



IGNITESTEM 2017

4.13.17

NYU SCHOOL OF LAW

WELCOME

Dear IgniteSTEM 2017 Cohort,

Welcome to IgniteSTEM 2017! Thank you so much for joining us on our mission to make the classroom of the future today. You were all hand-selected from a competitive applicant class for your incredible talents and drive to improve education through hackathons. We are delighted to have you with us.

IgniteSTEM is a movement that empowers leaders in education to disrupt STEM learning environments with project-based learning. We see IgniteSTEM as the TED for education, and truly believe that it will be the catalyst to starting the next big movement in education.

We started IgniteSTEM as we felt our own STEM learning experiences could be vastly improved by the implementation of project based learning. As college students, we grapple with this issue from a different perspective and we are passionate about why we do what we do.

Over the past year and a half, we have researched the effects of hands-on learning on STEM education and the big picture is astounding: PBL initiatives drastically improve student engagement, diversity in upper-level STEM classes, and help develop skills that are truly relevant in 21st Century.

The conference content itself is structured like a “mini-hackathon” where we will all experience “hacking education” in a non-traditional style through the strategies of design thinking and maker movements. This is a conference for doers.

Today, our team is going to do everything we can to accomplish two things. First, we want to make sure you have the best day possible, so if you need anything at all just let us know. Second, we want to help you all to put on project based learning initiatives, or as we call them hackathons, back at your schools.

Today, thought leaders in education are going to show us how to teach students to take risks, work iteratively, talk less and show more, and be comfortable with failure. Together we are going to develop an actionable toolkit to help you bring PBL to your schools first thing Friday morning!

If we could leave you with one takeaway it would be to leave with an action point - a topic you learnt, a person you met, a speaker who inspired you - and, crucially, implement these action points into a post-conference PBL initiative.

Let's ignite education!

Ignitedly yours,
Kevin and Jamie

WHAT WE DO

OUR MISSION: EMPOWER K-12 EDUCATORS WITH THE SKILLS, RESOURCES, & NETWORK THEY NEED TO IMPLEMENT PROJECT BASED LEARNING IN PUBLIC SCHOOLS AROUND THE WORLD

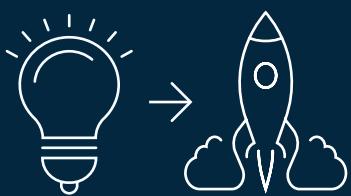
5 CONFERENCES

- xDENVER
- xSTANFORD
- xPRINCETON
- IGNITESTEM
- xLONDON



3 PROJECT-BASED LEARNING TARGETS

HACKATHONS



FROM IDEA TO LAUNCH

Hackathons are marathon creation events. Whether its science, technology, humanities, or the arts-- hackathons bring students together to collaboratively create unique solutions to the problems they care about.

DESIGN THINKING



RESEARCH. CONCEPTUALIZE. DESIGN.

Design Thinking draws upon logic, imagination, intuition, and systemic reasoning, to solve complex problems, find desirable solutions, and explore possibilities of what could be.

MAKER MOVEMENT



GRASSROOTS INNOVATION

Makers are creative, resourceful and curious, using digital design and manufacturing technologies to develop projects that demonstrate how they can interact with the world around them.

