical tools for helping students build resiliency through tough conversations. Explore practical strategies and hands-on activities to transform classrooms into safe spaces for open dialogue, empathy, and effective communication. Empower students to confidently navigate challenging topics and grow stronger with each discussion. Create an environment where every voice is heard, and every student learns resilience. This inspiring workshop equips us to make a real difference in developing students' communication skills and resiliency.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS 6-12

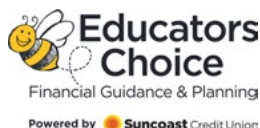
WHAT STUDENTS LEARN

- **Active Listening and Empathy:** Students learn to appreciate others' perspectives, fostering emotional resilience through connection and reducing misunderstandings.
- **Conflict Resolution Techniques:** Practicing conflict resolution, students develop problem-solving skills and resilience to handle disagreements constructively.
- **Self-Reflection for Diverse Perspectives:** Encouraging self-reflection promotes personal growth and a deeper understanding of various experiences, building resilience.
- **Confidence in Difficult Conversations:** Gaining confidence in discussing challenging topics enhances emotional resilience and prepares students to manage future conflicts effectively.

WHAT TEACHERS LEARN

- **Creating a Supportive Classroom Environment:** Strategies to foster a safe atmosphere in which students feel comfortable expressing themselves.
- **Teaching and Modeling Active Listening and Empathy:** How to model and teach valuing others' perspectives.
- **Guiding Students Through Conflict Resolution:** Strategies that enable students to handle disputes calmly and constructively.
- **Integrating Resiliency-Building Activities:** Activities that ensure students develop the skills needed to navigate difficult conversations and situations.

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Resiliency Initiative



Hector Suco

Ernest R Graham K-8 Academy
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STANDARDS

- **ELA.6.C.1.2** Write personal or fictional narratives using narrative techniques, precise words and phrases, and figurative language.
- **ELA.7.C.1.2** Write personal or fictional narratives using narrative techniques, a recognizable point of view, precise words and phrases, and figurative language.
- **ELA.9.C.1.2** Write narratives using narrative techniques, varied transitions, and a clearly established point of view.
- **ELA.10.C.1.2** Write narratives using an appropriate pace to create tension, mood, and/or tone.
- **ELA.12.C.1.2** Write complex narratives using appropriate techniques to establish multiple perspectives and convey universal themes.

ABOUT THE TEACHER

With 15 years teaching all core middle school subjects, Hector Suco has supported diverse student needs, including trauma and literacy challenges. Recognized as Rookie Teacher of the Year in 2013, his students' letter-writing campaign earned a White House response in 2012, highlighting his commitment to impactful projects fostering reflection and growth.

Session A

Writing Is Therapy

Reflective writing exercises transform students' mindsets

Embark on a journey into writing therapy to enhance student well-being and academic success. This project equips educators with tools for integrating reflective writing to foster resilience, empathy, and self-awareness. Through dynamic activities, teachers will create nurturing spaces where students explore challenges, adopt growth mindsets, and gain strategies to tailor these methods to diverse learners while enriching classroom dynamics and promoting holistic development. These transformative writing practices nurture emotional growth and academic achievement.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS PREK-12

WHAT STUDENTS LEARN

- **Daily Journaling Prompts:** Foster self-expression through structured writing exercises.
- **Discussing Themes in Literature:** Explore resiliency, empathy, and perseverance through short stories and poems adaptable for various grade levels.
- **Connecting with Fictional Characters:** Use character identification to enhance creative writing skills.
- **Mindfulness in Writing:** Integrate meditation techniques to cultivate focus and creativity during writing sessions.

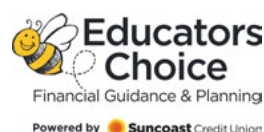
WHAT TEACHERS LEARN

- **Implementing Reflective Writing Prompts:** Encourage student self-expression through structured reflective writing exercises.
- **Facilitating Group Discussions on Emerging Themes:** Lead discussions to explore themes arising from student writing, fostering deeper understanding.
- **Integrating Creative Writing Exercises:** Use exercises to nurture imagination and emotional exploration in students.
- **Teaching Mindfulness Techniques:** Enhance focus and emotional regulation during writing sessions through mindfulness techniques.

ALSO RELATES TO

- Classroom Management/Resiliency
- Health & Well-Being

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Resiliency Initiative



Alena Sheriff

Twin Lakes Elementary
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STANDARDS

- **SC.1.N.1.1** - Raise questions about the natural world, investigate them in teams through free exploration and systematic observations, and generate appropriate explanations based on those explorations.
- **SC.2.N.1.1**
- **SC.3.N.1.1**
- **SC.4.N.1.1**
- **SC.5.N.1.1**

ABOUT THE TEACHER

An educator for 27 years, Alena Sheriff is certified as a K-3 gifted teacher and is a mindfulness advocate, a Green Challenge Lead Teacher, and a multiple Education Fund grant recipient.

Session A

Mood Calming Stickers

Students experience the interconnectedness between art, science, and the natural world

Making stickers with nature offers a hands-on, interdisciplinary approach to learning. Students explore nature, develop artistic skills, and cultivate environmental responsibility. They create meaningful artworks and gain a deeper understanding of the connection between art, science, and the natural world. The project fosters curiosity through nature walks, creativity in transforming natural materials into art, and environmental awareness by learning about plant diversity and conservation. Teachers gain practical skills to implement this innovative project, blending science and art for a rich educational experience.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS K-12

WHAT STUDENTS LEARN

- **Guided Nature Walks:** Collect diverse natural materials during guided walks.
- **Field Journaling:** Document and sketch flowers discovered during nature walks.
- **Pressing and Preservation:** Learn proper techniques for pressing and preserving collected biomass.
- **Sticker Making Process:** Introduction to materials and step-by-step guidance on creating nature stickers.

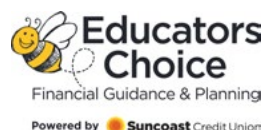
WHAT TEACHERS LEARN

- **Collecting and Preserving Natural Materials:** Techniques for gathering and preserving materials for sticker making.
- **Pressing Botanical Specimens:** Step-by-step instructions on pressing specimens and creating adhesive-backed stickers.
- **Integrating Art, Science, and Environmental Education:** Strategies for merging these concepts into lesson plans.
- **Adapting the Project:** Resources and tips for modifying the project for different grade levels and learning environments.

ALSO RELATES TO

- Social Sciences
- English Language Arts
- Health & Well-being
- STEAM

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Resiliency Initiative



Sonji Allen

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STANDARDS

- **EL.18-24M.VII.C.3** Begins to participate in routines (e.g., family, classroom, school, and community).
- **EL.2-3Y.VII.C.3** Begins to follow routines (e.g., family, classroom, school, and community).
- **EL.4Y-K.VII.B.3** Recognizes individual responsibility as a member of a group (e.g., classroom or family).
- **HE.2.CEH.2.1** Explain the ways that rules make the classroom, school, and community safer.
- **HE.3.CEH.2.1** Identify classroom and school rules that promote health and disease prevention.

ABOUT THE TEACHER

Sonji Allen has been a dedicated M-DCPS teacher since 2005. She excels in instructional design, mentorship, and leadership. She holds a master's and specialist degree and consistently has high effectiveness ratings. She has also been recognized for her lead teacher roles, Teacher of the Year nominations, and committee involvement.

Session A

Transforming Classrooms: From Chaos to Calm

Students gain agency when tasked with classroom management

Students learn to be active participants in the day-to-day activities required for effective classroom management, which empowers educators to manage classrooms and focus on student achievement confidently. Teachers learn effective methods to handle behaviors, streamline instruction, and manage non-teaching duties, fostering a calm, focused learning environment. In reclaiming control and transforming teaching experiences, educators create a respectful space that nurtures students' emotional well-being. This initiative promotes a harmonious environment where both teachers and students flourish.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS K-5

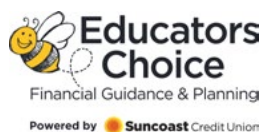
WHAT STUDENTS LEARN

- **Responsibility and Ownership:** Encourage students to take responsibility for their tasks and develop a sense of ownership over their work.
- **Organization Skills:** Help students improve their organizational skills through structured activities and projects.
- **Time Management:** Teach students effective time management techniques to balance their academic and extracurricular responsibilities.

WHAT TEACHERS LEARN

- **Planning, Filing, and Organization:** Strategies for efficient planning, filing, and organization to streamline classroom management.
- **Grading and Data Analysis:** Techniques for effective grading and data analysis to track student progress and inform instruction.
- **Differentiated Instruction Rotations:** Implementing differentiated instruction rotations to meet the diverse needs of all students.
- **Parent Conferences and Grading Period Reporting:** Conducting productive parent conferences and preparing comprehensive grading period reports.

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Resiliency Initiative





Angelique Clark

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STANDARDS

- **SS.912.FL.1.1** Evaluate and reflect on how values affect personal financial decision-making.
- **SS.912.FL.1.5** Evaluate how herd mentality affects personal financial decision-making.
- **SS.912.FL.1.6** Describe how a piece of information received early, even if incorrect or irrelevant, can provide an anchor that people use when making their personal financial decisions.
- **SS.912.FL.3.1** Analyze the factors that influence a consumer's decision-making process.
- **SS.912.FL.3.9** Develop a budget based on a given income and expenses for long-term and short-term financial goals.

ABOUT THE TEACHER

Angelique Clark has worked as a math teacher and math coach for 24 years. She has been a recipient of The Education Fund's Adapter Grant and the UTD President's Grant.

Session C

Wealth and Wellness

Enhancing mental health through financial literacy

This project educates students on how financial struggles can negatively affect mental health. It helps students set realistic goals by linking financial well-being to mental health and fosters resilience and coping mechanisms. Students learn healthy spending habits, mindfulness, and responsible financial behavior. Teachers also benefit by learning financial strategies that reduce their stress, improve their own well-being and focus, and enhance their teaching effectiveness - all contributing to a healthier work-life balance.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS 6-12

WHAT STUDENTS LEARN

- **Budget Simulation Creation:** Learn to create a budget simulation to teach financial management skills.
- **Vision Board for Visualization and Goal Setting:** Explore how to use a vision board for visualizing goals and setting objectives.
- **Techniques for Stress Reduction:** Discover effective stress reduction techniques for personal well-being.
- **Financial Literacy Board Games:** Engage in financial literacy through interactive board games designed to enhance money management skills.

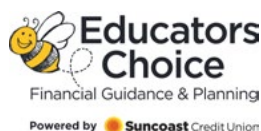
WHAT TEACHERS LEARN

- **Budgeting and Financial Planning:** Learn essential strategies for budgeting and effective financial planning.
- **Reducing Financial Stress:** Explore techniques to reduce stress related to finances and enhance overall wellbeing.
- **Health and Financial Wellbeing:** Discover methods to maintain both physical health and financial stability.
- **Incorporating Financial Literacy in the Classroom:** Learn practical ways to integrate financial literacy into classroom curriculum and activities.

ALSO RELATES TO

- Health & Well-being
- Social Sciences

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Susan Leyva-Bostick

Department of
Instructional Technology
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STANDARDS

- **SS.3.C.2.3** Identify rights and responsibilities of citizenship.
- **WL.K12.II.2.3** Determine the meaning of a message and identify the author's purpose through authentic written texts such as advertisements and public announcements.
- **SS.2.E.1.3** Recognize that the United States trades with other nations to exchange goods and services.
- **SS.2.E.1.2** Recognize that people supply goods and services based on consumer demands.
- **MA.4.M.2.2** Solve one- and two-step addition and subtraction real-world problems involving money using decimal notation.

ABOUT THE TEACHER

A 30-year educator with a background in education and administration, Susan Leyva-Bostick mentors educators in implementing district-wide technology initiatives. Her dedication to growth has earned her a Congressional Service Award for her impactful contributions.

Session A

Magnificent Market Day

Empower students with hands-on economics education and real-life skills

Magnificent Market Day is an educational program in which students engage in a classroom economy, earning and spending classroom money for tasks completed. They experience real-life scenarios such as applying for jobs and paying rent, culminating in a Market Day where they produce, advertise, sell, and purchase student-made goods. The program promotes teamwork, communication, self-regulation, and a sense of community and civic responsibility while fostering skills in economics, decision-making, and financial literacy.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS K-5

WHAT STUDENTS LEARN

- **Job Applications and Responsibilities:** Teach students about job applications and their associated responsibilities.
- **Classroom Economy:** Implement a classroom economy system to teach financial literacy.
- **Product Creation and Marketing:** Guide students in creating and marketing their own products.
- **Market Day Transactions:** Facilitate market day transactions to provide real-world financial and entrepreneurial experience.

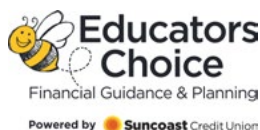
WHAT TEACHERS LEARN

- **Integrating Economics and Entrepreneurship:** Teach students the basics of economics and entrepreneurship through practical, hands-on activities.
- **Developing Cognitive Skills:** Use economics and entrepreneurship projects to enhance students' critical thinking and problem-solving abilities.
- **Promoting Social-Emotional Growth:** Foster social-emotional growth by encouraging teamwork, communication, and resilience in entrepreneurial projects.
- **Implementing a Structured Classroom Management System:** Create a well-organized classroom environment that supports structured learning and student engagement.

ALSO RELATES TO

- Classroom Management/ Resiliency
- Social Sciences
- STEM/Mathematics

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The Education Fund's Everglades Literacy Grant

Funded by the Lynn & Louis Wolfson II Family Foundation



**Lynn & Louis Wolfson II
Family Foundation**



With a generous grant from the Lynn & Louis Wolfson II Family Foundation, The Everglades Foundation is working in collaboration with The Education Fund to promote Florida Everglades and environmental literacy.

The Everglades Literacy Program empowers the next generation of conservation stewards by investing in teachers to drive cultural change within schools for the benefit of local and ecological communities.

The four workshops on the following pages offer teachers the tools and knowledge to teach and move forward in educating current and future generations. Teachers attending these workshops are eligible to apply for Adapter Grants to implement Everglades Literacy projects based on the Everglades Foundation's Education Program. The program provides teachers, students, schools, and families with:

- STEM-based professional development - Everglades Literacy Teacher Trainings.
- Free lessons and materials for each teacher who attends a Teacher Training.
- Free, online PreK-12 Teacher Toolkit with 41 comprehensive Everglades lessons. plans that align with State Academic Standards.
- Additional instructional resources for the classroom or virtual classroom
- K-12 Everglades Champion Schools Program - designed to showcase and recognize exceptional Everglades literacy efforts in a school.
- Classroom presentations, participation in science nights, field trips, and other school events.



Bianca Cassouto

The Everglades Foundation
bcassouto@evergladesfoundation.org

STANDARDS

- **SC.1.L.17.1** Through observation, recognize that all plants and animals, including humans, need the basic necessities of air, water, food, and space.
- **SC.2.N.1.1** Raise questions about the natural world, investigate them in teams through free exploration and systematic observations, and generate appropriate explanations based on those explorations.
- **ELA.3.C.4.1** Conduct research to answer a question, organizing information about the topic from multiple sources.
- **SC.4.N.1.4** Attempt reasonable answers to scientific questions and cite evidence in support.

ABOUT THE TEACHER

As the Everglades Foundation's education program manager, Bianca Cassouto focuses on sustainability, environmental education, and humans' relationship with natural resources.

Session A

Everglades Curriculum and Champion Schools Program

Shift your school's environmental stewardship culture

Learn about The Everglades Foundation's Literacy Program, which includes free PreK-12 lessons that scaffold to build complexity among topics. This core curriculum focuses on providing resources for teachers to implement these lessons in the classroom, reducing environmental risks and negative impacts on this fragile and unique ecosystem, protecting the future of America's Everglades for future generations, and training teachers and students to make better-informed decisions.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS K-12

WHAT STUDENTS LEARN

- **Unique Ecosystem:** How the Everglades is a special place in Florida for many different plants and animals.
- **Keystone Species:** Define keystone species and why they are essential to the environment.
- **Habitat Diversity:** How different habitats are needed for animals' survival.
- **Conservation Challenges:** Learn the threats to animals in Everglades habitats and why they are threatened or endangered.

WHAT TEACHERS LEARN

- **Everglades Literacy Program:** Learn about an interdisciplinary STEAM curriculum focused on the Everglades watershed, featuring free, hands-on lessons and resources.
- **Champion School Culture:** Discover how to transform the culture of the school community to become a Champion School, recognizing exceptional efforts in Everglades education.
- **Everglades Literacy Program Teacher Toolkit:** Access printed lessons and materials designed to support interdisciplinary, Everglades-focused STEAM education.

