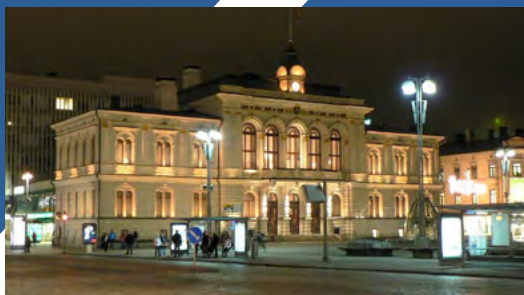
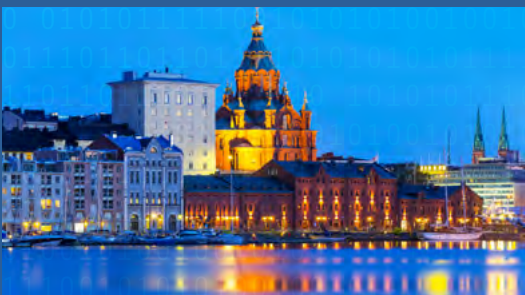


CODING, GAMING & ROBOTICS:

CLASSROOM INNOVATION IN FINLAND & ESTONIA



US EDUCATOR TOUR / OCTOBER 5-14, 2018
US EDUCATOR TOUR / MARCH 8-17, 2019

**ALTERRA
CONSULTING**

THE DEMANDS OF THIS NEW CENTURY REQUIRE AN ENTIRELY DIFFERENT SET OF JOB SKILLS . . .

Technology is moving apace; indeed it's accelerating. Increasingly, prospective employers of high school and university graduates ask for new types of "literacy" and problem solving – paramount among these computer literacy.

This global professional development opportunity focuses on coding, gaming & robotics – CGR. Educators who take part will acquire the perspectives necessary to leverage CGR for ideal student outcomes. This trip will position you to encourage your students' natural interest in coding, gaming & robotics. You will use your new knowledge to support your students' use of these tools. Embedding CGR in your curriculum will catalyze your students' critical thinking – and their access to high-quality university experiences & job prospects as young professionals.

CURRICULUM INNOVATION THROUGH CODING, GAMING & ROBOTICS . . .

This delegation of education-sector professionals will visit Finland and Estonia from October 5-14, 2018 and March 8-17, 2019. The main theme of this 9-day autumn course is: "Curriculum innovation through coding, gaming, and robotics". Via classroom observations and wide-ranging dialogue with colleague-educators in both countries, we will explore pedagogical technique, teacher training, and the embedding of 21st century technology in the curriculum.

IN FINLAND . . .

In Finland, we will spend a day at a university in the nation's central region, where research is ongoing around gaming & robotics – and their productive application to the education sector. We will explore how teachers can incorporate game design and production, game programming, game graphics and game sounds in curriculum. What's more, game design, makerspaces, and digital playful solutions form part of Finland's rigorous approach to teacher training. The overall objective is for US educators to develop new curricula that use gaming & robotics platforms to encourage students' critical thinking skills and entrepreneurial instincts.

IN ESTONIA . . .

In Estonia, we will focus on coding. Estonia's parliament has recently passed legislation requiring that coding be taught from first grade. We will discuss with policymakers why Estonia chose to require coding in the early years, and we'll observe – and learn from – students in real time.

Some US states, such as Arkansas and Washington, offer coding in the classroom, with

measurably positive results – but few require these disciplines from the early years. Certain NGOs, notably, Code.org, a Seattle-based champion for coding-in-the-classroom, support states in their efforts. Our conversations and observations in Estonia will shape our perspectives as we head back to our own states.

Importantly, coding researchers and advocates have found, students are having fun learning to code! They are also finding that there's equal interest across gender, racial, income, and geographic lines – students from all demographics are beginning to code, and gaining academic confidence.

MAJOR TAKEAWAYS AND A FOCUS ON ENCOURAGING GIRLS . . .

During our 9-day course, delegates will explore why Finland and Estonia lead the way, how they deploy CGR in elementary and secondary curricula, how they measure success, and why they consider CGR-embedding to be of the utmost importance. We'll make classroom visits, hold roundtable chats with Education Ministry officials, and learn from the students themselves!

By week's end, we'll prepare to return to the US with a wealth of new ideas for curriculum integration, for your own growth as an educator, and for how you may support all of your students! One module, at mid-week in Estonia, will shine a light on girls' relationship to CGR – and how we educators may best promote girls' needs and interests. We will dialogue with academics, students, families and activists. We will visit world-famous historical & cultural sites. And we'll get involved in the hectic everyday life of modern Helsinki and Tallinn. You will not want to miss this professional opportunity!

TUITION REIMBURSEMENT / PROGRAM DISCOUNT . . .

This program qualifies for a discount of \$1000. If you are a Boston Teachers' Union member, you will qualify for a subsidy. If you are not a BTU member, please inquire about membership. To learn about the subsidy and becoming a member, [click here](#).

INQUIRE & REGISTER . . .

DATES:

October 5-14, 2018

March 8-17, 2019

Please select the date of your preference.

PRICING is set at \$3600 per person sharing. (Single room is an additional \$500).

PAYMENT SCHEDULE

Registration & Deposit: April 30, 2017

Amount Due \$1000.00

2nd Payment: November 10, 2017

Amount Due \$1000.00

3rd Payment: February 16, 2018

Final Payment Due \$1600.00

THIS INCLUDES:

- Airfare from Boston to Helsinki
- Registration for 5 Days of professional development, to include seminars, professional programming, honoraria, university and school-visit fees (Monday-Friday)
- 7 nights' shared luxury accommodation (Single room an additional \$500)
- Daily breakfasts
- 5 lunches (Monday through Friday)
- Daily transfers to/from all meetings/professional events (Monday through Friday)
- Orientation and city tour of Helsinki on Sunday w/ lunch

TO LEARN MORE AND TO REGISTER

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