1 MISSION: IGNITE EDUCATION ACROSS THE WORLD

WHY THIS MATTERS

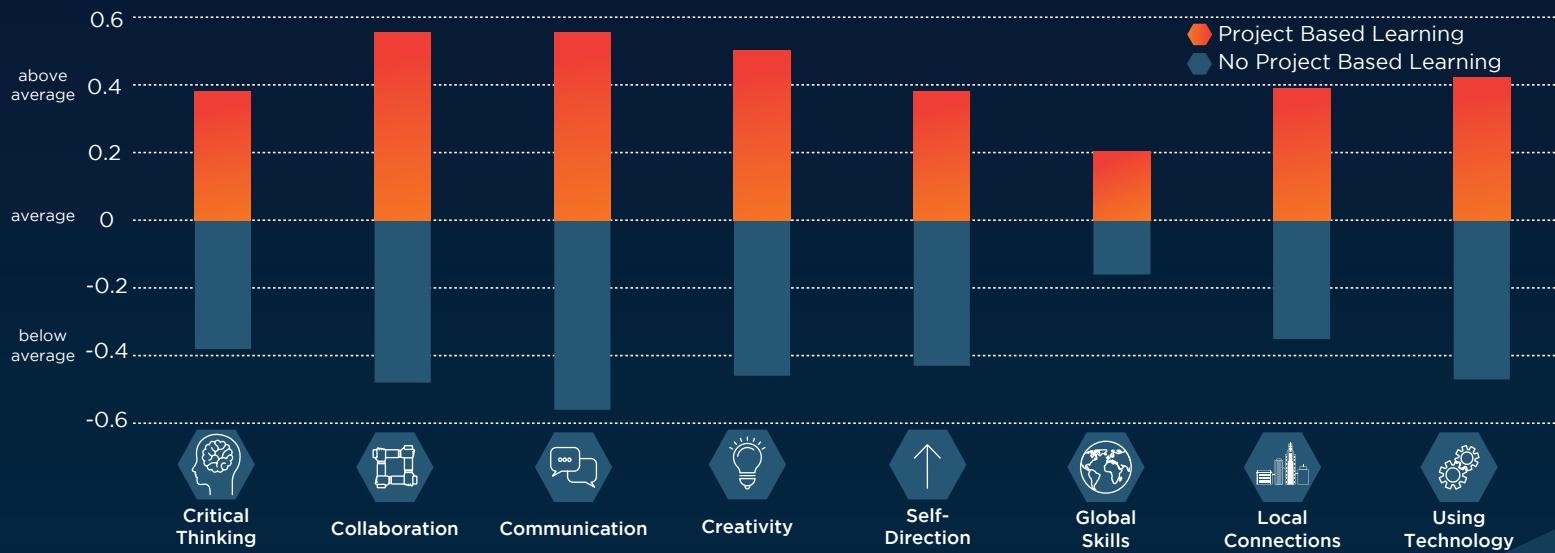
HANDS ON LEARNING AND ACTIVELY PRACTICING “INNOVATION” WILL ALLOW CHILDREN TO BECOME MORE RESILIENT AND LEARN “HOW TO THINK”, IGNITING LEADERS WHO HAVE THE CAPABILITIES TO TACKLE REAL WORLD PROBLEMS.

5 EDUCATION GOALS...

- 1 construct an extensive and flexible knowledge base
- 2 develop effective problem-solving skills
- 3 develop self-directed, lifelong learning skills
- 4 become effective collaborators
- 5 become intrinsically motivated to learn

...AIMED AT STRENGTHENING VITAL 21ST CENTURY SKILLS...

In a paper presented at an Annual Meeting of the American Educational Research Association, researchers found that Project Based Learning (PBL) caused a measurable increase in performance across critical 21st century skills:



...AND EMPOWERING EDUCATORS...



...SO THAT STUDENTS CAN
DEVELOP RESILIENCY, CONFIDENCE,
AND A LIFELONG LOVE FOR LEARNING.

“Being resilient helps youth navigate the world around them, and the iterative process of hackathons, design thinking, and making help ignite this resiliency.”

“The main thing about meaningful choice is that it engenders willingness. It encourages people to fully endorse what they are doing; it pulls them into the activity and allows them to feel a greater sense of volition.”

SCHEDULE

APR 13, 2017

08:30AM	Introduction	Lipton Hall
08:45AM	Keynote	Lipton Hall



REIMAGINING EDUCATION

Anant Agarwal, CEO of edX

EdX, the nonprofit online learning destination, is reimagining education via MOOCs (massive open online courses). Join Anant Agarwal, edX CEO and MIT Professor, to explore how MOOCs and online learning technologies are reinventing education on a global scale.

09:15AM	Break
09:25AM	Unconference Session

Pick one session to attend.



SOLVING THE “PRE-K TO GRAY” CRISIS THROUGH INVESTMENTS IN TECH INNOVATION

Deborah Quazzo

Widening income inequality in the US means that fewer people have access to the future in terms of career and life potential. Hear what is happening in education technology investment to change the paradigm.

Lester Pollack



DESIGNING A MAKERSPACE FOR MIDDLE SCHOOL

Saba Gholé

NuVu is a full-time innovation school for middle and high school students. NuVu's pedagogy is based on the architectural studio model and geared around multi-disciplinary, collaborative projects. We teach students how to navigate the messiness of the creative process, from inception to completion.