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Bianca Cassouto

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STANDARDS

- **SC.6.E.6.2** Recognize a variety of different landforms on Earth.
- **SC.7.E.6.6** Identify the impact that humans have had on Earth.
- **SC.8.N.4.2** Explain how political, social, and economic concerns can affect science and vice versa.
- **SC.912.L.17.16** Discuss the large-scale environmental impacts resulting from human activity.

ABOUT THE TEACHER

As the Everglades Foundation’s education program manager, Bianca Cassouto focuses on sustainability, environmental education, and humans’ relationship with natural resources.

Session C

**Everglades 101:
 The Science Behind
 Watershed Restoration**

The Everglades Literacy Program navigates through the watershed

The Everglades Literacy Program’s PreK-12 curriculum is a free set of lessons that scaffold to build complexity among topics. This core curriculum focuses on providing resources for teachers to implement these lessons in the classroom, reducing environmental risks and negative impacts on this fragile and unique ecosystem, protecting the future of America’s Everglades for future generations, and training teachers and students to make better-informed decisions.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS 6-12

WHAT STUDENTS LEARN

- **Impacts on Water Quality:** Identify the impacts humans have on water quality and changing the flow of water.
- **Modeling the K-O-E Watershed:** Design a model depicting the main components of the K-O-E watershed and identify major waterways and landforms.
- **Importance of Aquifers:** Explain what an aquifer is and why aquifers are important for us and the Everglades.
- **Adaptations for Survival:** Identify structural and behavioral adaptations that help organisms survive in their ecosystem.

WHAT TEACHERS LEARN

- **Everglades Literacy Program:** Go with the flow and learn more about the Everglades watershed with the Everglades Literacy Program, a place-based, interdisciplinary STEAM curriculum.
- **Exploring the K-O-E Watershed:** Navigate through the Kissimmee-Okeechobee-Everglades watershed, including free, hands-on lessons and resources to explore water, wildlife, and the importance of restoration.

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Daniel Valle

BioTECH @ Richmond Heights 9-12
 danielvalle@dadeschools.net

STANDARDS

- **SC.912.CS-CP.1.3** Analyze and manipulate data collected by a variety of data collection techniques to support a hypothesis.
- **SC.912.N.1.1** Define a problem based on a specific body of knowledge, i.e. earth/space science.
- **G.K12.3.1.1B** Cooperative Research - Understand: Demonstrate ethical leadership and/or teamwork
- **G.K12.5.3.3B** - Demonstrate the ability to propose new uses for current technology.

ABOUT THE TEACHER

Nominated for Science Teacher of the Year in 2023, Daniel Valle is the co-author of 2 peer-reviewed scientific articles on South Florida wildlife.

Session B

Trail Camera Wildlife Investigations

Students conduct wildlife investigations of Miami land diversity using cameras

Students study wildlife diversity in South Florida’s urban wilderness. Using trail cameras, they track animal activity in pine rocklands and hardwood hammocks, revealing the hidden movements of Florida’s wildlife. They raise awareness and funding for ecosystem preservation, use AI to recognize native animals, and advocate for road safety to protect wildlife. This student-led project fosters engagement and ownership, with students actively participating in fieldwork and decision-making, driving their commitment and enthusiasm for conservation.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS 9-12

WHAT STUDENTS LEARN

- **Trail Cameras and Mapping:** Set cellular trail cameras and use GPS mapping to identify and log areas of interest.
- **Native Flora and Fauna Knowledge:** Gain in-depth knowledge of native plants and animals.
- **AI Software Training:** Train AI software to analyze wildlife efficiently.
- **Data Tools Creation:** Develop tools to assess populations and observations of species.
- **Policy Impact Data:** Generate data to inform local policymakers about protecting green spaces and wildlife.

WHAT TEACHERS LEARN

- **Year-Long Project Phases:** Plan a year-long project with distinct phases to maintain student interest and progress.
- **Technology and Software Use:** Incorporate technology and software tools to enhance learning in the classroom.
- **Collaboration and Ownership:** Foster student collaboration and a sense of ownership in their learning projects.
- **Communication and Presentations:** Guide students in effectively communicating and presenting their work.

ALSO RELATES TO

- STEM/STEAM
- Technology

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Protecting, Connecting, Inspiring

Assurant Cares



The Assurant Foundation is proud to support public education in Miami-Dade County. We believe in teachers and that's why we work with **The Education Fund**. Through our partnership, we know that teachers will get the resources and professional development opportunities that are so valuable. Thanks for all that you do to build brighter futures.



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Hamza Guelida

Kensington Park Elementary
 guelida@dadeschools.net

STANDARDS

- **MA.1.NSO.2.1** Recall addition facts with sums to 10 and related subtraction facts with automaticity.
- **MA5.NSO.1.4** Plot, order, and compare multi-digit numbers with decimals up to the thousandths.
- **MA5.NSO.2.1** Multiply multi-digit whole numbers including using a standard algorithm with procedural fluency.
- **MAS.5.NSO.2.3** Add and subtract multi-digit numbers with decimals to the thousandths, including using a standard algorithm with procedural fluency.
- **MA.5.FR.2.2** Extend previous understanding of multiplication to multiply a fraction by a fraction.

ABOUT THE TEACHER

With over 20 years in education, Hamza Guelida was named Teacher of the Year at Kensington Park Elementary in 2022-23 and ranked among Florida's top math teachers. He specializes in effective pedagogical strategies for meaningful learning experiences.

Session B

Math Magic: Unlocking the Power of Cards

Transform learning with exciting Math card games

Revolutionize math education with hands-on methods that captivate students. Discover innovative and dynamic ways to use playing cards in the curriculum, creating an engaging classroom environment. These cards offer endless instructional possibilities for tailored instruction, ensuring every student thrives. These fresh strategies and activities make math interactive and impactful, catering to diverse student needs and enhancing educational outcomes.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS PREK-5

WHAT STUDENTS LEARN

- **Mathematical Card Games:** Explore a variety of card games designed to teach specific math concepts and skills.
- **Exercises for Fundamental Concepts:** Engage in exercises that reinforce fundamental mathematical concepts using playing cards.
- **Using Cards as Manipulatives:** Learn strategies for using playing cards as manipulatives to visualize and solve math problems.
- **Strategic Games for Critical Thinking:** Play card-based strategic games that require critical thinking skills and mathematical knowledge, fostering deeper understanding and application of math principles.

WHAT TEACHERS LEARN

- **Go Fish for 10 (Elementary/Primary):** Engage young learners in a fun game of Go Fish adapted to reinforce understanding of number 10.
- **Salute Card Game (Elementary/Primary & Intermediate):** Use the Salute card game to reinforce multiplication, addition, and subtraction skills across different grade levels.
- **Place Value War Game (Elementary/Intermediate):** Play the Place Value War game to promote number sense and understanding of place value concepts.
- **Fraction War Game (Elementary/Intermediate):** Explore the Fraction War game to enhance understanding of fractions and equivalent fractions through competitive play.

ALSO RELATES TO

- Classroom Management/Resiliency
- Financial Literacy

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Nina Plot

Fairlawn Elementary
 ninaplot@dadeschools.net

STANDARDS

- **MA.5.GR.1.1** Classify triangles or quadrilaterals into different categories based on shared defining attributes.
- **MA.4.GR.1** Draw, classify and measure angles.
- **MA.3.GR.1.2** Identify and draw quadrilaterals based on their defining attributes.
- **VA.5.O.1** Understanding the organizational structure of an art form provides a foundation for appreciation of artistic works and respect for the creative process.
- **VA.4.S.2** Development of skills, techniques, and processes in the arts strengthens our ability to remember, focus on, process, and sequence information.
- **VA.3.H.3** Connections among the arts and other disciplines strengthen learning and the ability to transfer knowledge and skills to and from other fields.

ABOUT THE TEACHER

Nina Plot, an 18-year M-DCPS veteran teacher, was named Toussaint Louverture Elementary's 2013-14 Teacher of the Year. Her students created Geometric Abstraction artwork for a calendar unveiled at the Frost Art Museum.

Session C

Tangram Dash! Race Against Time

The exciting origami game promotes spatial reasoning, geometry, and more!

Ignite your students' passion for spatial reasoning, fractions, and geometry with Tangram Dash!, an exhilarating STEM/STEAM game. Designed for grades 3 to 12, this innovative game combines elements of Chinese and Japanese cultures to create an engaging and educational experience. Students create and decorate an origami box, solve puzzles with seven Tangs, and race against time to explore countless tangram combinations. This game promotes critical thinking, creativity, and teamwork. Beyond academic growth, Tangram Dash! nurtures resilience and cultural appreciation, making learning immersive and meaningful.

**SELECT THIS
WORKSHOP**

**CURRICULUM
PACKET**

APPROPRIATE FOR GRADE LEVELS 3-12

WHAT STUDENTS LEARN

- **Spatial Reasoning and Fractions:** Enhance understanding of fractions and geometric concepts through spatial reasoning.
- **Psychomotor and Cognitive Skills:** Develop both psychomotor and higher-order thinking skills simultaneously.
- **Creative Manipulatives:** Engage students in creating their own learning tools.
- **Memory and Metacognition:** Improve attention, memory rehearsal, retrieval from long-term memory, and metacognitive monitoring.

WHAT TEACHERS LEARN

- **Fun and Challenging Geometry:** Strategies to make geometry class both enjoyable and socially engaging.
- **Student Competition:** Leverage students' love for competition to enhance learning.
- **Cognitive and Affective Skills:** Use dynamic tools to develop students' cognitive and affective abilities.

ALSO RELATES TO

- STEM
- Social Sciences

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Dr. Renata Novak

Mae M. Walters Elementary
 drrpessoanovak@dadeschools.net

STANDARDS

- **SS.4.G.1.3** Explain how weather impacts Florida.
- **SS.4.G.1.AP.3** Recognize the effect of weather in Florida.
- **G.K12.5.3.3A** Technology - Know: Identify appropriate technology to achieve a project goal.
- **SC.K2.CS-CS.2.3** Solve real-life issues in science and engineering using computational thinking.
- **VA.68.S.2.3** Use visual thinking and problem-solving skills in a sketchbook or journal to identify, practice, develop ideas, and resolve challenges in the creative process.

ABOUT THE TEACHER

With 19 years of teaching experience, Dr. Renata Novak is a two-time Education Fund Innovator Grant recipient. In 2024, her homeroom students won first place blue in Division 25/Decorations 2521/Earth Day at the Miami Youth Fair with a 3-D Habitat project.

Session B

Sustainable City Planning

STEAM and Robotics activities enable students to design a sustainable city

This project blends social sciences with cutting-edge technology to enhance the quality of life in a sustainable city. Integrating computer graphics, robotics, architectural design, coding, and 3-D printing, students tackle real-life challenges with innovative solutions. They explore sustainable city concepts while building a 3-D miniature city. This versatile project excites students across various grade levels and subjects, deepening their understanding of current events and the complexities of sustainable cities.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS K-12

WHAT STUDENTS LEARN

- **Sustainable Cities:** Explore the concept of sustainable cities and their key principles.
- **Programming Finch the Robot with Finchblox:** Learn to use the Finchblox code system to program Finch the Robot to create designs.
- **Design Development with Tinkercad:** Utilize Tinkercad for further development of designs, exploring its features and tools.
- **Architectural Design with Blueprint Paper:** Learn how to use architect blueprint paper for refining designs, focusing on precision and detail.

WHAT TEACHERS LEARN

- **Integrating Social Science with STEM:** Learn methods to correlate social science concepts with scientific and technological ideas to enhance students' critical thinking skills.
- **Programming Finch the Robot with Finchblox:** Explore how to use the Finchblox code system to program Finch the Robot.
- **Hands-On Activities:** Engage in 3-D printing, graphic design, building, painting, blueprint paper use, and assembling activities.
- **Creating Interactive PowerPoints and Informal Assessments:** Develop skills in creating engaging interactive PowerPoints and implementing informal assessments to gauge student understanding and engagement.

ALSO RELATES TO

- Technology
- Robotics
- Social Sciences

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Oscar Flores

Miami Norland Senior High School
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STANDARDS

- **SC.912.N.1.1** Define a problem based on a specific body of knowledge, for example: biology, chemistry, physics, and earth/space science.
- **SC.912.N.3.5** Describe the function of models in science and identify the wide range of models used in science.
- **SC.912.L.17.8** Recognize the consequences of the losses of biodiversity due to catastrophic events, climate changes, human activity, and the introduction of invasive, non-native species.
- **SC.912.L.17.16** Discuss the large-scale environmental impacts resulting from human activity, including waste spills, oil spills, runoff, greenhouse gases, ozone depletion, and surface and groundwater pollution.
- **SC.912.L.17.20** Predict the impact of individuals on environmental systems and examine how human lifestyles affect sustainability.

ABOUT THE TEACHER

Oscar Flores teaches Chemistry, AICE Marine Science, and AICE Environmental Management and is the Digital Innovation Leader on the PLST. He serves on the FTCE Chemistry 6-12 Review Committee and has led FTCE Biology & Chemistry Tutorials PD since 2022.

Session D

The Tale of the Overfished Fish

Students simulate a marine ecosystem

Students build fishing nets and rods using rulers, tape, pencils, yarn, and glue dots to simulate a marine ecosystem. Working in small groups, they fish for different species represented by colored bingo chips on large poster paper or a whiteboard. After each round, surviving species reproduce, creating new seasons of marine organisms. Students collect and tabulate data, model food chains, and webs, and enact sustainability regulations. This activity highlights the interconnectedness of marine life and human impact on ecosystems, serving as an engaging introduction or reinforcement in various disciplines. It can be used across various disciplines as an introductory, exploratory, or reinforcement activity.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS PREK-12

WHAT STUDENTS LEARN

- **Collaborative Rule Design:** Learn how to work in groups to create rules and regulations for fisheries management.
- **Quantifying Catches:** Understand how to quantify catches in both tabular and graphic form.
- **Evaluating Effectiveness:** Assess the effectiveness of fishing practices, rules, and regulations to determine their impact and sense.
- **Exploring Ecosystems:** Make connections between food webs and the interconnectedness of species and their ecosystems.

WHAT TEACHERS LEARN

- **Implementing Across Grades:** Learn how to adapt this lesson for kindergarten through high school students.
- **Practical Fisheries Management:** Explore policies, rules, and regulations in a hands-on manner.
- **Developing Food Chains and Webs:** Understand the interconnectedness between species and their ecosystems.
- **Real-Life Strategies:** Discover policy and management strategies that can be applied in various disciplines beyond STEAM.

ALSO RELATES TO

- STEM
- Technology
- Social Sciences

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Teresa Waters-Cain

Carrie P. Meek/
Westview K-8 Center
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STANDARDS

- **SC.1.P.8.1** Sort objects by observable properties, such as size, shape, color, temperature (hot or cold), weight (heavy or light), texture.
- **SC.1.N.1.2** Using the five senses as tools; describe objects in terms of number, shape, texture, size, weight, color, and motion.
- **LAF.1.RI.1.3** Describe characters, settings, and major events in a story, using key details.
- **SC.1.L.14.2** Identify the major parts of plants, including stem, roots, leaves, and flowers.
- **SC.1.N.1.3** Keep records as appropriate - such as pictorial and written records - of investigations conducted.
- **LAFS.K12.R.1.1** Cite specific textual evidence when writing or speaking to support conclusions drawn from the text.

ABOUT THE TEACHER

Teresa Waters-Cain is inspired by her students and has an unwavering commitment to shaping the minds and hearts of future generations. To strengthen her impact beyond the classroom, she has established a community garden and hosted cooking classes with parents.

Session A

Building Blocks of Survival

Jenga games for learning science, art, and nutrition

Students explore science, art, health, and nutrition through research, discussions, and hands-on activities with Jenga game blocks. Students collaborate on projects, developing survival plans and educational materials. It fosters creativity, curiosity, and collaboration, offering teachers an innovative, cost-effective way to engage students. Activities like Jenga plant decorating and plant-growing competitions motivate and educate, fostering ownership, pride, and camaraderie. Teachers can expand this dynamic approach with additional activities, presentations, community events related to plant cultivation and nutrition, and any other subjects.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS PREK-12

WHAT STUDENTS LEARN

- **Germination Process:** Understanding what it takes to make plants flourish through the process of germination.
- **Growth Factors:** Examining how the atmosphere, climate control, and growth timelines affect plant development.
- **Plant Care Techniques:** Learning about temperature, humidity, light exposure, soil quality, and watering techniques for optimal plant growth.
- **Practical Gardening Skills:** Developing practical skills for nurturing and caring for plants, applicable in the classroom and real-life gardening situations.

