1. INTRO TO ROBOTICS
Brookhaven Science Associates

Students learn about circuits (power components, connecting components, inputs and outputs) After an introduction to small magnetically connected electronic components, student designers are challenged to combine the electronics with assorted materials to engineer a robot that will perform two outputs when triggered by a chosen input.

2. THE ART OF PUBLIC SPEAKING
Lyle Cogen

Students focus on how to be a better speaker (more creative, interesting and expressive), by learning, applying and practicing theatrical elements of acting.

3. ZUMBATRONICS
Bobbi Ann DePierro

Introduce students to Zumba dance form. Learn how body, rhythm, movement, creativity and feelings work together to become art. Learn steps and routines. Then students work in groups to create new routines to present and teach to the group.

4. ORIENTAL BRUSH PAINTING
Kari Kaczmarak

Students learn oriental brush techniques such as the bone stroke, the leaf stroke and dry brush techniques. Animals, insects, flowers, bamboo and some oriental calligraphy are taught. Students create several finished works of art and leave with either a painted banner, fan or an oriental paper lantern.

5. INVENTION!
Robert Veech

Did you ever want to invent? How does an inventor get his/her ideas? How do you move from idea to model to prototype to patent to production? Explore the process of invention with an inventor who holds many patents.

6. DRAWING THE STILL-LIFE AROUND US
Deborah Luken

Explore what it takes to see what is all around us in a different way and how to transform that into art. We use the contents of the room that we are in to build a still-life sculpture. Then we draw it.

7. MAGICIAN-IN-TRAINING WORKSHOP
James Lazzarini

Introduce students to the fascinating world of magic and illusion and become Magicians-in-Training under the tutelage of a professional magician! Each child experiences hands-on fun, challenging themselves and amazing others by taking the magician’s oath and learning quality tricks that they can take home.

8. A TASTE OF AUSTRALIA
Christopher John Pitkin

Learn, from a native Australian, about Australian Aboriginal Dot Painting and the Didgeridoo - the world’s oldest wind instrument. Students go hands-on with the Aboriginal Dreamtime, including Aboriginal Art (ochres, dot painting, iconography and boomerangs) and music (making/playing the Didgeridoo).

9. FACTS OF FINGERPRINTS
John Whimple

Join retired NYPD Detective and learn how to read, count, develop, compare and lift fingerprints. Lift your own fingerprints using graphite from pencils and special tape. Then we examine them to see what type of patterns each student has and if anyone has an unusual fingerprint pattern.

10. PHYSICAL THEATRE: Are You My Friend or Not
Dafna Soltes-Stein

Experience a sequence of Physical Theatre activities and games that explore body language and non-verbal communication as a means of understanding aggression, friendliness and everything in between. Working alone, with partners, small groups and whole group. Poetry used as a jumping off point.

11. TELL ME A STORY
Harvey Heilbrun

Engage in the art of storytelling as students enhance their communication skills with storyteller/musician. Learn how to pick stories to tell; how to learn and practice those stories; and how to perform them in front of an audience. Each story learned will be shared and performed in their groups. Students can take these shared tales with them to perform at their school and home.

12. INTRODUCTION TO ROBOTICS
Girl Scouts of LI

A video presentation that helps introduce simple machines and the concepts of force, accuracy, precision, angles, motion and kinetic energy is followed by group collaboration in which students design, engineer, test and refine a catapult using common everyday objects.

13. LAUNCH INTO LEARNING: CATAPULTS
Girl Scouts of LI

An interactive overview, including definitions and history, followed by group cooperation as each group plans, assembles, and tests their own robotic creations. Materials used include LEGO robotics components from the First LEGO League.

14. BIRDS OF PREY & OWL PELLETS
Quogue Wildlife Refuge Center

Introduce students to live birds of prey. Learn the personal history of native NY animals and why they live at the Quogue Wildlife Refuge and their adaptations that allow these animals to be such incredible hunters. Learn about their hunting abilities, habitats and lifestyles. Food chains and diet will be discussed, and then students spend time dissecting owl pellets and piece together the bones to recreate the prey animal that their owl consumed.
Students (grades 4 - 6) participate in two 90-minute hands-on workshops. These long sessions offer students opportunities for sustained learning in both the arts and sciences.

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Contract for this program through
Eastern Suffolk BOCES Arts-in-Education
CoSer 440.120
Daily Cost: $657/20 students
$35/additional student

After committing to the program, Sign-up forms will be sent to participating schools for students to select 4 workshops for which they will be assigned 2 for that day.

28th Annual Conference For Kids

STEM & STEAM

Curriculum-based educational workshops for grades 4-5 to explore interests, stimulate activity, and empower the potential of young minds.

Suffolk County Community College
Riverhead, New York

May 18, 2016
9:00 am - 1:30 pm