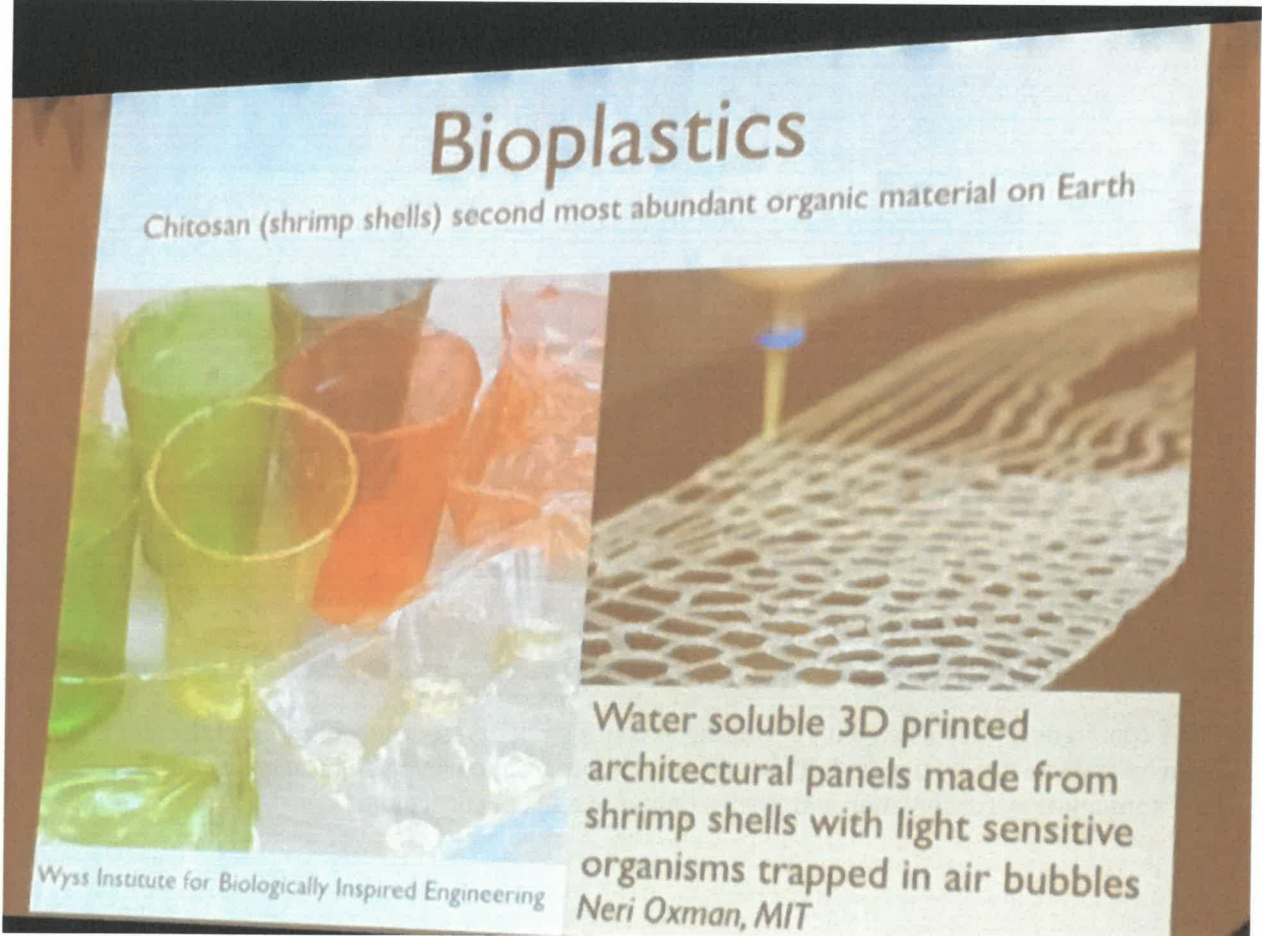


Molly Macek's Slides from the ISTE Conference 2018

I found some GS-related things that I had photographed at the ISTE 2018 conference. Some are pics of PowerPoint slides from a couple of workshops I attended.

The workshop presenters discussed the future of STEAM (include the emergence of bioplastics as part of "greener" design practices).



They also discussed the curriculum integration of UN's Sustainable Development Goals.

Ethics come from Empathy



At ISTE conference, I also attended a showcase in which students from schools around the globe displayed projects they implemented; one project I photographed involved raising awareness about water consumption/conservation within the context of a STEM curriculum.

Turning Water into STEAM: Where Inquiry Meets Design Thinking

St. Margaret's Episcopal School, San Juan Capistrano, California

Angela Mackenzie, Director of Library and Digital Literacy

Mary Mayer, Lower School Art Teacher



STEP 1

Students track their home water consumption by calculating Gallons Per Minute (GPM) for specific appliances.



STEP 2

Using the data collected, students identify an appliance that they can improve to be more water efficient.



STEP 3

Using the Design Thinking process, students brainstorm solutions. Once narrowed down, each student sketches their prototype on graph paper and then builds a 3D model using Legos.



STEP 6

Students learn how to use Excel Spreadsheets and create a "Water Bill" demonstrating improved home water consumption.