WHAT TEACHERS LEARN

- **Cost-effective Engagement:** Implementing affordable strategies to engage students.
- **Conversation and Learning:** Facilitating meaningful discussions and educational exchanges.
- **Participation and Individuality:** Encouraging active participation while respecting individual differences.
- **Healthy Encouragement and Competition:** Promoting motivation and friendly competition among students.

ALSO RELATES TO

- Health & Well-being
- Classroom Management/ Resiliency

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Alina Rodriguez

Miami-Dade County
Public Schools Visual Arts
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STANDARDS

- **C.5.N.2.2** Recognize and explain scientific investigations.
- **SC.5.N.1.3** Recognize and explain the need for repeated experimental trials.
- **VA.5.S.3** Create artworks to depict personal, cultural, and/or historical themes.
- **VA.5.C.1** Develop a range of interests in the art-making process to influence personal decision-making.
- **MA.5.GR.1** Classify triangles or quadrilaterals into different categories based on shared defining attributes.

ABOUT THE TEACHER

Alina Rodriguez holds an M.S. in Instructional Technology and a B.S. in Arts Education. She has been an M-DCPS art and museum educator for M-DCPS for more than 30 years and is currently a Curriculum Support Specialist. She is the co-founder of the Fiber Artists Miami Association.



Session B

Indigo: Color that Changed the World

Art, science and history converge with indigo dyeing

This indigo dyeing project combines ancient history, chemistry, and fine arts through engaging activities using the intense blue color to captivate students. It connects and provides a holistic, interdisciplinary understanding of history, geography, environmental science, and cultural studies. Adaptable for all grade levels, the lessons aim to inspire students to appreciate the beauty and cultural significance of indigo dyeing, fostering critical thinking, creativity, and a deeper understanding of the world.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS K-8

WHAT STUDENTS LEARN

- **Chemistry of Indigo Dyeing:** Explore the chemical processes involved in indigo dyeing.
- **History of Indigo:** Learn about the 5,000-year history of indigo dye.
- **DIY Wrapping Paper:** Create wrapping paper using the principles of dye chemistry.
- **Shibori Technique:** Practice Shibori, a Japanese dyeing technique that combines art, science, and geometry.

WHAT TEACHERS LEARN

- **Science, Art, and History of Indigo:** Explore the intertwined elements of science, art, and history in indigo dyeing.
- **Applying Shibori Techniques:** Learn to apply Shibori, a Japanese dyeing technique blending art, science experiments, and geometry.
- **Creating Resist Dyeing Artwork:** Discover methods for creating resist dyeing artwork using Shibori techniques.
- **Collaborative Shibori Lesson:** Develop a collaborative lesson plan focused on creating indigo samplers using Shibori techniques.

ALSO RELATES TO

- STEAM

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School District Education
Foundation Matching
Grant Program



Grace Llamas

Gulfstream Elementary
297502@dadeschools.net

STANDARDS

- **VA.K.S.1.1** Explore art processes and media to produce artworks.
- **VA.1.S.1.1** Experiment with art processes and media to express ideas.
- **VA.4.S.1** The arts are inherently experiential and actively engage learners in the processes of creating, interpreting, and responding to art.
- **VA.4.S.2** Development of skills, techniques, and processes in the arts strengthens our ability to remember, focus on, process, and sequence information.

ABOUT THE TEACHER

Grace Llamas is an experienced art educator with roles that include Manager of School Programs at the Perez Art Museum Miami and an atelierista at Kids Learning Adventure. Her background includes enriching experiences in museum education and event coordination.

Session A

Mark It Up! How to Upcycle Your Markers

Re-Imagine and reuse dried-out markers

Markers are essential in classrooms, but what happens when they dry out? This presentation introduces four inventive ways to repurpose dried markers, highlighting their multifunctionality and sustainability. By reusing every component of the marker and incorporating recycled materials, it aims to deepen students' engagement in recycling and environmental issues. This initiative not only addresses plastic waste but also fosters critical thinking about sustainability, encouraging students to explore innovative solutions to everyday challenges while promoting eco-conscious habits.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS PREK-12

WHAT STUDENTS LEARN

- **Informed Decisions on Discarding Materials:** Students learn to make informed decisions about discarding markers and art materials responsibly.
- **Exploring Eco-Friendly Uses:** Students explore creative eco-friendly uses for dried markers and other materials.
- **Extracting Color from Dried Markers:** Learn how to extract color from dried markers by soaking them in water for watercolor paints or spray bottles.
- **Using Marker Caps in Art:** Students will use marker caps as stamps with ink or in clay, fostering creativity and resourcefulness in art projects.

WHAT TEACHERS LEARN

- **Extending the Life of Dried-Out Markers:** Learn methods to extend the lifespan of dried-out markers through simple techniques.
- **Teaching Reuse and Recycling:** Guide students in reusing and recycling materials, encouraging them to imagine new ways before discarding.
- **Incorporating Reuse into Sustainability Practices:** Explore how to incorporate reusing markers into Earth Day and other sustainability initiatives at your school.
- **Developing Sustainable Practices with the 3 R's:** Implement sustainable practices focusing on Reduce, Reuse, Recycle principles, fostering environmental stewardship among students.

ALSO RELATES TO

- Visual Arts
- Social Sciences
- Technology

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School District Education
Foundation Matching
Grant Program





Jennifer Pike-Vassell

The SEED School of Miami
951143@dadeschools.net

STANDARDS

- **VA.68.C.2.1** Assess personal artwork during production to determine areas of success.
- **VA.68.C.2.3** Examine artworks to form ideas and criteria by which to judge/ assess and inspire personal works and artistic growth.
- **VA.68.S.3.2:** Develop spontaneity and visual unity in artwork through repeated practice and refined craftsmanship.
- **SC.7.L.17.1** Explain and illustrate the roles of and relationships among producers, consumers, and decomposers in the process of energy transfer in a food web.

ABOUT THE TEACHER

Jennifer Pike-Vassell, an educator with over 20 years of experience, has taught various subjects at all educational levels in NYC, New Orleans, and Miami. She has been recognized for her innovative work with awards from Duquesne University, Columbia University, and The Education Fund.

Session C

Fungi Friends & Mycelium Networks

Mushrooms are the future!

This STEAM-centered mycology unit introduces students to the fungi kingdom. Through creative lessons in life science, gardening, and visual arts, students will research, sketch, sculpt, and grow mushrooms. They will create an artistic replica of a mycelium network and use the school garden for culinary and art projects. This project fosters curiosity and knowledge about mushrooms and their ecosystems, appealing to students of all ages and abilities, enhancing their understanding of mycology's culinary, health, and ecological significance.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS K-12

WHAT STUDENTS LEARN

- **Mushroom Anatomy and Function:** Study and sketch mushrooms, focusing on their anatomy and function through life science and visual arts.
- **Takashi Murakami Inspiration:** Explore Takashi Murakami's life and "Alter Ego" series for artistic inspiration.
- **Imaginative Interpretations:** Create imaginative art from scientific diagrams of mushrooms for a community installation.
- **Mycelium Network Creation:** Build a mycelium network model, combining structural and creative skills.

WHAT TEACHERS LEARN

- **Differentiated STEAM Projects:** Gain creative tools to tailor STEAM projects, integrating life science and visual arts.
- **Transforming Educational Spaces:** Learn budget-friendly ways to make educational spaces a "third teacher," enhancing personal teaching styles and aesthetics.
- **Resourceful Art Projects:** Discover ways to use existing items for sophisticated art projects and experiment with nontraditional tools.
- **Simplified Grading Rubric:** How "The 4Cs of Visual Arts & Culture" can simplify and enhance the grading process for project-based learning, fostering classroom community.

ALSO RELATES TO

- Life Science
- Music Education
- Classroom Management/ Resiliency

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School District Education
Foundation Matching
Grant Program





Marica Mitchell

Norland Middle School
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STANDARDS

- **SC.7.P.11.2** Investigate and describe the transformation of energy from one form to another.
- **SC.8.P.9.2** Differentiate between physical changes and chemical changes.
- **MA.6.AR.3.5** Solve mathematical and real-world problems involving ratios, rates, and unit rates, including comparisons, mixtures, ratios of lengths, and conversions within the same measurement system.
- **MA.7.GR.1.3** Explore the proportional relationship between circumferences and diameters of circles. Apply a formula for the circumference of a circle to solve mathematical and real-world problems.
- **MA.7.GR.2.3** Solve mathematical and real-world problems involving the volume of right circular cylinders.

ABOUT THE TEACHER

A mathematics educator for over 18 years, Marica Mitchell was Norland Middle School's 2022 Teacher of the Year. As STEAM Liaison and SECME Coordinator, she led the school to its first Silver STEAM Designation and has received multiple classroom grants.

Session B

The Art and Science of Candle Making

Students use art and science to create candles

This project combines creativity and chemistry in candle making, teaching students to select wax, wick size, and fragrance oil while understanding their interactions. In a safe, no-burn environment, students create high-quality candles using science, math, and critical thinking, integrating STEM/STEAM concepts and exploring aromatherapy's benefits. This workshop offers hands-on learning, enhancing critical thinking and problem-solving skills. Teachers learn to integrate STEM/STEAM into classrooms, fostering curiosity, experimentation, and innovation.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS 6-12

WHAT STUDENTS LEARN

- **Gather Materials:** Ensure all necessary materials are prepared before starting the project.
- **Prepare Container or Mold:** Clean and dry the container or mold, such as a circular tin.
- **Secure the Wick:** Use a wick sticker to attach the wick inside the candle tin by peeling off the sticker and placing the wick firmly in place.
- **Melt Candle Wax:** Use a double boiler to melt the candle wax safely and evenly.

WHAT TEACHERS LEARN

- **Chemical Properties in Candle Making:** Integrate lessons on wax properties, melting points, and composition through hands-on candle-making activities.
- **Science of Aromatherapy and Light:** Teach the scientific principles behind aromatherapy, ambiance, and the function of candles as a light source.
- **State Properties and Candle Characteristics:** Connect lessons on states of matter, melting points, and composition to achieve desired candle qualities.
- **Ratios and Proportions in Candle Making:** Apply ratio and proportional relationships to calculate and measure wax and fragrance oil for high-quality, long-lasting candles.

ALSO RELATES TO

- STEM
- Health & Well-being

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School District Education
Foundation Matching
Grant Program





Ray Parris

New World School of The Arts
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STANDARDS

- **VA.68.C.1.2** Develop and refine artistic techniques and work for presentation
- **VA.68.H.2.2** Understand and demonstrate the effective use of selected media, techniques, and processes to communicate ideas and reflect on the effectiveness in communicating an intended message.
- **SC.6.N.1.1** Define a problem, use appropriate reference materials to support scientific understanding, plan and carry out scientific investigation of various types.
- **SC.7.N.1.2** Differentiate replication (by others) from repetition (multiple trials) in scientific investigation

ABOUT THE TEACHER

A 25-year teaching veteran, Ray Parris was named the 2018 Global Enterprising Educator Model Teacher by NFTE and was the 2020 Francisco R. Walker Miami-Dade County Teacher of the Year Runner-up. He specializes in robotics design, 3-D printing, app building, entrepreneurship, digital media, sculpture, and film, inspiring curiosity and resilience to prepare students for limitless futures.

Session A

Sustainability in 3-D

Students explore the concepts of sustainability and cultural expression

Students explore sustainability and cultural expression through mixed media art/technology, focusing on sculpture, photography, painting, and digital video manipulation. They analyze the symbolic meanings of ocean treasures, their connection to life, and the cultural significance of the conch shell. Through hands-on activities, students create mixed media digital/video compositions that tell stories of sustainability and heritage. This project blends traditional art with modern digital media, fostering creativity and digital literacy. Students gain insights into integrating mixed media and digital tools, enhancing critical thinking, problem-solving, and classroom engagement.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS 9-12

WHAT STUDENTS LEARN

- **Understanding Sustainability:** Learn the concept of sustainability and its importance in environmental conservation.
- **Expressing Sustainability Through Art:** Discover how mixed media art can be a powerful tool for promoting sustainability.
- **3-D Printing and Digital Design:** Explore the integration of 3-D printing and digital design in art projects.
- **Symbolism in Oceanic Elements:** Analyze the symbolic meanings behind oceanic elements.

WHAT TEACHERS LEARN

- **Integration of Mixed Media:** Learn techniques to combine various art forms in projects.
- **Use of Recycled Materials:** Discover creative ways to incorporate recycled materials into art.
- **Digital Tools Proficiency:** Gain skills in using digital tools for creating and enhancing art.
- **Cultural and Environmental Curriculum Development:** Develop curricula that integrate cultural and environmental themes.

ALSO RELATES TO

- STEM
- Classroom Management/ Resiliency
- Social Sciences
- Technology

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Silvana Soriano

Morningside K-8 Academy
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STANDARDS

- **SC.2.N.1.1** Raise questions about the natural world, investigate them through free exploration and systematic observation.
- **VA.3.H.3.1** Discuss how knowledge gained in the visual art classroom can serve as prior knowledge in other classrooms.
- **VA.2.C.1.1** Use the art-making process to communicate personal interests and self-expression.
- **VA.2.C.2.2** Identify skillful techniques used in works by peers and others.
- **VA.3.H.3.1** Discuss how knowledge gained in the visual art classroom can serve as prior knowledge in other classrooms.

ABOUT THE TEACHER

Silvana Soriano prioritizes creative and critical thinking in her projects, believing that art is a powerful tool for engagement in the classroom. Earning Education Fund grants has been essential to expanding resources and collaboration opportunities.

Session D

The Magic of Shadow Puppetry

Shadow puppets teach STEM and STEAM concepts

In this immersive project, students explore the enchanting world of shadow puppetry while seamlessly integrating STEAM and Language Arts. Through hands-on exploration, they discover the science of light and shadow, engineering in puppet design, and the mathematical concepts of shadow manipulation. Students craft unique puppets, design backdrops, and create narratives, showcasing storytelling, artistry, and technical skills. This holistic experience deepens their appreciation for STEAM disciplines and cultivates critical thinking, collaboration, and innovation, essential for the 21st century.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS PREK-12

WHAT STUDENTS LEARN

- **Predicting Light Movement:** Students hypothesize how light travels and conduct experiments to verify their predictions.
- **Engineering Puppets:** Consider scale, dimension, weight, and materials to ensure proper puppet movement.
- **Perfecting Performance:** Apply engineering principles to balance and move the puppets smoothly during the performance.
- **Rehearsal and Performance:** Practice and perform the shadow play, integrating science, technology, engineering, arts, and mathematics in the final presentation.

WHAT TEACHERS LEARN

- **Innovative Approaches to Interdisciplinary Learning:** Discover strategies for seamlessly integrating various subjects into a cohesive learning experience.
- **Transformative Hands-On Experiences:** Equip yourself with tools and methods to engage students in meaningful, hands-on activities.
- **Connecting Engineering and Artistic Expression:** Forge relationships between engineering principles and creative practices to enhance student understanding.
- **Curated Activities for Critical Skills:** Engage in activities designed to foster critical thinking, problem-solving, and effective communication among students.

