Goals

• Provide resources and strategies for modeling a growth mindset with students regarding geometry and its application to design
• Promote STEAM practices for enhancing well-rounded individuals in preparation for the workforce.
• Promote learning dispositions, mindfulness, and playfulness.
• Provide strategies for helping students find purpose in learning and a desire to work through problems that are important to them and their community.

For more information, contact:

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Explore the Connections:
Art, Computer Science, and Math

Workshops will be held virtually. To register for the workshop, click on the date you would like to attend.

Registration ends July 31

Middle School Workshops:
August 3, 1:00 - 4:00pm
August 7, 9:00 - 12:00pm

High School Workshops:
August 4, 9:00 - 12:00pm
August 6, 1:00 - 4:00pm

Once you have registered, you will receive information on materials needed for this workshop along with a link to join the workshop virtually.

7/24/2020
Explore the Connections Workshop

The workshop will...

Investigate patterns and their applications to real world design. This virtual interactive session will begin with a focus on tessellations. Learn how you can tessellate to create fiber and ceramic designs, secure wood, glass, and hard surface designs, and identify natural structures that incorporate tessellations. Experience why tessellations are not only important in learning math but important for creating a visually appealing world. You will also watch demonstrations using the National Center for Teachers of Math (NCTM) tessellation simulator as a quick approach to teaching tessellations. You will learn how to create a simple computer tessellation application (APP) in the program known as Scratch. Discover the role tessellations play in Art, Computer Science and Math.

Presenters

Joyce Huser is the Fine Arts Education Program Consultant for the Kansas State Department of Education. She is one of the writers for the National Core Arts Standards. She is a National Board Certified teacher with many years of experience teaching K-12 Art Education with an emphasis on Arts Integration.

Stephen King is the Computer Science Education Consultant for the Kansas Department of Education. With a doctorate in education and a masters in telecommunications management, he has over twenty years of experience leading and teaching IT and computer science to high school and college students.

Marcia Fiorentino has enjoyed teaching mathematics for 14 years as well as serving as an administrator for 16 years. Real world and cross-curricular instructional planning have been key in her experiences to learner engagement for all levels and content areas. Marcia is the Mathematics Education Consultant for the Kansas State Department of Education.

Through this investigative process, participants will...

- investigate the pedagogical benefits of effective math, arts, and computer science integration.
- address deeper learning opportunities, foster curiosity, and explore ways for increasing student engagement across disciplines.
- explore and develop PBL approaches supporting learning through various venues such as Classroom, Blended, and Remote/Virtual.

In addition, as districts continue to put greater focus on a well-rounded education for all learners, reflective practice becomes a cornerstone in moving forward. Both reflective practice and the role collaboration among subjects become an important part of this endeavor.

Kansas leads the world in the success of each student.