

“STEM Leadership for Parents”

Presenter

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The Engineering Dilemma

- The U.S. is not producing enough engineers.
- U.S. companies can hire engineers from other countries at $\frac{1}{4}$ the cost.
- One third of the engineers at The DoD are ready for retirement but can't because of the shortage.



The Situation

- How do we bring hi-tech jobs back to North Carolina?
- How do we prepare your child to compete for these jobs locally and globally?
- How do we keep pace with the fast rate of technological change?



Leadership versus Management

- Leadership and management are not the same thing.
- Leadership is synonymous with “direction”.
- Management consists of the people, processes and procedures that are needed to go in a certain direction.
- Both are needed for effective leadership.



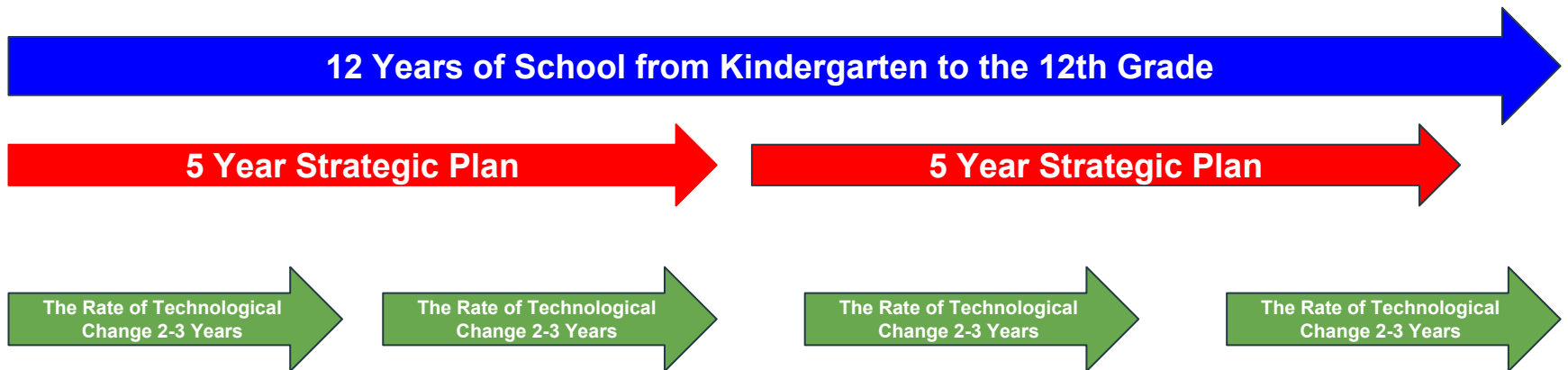
The Rate of Technological Change

- Most technology companies make enhancements to their products every two to three years.
- These enhancements transform at least one industry every three to five years.
- These two factors have a major impact on learning and career opportunities.



Education Strategic Plans and The Rate of Technological Change

- Most colleges, universities, and K-12 schools are operating based on a 5 year strategic plan.



The Disconnect

- There is a disconnect between technology and instruction in the classroom.
- Instruction is the driving force at any institution of learning, not technology.
- Most technology departments fail to understand this.
- Instructional leaders must become technology leaders.



The Real Reason Factory Jobs are Disappearing



Lots of high-tech factory jobs in U.S., but skilled workers are lacking

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 *In this Thursday, May 25, 2017 photo, an assembly line laborer works alongside a collaborative robot, left, on a chainsaw production line at the Stihl Inc. production plant in Virginia Beach, Va. Despite efficiency...* (AP Photo/John Minchillo) [More](#) 

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The SAMR Model

Enhancement

Substitution

Technology acts as a direct tool substitute with no functional change.

Augmentation

Technology acts as a direct tool substitute with functional improvements.

Transformation

Modification

Technology allows for significant task redesign.

Redefinition

Technology allows creation of new task, previously inconceivable.

Model by Ruben Puentedura



Soft Skills and Technical Skills

- Coding is a technical skill that sharpens the following soft skills:
 - Logical Thinking
 - Problem Solving
 - Controlling the Sequence of Events
 - Analysis
- Coding also enhances the following writing skills:
 - Subject Verb Agreement
 - Syntax and Punctuation



Creation versus Consumption

- Students learn best when they are creating (engineering).
- When they create something they have no alternative but to understand it.
- Consumption technologies (handheld devices, tablets, smartphones) are “placebos”.
- The best technology investment for any family is a computer.



Failing to Fail via Failure

- Classroom management and instruction is based on a paradigm of efficiency that uses the clock and the calendar as its symbol.
- When students create they can visually see their mistakes and go into problem solving mode.
- Having the time to create and recreate is the key to mastery.
- Consumption is the gray area between mastery and failure.



The Solution

- The solution is early and often exposure to STEM learning programs that are rooted in math and science and emerging technologies.
- What are some emerging technologies?
 - Coding
 - Mechanical Engineering (3D Modeling)
 - Electrical Engineering

These are the core disciplines for automation and robotics.

- When they are integrated with math and science, they create a true STEM learning experience.
- Students also gain “verifiable” years of exposure .



The Impact

- In March of 2014 we exposed 55 low performing students to 3D technology rooted in the 6th grade Common Core Math Standards. June of 2014, the result was 44% overall growth.
- In July 2014, we exposed 27 rising 3rd, 4th, 5th, and 6th grade students to 3D technology and the CCMS. On their fall benchmarks the result was an average of 16% growth per student.
- In May of 2018, STEMERALD City, will graduate 25 high school seniors who have accumulated a minimum of 256 STEM contact hours and are certified in 3D printing.
- They have 64 hours of coding, 64 hours of 3D modeling, 64 hours of 3D simulation, and 64 hours of IT training.



Best Practices

- Invest in a computer.
- When searching for a STEM learning program, ask the following:
 - How does this program integrate into my child's current curriculum?
 - Will this program raise my child's achievement in the classroom? If so, how?
 - To what technologies will my child be exposed?
 - Do you have certified teachers on staff?



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Thank you 😊