ALSO RELATES TO

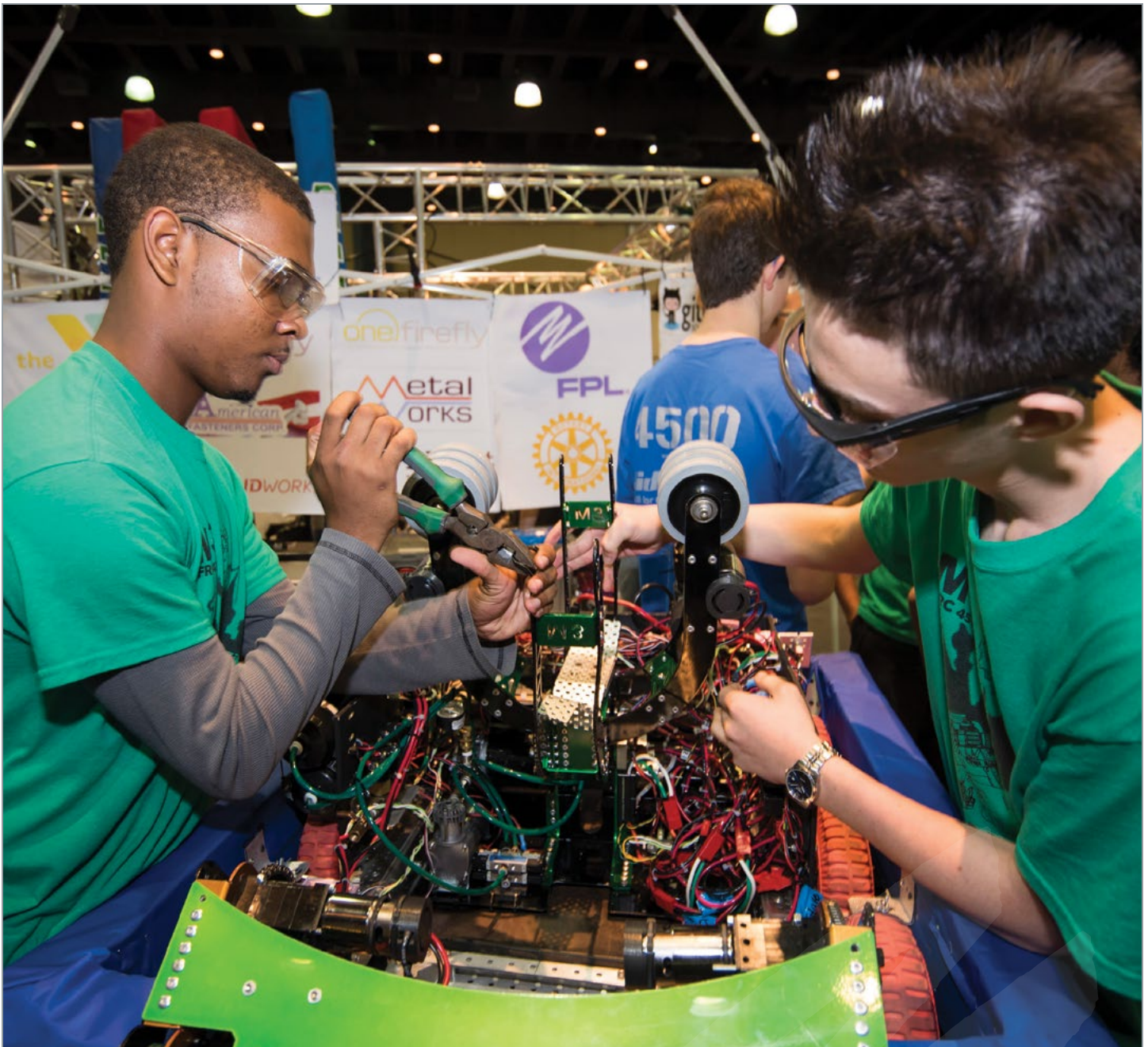
- English Language Arts

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Daniella Parra

Aventura Waterways K-8 Center
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STANDARDS

- **MA.K.NSO.1.3** Identify positions of objects within a sequence
- **MA.1.M.1.2** Compare and order the length of up to three objects using direct and indirect comparison.
- **MA.2.GR.2** Describe the perimeter and find the perimeter of polygons.
- **MA.4.GR.1.2** Estimate angle measures.

ABOUT THE TEACHER

An M-SCPS Educator since 2010, Daniella Parra is a member of the Professional Learning Support Team and a Digital Innovator and Elementary Robotics Coach.

Session B

Easy-Cheesy Coding!

Easily introduce coding to students of all ages

This project uses Code and Go Mouse to help students practice coding skills integrated with classroom subjects. Students press buttons to direct the “robot mouse” to its cheese block, using cards to plan moves, visualize, and problem-solve. Even students as young as 4-5 can learn coding basics with its colorful buttons and cards. The project fosters resiliency and problem-solving while making learning fun and applicable across core curricula.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS PREK-8

WHAT STUDENTS LEARN

- **Engineering Design Process:** The importance of rethinking and supporting multiple solutions.
- **Advanced Skill Building:** How to engineer labyrinths and develop codes
- **Collaboration and Communication:** Teamwork and communication as they work together to achieve goals.
- **Math Lessons:** Addition, subtraction, and number sequencing to coding challenges.

WHAT TEACHERS LEARN

- **Setting Up for Students:** Step-by-step instructions on how to set up Code and Go Mouse for student use.
- **Introducing Coding:** Training on introducing coding concepts to students using Code and Go Mouse.
- **Planning Materials:** Access to comprehensive planning materials related to coding for students and teachers.
- **Curriculum Integration:** Explore a variety of ideas to adapt and incorporate subject matter and curriculum with the *Code and Go Mouse*.

ALSO RELATES TO

- STEM
- Social Sciences
- Technology

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Session C

Coding with VEX 123

Enhance Math Learning with Interactive Vex 123 Coding

The VEX 123 Robot is an interactive, programmable marvel that ignites excitement in Robotics, STEM, Computer Science, and Computational Thinking for young students. Kids can code it using touch to control movements and sounds, learning sequences, logic, and problem-solving along the way. They'll use coding cards and the VEX Coder as they advance, eventually mastering VEXcode with drag-and-drop blocks. Prepare for an exhilarating journey into the world of coding and robotics!

**SELECT THIS
WORKSHOP**

**CURRICULUM
PACKET**

APPROPRIATE FOR GRADE LEVELS PREK-2

WHAT STUDENTS LEARN

- **Understanding the 123 Robot:** Vocabulary, functions, and features of the 123 Robot.
- **Touch Button Coding:** How to use the touch buttons on the 123 Robot to complete coding challenges.
- **Transition to Coder and Coder Cards:** Moving from touch button coding to using the Coder and Coder cards.
- **Programming Languages:** How programming languages use symbols to represent actions and how actions translate into robot behaviors.

WHAT TEACHERS LEARN

- **Interactive Coding Integration:** How to integrate interactive coding activities using the Vex 123 Robot into pre-kindergarten and kindergarten curricula.
- **Teaching Early Math Concepts:** Strategies for teaching early math concepts like addition and sequencing through hands-on coding challenges and manipulatives.
- **Transition to Advanced Coding:** Techniques for transitioning students from touch button coding to using the Coder and Coder cards for more advanced coding projects.
- **Connecting Coding to Behaviors:** Understanding the connection between programming languages and robot behaviors, and facilitating learning about coding principles through storytelling.

ALSO RELATES TO

- STEM
- English Language Arts
- Technology

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Marcelle Farley

Lake Stevens Elementary
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STANDARDS

- **MA.K.NSO.1.2** Given a number from 0 to 20, count out that many objects.
- **MA.K.NSO 1.3** Identify positions of objects within a sequence using the words "first," "second," "third," "fourth," or "fifth."
- **MA.K.M.1.3** Express the length of an object, up to 20 units long, as a whole number of lengths by laying nonstandard objects end to end with no gaps or overlaps.
- **MA.K.GR.1.3** Identify two- and three-dimensional figures regardless of their size or orientation. Figures are limited to circles, triangles, rectangles, squares, spheres, cubes, cones, and cylinders.
- **MA.K.DP.1.1** Collect and sort objects into categories and compare the categories by counting the objects in each category. Report the results verbally, with a written numeral, or with drawings.

ABOUT THE TEACHER

With 30 years of experience and National Board certification, Marcelle Farley, a reading and robotics coach, fosters a love for reading and STEM. Passionate about empowering young minds, she has shared many projects with peers and won numerous Education Fund awards.



Session A

Expanding VEX Robotics with Schoology

Unleash student creativity through a Robotics curriculum in Schoology

VEX Robotics offers endless possibilities for engaging students in STEAM subjects and real-world applications. This session introduces two VEX robotics courses in Schoology: VEX VR and VEX IQ. Each course provides a comprehensive guide to support teachers in facilitating lessons, from basic concepts to advanced robotics topics. With clear and simple lessons, these courses equip teachers with the tools and knowledge to engage students effectively. The goal is to cultivate excitement and learning in the classroom, empowering both teachers and students.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS K-12

WHAT STUDENTS LEARN

- **Block Coding Fundamentals:** A solid understanding of fundamental concepts in block coding with VEXCode VR and VEXCode IQ.
- **Critical Thinking Skills:** Development of critical thinking skills through problem-solving exercises.
- **Creative Application:** Creative ways to apply programming concepts to real-world problems.
- **Collaborative Work:** How to work collaboratively on projects and assignments and how to communicate and cooperate effectively with peers.

WHAT TEACHERS LEARN

- **Course Evaluation in Schoology:** How to evaluate an effective course built in Schoology.
- **Achievement Analysis:** How to integrate and analyze students' achievement on any standard or learning objective.
- **Fostering Creativity:** How to foster students' creativity and curiosity when exploring different block coding examples.
- **Inspiring Careers in Technology:** How to inspire students to pursue careers in technology-related fields.

ALSO RELATES TO

- STEM
- STEAM
- Technology

SPONSORED BY



Marco Diez

M-DCPS Department of Instructional Technology
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STANDARDS

- **SC.K2.CS-CS.2.2** Solve age-appropriate problems (e.g., puzzles and logical thinking programs) with or without technology.
- **SC.K2.CS-CS.2.3** Solve real-life issues in science and engineering using computational thinking.
- **SC.K2.CS-CS.4.3** Explain that a computer program is running when a program or command is executed.
- **MA.K12.MTR.2.1** Demonstrate understanding by representing problems in multiple ways.
- **MA.K12.MTR.6.1** Assess the reasonableness of solutions.

ABOUT THE TEACHER

With over 15 years of teaching experience, Marco Diez excels in using technology to engage all learners. He has presented at FETC and VEX Robotics conferences, showcasing innovative technology initiatives developed by M-DCPS. Marco holds an Educational Specialist degree in Leadership from Florida International University.



Session D

Code & Roll with Sphero Bolt

Classrooms become interactive learning environments with robot mazes

This project injects excitement and innovation into coding education with programmable robots! Sphero Bolt can transform a classroom into an interactive learning environment in which coding is taught through an intuitive interface. Students navigate robots through mazes, design light shows, and program intricate movements – all while fostering computational thinking and problem-solving skills. Sphero integrates seamlessly with STEAM curriculums, and learning becomes immersive, interdisciplinary, and directly applicable to the real world. It ignites a passion for STEAM fields, inspiring the next generation of creators and innovators.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS K-5

WHAT STUDENTS LEARN

- **Coding Proficiency:** Develop coding skills, including syntax, logic, and algorithms.
- **Problem-solving skills:** Enable students to debug code and fix errors.
- **Creativity and Innovation:** Encourage designing unique features and solving problems creatively using code.
- **Real-World Applications:** Understand how robot programming can be useful in various fields.

WHAT TEACHERS LEARN

- **Interdisciplinary Learning:** Manage robots in class to support interdisciplinary learning through programming.
- **SpheroEdu Application:** Access and use the SpheroEdu app to execute programs.
- **Robot Controls:** Aim, change the color, manipulate the speed, and drive Sphero Bolt.
- **Coding Canvases:** Utilize the three coding canvases—Draw, Block, and Text.

ALSO RELATES TO

- STEM
- STEAM
- Technology

SPONSORED BY



Susan Leyva-Bostick

Department of
Instructional Technology
sbostick@dadeschools.net

STANDARDS

- **ELA.K12.EE.4.1** Use appropriate collaborative techniques and active listening skills when engaging in discussions in a variety of situations.
- **MA.K12.MTR.2** Demonstrate understanding by representing problems in multiple ways.
- **MA.K12.MTR.3.1** Complete tasks with mathematical fluency.
- **SC.35.CS-CP.2.2** Create, test, and modify a program in a graphical environment (e.g., block-based visual programming language), individually and collaboratively.
- **SC.3.N.1.IN.1** Ask questions, explore, observe, and identify outcomes.

ABOUT THE TEACHER

A 30-year educator with a background in education and administration, Susan Leyva-Bostick mentors educators in implementing district-wide technology initiatives. Her dedication to growth has earned her a Congressional Service Award for her impactful contributions.



Session D

Mapping Your Thoughts and Ideas

Enhance learning through organized ideas, concepts, and visuals

Teachers create cards with images, words, or short sentences on cardstock for students to assemble in various ways. These cards aid concept understanding, associations, and exploring interdisciplinary connections. Suitable for all grades and subjects, they enhance comprehension and idea association. Easy and economical to make, students love them. This scalable project can be adapted for any grade level or subject. In the workshop, the Disseminator will use plant growth as an example, but the concepts apply universally.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS PREK-12

WHAT STUDENTS LEARN

- **Sequencing Events:** Organize cards depicting stages of plant growth and other sequences of events.
- **Cause and Effect Exercises:** Engage in activities that explore cause-and-effect relationships.
- **Vocabulary Development:** Enhance vocabulary through targeted exercises and discussions.
- **Grouping Related Terms:** Identify and categorize related terms, such as carbohydrates, fats, proteins, and enzymes.

WHAT TEACHERS LEARN

- **Creating Decks for Teaching Areas:** Learn to design specific decks of cards tailored to various teaching subjects.
- **Printing and Practice Runs:** Explore methods for printing card sets and conducting practice sessions.
- **Expanding Card Decks:** Discover strategies to expand and customize card decks over time.
- **Implementation, Assignments, and Grading Ideas:** Discuss practical ideas for integrating card decks into lessons, creating assignments, and effectively grading student work

ALSO RELATES TO

- STEAM
- Social Sciences
- STEM

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Cecilia Campbell

BioTECH Senior High School
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STANDARDS

- **ELA.K12.EE.2.1** Read and comprehend grade-level complex texts proficiently.
- **ELA.K12.EE.3.1** Make inferences to support comprehension.
- **SC.912.L.14.7** Relate the structure of each of the major plant organs and tissues to physiological processes.
- **SC.912.N.1** Recognize the role of creativity in constructing scientific questions, methods and explanations.
- **SS.912.A.1.3** Utilize timelines to identify the time sequence of historical data.

ABOUT THE TEACHER

Cecilia Campbell has been a science teacher at BioTECH High School for the past nine years. She also teaches a gardening class and manages the school garden. Ms. Campbell has received multiple grants over the years to build her program and the tools needed to continue it.



Jevona Cruz-Solomon
North Miami Senior High School
cruz-solomon@dadeschools.net

STANDARDS

- **ELA.612.F.2.4** Read grade-level texts at the student’s ability level with accuracy, automaticity, and prosody or expression using the student’s mode of communication.
- **ELA.K12.EE.1** Cite evidence to explain and justify reasoning.
- **ELA.9.R.3.3** Compare and contrast the ways in which authors have adapted mythical, classical, or religious literary texts.
- **ELA.10.C.2.1** Present information orally, with a logical organization and coherent focus, with credible evidence, creating a clear perspective.
- **ELA.11.V.1.1** Integrate academic vocabulary appropriate to grade level in speaking and writing.

ABOUT THE TEACHER

Jevona Cruz-Solomon has taught literacy for grades 9-12 in Miami-Dade since 2006 and was awarded Teacher of the Year in her school in 2019-2020. She has secured numerous grants from The Education Fund, Donors Choose, First Book, and the NEA.

Session A

Strengthen Knowledge with Socratic Seminars

Socratic discussions deepen students’ understanding of content

Teachers learn to use Socratic Seminars to foster student-driven discussions on subject-specific content. These seminars help students develop rhetoric, vocabulary, evidence-based arguments, and inferencing skills. Students articulate their knowledge, listen to peers, deepen learning connections, and enhance subject comprehension. After each seminar, students often eagerly ask to do it again, reporting a better understanding of texts and themes and sometimes changing their views on controversial topics.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS 6-12

WHAT STUDENTS LEARN

- **Reading and Annotating Texts:** Learn how to read, annotate, and develop questions about multiple texts.
- **Exploring Connections and Themes:** Understand text-to-text and text-to-world connections, literary analysis, close-ended, open-ended, and universal themes.
- **Constructing Questions for Peer Conversations:** Discover how to create questions for meaningful peer discussions.
- **Analyzing Discussions:** Develop skills to analyze discussions.

WHAT TEACHERS LEARN

- **Understanding Socratic Seminars:** Learn about the structure and purpose of Socratic Seminars.
- **Implementing Socratic Seminars in the Classroom:** Explore various methods for integrating Socratic Seminars into any classroom setting.
- **Selecting Texts for Discussion:** Discover the types of texts suitable for stimulating discussion in Socratic Seminars.
- **Crafting Effective Questions:** Explore the types of questions students can formulate to foster meaningful dialogue and guidelines on questions to avoid.

ALSO RELATES TO

- Social Sciences
- STEAM
- Health & Well-being

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Judith Philius

Ojus Elementary
 philius@dadeschools.net

STANDARDS

- **ELA.2.1.1** Demonstrate understanding of key ideas and details in a text
- **ELA.2.3.1** Use knowledge of language and its conventions when writing, speaking, reading, or listening.
- **ELA.2.4.2** Determine or clarify the meaning of unknown and multiple-meaning words and phrases
- **ELA.2.2.2** Engage effectively in collaborative discussions with diverse partners
- **SC.6.N.1.1** Define a problem from the sixth-grade curriculum, use appropriate reference materials to support scientific understanding

ABOUT THE TEACHER

Judith Philius, a 17-year M-DCPS veteran and 3rd-grade department chair, excels in teaching Intensive Acceleration classes for students below grade level.