Faculty Club



FROM GAMES TO EDUCATION TO MORNING DANCE PARTIES: LESSONS LEARNED FROM THE FIELD

Matthew Brimer

Matthew will discuss how to leverage takeaways from GA's innovative curriculum and latest technological tools. We will even delve into Matthew's lessons from founding Daybreaker, a global community and lifestyle brand producing conscious morning experiences around the world.

Lipton Hall

09:55AM	Break
10:05AM	Workshop

Lipton Hall



COMPUTATIONAL THINKING IN THE CLASSROOM

Wolfram Research

Covering basic principles and lessons-learned, this workshop will offer ways to engage students in meaningful computational thinking with different sizes of projects through the Wolfram Language.

10:50AM

Keynote

Lipton Hall

**HOW TO BRING CS TO YOUR SCHOOL OR CLASSROOM****Jen Noborikawa**

Learn about the ways Code/Interactive can help you to start or further develop a Computer Science program at your school through teacher professional development & coaching and student college & career readiness events (hackathons, tech office visits, and other classroom engagements).

11:10AM

Break

11:20AM

CS in the Classroom

Pick one session to attend.

**CREATIVITY & COMPUTING IN K-5 EDUCATION****Linda Liukas**

If computer code is the Lego block of our time – a tool of creation – how do we teach curiosity, joy, and wonder to our kids? And what does Jean Piaget or Montessori have to do with coding? Join us to learn the basics of how to bring creative technology education to your classroom by the Finnish author & illustrator Linda Liukas.

**CODING IN THE CLASSROOM****Melissa Halfon**

This talk will provide an overview for participants on how to bring coding into the classroom through a medium that maximizes student engagement. Participants will take away methods for integrating computer programming into their subject area and can a chance to get creative with code!

**CODING WORKSHOP****Jen Noborikawa**

New to coding? Learn how to make your very first website! This is a cross-curricular lesson that can be run in any middle or high school class.

Classroom 212

Seminar Room 110

Lester Pollack

12:00PM

Lunch & Speaker Office Hours

Lipton Hall

12:40PM

Break/Exhibition

Lobby

**STEAM-MASTERY MAKERSPACES FOR KIDS****Makerstate**

MakerState empowers kids ages 5-18 with science, technology, engineering, arts, and math (STEAM) passion and skill through hands-on projects in robot engineering, wearable electronic fashions, video game design, 3D prototyping and printing, comic book creation, and moviemaking. Learn how you can bring a makerspace to your school or community.

01:00PM

Keynote

Lipton Hall

**LEARNING TECHNOLOGY****Jonathan Rochelle**

A discussion of the benefits of learning technology and its relevance to student's futures.

01:20PM

Keynote

Lipton Hall



HACKATHONS

Mike Swift

What are they? How can we create them? Why does it matter?

01:50PM

Lightning Talks

Lipton Hall



Lightning Talk Speakers

Our speakers will cover topics ranging from project-based learning to inspiring interest in STEM.

02:15PM

Break

02:25PM

Makerspace Workshops

Pick one session to attend.



FUNDAMENTAL TECHNIQUES IN THE MAKERSPACE

Godwyn Morris

In this hands-on makerspace workshop, participants make a light-up picture using a LED light and common classroom materials. We'll explore creativity in the classroom and how to teach a hands-on workshop in the classroom.



CREATING AN INNOVATION MINDSET IN SCHOOLS AND COMMUNITIES, THE MAKER WAY

Marc Natanagara

Innovation is in the eye of the beholder, but when you put the problem solving process into a real life context and in the hands of the creator, magic (synonymous with learning) happens. We'll engage in activities to understand the maker/innovation mindset and how to cultivate it, and co-develop some practical ideas for bringing it into classrooms and communities.

Faculty Club

Lester Pollack

03:15PM

Break

03:25PM

Design Thinking Workshop

Lipton Hall



IGNITESTEM OR IGNITE INNOVATION

Derek Lidow

This workshop will introduce the concept design thinking and its application. We will work through a design thinking process, breaking it down into five steps: emphasize, define, ideate, prototype, and test. Finally, STEM and design thinking skills sets will be compared to isolate complementary areas and techniques.

04:05PM

Keynote

Lipton Hall



PROJECT-BASED LEARNING

Sarah Shannon

Sarah will share her experience expanding project-based learning across a host of different schools: the challenges, strategies for building partnerships and driving adoption. She'll also talk about the work she does with Buck Institute for Education (BIE), a mission-driven non-profit dedicated to promoting PBL in schools.

