

2017 WINTER ONLINE ARTS INTEGRATION AND STEAM CONFERENCE
FEBRUARY 4, 2017
Live Day Schedule Outline

Time (EST)	Title	Presenter
10:00-10:10	Opening	Susan Riley
10:10-10:25	KEYNOTE: The Innovator's Mindset	George Couros
10:25-10:40	STEAMology– The Power of Artful Learning	Monica & Tyler Aiello
10:40-10:55	Let's Get Moving, Creating and Inspired Within A Musical Makerspace!	Shannon McClintock Miller
10:55-11:00	Brain Break 1	
11:00-11:25	The Language of Art	Holly Bess Kincaid
11:25-11:40	Dancing Math!	Sheena Jeffers
11:40-11:55	Leonardo's Workshop: Passion Projects and Choice-based Studios in the Art Room (Donor's Choose)	Amy Vecchioni
11:55-12:30	Lunch or Make-and-Take sessions	
12:30-12:45	KEYNOTE: Mixing Paint, Pixels & Possibilities: A Traditional Approach to Arts Education	Cathy Hunt
12:45-1:00	Storytelling with a Digital Twist!	Amy Tragganiese
1:00-1:15	Creating Spaces for Students to Make	Laura Fleming
1:15-1:30	Online Design Tools For Every Classroom	Lauren Hodson
1:30-1:55	Human Robots, Basic Circuits, & Parallel Circuits: A STEAM Lesson Integrating Visual Arts, Music, & Dance	Amy Zschaber
1:55-2:00	Brain Break 2	
2:00-2:15	KEYNOTE	Phil Hansen
2:15-2:30	Minecraft & Design Thinking; An Inspired Pair	Team Grundler
2:30-2:45	Free Money to Fund a STEAM classroom	Elizabeth Landwerlen
2:45-3:00	Using Literature to Create Music	Mary Dagani
3:00-3:05	Brain Break 3	
3:05-3:20	Arts Integration vs. STEAM- What's the Difference, Anyway?	Susan Riley
3:20-3:35	Thinking in Color	Neva Cramer
3:35-3:50	Stop Motion Animation: The Basics and Beyond	Rich Stachon
3:50-4:00	Closing and Giveaways	Susan Riley