Session B

Literacy Quest: Board Game Creations

Students are 'on board' with a game that enhances literacy skills

Literacy Quest is an engaging board game that enhances students' literacy skills, aligning with educational standards. It promotes teamwork, a love for language arts, science, social studies, and self-awareness. Playable on a poster board or online, it's versatile for classroom use. Teachers can customize it, encouraging collaboration and communication. Additionally, it serves as a diagnostic tool, helping teachers assess literacy proficiency and inform instructional planning, making literacy learning an exciting adventure.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS PREK-12

WHAT STUDENTS LEARN

- **Vocabulary Acquisition:** Expands students' vocabulary through engaging and interactive gameplay.
- **Reading Comprehension:** Enhances understanding and retention of reading materials by integrating fun challenges.
- **Grammar Proficiency:** Improves grammar skills through practical exercises and collaborative tasks.
- **Critical Thinking Skills:** Develops critical thinking and problem-solving abilities by presenting complex scenarios and questions.

WHAT TEACHERS LEARN

- **Integrating Literacy Games into the Curriculum:** Provides effective strategies for seamlessly incorporating literacy games into daily lesson plans.
- **Adapting Gameplay to Different Proficiency Levels:** Offers techniques for customizing gameplay to suit varying literacy skills among students.
- **Using the Game as a Formative Assessment Tool:** Presents methods for employing the game to assess students' literacy proficiency
- **Incorporating Peer Collaboration and Discussion:** Suggests ideas for fostering peer collaboration and meaningful discussions during gameplay

ALSO RELATES TO

- Social Sciences
- STEM

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Katia Calejo Mora

Ada Merritt K-8 Center
kcalejo@dadeschools.net

STANDARDS

- **ELA.6.C.4.1** Conduct research to answer a question, drawing on multiple reliable and valid sources, and refocusing the inquiry when appropriate.
- **ELA.6.C.5.1** Integrate diverse digital media to enhance audience engagement in oral or written tasks.
- **MA.6.GR.2.1** Derive a formula for the area of a rectangle.
- **MA.6.DP.1.6** Given a real-world scenario, determine and describe how changes in data values impact measures of center and variation.
- **MA.6.AR.3.4** Apply ratio relationships to solve mathematical and real-world problems involving percentages using the relationship between two quantities.

ABOUT THE TEACHER

With 25 years of teaching experience, Katia Calejo Mora is a highly acclaimed educator. She has been honored as her school’s Teacher of the Year, nominated for Disney’s Teacher of the Year, and awarded two Ideas with Impact Education Fund grants.

Session C

“Flipped” Classroom Makeover

Students gain agency with “flipped” classroom makeovers

Inspired by HGTV’s Flip This House, the “Flipped” Classroom makeover project empowers students with a \$340 budget to redesign their classroom. They follow project steps, vote on their favorite design, and implement the winning project for the school year. Teachers can easily adapt this project to their needs and budget, fostering student motivation and ownership of learning through creative expression. Students develop skills like measurements, floor planning, research, teamwork, and literacy across disciplines, making learning engaging. It’s a workshop-worthy project that even reluctant students find fun and rewarding, promoting visible achievement.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS PREK-12

WHAT STUDENTS LEARN

- **Researching Classroom Themes:** Students will research various themes and assess their appropriateness for the classroom.
- **Creating a Classroom Items Spreadsheet:** Students will create a detailed budget for classroom items.
- **Calculating Taxes on Purchases:** Students will learn to calculate taxes on their purchases.
- **Developing Critical Thinking Skills:** Students will enhance their critical thinking skills by making difficult choices.

WHAT TEACHERS LEARN

- **Implementing the Project Successfully:** Learn the steps to implement this project in your classroom effectively.
- **Differentiating Activities:** Discover how to tailor activities within the project to meet all students’ needs.
- **Cooperative Group Strategies:** Explore strategies for promoting effective teamwork and collaboration among students.
- **Classroom Management Strategies:** Gain insights into managing your classroom to support the project’s activities and objectives

ALSO RELATES TO

- Financial Literacy
- Technology
- Mathematics

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In partnership with M-DCPS' Department of Academics and Department of Food & Nutrition



What is a Food Forest?

The Education Fund is revolutionizing science, math, and nutritional education for students via a first-in-the-nation model, using outdoor eco-labs on school grounds. An array of fruits, vegetables, and herbs in the form of trees, bushes, vines, and ground cover span up to a quarter acre in width. The winding pathways and tree-covered canopies are great for outdoor classrooms, with harvesting always available for cafeteria meals and homebound use.

How Does It Work?

Science and mathematics come alive for students in the Food Forests (FF), resulting in 71% of students increasing their science achievement and 78% increasing their math knowledge. Children are learning about the superfoods we are pioneering, such as the Moringa tree, which provides more calcium and protein than milk, and Barbados Cherries, which give children the vitamin C of 18 oranges in one cherry. They are exposed to 35+ different crops (80% perennial and 20% annual), experiencing the plant life cycle from seed to table in just one school year.

For Students

Students participate in daily or weekly harvests - for the cafeteria and their homes. Since transitioning from gardens to FF beginning in 2014, students have taken home 257,274 Harvest Bags. Students are excited to see plants they have grown added to their cafeteria meals, since 2015 over 6,714 meals have been enhanced with nutritious school-grown produce.

For Teachers

We invest in teachers and teacher training both on - and off-site. Our hands-on science and math modules are aligned with the district's Pacing Guides, which now include our curriculum lessons as recommended for all elementary sciences. We also train cafeteria managers and teachers together so that these nutritious plants grown by children may be used in cafeteria meals. School land that was once unused is now bustling with student activity each day. In fact, our work changed the school district's Wellness Policy, which now recommends all schools establish edible gardens, a precursor to the science recommendation.



THE JORGE M. PÉREZ FAMILY FOUNDATION

THE EDUCATION FUND'S FOOD FORESTS FOR SCHOOLS TEAM



Eddie Recinos
Program Director



Debi La Belle
Senior Program Manager



Hayley Margolis
Program Coordinator

**RESERVED FOR
FOOD FOREST
FOR SCHOOLS
TEACHERS ONLY**

Session A, B, C, D



Food Forests for Schools Program Kickoff

Begin the school year with an exciting adventure in outdoor learning! Discover what's in store at the Food Forests for Schools Program workshop

This workshop is exclusively for our Food Forest teachers and is required of all FFS teachers attending the Expo. You only need to attend one of the four sessions.

SELECT THIS WORKSHOP

APPROPRIATE FOR GRADE LEVELS K-12

PROGRAM OVERVIEW

- Grant opportunities
- Program stipends
- Maintenance support
- **Online Resources:** Discover our extensive collection of tools and resources to enhance your outdoor lessons.
- **Interactive Activity:** Engage in a hands-on, fun activity that brings outdoor learning to life!
- **Math, Science and Resiliency Integration:** All activities are district-approved and align with pacing guides, ensuring seamless integration of math, science and resiliency topics into outdoor lessons.
- Harvesting tips
- Integrated teaching strategies

Join us to enrich your teaching experience with the vibrant world of food forests!

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THE JORGE M. PÉREZ
FAMILY FOUNDATION

Don't miss this Special Health & Well-being workshop from Florida Agriculture in the Classroom!



Becky Sponholtz
Executive Director, Florida
Agriculture in the Classroom



Solina Rulfs
Policy, Systems, and Environmental
Change (PSE) Specialist with the
UF/IFAS Extension Family Nutrition
Program (FNP) in Miami-Dade
County



Michael Carter
Farm to School Outreach
Coordinator for the Florida
Department of Agriculture and
Consumer Services

Session A

Eat the Rainbow



Discover Florida's Agriculture through a Hands-on Tasting Activity.

Have you heard the saying that it's good for you to eat the rainbow? When we talk about "eating the rainbow," we're referring to consuming a wide variety of fruits and vegetables, each with its unique color and nutritional benefits. Join Florida Agriculture in the Classroom, UF/IFAS Family Nutrition Program, and the Florida Department of Agriculture and Consumer Services Division of Food, Nutrition and Wellness as we take a deeper dive into the Florida Crunch event. We will highlight some seasonal produce, how it is commercially grown in Florida, where to find local produce, and its nutritional benefits.

**SELECT THIS
WORKSHOP**

APPROPRIATE FOR GRADE LEVELS K-12

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Cuiying Wang

BioTECH @ Richmond Heights
Senior High School
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STANDARDS

- **SC.912.L.17** The distribution and abundance of organisms is determined by the interactions between organisms, and between organisms and the nonliving environment.
- **MA.912.F.1.2** Given a function represented in function notation, evaluate the function for an input in its domain.
- **LA.910.4.2.3** The student will write informational/expository essays that speculate on the causes and effects of a situation, establish the connection between the postulated causes or effects, offer evidence supporting the validity of the proposed causes or effects.
- **SC.912.P.8.8** Characterize types of chemical reactions, for example: redox, acid-base, synthesis, and single and double replacement reactions.

ABOUT THE TEACHER

Cuiying Wang has ten years of teaching experience - seven years in colleges and three years in a public high school. She earned an Adapter Grant from The Education Fund in 2023.

Session B

Microgreens by Hydroponics

Dive into the microgreens craze with hydroponic technology

Dive into the exciting world of hydroponics with this microgreens project! Microgreens are a hot topic for health enthusiasts, and you'll learn to grow them using a simple setup. This hands-on project offers an engaging way to explore various subjects while benefiting your community with fresh, nutritious greens. It can be done indoors or outdoors, is perfect for all grade levels, and is adaptable for STEM/STEAM. Experience the thrill of cultivating microgreens and discover the benefits for both education and health.

**SELECT THIS
WORKSHOP**

**CURRICULUM
PACKET**

APPROPRIATE FOR GRADE LEVELS K-12

WHAT STUDENTS LEARN

- **Photosynthesis Process:** Explore the fundamental process of photosynthesis in plants.
- **Science of Hydroponics and Microgreens:** Learn about the scientific principles behind hydroponics and the growth of microgreens.
- **Engineering Design Process:** Understand the steps and principals involved in the engineering design process.
- **Microgreens Growth Rate and Yield Percentage:** Study the growth rate and yield percentage of microgreens as part of agricultural science.

WHAT TEACHERS LEARN

- **Science:** How to apply STEAM principles in hydroponic and microgreens lessons
- **Technology:** Using the internet for researching hydroponics and microgreens.
- **Engineering:** Designing setups for growing microgreens.
- **Art:** Creating artistic patterns and setups with microgreens.
- **Math:** Lower grades measure setup components or grass heights; higher grades calculate microgreens' growth rates and yield percentages.

ALSO RELATES TO

- Health & Well-being
- Financial Literacy
- Technology

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FAMILY FOUNDATION





Michael Carter

Outreach Coordinator -
Farm to School
Florida Department of Agriculture
and Consumer Services
Division of Food, Nutrition,
and Wellness
Michael.Carter@fdacs.gov

STANDARDS

- **SC.4.L.17.4** Recognize ways plants and animals, including humans, can impact the environment.
- **EL.2-3Y.VI.B.1** Demonstrates knowledge related to living things and their environments.
- **SS.8.G.5.1** Describe human dependence on the physical environment and natural resources.
- **MA.912.DP.5.6** Determine the appropriate design, survey, experiment, or observational study, based on the purpose.

Session B

School Gardening 101

Creating a school garden is a great opportunity to get students excited about agriculture and weave STEM learning into their everyday experiences. In this session, I will guide participants through the basics of setting up and maintaining a school garden. We'll explore everything from initial planning and design to implementation. The workshop will focus on practical gardening skills, soil-building strategies, incorporating plant biodiversity, and using sustainable methods to ensure garden abundance. Join me in learning how to cultivate both plants and young minds in a fun and educational way!

SELECT THIS WORKSHOP

APPROPRIATE FOR GRADE LEVELS K-12

RESOURCES

- [Grow to Learn Gardening Guide](#)
- School Garden Planner
- [Farm to School FL | Florida Department of Agriculture and Consumer Services](#)

WHAT TEACHERS LEARN

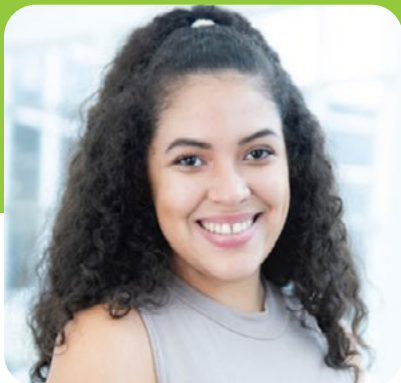
- How to develop a school garden action plan
- How to implement a school garden project
- How to sustain a school garden

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Nathalie Montenegro

Nutrition Program Supervisor
M-DCPS Department of
Food and Nutrition



Matthew Mitchell

Nutrition Program Coordinator
M-DCPS Department of
Food and Nutrition

Session D

Reducing Food Waste in Cafeterias Through Share Tables

Share Tables are an easy and efficient way to introduce sustainability in school cafeterias while also encouraging student food preservation.

A dining room table, some hands-on guidance, and a touch of creativity are all that are needed to operate a Share Table in a school cafeteria, yet the impact it can create within the schools is endless. "Reducing Food Waste in Cafeterias Through Share Tables" provides an interactive experience where the school community can better identify food waste in school cafeterias and incorporate best practices that redistribute non-perishable food items through student sharing and education. Students get satisfaction from knowing they do their part for the environment and their classmates.

**SELECT THIS
WORKSHOP**

APPROPRIATE FOR GRADE LEVELS K-12

WHAT STUDENTS LEARN

- **Alternative solutions to redistribute unwanted food items.**
- **The impact of sharing food with their classmates.**
- **Identify and understand what foods can be placed on the Share Table.**

WHAT TEACHERS LEARN

- **Share Table Operations:** identify non-perishable food items that can be placed on the Share Table and proper and collaborative monitoring strategies.
- **Creative ideas to engage students to participate.**

ADDITIONAL RESOURCES

- <https://mdcpsnutrition.net/share-tables/>

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FAMILY FOUNDATION





THE LUCY PETREY ENDOWMENT FUND

Benefitting The Education Fund's Teacher Programs



The Education Fund is proud to recognize the endowment fund created in honor of longtime board member Lucy Petrey, who had supported the work of The Education Fund in so many ways. Lucy was the perfect board member, one who always lent a hand, and provided leadership without the title, and made people feel better about hard work. She always volunteered to help teachers. Whether it was our annual EXPO giving teachers grant writing workshops, handing out checks at our teacher award ceremonies, or editing teachers' submissions to our Ideas with IMPACT catalog, Lucy was always present.

Lucy also engaged others to support our work in public schools. Her friends were often corralled, with promises of brownies and other delights, to help with our teacher programs. Lucy's husband, Rod, and their daughters, Susan and Sarah, make Lucy's past love of The Education Fund and supporting our public schools a family affair that continues today. Lucy's infectious good humor was combined with a deep intellect and a sharp focus, all of which she brought to bear in numerous activities, including chairing our program committee, introducing new people to the importance of public education, and successfully securing significant funding to support our work with teachers.

Lucy's efforts touched the lives of countless teachers and students, and her indefatigable zest for life and tireless commitment to improving our world were a tremendous inspiration to all. The Education Fund board and staff are privileged to honor Lucy Petrey's memory with The Lucy Petrey Endowment Fund, which will support our public school teachers and their students for many years to come.





Session C

Fun with Funko Pops

Explore historic and literary figures with 'Funko Pop' characters

Funko Pops, small figurines based on iconic figures from history, science, art, and literature come to life as students dive into the exciting world of Funko creation, crafting their own class-wide series on any historic period. They'll choose characters from 4 different classes of people from that time, design appearances, and add accessories, all while reviewing class material, honing research skills, collaborating, and unleashing their creativity. This dynamic project can feature any important figures, from historical heroes to literary legends, making learning both fun and impactful.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS 6-12

WHAT STUDENTS LEARN

- **Historic Character Research:** Students research assigned historic characters to deepen their understanding.
- **Using Template Worksheets:** Students utilize provided template worksheets to design their Funko Pop figures.
- **Accessory Drawing and Labeling:** Students creatively draw and label accessories, enhancing their character designs.
- **Group Design Projects:** Students collaborate in groups to design additional characters in the series, fostering teamwork and creativity.

WHAT TEACHERS LEARN

- **Incorporating Project-Based Learning:** Learn strategies to integrate project-based learning effectively into the classroom.
- **Scholarly Research in Projects:** Explore methods to incorporate scholarly research into project-based learning activities.
- **Content Review and Analysis:** Utilize project-based learning to review content and conduct thorough content analysis.
- **Planning Steps:** Outline the steps to create a class-wide Funko Pop series for any subject area.
- **Sample Projects:** Review samples of Funko Pop projects and discuss integration ideas with colleagues for existing lessons.