04:35PM

Break

04:45PM

Next Steps Workshop

Classroom 210

05:05PM

Conclusion

Classroom 210

05:15PM

Reception Office Hours

Classroom 210

VENUE MAP

WASHINGTON SQUARE S



W 3RD ST

MACDOUGAL ST



SULLIVAN ST

THOMPSON ST

FURMAN HALL: CLASSROOM 212, SEMINAR ROOM 110
VANDERBILT HALL: CLASSROOM 210, CLASSROOM 204
D'AGOSTINO HALL: LIPTON HALL, FACULTY CLUB, LESTER POLLACK COLLOQUIUM

SPEAKERS

KEYNOTES

JONATHAN ROCHELLE Director, Google Education



Jonathan Rochelle is Director of Product Management at Google and a co-founder of Google Docs and Google Drive, including other apps in that suite such as Google Sheets, Slides, Forms, Apps Script and Google Fonts. Jonathan is now primarily responsible for Jamboard - a collaborative whiteboard product launched in October, 2016, which includes hardware and apps - and Google Apps for Education - which reaches more than 60 million educators and students. In this role he is responsible for the recent launches of Google Classroom and Google Expeditions. He's a strong advocate of innovation culture, entrepreneurship and education technology and is very active in his current creative passion - 3D Printing (www.MkrClub.com).

MIKE SWIFT CEO & Co-Founder, Major League Hacking



Swift is the co-founder and CEO of Major League Hacking, the world's official student hackathon league. He has made it his personal mission to enable hackers by helping them get the tools and resources they need to turn their crazy ideas into reality. Swift previously founded Hacker League (acquired by Intel in 2013) and was formerly a developer evangelist for SendGrid. Swift lives in New York City.

ANANT AGARWAL CEO, edX



Anant Agarwal is the CEO of edX, an online learning destination founded by Harvard and MIT. Anant taught the first edX course on circuits and electronics from MIT, which drew 155,000 students from 162 countries. He has served as the director of CSAIL, MIT's Computer Science and Artificial Intelligence Laboratory, and is a professor of electrical engineering and computer science at MIT. He is a successful serial entrepreneur, having co-founded several companies including Tilera Corporation, which created the Tile multicore processor, and Virtual Machine Works.

JEN NOBORIKAWA Senior Program Manager, Code/Interactive



Jen Noborikawa is a Senior Program Manager at Code/Interactive (C/I), a not-for-profit organization that provides K-12 teachers with high-caliber professional development workshops and coaching in computer science, organizes student hackathons and tech office visits, and places high school juniors and seniors in tech internships. In addition to working with schools, teachers, and industry partners to manage these programs, she leads Code/Interactive's exclusive partnership with Code.org, helping to roll out the new Advanced Placement Computer Science Principles (AP CSP) course that targets traditionally underrepresented students in the Northeast region.

SARAH SHANNON BIE, Systematic Partnership Coach



Sarah is a Systemic Partnership Coach at BIE, a non-profit with a mission to promote project-based learning (PBL) in schools. Sarah earned an MEd from Lesley University and then went on to earn an MEd in Organizational Management from Endicott College and transitioned out of the classroom and into middle school administration. As a school administrator, Sarah's experiences included visioning, strategic planning and implementing whole school improvement and change efforts. In her most recent principalship, she led the implementation of PBL at the middle school level as the first step in a district-wide shift.

UNCONFERENCES

MELISSA HALFON Founder, VidCode



Melissa Halfon is the co-founder and CTO of Vidcode, a platform that teaches students to code by connecting to the things they enjoy in their daily lives. Melissa studied applied mathematics which led her to jobs as an analyst in the US Army and a software developer for a NYC-based hedge fund. She discovered her love of code through math and is committed to creating tools that allow all kids to find their own passion for computer science.

SABA GHOLE Co-Founder, NuVu Studio



Saba Gholo is an architectural/urban designer turned education and technology entrepreneur. She received her Masters in Urban Design at MIT. Her multidisciplinary explorations in painting, photography, graphic design, film, architecture and urban planning have formed her holistic understanding of design, creative education and the interface of people and their environments. Her experience in the urban design world exposed her to a myriad of innovative educational projects including the Central Los Angeles High School #9, the National Research Foundation's CREATE project, and the Princess Nora Bint Abdulrahman University in Riyadh.

