

Join the Visualization Basics Project: uGame-iCompute!



TECHNICAL & CULTURALLY RELEVANT PEDAGOGY THAT WORKS FOR YOUR STUDENTS.

Teacher applications are now accepted for Year 3 of the Visualization Basics: uGame-iCompute Project. The project is facilitated by a collaborative team of mathematics, science and computer science faculty at the University of Wyoming, Western Wyoming Community College, and the University of Southern Indiana.

Teachers will take a class as well as work with upper elementary and middle school students in an afterschool program to design games and program robots to promote children's interest in science, technology, engineering, and mathematics (STEM), using culturally relevant pedagogy. Teachers will receive stipends and graduate education credits.

Robotics teams may compete in local First Robotics League competitions. Students will also take field trips to the National Center for Atmospheric Research facility in Cheyenne, Wyoming.

Contact us for more information today!

GAME DESIGN & ROBOTICS | MATHEMATICS | TECHNOLOGY

 UNIVERSITY OF WYOMING

Learn Robotics & How to Design Computer Games

CLASSES AVAILABLE:

ROBOTICS COURSE OF FALL 2014

- Lead robotics clubs
- Learn how to program an EV3 robot
- Embed geometry and measurement into robotics tasks
- Embed cultural aspects into robotics

GAMING COURSE SPRING 2015

- Lead game design clubs
- Learn how to use AgentSheets
- Develop a Frogger Game
- Develop cultural aspects into game design

PROGRAM FEATURES FOR TEACHERS:

- Take courses to learn robotics and gaming
- Earn 2 graduate credits per course
- Earn \$3,000 stipend
- Earn \$30/hour for workshop participation
- Lead Robotics and game design clubs
- Enjoy support for fieldtrips to robotics competitions
- Participate in focus groups



To apply directly for consideration, send Letter of Interest, Resume and Principal Recommendation to jleona12@uwyo.edu **By May 30, 2015**

For more information please contact

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