ALSO RELATES TO

- English Language Arts
- Visual Art
- Technology

SPONSORED BY



Daniel Vinat

J.C. Bermudez Doral
Senior High School
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STANDARDS

- **ELA.10.V.1.1** Integrate academic vocabulary appropriate to grade level in speaking and writing.
- **SS.912.W.2.10** Describe the orders of medieval social hierarchy, the changing role of the Church, the emergence of feudalism, and the development of private property as a distinguishing feature of Western Civilization.
- **SS.912.W.2.17** Identify key figures, artistic, and intellectual achievements of the medieval period in Western Europe.
- **SS.912.W.2.15** Determine the factors that contributed to the growth of a modern economy.
- **SS.912.W.1.3** Interpret and evaluate primary and secondary sources.

ABOUT THE TEACHER

A Social Sciences teacher for 22 years, Daniel Vinat was a Central Region Finalist for the Francisco R. Walker Teacher of the Year in 2022-2023 and currently serves as president of the Miami-Dade Council for the Social Studies.



Mayako Nakamura

Gratigny Elementary
mnakamura@dadeschools.net

STANDARDS

- **ELA.1.R.3.3** Compare and contrast two texts on the same topic.
- **SS.912.S.2.6** Identify the factors that promote cultural diversity within the United States.
- **SS.6.G.1.2** Analyze the purposes of map projections (political, physical, special purpose) and explain the applications of various types of maps.
- **SS.912.P.10.2** Identify how cultures change over time and vary within nations and internationally.
- **WL.K12.NM.1.1** Demonstrate understanding of basic words, phrases, and questions about self and personal experiences through gestures, drawings, pictures, and actions.

ABOUT THE TEACHER

Mayako Nakamura was named Gratigny Elementary's 2018 Teacher of the Year. Actively engaged in Gratigny's Project Rise Teacher Mini-Grant, she presented at Idea Expo in 2023 and 2022. Ms. Nakamura also leads the Food Forest for Schools initiative at her school.

Session D

Everybody Cooks Rice

Culinary arts integrated with literature and geography is a recipe for success!

The project educates students on global rice consumption through Norah Dooley's "Everybody Cooks Rice." They explore diverse rice dishes, make traditional Japanese rice balls, and compare them to their own cultural dishes. Learning includes geography and basic Japanese vocabulary, integrating literature, geography, and hands-on cooking. This immersive experience fosters cognitive skills, cultural appreciation, empathy, and creativity. Teachers gain strategies for promoting global awareness, cross-cultural understanding, and culinary literacy, ensuring inclusivity and diversity in education.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS PREK-12

WHAT STUDENTS LEARN

- **"Everybody Cooks Rice" by Norah Dooley:** Using this popular book, explore the diverse ways rice is prepared and enjoyed across different cultures.
- **Mapping Rice-Producing and Consuming Countries:** Learn to identify and map the countries that produce and consume the most rice.
- **Comparing Short-Grain and Long-Grain Rice:** Understand the differences in texture, cooking methods, and uses of short-grain and long-grain rice.
- **Basic Japanese Vocabulary:** Introduce essential Japanese words and phrases related to rice and cooking

WHAT TEACHERS LEARN

- **Integrating Literature, Geography, and Cultural Studies:** Learn how to seamlessly combine these subjects into a cohesive and engaging curriculum plan.
- **Sensory Exploration and Comparative Analysis:** Foster students' sensory exploration and critical thinking by comparing different food ingredients.
- **Hands-On Cooking Activities:** Incorporate cooking into lessons to boost student engagement and reinforce learning through practical experience.
- **Teaching Foreign Language Vocabulary:** Use meaningful contexts to introduce and teach basic vocabulary from foreign languages.
- **Making "Onigiri" Japanese Rice Balls:** Step-by-step instructions on how to prepare and shape onigiri, integrating cultural learning with hands-on activity.

ALSO RELATES TO

- English Language Arts
- STEAM
- Classroom Management/Resiliency

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Session B

Think “Glocally”!

Students learn to become global citizens

This project uses the 17 Sustainable Development Goals (SDGs) as a foundation to celebrate global cultures. Students learn about the SDGs and global stories, culminating in a week-long International Storytelling Fair. Through storytelling, the project elevates student voices and bridges communication gaps between diverse races, ethnicities, and generations. It enhances the school’s culture and climate while developing students’ public speaking, writing, and networking skills, aiding their academic, professional, and social success.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS 6-12

WHAT STUDENTS LEARN

- Students learn and participate in Community Circles and Culture Gallery Walks
- How to deliver presentations using display boards about different continents, countries, and cultures
- How to prepare food for a “Taste of the Cultures” Food Tasting
- Cultural dance presentations

WHAT TEACHERS LEARN

- How to help students investigate the world
- How to help students recognize different perspectives
- How to help students communicate ideas
- How to help students become active participants in civil society

ALSO RELATES TO

- Classroom Management/ Resiliency
- Health & Well-being

SPONSORED BY



Dr. Precious Symonette

Miami Norland Senior High School
psymonette@dadeschools.net

STANDARDS

- **TH.CR1.1.B.** Understand and apply technology to design solutions for drama/theatre work.
- **TH.CR1.1.C.** Use personal experiences and knowledge to develop a character that is believable and authentic in a drama/theatre work.
- **TH.CR2.2A.** Refine a dramatic concept to demonstrate a critical understanding of historical and cultural influences of original ideas applied to a drama/theatre work.
- **TH.RE8.1B.** Apply concepts from a drama/theatre work for personal realization about cultural perspectives and understanding.
- **TH.CN11.1A.** Integrate conventions and knowledge from different art forms and other disciplines to develop a cross-cultural drama/theatre work.

ABOUT THE TEACHER

Dr. Precious Symonette has been teaching for 18 years. Her numerous accolades include the 2017 Miami-Dade County Public Schools Teacher of the Year and North Region Teacher of the Year. She is also a 2023-2024 Fullbright Scholar.



Shauntee Friend

Frank C. Martin K-8 Center
sfriend@dadeschools.net

STANDARDS

- **SS.1.G.1.6** Describe how location, weather, and physical environment affect the way people live in our community.
- **SS.2.A.2.5** Identify reasons people came to the United States throughout history.
- **SS.2.A.2.8** Explain the cultural influences and contributions of immigrants today.
- **SS.3.G.4.3** Compare the cultural characteristics of diverse populations in one of the five regions of the United States with Canada, Mexico, or the Caribbean.
- **WL.K12.IM.6.4** Identify similarities and differences in products across cultures (e.g., food, shelter, clothing, transportation, music, art, dance, sports and recreation, language, customs, traditions, and literature).

ABOUT THE TEACHER

Shauntee Friend has 25 years of teaching experience, including 18 years with MDCPS. In 2023, she was named Teacher of the Year at Frank C. Martin K-8 Center and published three CPALMS Common MEA Lesson Plans in 2013. Shauntee was honored as the Science Teacher of the Year for 2023-2024.

Session A

Let's Go Traveling Virtually!

Virtual travel is a passport to endless learning adventures!

World travelers gain new perspectives and become more well-rounded citizens, but many students lack the opportunity and resources to explore beyond their own neighborhoods. Virtual traveling allows students to explore the world and learn about global cultures, languages, holidays, and perspectives. They'll create a suitcase and learn about and how to pack for different climates. This interactive lesson engages students in map skills, continents, and cultural appreciation through a simulated airport experience, complete with boarding passes and passport stamps. Grab your suitcase and passport—let's embark on a global adventure!

**SELECT THIS
WORKSHOP**

**CURRICULUM
PACKET**

APPROPRIATE FOR GRADE LEVELS PREK-5

WHAT STUDENTS LEARN

- **Virtual World Travel:** Guide students in boarding an imaginary plane, using airline tickets and passports for a global journey.
- **Creative Crafting:** Teach students how to make their own passports and suitcases.
- **Global Appreciation:** Foster an appreciation for the world and its diversity.
- **Cultural Understanding:** Explore similarities and differences among various cultures.

WHAT TEACHERS LEARN

- **Virtual Fieldtrip Creation:** Utilize online tools and resources to design virtual field trips.
- **Create an Airport Setting:** Set the stage for simulated check-ins and boarding
- **Creative Crafting:** Teach students how to make a virtual suitcase, interactive passport, and mock airline ticket.
- **Cultural Studies:** Compare cultural characteristics of various countries.

ALSO RELATES TO

- English Language Arts
- Health & Well-being

SPONSORED BY





Al Lawrence

M-DCPS Instructional Technology
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STANDARDS

- **SS.912.A.4.** Demonstrate knowledge of the major eras of United States history
- **SC.K.1.P.8.** Observe and describe the natural world, including plants, animals, and weather.
- **LA.FS.6.RI.2.4** Determine the central idea of a text and analyze its development over the course of the text
- **ELA.3.V.1.1** Use grade-level academic vocabulary appropriately in speaking and writing.

ABOUT THE TEACHER

With 12 years of teaching and three years as a Curriculum Support Specialist at MDCPS, Dr. Al Lawrence is dedicated to innovative teaching with technology. He holds a Ph.D. in Curriculum and Instruction and Applied Statistics.

Session C

The Magic of Video Editing in CANVA

Video editing: essential 21st century skills

Teachers can use Canva to bring live classroom projects to life with easy video editing. Learn to add sounds, effects, and visuals to create masterpieces. Students can craft documentaries, explainer videos, book trailers, PSAs, and news reports, transforming presentations and honing public speaking skills. Collaborative projects and digital storytelling encourage team-based learning and creativity. With Canva, students develop 21st-century skills in communication, creativity, journalism, organization, planning, and problem-solving. Transform your classroom activities into movie magic!

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS K-12

WHAT STUDENTS LEARN

- **History:** Create a documentary-style video on a historical event with images, text overlays, and narration.
- **Science:** Design an explainer video on a scientific concept using animations, diagrams, and voiceovers.
- **Language Arts:** Film a book trailer for a favorite novel with sound effects and transitions.
- **Current Events:** Produce a news report on a recent event with images, video clips, and interviews.

WHAT TEACHERS LEARN

- **Bring Your Ideas to Life:** Record a voiceover to personalize your video and connect with viewers.
- **Animate with Flair:** Match and move animation elements to create stunning visuals.
- **Master the Interview:** Cut, trim, and polish interview footage for a smooth and engaging flow.
- **Captivate Your Audience:** Add captions to boost understanding and accessibility

ALSO RELATES TO

- STEM
- STEAM
- Robotics
- Technology

SPONSORED BY



Session A

Teach Smarter, Not Harder: AI for DI!

Harness AI tools for creating tailored instructional content

Learn new AI technologies to create differentiated instructional resources for elementary and high school students. Teachers will learn to customize texts and develop engaging materials tailored to individual learning needs using AI Language Models. The curriculum includes hands-on exercises, ethical considerations, and strategies for both remediation and enrichment. Participants will gain the skills to integrate AI into their teaching, enhancing personalized learning experiences and supporting diverse educational pathways, ultimately fostering a more inclusive and effective educational environment.

**SELECT THIS
WORKSHOP**

**CURRICULUM
PACKET**

APPROPRIATE FOR GRADE LEVELS PREK-12

WHAT STUDENTS LEARN

- **Utilizing AI Tools for Text Selection and Summarization:** Learn to leverage AI tools to select and summarize texts at individual reading levels.
- **Promoting Comprehension through Content Proficiency Matching:** Enhance comprehension by aligning content with student proficiency levels.
- **Creating Reading Passages and Visual Slides for YouTube Videos:** Develop strategies for creating reading passages and visual aids that complement YouTube video content.
- **Tailoring Visual Aids to Lesson Objectives and Student Levels:** Design visual aids customized to meet specific lesson objectives and accommodate varying student proficiency levels.

WHAT TEACHERS LEARN

- **AI Tailoring:** Personalize Educational Content for Each Student's Level
- **Critical Thinking:** Enhance Analysis and Discussion with AI-Powered Prompts
- **Graphic Organizers:** Simplify Complex Ideas with AI-Generated Visual Aids
- **Quick Resource Creation:** Streamline Material Production for Diverse Learning Needs
- **Equity Promotion:** Implement AI Strategies to Support All Learners

ALSO RELATES TO

- English Language Arts

SPONSORED BY



Jeannette Tejeda

Office of Instructional Technology
tejeda@dadeschools.net

STANDARDS

- **ELA.K12.EE.** Read and comprehend grade-level complex texts proficiently.
- **ELA.K12.EE.1.1** Cite evidence to explain and justify reasoning.
- **ELA.K12.EE.3.1** Make inferences to support comprehension.
- **ELA.K12.EE.5.1** Use the accepted rules governing a specific format to create quality work.
- **ELA.K12.EE.6.1** Use appropriate voice and tone when speaking or writing.

ABOUT THE TEACHER

Dr. Jeannette Tejeda, an educator with over 30 years of experience, serves in the Miami-Dade County Public Schools' Office of Instructional Technology and as an adjunct professor at Miami Dade College. With a Doctorate in Education, she plays a pivotal role in the AI Institute initiative.



Laura Ortiz

Robert Morgan Educational Center
laort3@dadeschools.net

STANDARDS

- **SC.912.L.17.9** Use a variety of electronic information sources to generate questions.
- **ELA.912.W.1.2** Write informative/explanatory texts to examine and convey complex ideas, concepts, and information.
- **ELA.1112.SL.2.4** Present information, findings, and supporting evidence, conveying a clear and distinct perspective.
- **LA.910.SL.1.1** Initiate and participate effectively in a range of collaborative discussions with diverse partners on grades 9-10 topics, texts, and issues, building on others' ideas and expressing their own clearly and persuasively.
- **ELA.1112.SL.1.2** Integrate multiple sources of information presented in diverse formats and media.

ABOUT THE TEACHER

An educator for M-DCPS for 26 years in grades PreK-5, Jacqueline Gil-Abarzua was selected as the Teacher of the Year for Biscayne Gardens Elementary in 2020.

Session A

Unlocking the Potential of Adobe AI

Transform professional workflows with Adobe Express AI

Unleash the potential of Adobe AI as a transformative professional learning opportunity designed to equip educators with the tools and strategies needed to revolutionize teaching and learning. Discover how these tools can transform professional workflows and enhance student learning experiences. Learn practical strategies for integrating Adobe AI features into projects and curriculum, from creating stunning visuals effortlessly to leveraging AI-powered editing tools for productivity. Leave equipped to streamline workflows, elevate work quality, and inspire student engagement through Adobe AI technology.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS PREK-12

WHAT STUDENTS LEARN

- **Photo Editing Techniques:** Enhance artwork or photographs, fostering digital literacy and encouraging experimentation.
- **Creating Multimedia Presentations:** Develop professional-looking slideshows to showcase multimedia projects.
- **Advanced Photo Editing Features:** Master background removal, color correction, and retouching for polished results.

WHAT TEACHERS LEARN

- **Integrating Adobe Express AI:** Practical strategies for using AI in lesson planning and curriculum development.
- **Creating Visually Compelling Content:** Hands-on experience with posters, infographics, and multimedia presentations.
- **Enhancing Productivity:** Guidance on leveraging AI-powered editing tools to streamline workflows.
- **Fostering Creativity and Critical Thinking:** Tips for using AI technology to boost creativity, critical thinking, and digital literacy among students.

ALSO RELATES TO

- STEM
- STEAM
- English Language Arts

SPONSORED BY



Maria Rodriguez

M-DCPS Instructional Technology
 rodriguezscience@dadeschools.net

STANDARDS

- **SC.912.CS-CS.6.6** Describe a few of the major branches of artificial intelligence (e.g., expert systems, natural language processing, machine perception, machine learning)
- **SC.912.CS-CS.6.7** Describe major applications of artificial intelligence and robotics, including, but not limited to, the medical, space, and automotive fields.

ABOUT THE TEACHER

Maria Rodriguez has more than 32 years of teaching experience, 24 with M-DCPS. Previously an ETO Science Coach, she is currently a Curriculum Support Specialist for the Instructional Technology Department.

Session C

Lesson Planning and Assessment Creation with AI

Use AI to quickly create lesson plans and effective assessments at no cost!