DEBORAH QUAZZO Co-Founder, GSC Accelerator



Deborah is the Founder and Managing Partner of GSV Acceleration Fund, a venture capital fund investing in great entrepreneurs and their companies in the \$55B learning and talent technology sector. GSV Acceleration's portfolio includes Andela, Clever, ClassDojo, Course Hero, CreativeLive, Degreed, Lightneer, Pluralsight, Raise, and Turnitin, among others.

LINDA LIUKAS Founder, HelloRuby



Linda is the author and illustrator of Hello Ruby, a children's picture book about the whimsical world of computers, as well as the founder of Rails Girls, a global movement to teach young women programming in over 260 cities. She loves Muji, Zelda Fitzgerald, software and sparkly things.

MATTHEW BRIMER Co-Founder, General Assembly



Matthew Brimer is an entrepreneur, community builder, and instigator of creative mischief. He is Co-Founder of General Assembly (<http://ga.co>), where he supports GA's global efforts around social impact, alumni community engagement, and partnership development. Brimer has been named to Vanity Fair's "The Next Establishment", Forbes "30 Under 30", Inc. Magazine's "30 Under 30", and Business Insider's "Silicon Alley 100". Brimer holds a BA in Sociology from Yale, loves a proper dance party, and lives with his beautiful girlfriend Whitney in Brooklyn.

WORKSHOPS

MARC NATANAGARA Assistant Superintendent of Schools, Toms River Regional Schools



Marc Natanagara, Ed.D., has been an educator for 30 years as a high school science teacher and P to 12 building and district administrator. For the past five years he has conducted dozens of workshops in schools, conferences, and towns on using a maker mindset to engage students, teachers and communities. He is co-founder of the Jersey Shore Makerfest, which for each of the past two years has drawn over 4000 attendees. He has led his district to become the top makerspace and NJ Maker Day site in the state and has successfully written and co-written over half a million dollars in grants to support maker initiatives.

JOHN DIXON Program Manager, Wolfram Research



John Dixon received his PhD in the history of American civilization from Harvard University in 2014. His dissertation unveiled the rich human geography of the eighteenth-century Atlantic Ocean through digital mapping and analysis of ships' logbooks. He joined Wolfram Research in 2015 after a stint at HarvardX working on a MOOC emphasizing interdisciplinary inquiry through material culture. As assistant to Stephen Wolfram, he coordinates Wolfram's newest educational efforts in computational thinking, contributes expertise to the development of new and existing educational products and is involved with various special projects in education and the humanities. John also holds a BA in history and a BS in ceramic and materials engineering from Clemson University.

MAKER STATE



MakerState STEAM-mastery makerspaces for kids. MakerState empowers kids ages 5-18 with science, technology, engineering, arts, and math (STEAM) passion and skill through hands-on projects in robot engineering, wearable electronic fashions, video game design, 3D prototyping and printing, comic book creation, and moviemaking. MakerState hosts more than 100 makerspaces nationwide in schools and after-school programs as well as community workshops, pop up makerspaces, and summer camps.

GODWYN MORRIS Director, Skill Mill NYC/Dazzling Discoveries



Godwyn Morris is the Director of Dazzling Discoveries, a STEM after school and camp program. Godwyn has been working and creating with children for more than 20 years and has extensive experience with hands-on learning methods and practice. She recently opened a second facility, Skill Mill NYC, a creativity center for people of all ages. Equipped with 3D printers, laser cutter, sewing machines and a wide assortment of electronics and craft supplies, Skill Mill NYC provides design and production services as well as workshops and classes.

DEREK LIDOW Professor, Princeton University



Derek Lidow has long demonstrated the rare ability to operate successfully in corporate, entrepreneurial, and academic environments. He is an experienced and successful global CEO, a researcher, an innovator, and a startup coach. Derek's contributions include a number of value chain applications that have forever improved companies as diverse as Sony, Samsung, Philips, Goldman Sachs and IBM. His accomplishments include founding iSuppli, a leading market research firm, which Derek sold in 2010 for \$100 million to global information leader IHS.

LIGHTNING TALKS



LIZZIE JEAN-JACQUES

Student, West-Windsor Plainsboro High School-South

Lizzie Jean-Jacques is a junior at West Windsor- Plainsboro High School South in Princeton Junction, New Jersey. This is her first time both attending and speaking at an IgniteSTEM conference. She is excited to share about her STEM experience in FLL as well as listen to other speakers and their STEM passions.



