

STEM TRAINING 5 AUGUST 4-8, 2018 – SPOKANE INSERVICE EVALUATION SUMMARY

	5 = Excellent	4 = Very Good	3 = Good	2 = Fair	1 = Poo	r
1.	 The extent to which the written outcomes/objectives have been met. 					4.67
2.	. Quality of the physical facilities.					4.74
3.	. Quality of the oral presentations.					4.33
4.	Quality of the written/digital materials.					4.63
5.	. Participant perception of relevance and overall quality of the inservice program.					4.73
6.	The extent to which the following activities have been provided:					
	a. Opportunitie	s for participants to	collect and analy	ze evidence related	to student	4.05
	learning.					
	b. Meeting pro	fessional certificate sta	andards.			4.77
	c. Information	to contribute to school	and district improv	ement efforts.		4.70
	 Understanding and use of K-12 frameworks and curriculum alignment. 					4.12
	e. Exposure to research-based instructional strategies and assessment practices.					4.23
	f. Connection of content to current or anticipated assignment.					4.77
	g. Information on advocacy for students and leadership, supervision, mentoring/coaching.					4.38
	h. Tools for building a collaborative learning community.					4.58

General Comments or suggestions for improving the conference:

- Great training!
- Much needed instruction. Thank you! Divide into beginner/advanced.
- 3D printing, laser cutting
- I'd like sessions to start at 8 a.m., not 7 a.m. Instructors should practice better classroom management. Left students to be quiet before trying to present.
- Excellent content. 8:00 start time would be very nice.
- This was one of the best conferences I've attended.
- Overall the STEM training was very good. Computer glitches slowed some work.
- As always, the STEM training is awesome!! It is so great to have a workshop that provides such useable lessons/projects/content that I use every year!! 5 years of amazing stuff.
- Time we don't need 35 clock hours, so no 9-hour days! Too much. Also, the box lunches every day are not very good. A change would be awesome.
- Starting a little late each day, say 8-3. Nine hours is a long time for a class.
- Great session long, but great.
- A few less clock hours, a little shorter days overwhelming, even though it is always great. Would love to do something involving 3D printing and laser cutting if possible.
- I would like to see more differentiation. Put people into groups based on their knowledge level of coding.
- Make a better list of where everyone should be at a particular time separate from others. Especially for first year teachers.

- It might have been better use of our time to spend less time on writing code and more time learning how best to use the new hardware and software for this year's game.
- Needed more take back materials
- Sounds dumb, but more coffee.
- Robot Mesh was awesome enjoyed their expertise.
- These are things that can be used in my classroom.
- Download the program before we come. Did not have admin privileges.
- Great schedule.
- Need to do a 2:1 participant: Robot setup. Not enough hands-on overall. Presenters flow was a bit fast, slow, and unsteady throughout.

What was most valuable to you at this conference?

- The programming.
- Going through lessons, time to build new robot, hands-on learning!
- Day 1 and 3 at building and challenges.
- Learning code for Python and Blockly.
- Exposure to new vs. system.
- All of Blockly.
- Love, love, love, the hands-on STEM workshops.
- Working on robots.
- Exposure to the VEX robot hardware and software.
- Coding!!! It's what I needed for my classroom and Blockly drag & drop with Python and it was incredible!! I use some Arduino with Tetrix but Blockly is used with it for Tetrix prime...great material and super valuable. Thank you.
- Learning new equipment and new software! Very good.
- Being able to construct robot and program robot to perform activities.
- To learn how to drag and drop then convert to Python.
- Hands-on experience with robots meeting other people in field, programming.
- The basic Blockly introduction, being able to build a robot and executive simple commands.
- The VEX training...all training.
- Being able to use the new equipment before it was made available to the teams in general.
- Learning program languages.
- Collaboration with other teachers.
- V-5 training.
- The hands-on experience.
- Learning something new to take back to my students.
- All in all STEM and information was great.

What additions and/or changes would you like to see at this conference in the future?

- Materials in advance.
- Time was early.
- Keep up the good work.
- A small amount of time to hear best practices from other teachers.
- Variety of lunches.
- I would like a STEM workshop around 3D printers in the classroom what are people doing, great projects for classes of 30 with 2 printers, etc.
- A/C

- Completed software and equipment availability with everyone in mind.
- No changes. Gene has put together amazing experiences for the past 5 years. I am incredibly grateful for what he and the presenters have given me for my clock hours. Thank you.
- I'm ready for another structures year would love to do more wood work or metal work.
- Instead of us working in groups how about a robot for each instead of mailing one to us?
- I would like to see more simple coding for beginners. We jumped into really complex content and was lost!
- Have instructors slow down training. Explain computer or VEX language that is new to teachers.
- I would love to see what people are doing in their makerspaces. Especially with 3D printers and laser cutters.
- More detailed time in Blockly seemed a bit scattered when discussing other languages.
- Robots 2.0 tips on how to put together a team, actually go through a VRC challenge event.
- Lasers, 3D printers, make and take, plane construction with Chris Hipskind.