Learn to craft interactive lessons and assessments using AI platforms like Magic School AI, Eduaid.AI, Quizizz.com, and Questionwell.org. AI reduces planning time, increases engagement, and improves academic achievement. The workshop covers AI tools for lesson plans, interactive videos, and personalized assessments, boosting productivity and enhancing learning outcomes. Teachers will learn to generate and tailor content to individual needs effortlessly, revolutionizing lesson design and fostering an effective learning environment.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS PREK-12

WHAT TEACHERS LEARN

- **AI-Driven Lesson Planning:** Learn to use AI to create lesson plans aligned with standards for various subjects and grade levels.
- **Exploring AI Features:** Discover multiple AI platforms' dynamic and interactive lesson planning and assessment features to engage students and deepen understanding.
- **Resource PDF:** Receive a PDF detailing the names, prices, and main features of four educational AI platforms: Magic School AI, Eduaide.AI, Quizizz.com, and Questionwell.org.
- **Optimizing AI Use:** Get guidelines and tips for optimizing lesson creation using AI tools.
- **Ongoing Support:** Learn where to find additional support and guidance post-workshop.

ALSO RELATES TO

- All subject areas

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Session D

Canva AI Essentials for Educators

Learn the best and latest Canva strategies your students will love

Canva for Education is a dynamic platform designed for educators and students to use with ease. This course equips you with essential skills to leverage Canva in the classroom. Dive into visual communication, creativity, and collaboration. The “Canva Quick Classroom Application” workshop empowers teachers with practical strategies for creating engaging templates, enhancing visual communication, and seamlessly integrating these free resources.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS K-12

WHAT STUDENTS LEARN

- **Customizable Learning Resources:** Students create templates for study guides, flashcards, or interactive presentations. These resources can be customized for different topics.
- **Engaging Presentations:** Students design visually appealing presentations using Canva’s multimedia elements to enhance their projects.
- **Custom Infographics:** Students create infographics that simplify complex information, making it easier to understand and effectively share key concepts.
- **Collaborative Group Projects:** With Canva’s real-time collaboration features, students work together on group projects, sharing ideas and editing designs simultaneously.
- **Digital Portfolios:** Students build and curate digital portfolios using Canva, showcasing their work, achievements, and progress.

WHAT TEACHERS LEARN

- **Template Collaboration:** How to guide students in creating collaborative templates for various subjects and activities.
- **Customizable Learning Resources:** Design interactive worksheets, study guides, and engaging visual content.
- **Digital Portfolio Development:** Showcase student work through personalized portfolios.
- **Integration with LMS:** Seamlessly incorporate Canva into Schoology.

ALSO RELATES TO

- English Language Arts
- Financial Literacy
- Social Sciences

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Mayra Ortega

Department of
Instructional Technology
mayra.ortega@dadeschools.net

STANDARDS

- **CTE-GEN.68.TECH.01.03**
Demonstrate ways to communicate effectively using internet technology.
- **ELA.K12.EE.5** Use the accepted rules governing a specific format to create quality work.
- **ELA.K12.EE.4.1** Use appropriate collaborative techniques and active listening skills when engaging in discussions in a variety of situations.
- **ELA.K12.EE.6.1** Use appropriate voice and tone when speaking or writing.

ABOUT THE TEACHER

As Grade-Level Lead and Digital Innovator and mentor to the Literacy Lead Team from 2014 to 2023 at her school, Mayra Ortega developed digital resources aligned with curriculum standards for the iLearn Department, focusing on Canva, Adobe Express, and Sphero Bolt Robotics.



Zenaida (Zeny) Ulloa

M-DCPS Instructional
Technology Dept.
zulloa@dadeschools.net

STANDARDS

- **SC.2.L.16.1** Observe and describe major stages in the life cycles of plants and animals, including beans and butterflies.
- **SC.2.L.17.1** Compare and contrast the basic needs that all living things, including humans, have for survival.
- **SC.2.L.17.2** Recognize and explain that living things are found all over Earth, but each is only able to live in habitats that meet its basic needs.
- **SC.2.L.14.1** Distinguish human body parts (brain, heart, lungs, stomach, muscles, and skeleton) and their basic functions.
- **HE.2.PHC.1.3** Recognize the locations and functions of major human organs.

ABOUT THE TEACHER

The Ace of Florida Instructional Support Person of the Year, Zeny Ulloa has over 19 years of experience at M-DCPS. Currently a Curriculum Support Specialist in the Instructional Technology Department, she presented at FETC 2022-24 and has authored articles for SmartBrief and DA District Administration.

Session B

Transforming Learning with AR and AI

Cutting-edge technologies create lifelong science learners

Artificial Intelligence and Augmented Reality platforms such as Merge EDU and QuiverVision, are revolutionizing science education. These tools create interactive, immersive learning experiences, enhancing students’ understanding and retention. The Merge Explorer app, used in projects like Mr. Body, lets students explore the human body in real-time, promoting curiosity and critical thinking. Teachers can design dynamic, tailored lessons, transforming passive learning into active discovery and fostering lifelong enthusiasm for science.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS PREK-12

WHAT STUDENTS LEARN

- **Understanding the Human Body:** The importance of learning about the human body and its parts.
- **Interactive Exploration:** How to explore, identify, and discuss different body parts with the Mr. Body app.
- **Verification and Learning:** Using the Mr. Body app to verify the names and locations of body parts.
- **Health and Self-Care:** The importance of understanding our bodies for staying healthy and caring for ourselves.

WHAT TEACHERS LEARN

- **AI for Science Education:** How to use Artificial Intelligence (AI) to prompt science concepts and generate lesson plans.
- **AR Integration:** How to integrate Augmented Reality (AR) applications and programs within their teaching curriculum in the classroom.
- **Enhanced Teaching with AR:** How using AR applications will elevate their teaching platform within the SAMR Model (Substitution, Augmentation, Modification, and Redefinition).
- **Engaging Learning with AR:** How to engage students’ learning with exciting hands-on AR applications, increasing their level of interest.

ALSO RELATES TO

- STEM
- STEAM

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The Education Fund's Podcasting

Funded by the Lynn & Louis Wolfson II Family Foundation



”

Thank you so much for giving us the opportunity to do this podcast project. It really is amazing how much growth the students experienced during the process, and how much self-confidence they have gained. I saw young people find their voices while doing this project, and that is something that just can't be quantified in terms of value.

**-Jason Crespo,
Homestead Senior High School**

Podcasts help students find and broadcast their voices, while acquiring journalism, research, critical thinking, and technical skills and knowledge. Teachers who attend our Podcasting workshops can apply for Adapter Grants that provide them with the funds necessary to purchase equipment for students to produce their own podcasts and the platform to share them with their peers, their community, and the world!

Student podcasts can cover a variety of pertinent topics such as mental health, vaping, gun laws, social media, bullying, and environmental issues - but ultimately the students should be given agency to select relevant issues of most concern to them.

Students naturally migrate toward integrating technology into their daily activities and for communicating their experiences. While everyone has a camera in their pocket, not everyone knows how to plan, produce, script, edit, and distribute their work.



Navia Gomez

Dante B. Fascell Elementary
237245@dadeschools.net

STANDARDS

- **ELA.5.C.2.1** Present information orally, in a logical sequence, using nonverbal cues, appropriate volume, Clear pronunciations and appropriate pacing.
- **ELA.5.C.1.3** Write to make a claim supporting a perspective with logical reasons, relevant evidence from sources, elaborations, and an organizational structure with varied transitions.
- **ELA.5.C.4.1** Conduct research to answer a question, organizing information about the topic and using multiple reliable and valid sources.
- **SC.35.CS-PC.2.1** Explain how computers and computing devices are used to communicate with other on a daily basis.

ABOUT THE TEACHER

A teacher for 26 years, Navia Gomez currently serves as the elementary liaison for DCSTA and is the STEM liaison and PLST member at her school.

Session B

Podcasting for Young Learners

Primary students create podcasts to communicate with kids their own age on topics important to them

Producing a podcast isn't just for adults - elementary school students can do it too, and they do it well. Giving students the autonomy to communicate their ideas and thoughts regarding relevant and meaningful topics that affect them and their community, they develop confidence and motivation to collaborate and encourage each other. They increase their independence, as they delegate tasks, write questions, take notes, and share. All elements of podcasting are involved: equipment use, recording, editing, adding music, and interviewing guest speakers. Students also create a "vision board" with future topics for next year's podcast crew before they move on to middle school where they are now prepared to work independently on projects that incorporate technology, journalism, writing, and speaking skills.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS 3-5

WHAT TEACHERS LEARN

- How to create a Podcast Logo
- How to create a free Anchor account to implement their Podcast with students
- How to record, edit and add music to their Podcast

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Session C



Asiah Wolfolk-Manning

Miami Carol City Senior High
awolfolk@dadeschools.net

STANDARDS

- **LAFS.1112.RST.3.7** Integrate and evaluate multiple sources of information presented in diverse formats and media (e.g., quantitative data, video, multimedia) in order to address a question or solve a problem.
- **SS.912.CG.2.2** Explain the importance of political and civic participation to the success of the United States' constitutional republic.
- **SS.912.CG.2.7** Analyze the impact of civic engagement as a means of preserving or reforming institutions.

ABOUT THE TEACHER

Asiah Wolfolk-Manning is certified in English / Social Studies in grades 6-12 and has over 20 years of classroom experience. She was the 2015 Teacher of the Year for Miami Carol City Senior High School and has been the keynote speaker for the FBLA District Meeting and JROTC Military Ball. For the past few years, Asiah has been an IDEA Expo Disseminator, participated in the Teach-A-Thon, and received grants from The Education Fund – Adapter, Student Power, and Podcast.

Podcasting for Civic Engagement

Podcasting empowers students to discover the power of their own voices

Podcasts are one of the most popular mediums today and offer an easy and inexpensive platform for sharing ideas, storytelling, advocating for a cause, promoting a small business, and teaching a lesson. In this informative workshop, you'll learn the basics of starting a podcast, for yourself or with your students. We'll cover equipment, recording techniques, editing, how to stream your podcast and more.

You'll also learn about the The Education Fund's Civics Podcast Grant, funded by the Lynn and Louis Wolfson II Family Foundation. This grant will provide teachers with the funds necessary for students to produce and broadcast their voices through podcasting. Guide your students in selecting current, relevant topics such as pandemic management, vaping, gun laws, social media, bullying, and environmental issues and how to identify and interview guests to add supporting and/or opposing viewpoints.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS 6-12

WHAT TEACHERS LEARN

- How to start a podcast
- How to use recording equipment
- How to apply for The Education Fund's Civics Podcast Grant

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Vanessa Gonzalez

Program Manager, SmartPath,
The Education Fund
vgonzalez@educationfund.org

STANDARDS

- **LAFS.1112.L.3.6** Acquire and use accurately general academic and domain-specific words and phrases, sufficient for reading, writing, speaking, and listening at the college and career readiness level.
- **LAFS.K12.SL.1.2** Integrate and evaluate information presented in diverse media and formats, including visually, quantitatively, and orally.
- **G.K12.1.1.2** Use a variety of professional journals, professional databases, and college textbooks to make connections between and/or among fields of discipline..

ABOUT THE TEACHER

Vanessa Gonzalez manages The Education Fund's SmartPath Program, which supports five urban M-DCPS high schools to assist students with post-secondary and college planning, financial aid, college majors, career exploration, and mentorship.

Session D

SmartPath to College

Empowering students with strategies for post-secondary success

College and Career Clubs create a college-bound culture in high schools, empowering low-income and first-generation students with strategies to overcome barriers to higher education. The project covers college and career exploration, navigating applications, ACT/SAT preparation, completing the FAFSA, financial aid, and scholarships. Students gain skills for post-secondary success. The Guide to College Clubs helps schools establish clubs for grades 9-12, offering lessons, tools, and resources on essay writing, test-taking strategies, college research, and improving study skills.

SELECT THIS WORKSHOP

APPROPRIATE FOR GRADE LEVELS 9-12

WHAT STUDENTS LEARN

- How and what is needed to prepare for college and careers
- To discuss themes related to resiliency, empathy, and perseverance
- Planning and preparing to visit universities, review questions and concerns
- Most effective Plan of Action for college and career readiness

WHAT TEACHERS LEARN

- How to prepare students with the proper qualifications for each university
- How to facilitate group discussions to explore various topics on adulting
- How to help students become emotionally prepared for college and post-secondary success
- How to teach and implement a Plan of Action for the students to stay in college

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School District Education
Foundation Matching
Grant Program





Yara Lugo

FL Holocaust Museum
ylugo@thefhm.org

HOW TO RESERVE A TRUNK FREE OF CHARGE

Contact The Florida Holocaust Museum in St. Petersburg directly to reserve a trunk for your classroom at www.flholocaustmuseum.org/learn/teaching-trunks/

To access The FHM's Virtual Trunk go to www.thefhm.overdrive.com/

ABOUT THE TEACHER

Yara Lugo is the Senior Museum Educator at The Florida Holocaust Museum in St. Petersburg, FL. She has been with The FHM since 2019, working to provide resources for Holocaust Education to students and teachers throughout the state.

Session B

Teaching Trunks on the Holocaust

The Florida Holocaust Museum in St. Petersburg provides free teaching trunks across the state

The Florida Holocaust Museum provides free teaching trunks to help teachers meet the Florida Mandate on Holocaust Education. The FHM's dynamic trunk curriculum teaches the lessons of the Holocaust, genocide, and character education with trunks designed to accommodate the needs of one class or a team of teachers.

The trunk materials are appropriate for students at each grade level. The focus of each trunk is carefully developed to create a spiraling educational approach that builds upon the previous grade level trunk. The first and second grade trunk is a video-based series on respect and tolerance education. All other trunks contain picture books, class sets of literature, curriculum guides, videos/DVDs, poster sets, and resource materials.

SELECT THIS WORKSHOP

APPROPRIATE FOR GRADE LEVELS K-12

THE CURRICULUM FOCUSES ON INTEGRATION OF SUBJECT AREAS, COOPERATIVE LEARNING, MULTIPLE INTELLIGENCES, AND AN EMPHASIS ON READING AND WRITING SKILLS. THEMES INCLUDE:

- Different and the Same for first and second grade
- Creating Community for third and fourth grade
- Beginning Holocaust Studies for fifth grade

FURTHER STUDY IS AVAILABLE THROUGH SPECIALIZED TRUNKS

- Arts Trunk for elementary students
- Human Rights and Genocide Trunk for middle and senior high students.
- Investigating Human Behavior for middle school
- Historical Perspectives of the Holocaust for high school.

ADDITIONAL RESOURCES

<https://www.flholocaustmuseum.org/learn/for-educators/resources/>
<https://www.flholocaustmuseum.org/learn/>

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Jack Chester
Foundation



Yara Lugo

FL Holocaust Museum
ylugo@thefhm.org

HOW TO RESERVE A TRUNK FREE OF CHARGE

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ABOUT THE TEACHER

Yara Lugo is the Senior Museum Educator at The Florida Holocaust Museum in St. Petersburg, FL. She has been with The FHM since 2019, working to provide resources for Holocaust Education to students and teachers throughout the state.

Session C

Resources for Holocaust Education Week



The Florida Holocaust Museum is dedicated to teaching members of all races and cultures the inherent worth and dignity of human life to prevent future genocide

HOLOCAUST EDUCATION WEEK: NOVEMBER 6-10, 2023

Throughout the year, The Florida Holocaust Museum hosts a variety of special live programs, as well as during Holocaust Education Week. Many of their teacher trainings are asynchronous, and educators can view them through the Museum's online library of workshop recordings. After watching a workshop or attending a live training, educators can receive a certificate of completion. Teachers can access primary-source-based curriculums for their classrooms on the free Curriculum Portal and guide students through curriculums based on Museum's exhibitions, historical events, and primary sources. Audiobooks and e-books from their Virtual Teaching Trunks can be checked out by teachers and students on devices or accessed on a smartboard in the classroom. All the resources are free to schools across the state.

