

THE KANSAS CITY DELEGATION

AN INNOVATIVE EDUCATION
MODEL TO INCLUDE CODING,
GAMING & ROBOTICS:
FINLAND & ESTONIA



COURSE DESCRIPTION . . .

The main theme of our 11-day course is: “Finland: An Innovative Education Model”. This program features university workshops, school & other site visits, and wide-ranging dialogue — the foundational elements of the highly successful Finnish (and Estonian) education models. Specifically, this includes an exploration of Finland’s rigorous approach to teacher training, the phenomenon-based learning concept, curriculum development, “future schools”, and modern teaching & strategic leadership innovations. We will examine the diverse multi-layered and complex local, regional, and global processes that shape Finland’s and Estonia’s education sectors. Our principal goal is to foster a comprehension and appreciation of these two nations’ approach. You will interact directly with teachers, school principals, university-level academics, education consultants, and activists. You will also make optional visits to world-famous historical sites, open-air museums, and nature reserves. You’ll become involved in the hectic everyday life of two modern Scandinavian cities!

CODING, GAMING & ROBOTICS: 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 . . .

Indeed this program explores the foundational elements of the highly successful Finnish education model, to include observations of Finland’s rigorous approach to teacher training and a study of the new “phenomenon-based learning” curricular concept. We visit “future schools”, and we learn of Finland’s commitment to modern teaching, strategic leadership, and classroom innovations. We examine the diverse, multi-layered, and complex processes that shape Finland’s education sector. Our principal goal is to foster a comprehension and appreciation of Finland’s approach. During our 11-day spring course, you will dialogue with students, teachers, academics, education consultants, and activists – and you’ll make optional visits to museums, concerts and more. You’ll become intimately involved in the hectic everyday life of a modern Scandinavian city.

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 11-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!

INQUIRE & REGISTER . . .

DATES:

March 12-22, 2020

PRICING is set at \$3199 per person sharing. (Single room is an additional \$450).

Early-birds pay \$2999. (Must register with deposit by Saturday, August 31 at 5:00 PM)

PAYMENT SCHEDULE

1st Payment: September 1, 2019

Amount Due: \$500.00

2nd Payment: October 1, 2019

Amount Due \$500.00

3rd Payment: November 1, 2019

Amount Due \$500.00

4th Payment: December 1, 2019

Amount Due \$500.00

5th Payment: January 1, 2020

Amount Due \$500.00

Final Payment: February 1, 2020

Amount Due \$699.00 (*Early-birds pay \$499.00*)

THIS INCLUDES:

- Airfare from Kansas City to Helsinki
- Registration for 5 Days of professional development, to include seminars, professional programming, honoraria, university and school-visit fees (Monday-Friday)
- 9 nights' shared luxury accommodation (Single room an additional \$450)
- Daily breakfasts
- 5 lunches (Monday through Friday)
- Daily transfers to/from all meetings/professional events (Monday through Friday)
- Weekend city tours in Helsinki, Finland and Tallinn, Estonia

TO LEARN MORE AND TO REGISTER

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