FREE CONFERENCE FOR STEAM EDUCATORS

Gearing Up FOR SUCCESS

Building a Foundation to Support a Team Approach to Implementing Effective Practices



Hilton Garden Inn, Bangor, ME



June 25-26, 2024



8:00am - 3:30pm

Limited number of rooms available at no-cost to conference attendees at the Hilton Garden Inn, Bangor.

For more information: noelle@syntiro.org gearupme.org



Facilitator

Dr. Beatrice Moore Luchin

award-winning mathematics educator



Hosted by

GEAR UP Maine RISE

Register Now

https://grco.de/bf1LKg





The GEAR UP Maine program is funded through a grant (reference #P334S230003; Marques Thomas, Project Officer) from the U.S.

Department of Education to University of Maine at Farmington administered by Syntiro.



AGENDA

Day 1

8:30 - 9:00 Registration

9:00

Opening remarks/goals

9:00 -10:30

Social Emotional Strategies for Teachers- Be your best You! SMART Goals Framework and Key Performance Indicators (KPI)-Let's Make a Plan

10:30-10:45 BREAK

10:45-12:00

Assessing to Inform: Formative assessment strategies and the use of Leading vs. Lagging Indicators

12:00 -1:00 LUNCH

1:00-2:00

Planning session to set SMART Goals for social emotional support, formative assessments

2:00-3:00

Team reports (gallery walks)

3:00-4:00

7 Brain-Based Ways to Make the Learning Stick

Learning Styles and Study Strategies

After-hours networking- meet 2 people and discuss the 7-ways, Learning Styles and Study strategies. A task card will be provided for this exercise.



AGENDA

Day 2

8:30

Mixer - Task Card Share

9:00-10:45

(Build in a break as you work in teams)

Executive Function (EF) Skills - Help your students to help themselves!

EF-Growth Mindset - Habits of Mind: A critical connection

10:45

Math Problem Solving and Literacy Connections

11:30-1:00

(working lunch)

Implementation through Goal Setting

1:00 - 1:30

Team Pair Shares of SMART Goals for EF, growth mindset, Habits of Mind and Math Problem Solving.

1:30 - 2:15

The role of TPR (Total Physical Response)- Let's Move!

2:15

Wrap up and next steps