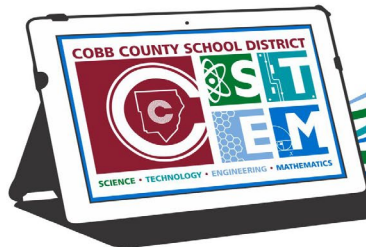


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LOCKHEED MARTIN

# POP IN PL



## Virtual Learning from STEM Cobb

Jump online this summer for some engaging virtual STEM professional learning. Choose the topics of interest to you, "Pop In" for a little live PL and network with other educators interested in STEM.

Covid-19 has reshaped how we think about Professional Learning. The question we have been exploring is "How do we provide valuable content and skill development to our stakeholders in a way that is fun, interactive, and exciting?"

STEM Cobb's Pop In PL is a self-paced, gamified, guide to help you level up and earn achievements as you develop new skills!



Pop In PL Sessions Start  
6.10.2020

Game Play Starts  
6.16.2020

Open to Cobb & Non-Cobb Educators

# FREE



### Level Overview

- I Goal Setting
- II Activity (Easy)
- III Activity (Hard)
- IV Reflection & Action Plan

## Live & Asynchronous PL Options

- Getting Started with AR/VR
- STEM PBLs
- Virtual Engagement Strategies
- Digital App Smackdown
- Building a Bitmoji Classroom
- Drone Flight School
- Math Focused STEM PBLs
- Game-Based Learning Math
- App Design
- STEM to STEAM
- Sphero Robotics
- Building a PLN
- Designing STEM Partnerships
- Digital Tech Tools

For a full list of learning options visit [stemcobb.com](http://stemcobb.com)



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