

STEM Leadership PD Proposal:

Creating STEAM Powered Classrooms

Using Augmented Reality:

“Things That Go Bump in the Night”

NASA Endeavor

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Brief Description: Study of nocturnal species and the adaptations that allow them to thrive without sunlight using Merge Cubes as the medium for sharing learned information.

Abstract Summary: Do you need a new way to grab the interest of all your students, all while differentiating? Do you have tired, old lessons needing some pizzazz? Want to strengthen the 21st-century skillsets of your students? Use a "Merge Cube", a technology using QR codes and augmented reality, that works great for in-person and online learning. Put the power of voice and choice into your students' hands for presentations they can't wait to give. This technology tool lends itself to all subject areas and skill levels. *iPads or phones to read the codes are needed for this activity/lesson.

3 Key Takeaways:

- 1-How to incorporate Merge Cubes(technology) into classroom learning...even without the original, physical cube
- 2-How to inspire deep, differentiated learning
- 3- How to create enthusiastic sharing of information from all students

- I. Why I chose...
- II. Audience...
- III. Duration...
- IV. STEM concepts and standards... How are NASA assets used?
- V. Advertise/Recruitment...
- VI. Pre- and Post- surveys...?
- VII. Data Collection Methods
- VIII. Outcomes/expectations
- IX. Follow-up?

[HyFlex "Things that go..."](#)

[5E "Things that go..."](#)

[UbD "Things tht go..."](#)

[G.R.A.S.P.S.](#)

[Nocturnal Animals slides](#)

[Nocturnal Species Lists slides](#)