



**NCTEDE Annual Conference**  
**Blockade Runner, Wrightsville Beach, NC**  
**March 7-9, 2018**

**Wednesday, March 7**

- Pre-Conference** 12 Noon USS North Carolina Battleship
- Registration** 6:00pm to 7:00pm - Hotel Lobby
- Dinner** 7:30pm - Dinner at Dockside Restaurant. 1308 Airlie Road, Wilmington, NC  
 Conference participants are responsible for their own check.

**Thursday, March 8**

- 8:00am Meet in Lobby to Depart to CastleBranch
- 8:30 Castlebranch Tour
- 10:30am Corp of Engineers Engineering Yard Tour  
 \*\*\*Boxed lunch on our way to NC Port from Midtown Deli & Grill\*\*\*
- 1:00pm NC Port Tour
- 3:00pm Front Street Brewery Tour  
 Return to hotel
- 6:00pm NCTEDE Board Meeting
- 7:00pm Buffet Dinner
- After Dinner NCTEDE/ITEEA Award Presentation  
 NCTEDE Division Meeting - All members are asked to attend

**Friday, March 9**

Breakfast on your own. Hotel restaurant will be open.  
 8:00am - Breakout Sessions Begin - See descriptions on back.

<b>Time/Location</b>	<b>Beauregard</b>	<b>Lee</b>
<b>8:00 - 8:50am</b>	DPI Updates- What's New and What's Changing (Beauregard)	
<b>9:00 - 9:50am</b>	Sci/Vis and GAD Curriculum Updates	Graduate Degrees and Certificate Programs at NCSU
<b>10:00 - 10:50 am</b>	TSA Updates	GAMECHANGINEER: Create, Plan Write, Play and Learn
<b>11:00 - 11:50pm</b>	Easy & Affordable Alternatives to TED Enrichment Projects	PLTW Updates
<b>Lunch on your own</b>		
<b>1:00 - 1:50pm</b>	Green Research for Incorporating Data in the Classroom (GRIDc)	IKEA Meets STEAM
<b>2:00 - 2:50pm</b>	North Carolina Battleship: Building Relationships and Partnerships	EVERFI: Web-Based Resources Connecting STEM Concepts to the Real-World (Standards Aligned, No-Cost)
<b>3:00pm</b>	<b>Wrap-up and CEU Certificates</b> (No certificates will be given out early)	

## NCTEDE Annual Conference - Breakout Session Descriptions

Time	Session	Presenter	Description
8:00-8:50am	DPI Updates	Brian Moye, NCDPI	What's new and what's changing at the state level for TED. There will be a time for Q & A.
9:00-9:50am	Sci/Vis and GAD Curriculum Updates	Nancye Hart	Share information on the current pilot for the replacement of Sci Vis I, the writing timeline for the level II replacement course and status of Game Art Design test items.
	Graduate Degrees and Certificate Programs at NCSU	Dr. Aaron Clark, NCSU	Come learn about NCSU's online Masters degree in technology education and their new certificate program in CTE. Dr. Clark will also discuss the new PhD offered in TED.
10:00-10:50am	TSA Updates	Dr. Jerianne Taylor, NCTSA State Advisor	Updates and overview of what's new in TSA. More information will be available regarding LEAP as we get ready to attend the state conference in April.
	GAMECHANG INEER: Create, Plan Write, Play and Learn	Dr. Daniel Kelly, NCSU	This session will introduce teachers in TDE to a website that offers the ability to develop and create games, build computational thinking skills and computer literacy in students. TDE students and professors from NC State University will present this new platform.
11:00-11:50am	Easy & Affordable Alternatives to TED Enrichment Projects	Jennifer David, Thomasville High School	Present easy and affordable alternative projects that replaces the recommended enrichment projects on the TED standards that uses the Engineering Design Portfolio: 1) constructing a catapult to replace the Egyptian obelisk project, 2) constructing a spaghetti bridge to replace the Crane Strain project
	PLTW Updates	Natalie Norman, Haynes Magnet Middle School	Have you had troubles implementing new curriculums in your PLTW school? Come participate in a roundtable discussion about how your school handles PLTW updates to curriculums. This session will provide examples about how Hanes Magnet School has handled updating curriculums but also ask for questions of how other programs have handled the transition to new projects, programs and equipment.
<b>Lunch on your own</b>			
1:00-1:50pm	Green Research for Incorporating Data in the Classroom (GRIDc)	David Sander, Wake Forest High School	This session will provide you with examples of how students can use renewable energy in a data-rich environment to synthesize information and draw conclusions. This lesson ties in several learning objectives for both MS and HS TED courses as well as those from the Next Generation Science Standards through activities and demonstrations that culminate in a better understanding of renewable energy and a student-built solar-powered car.

<p><b>1:00-1:50pm (Cont'd)</b></p>	<p>IKEA Meets STEAM</p>	<p>Dr Tammy Scot</p>	<p>This is one of our favorite Engineering Design Challenges suitable for upper elementary through high school. Students design “something that does something” out of a variety of materials (often cardboard). Using the engineering design process they must meet specific criteria and constraints, one of the most challenging being that the object must come in pieces and fit inside a 24x24x12 box. Students develop their technical writing skills to create a user manual for students in another class to follow as they put the design back together again.</p>
<p><b>2:00-2:50pm</b></p>	<p>Battleship NORTH CAROLINA: Building Relationships and Partnerships</p>	<p>Kim Sincox,</p>	<p>Battleship NORTH CAROLINA is an engineering wonder and aspires to be a destination for showing applied technology, engineering and design. Meet ship staff and let them know how the ship can best help you and your students. As the first of the 10 fast battleships which served in WWII, NORTH CAROLINA paved the way for those battleships that followed. Hampered by treaty restrictions that followed World War I, naval architects still managed to weave the various ship systems together into an efficient and elegant naval weapons system and home to over 2,000 crew. Designers incorporated armor, fuel, propulsion, electrical, distillation, navigation, fire control systems (optical range finders, radar, computers, etc.), ammunition, food and supplies storage and daily life needs. The ship today contains much of her original equipment along with manuals, blueprints, and photographs. The staff looks forward to making the ship and her materials available to educators and students.</p>
	<p>EVERFI: Web-Based Resources Connecting STEM Concepts to the Real-World (Standards Aligned, No-Cost)</p>	<p>Peter Kelpin</p>	<p>With technology as a driving force of today’s classroom and tomorrow’s world, educators are being asked to connect the dots between STEM topics and their real-world applications. In Future Goals Hockey Scholar, Endeavor - STEM Literacy, and Ignition- Digital Literacy and Responsibility, students explore the technology fueling the manufacturing and design industry, understand how science underlies the game of hockey, and build skills to navigate an ever-growing STEM world. Powered by EVERFI, these three courses use animation, video, interactive simulation, and real-world scenarios to teach students to become sophisticated users and navigators of technology. For teachers, EVERFI courses provide self-graded student assessments, offline lesson materials, and standard alignment, at no-cost!</p>