SELECT THIS WORKSHOP

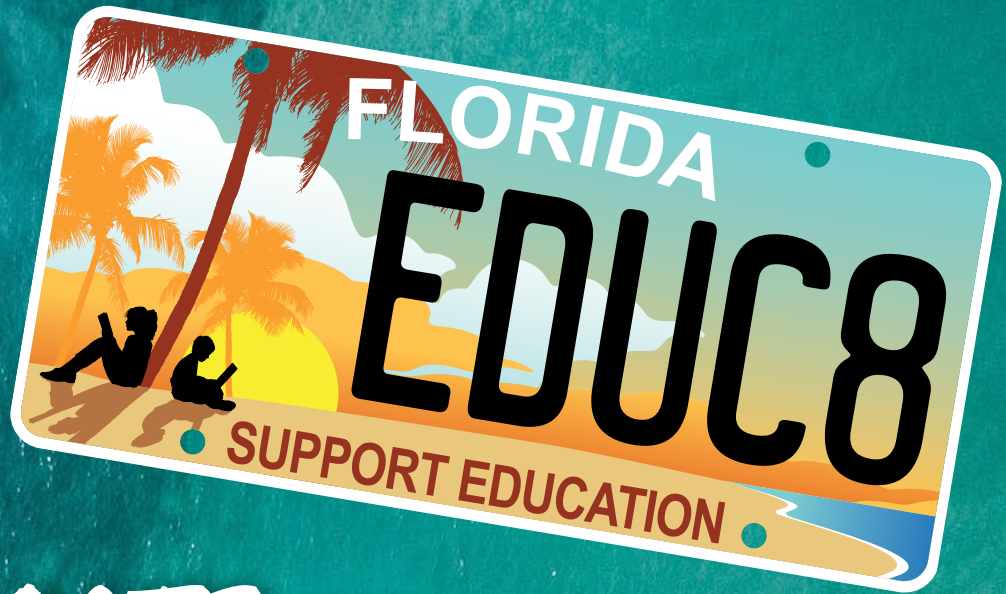
APPROPRIATE FOR GRADE LEVELS K-12

WHAT TEACHERS LEARN

- **Across Generations:** Conversations with Survivors and their Descendants
Educators can schedule a virtual meeting with a Holocaust Survivor, second-generation speaker, or third-generation speaker.
- **Museum Tours:** Live or virtual tours of the Museum bring the historical and educational resources and the visual experience of the Museum's permanent exhibition to students and educators across the state.
- **Traveling Exhibitions:** For teachers introducing Holocaust history to their students for the first time or more advanced studies, the "Witness to History" exhibition features stories of Holocaust survivors who live in Florida.

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PAST FAVORITES



Vanessa Radice

Hialeah-Miami Lakes Senior
vradi001@dadeschools.net

Session A | Classroom Management/Resiliency

Brain & Body Basics: Promoting Resiliency

Students discover how the brain and body communicate

Learning how to heal the brain from past traumas and cope with present stressors strengthens students' confidence and character (grit). Creating an indoor garden, fish aquarium, or an Amygdala Corner (a space with activities and sensory items) can help students self-regulate and support brain function, which is key to living a more fulfilling life and having healthier relationships with ourselves and others. When implemented with fidelity, activities like these will help with classroom management and motivation and lead to academic achievement and a happier learning environment.

**SELECT THIS
WORKSHOP**

**CURRICULUM
PACKET**



Daniella Parra

Aventura Waterways K-8 Center
302461@dadeschools.net

Session D | Other

"Cricut Maker" Makes the Class!

Manipulatives are easily made for students

Due to academic losses sustained during distance learning, bumping up achievement is necessary. To help math students with this issue, they are provided with their own individual, tangible cutouts and manipulatives that they use to practice, review, and ultimately master new math concepts. A Cricut Maker makes personalized manipulatives out of cardstock paper for lessons involving addition or subtraction (hundreds squares, tens sticks, ones cubes), fractions (halves, fourths, eighths), and geometry (various shapes). Cutting these items out by hand can take hours to make 25 sets or more, and the final shapes would not be precision which is essential in learning math. With a Cricut Maker, each set would take only a few minutes. Utilizing this tool for practical purposes allows for students' different learning modalities to be met and instructional delivery/engagement to produce positive outcomes - all which helps to create and maintain a rich, learning environment.

**SELECT THIS
WORKSHOP**

**CURRICULUM
PACKET**

PAST FAVORITES



Sheryl Henderson

Palm Springs Middle
run4fit@dadeschools.net

Session C | Health & Well-being

Geocaching – A Real-Life Treasure Hunt!

Clues lure students to find hidden treasures

Geocaching is an out-of-the-classroom adventure that puts students' minds to the test as they use clues and GPS coordinates to search for hidden items placed in boxes or containers on school grounds. This project incorporates all curriculum areas and can emphasize any subject. Geocaching involves physical skills, deductive reasoning, problem-solving, map skills, and communicating with others on the team in a real-world application. Once items are found, teams return to the classroom with the items, complete a worksheet together and discuss and present their findings to the rest of the class. The act of going outside (physical effort), searching for treasures (critical thinking), using different means to find those treasures (tools and resources), discussing and collaborating to complete the project at hand (teamwork and team building), develops self-esteem and makes students become better thinkers.

SELECT THIS WORKSHOP

CURRICULUM PACKET



Tania Gordon

Aventura Waterways K-8 Center
tgordon@dadeschools.net

Session B | Classroom Management/Resiliency

Building Resilience Through Children's Literature

Story characters show students how to be resilient

This project utilizes children's literature to help build resilience and self-confidence in students, motivating them to use their limitless potential. Through exploring how story characters build resilience and demonstrate strength, students employ literacy strategies that include character trading cards, graphic organizers, vocabulary castles, summary writing, and mindfulness activities. Volunteering is also a vital aspect of grateful and appreciative mindsets and builds resiliency. This project will benefit students by building reading comprehension skills and showing them examples of resilience, making them more aware of resilience skills, and training their brains to use positive language to enhance any aspect of their lives.

SELECT THIS WORKSHOP

CURRICULUM PACKET

PAST FAVORITES



Alena Sheriff

Twin Lakes Elementary
asheriff@dadeschools.net

Session C | Health & Well-being

Essential Oils and Infusions for Wellness

Essential oil sachets promote focus, boost energy levels, and encourage positive classroom behavior.

Students engage in making essential oil sachets to boost motivation, focus, energy, and positive behavior while learning math and science. This project uses aromatherapy to combat stress and anxiety, improving the testing experience. Students learn the science of plants and essential oils, distillation processes, and hands-on activities in the school's garden. This sensory project fosters teamwork, scientific inquiry, and sensory processing skills, enhancing their performance in math and reading assessments. Teachers benefit from essential oils, too!

SELECT THIS WORKSHOP

CURRICULUM PACKET



Judith Philius

Ojus Elementary School
jphilius@dadeschools.net

Session C | English Language Arts

Concept Circles Revitalized

Circles motivate students to learn vocabulary

Implementing concept circles to improve vocabulary effectively increases students' overall comprehension while boosting their confidence. This tried-and-true strategy allows students to visualize and analyze the relationship between vocabulary words within the text and gather evidence related to the words. It helps students learn a deeper understanding of vocabulary and their connectedness to the central concept. Step-by-step, from the text/transcript introduction to creating a circle organizer to vocabulary development discussions to a final debrief of the concept connections, this strategy serves as a great visual tool. It is easily adaptable to all subject areas and is proven to be a valuable addition to any instructional activity.

SELECT THIS WORKSHOP

CURRICULUM PACKET

PAST FAVORITES



Kathleen Ortiz

Biscayne Nature Center for
Environmental Education
kortiz@dadeschools.net

Session A | STEM

Coral City Camera

*Students connect with marine life through
a live feed from underwater*

You don't need to scuba or snorkel to view the exciting marine life just below the water surface with the Coral City Camera. This underwater camera streams live views of an urban reef near PortMiami. Students and teachers can observe the variety of organisms that live in the marine ecosystem and connect it to their curriculum. The footage is suitable for pre-lesson downtime, during a lesson, or for enrichment. A typical lesson includes observations, data collection, and analysis. This workshop will introduce teachers to the camera and how the footage can be suited for their classroom. Teachers will also be able to brainstorm and share creative practices with one another. This content can also be a springboard for other subject areas, such as math and art.

**SELECT THIS
WORKSHOP**

**CURRICULUM
PACKET**



Mark Godinez

South Dade Senior High
mgodinez@dadeschools.net

Session B | Technology

Leveraging AI for Good

Students examine ethical implication of Artificial Intelligence

In today's rapidly advancing technological landscape, artificial intelligence (AI) has the potential to revolutionize many aspects of our lives. However, it is crucial to consider the ethical implications and ensure AI is used for the betterment of society. In this project challenge, students address the following questions: How can AI be used for good? What new business idea, product, or marketing campaign can students create to leverage AI for a positive impact in the world? Students will gain an understanding of what AI is, discuss the ethical implications, and identify examples of how AI is being used for good. Collaboration is key as they create a product design, business concept, or marketing campaign using AI for Good. Upon completion, a 3-5-minute pitch of their idea is presented to industry leaders and students.

**SELECT THIS
WORKSHOP**

**CURRICULUM
PACKET**

PAST FAVORITES



Zenaida (Zeny) Ulloa

M-DCPS Instructional
Technology Dept.
zulloa@dadeschools.net

Session C | Technology

Demystifying Content Creation in Schoology

Schoology - a time-saver for teachers

Schoology assists teachers in creating meaningful, effective content for students. It helps teachers organize materials and create pages, discussions, assignments, and assessments, all without using paper. Quick and easy, Schoology saves time in the daily class routine. For example, with the Annotations Assignment feature, teachers can now use any PDF, Word, PowerPoint presentation, or other documents without going to the copier to make students' weekly classroom copies. The Annotations Assignment feature creates a new copy of the inserted file for each student so they can complete their work, then click Submit to send it off to their teacher for grading. Schoology simplifies the process of creating, delivering, and managing educational content, allowing teachers to focus on teaching and students to focus on learning.

SELECT THIS WORKSHOP

CURRICULUM PACKET



Judith Grey

judygrey@dadeschools.net

Session D | Other

National Board Certification Information Session

Receive tips and advice on the process of certification from the NBCT of Miami.

The National Board has advanced the teaching profession by establishing and maintaining the definitive standards of excellence in teaching and certifying more than 112,000 educators against those standards.

By teachers, for teachers. National Board Certification is available in 25 certificate areas from Pre-K through 12th grade. Teachers in the field created the standards for each content area and developmental level. They represent a generation of consensus about what teachers should know and be able to do to have a positive impact on student learning.

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Generously sponsored by Ocean Bank for 27+ years, the Center is an 11,000 square foot warehouse where teachers go to fill their shopping carts, and their car trunks, with basic supplies and other materials.

Every K-12 teacher working in a public school in Miami-Dade County is entitled to one shopping visit every six months. **Earn extra visits by attending the 2024 Idea EXPO or by volunteering!**

SHOPPING HOURS: WEDNESDAYS 2 P.M. - 6 P.M. SATURDAYS 9 A.M. - 12 P.M.

(Last teacher admitted 30 minutes before closing time.)

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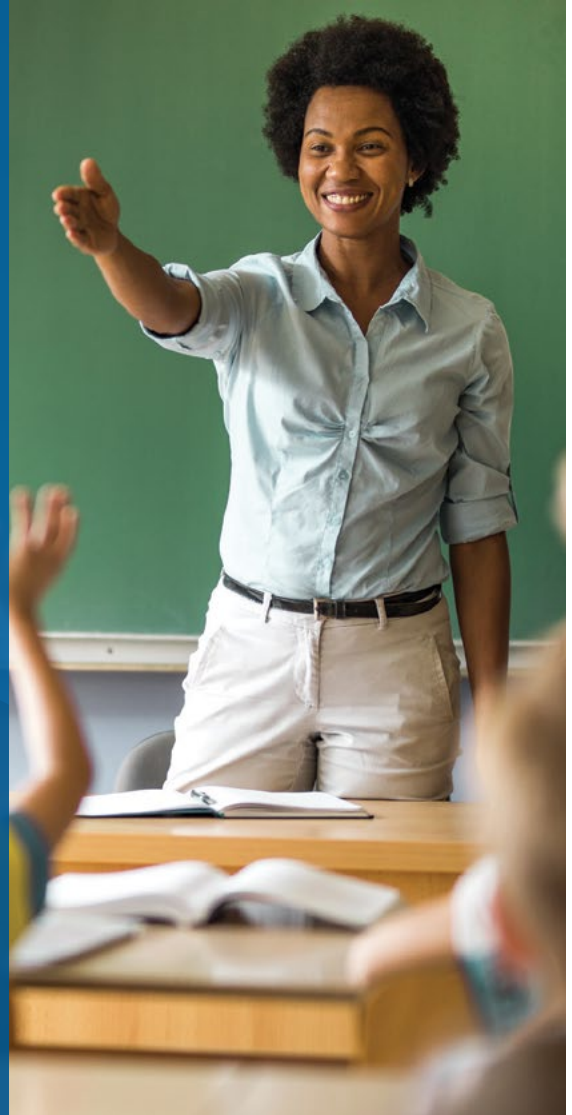
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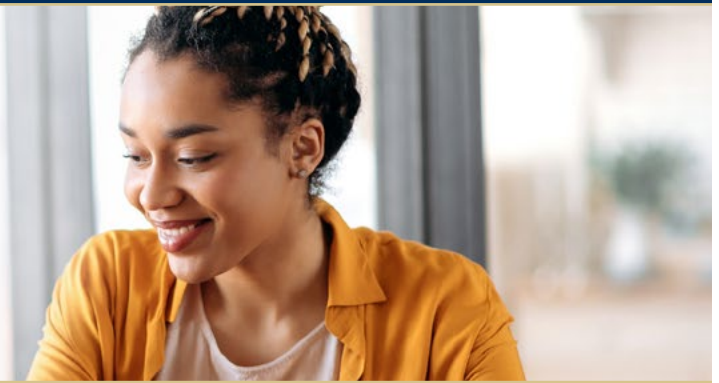


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For more information, contact:

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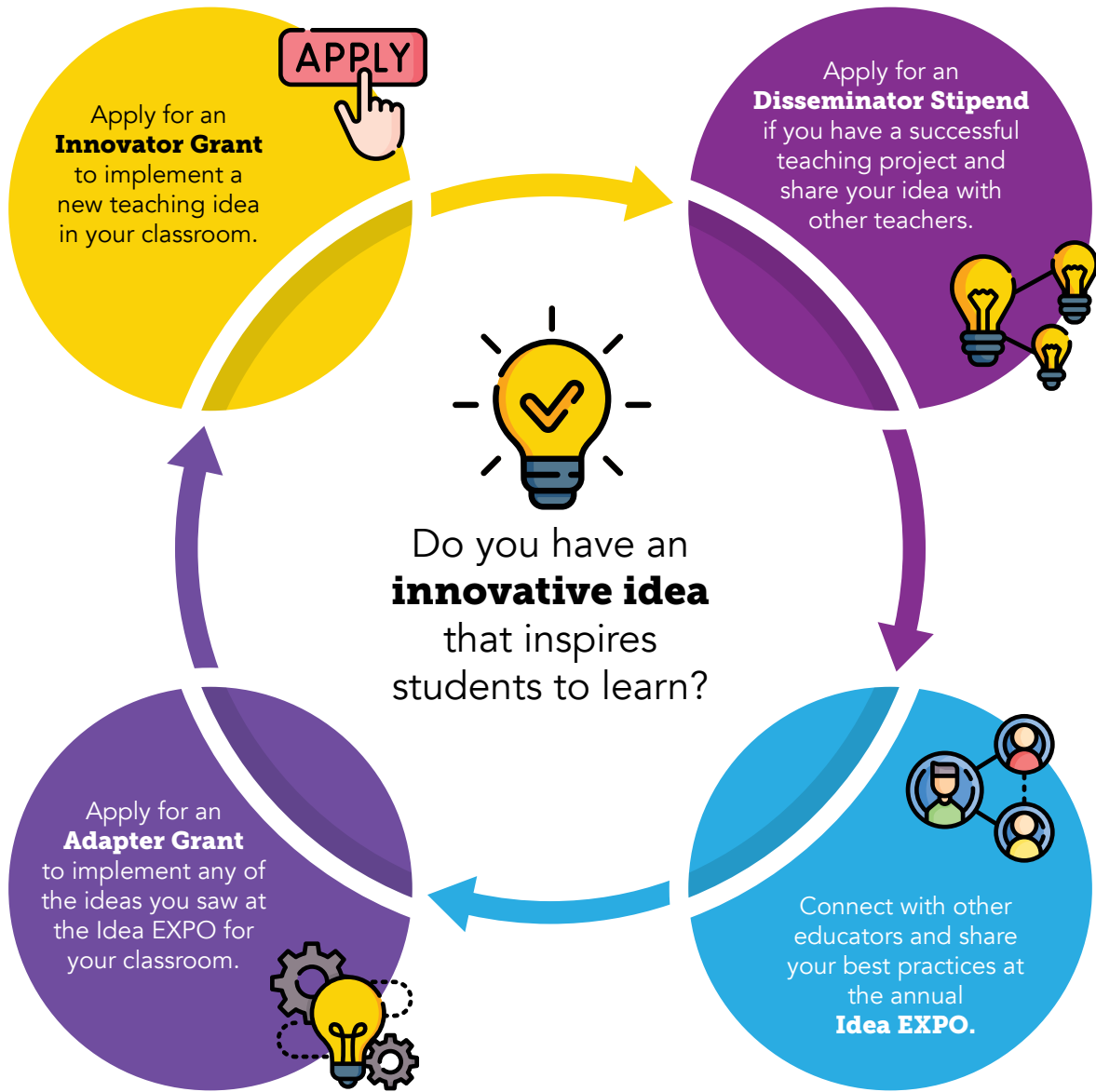


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