SURENDRA PERSAUD

Student, University at Albany

Surendra Persaud is a hackathon enthusiast currently pursuing Computer Science at the University at Albany. He emigrated to New York City from Guyana when he was three and has always had an interest in technology. He has served as an organizer for The Young Hackers, volunteered as a mentor for The Knowledge House and an event consultant for Global Kids. Today, he wants to meet at the intersection computer science has with politics and education. Surendra loves to sassily meet new people and recite to them the Hamilton soundtrack. His favorite hobbies are lifting, making films, and dancing.

JOHN ABREU

Student, Boston College

John Abreu is a student in Boston College's Class of 2020. He is studying Computer Science and is inspired by new technologies and education. His passion for technology has allowed him to excel in various coding competitions, intern for budding tech startups, and mentor others looking to succeed in the tech industry. Outside of computer science, John is an avid filmmaker; producing works for his YouTube channel and for various initiatives he is involved in. When he is able to combine his passions for technology and education, John is at his most ambitious with a yearning to inspire.

ROHAN DOSHI & YUAN WANG

Co-Founders, Code Captain

Rohan is a sophomore in the computer science department at Princeton University. He is pursuing certificates in machine learning, robotics, financial engineering, and East Asian studies. He is passionate about bringing bridging the technological gap between the first world and developing world. Yuan Wang is a junior in the math department hailing from Manhattan Beach, California. His home residential college is Mathey College and is now a member of the Princeton Charter Club. His academic interests include real analysis, natural language processing, and computer vision.

JOSH RATCLIFFE

Student, Ocean High School

Joshua Ratcliffe is currently a junior at Ocean Township High School in Monmouth County, New Jersey. His interest in STEM has been fostered by his school career as early as intermediate school. However, this interest grew exponentially in high school when he participated in a makerspace program and other STEM related courses. Through this he was also exposed to the Panasonic Creative Design Challenge, a competition centered around engineering, which he has competed in over the past two years. After high school he hopes to pursue a career in engineering and/or robotics.

ATTENDEES

Melanie Chen
18mc0117@wwprsd.org

Role: Student
Region: - -
Interests: Math, Computer Science

Surendra Persaud
john.jefferys@adfabeled.org

Role: - -
Region: Albany
Interests: inclusion in tech

Uzair Vawda
uzairvawda1999@gmail.com

Role: - -
Region: Astoria
Interests: Computer science

Emmanuel Andre
eandre@bcps.org

Role: Instructional Coach
Region: Baltimore County Public Schools
Interests: Student engagement, professional development

Olga Sagalchik
olga.sagalchik@riverdell.org

Role: Special Education Math Teacher
Region: Bergen County
Interests: Math/Special Education

Ed Hayward
edmhay@bergen.org

Role: - -
Region: Bergen County
Interests: Thecnology

Tommy Nolan
thomas.nolan@rivderdell.org

Role: Special Education Teacher
Region: Bergen County
Interests: Physics/Technology/Education

Richard Kuder
rkuder@wyckoffschools.org

Role: Superintendent
Region: Bergen County
Interests: Org leadership/citizenship edication

Dionel Rodriguez
dionelrodriguez16@gmail.com

Role: - -
Region: - -
Interests: Technology

Greg Cottrell
gcottrell@nhvweb.net

Role: Assistant Principal
Region: Annandale NJ
Interests: Educational Technology & Learning Analytics

Trisha Houck
thouck@buena.k12.nj.us

Role: 4th grade teacher
Region: Atlantic
Interests: makerspace

Staci Ryan
sryan@ridgewood.k12.nj.us

Role: - -
Region: Bergen County
Interests: Elementary Education

Marcus Jimenez
marjim@bergen.org

Role: Technology Manager
Region: Bergen County
Interests: Maker Movement, STEM, STEAM

Craig Weaver
crawea@bergen.org

Role: Tech generalist
Region: Bergen County
Interests: Tech/Ed intersections.

Peter Crawley
pcrawley@flboe.com

Role: K-12 Instructional Supervisor
Region: Bergen County
Interests: STEM, Math, Science

Carly Matticks
cmatticks@wtps.org

Role: Special Education Teacher
Region: Gloucester
Interests: Elementary

Rosemary Marks

r.marks@hackensackschools.org

Role: Asst. Supt.

Region: Bergen County

Interests: Digital learning, Makerspace & career readiness curricula

Grace White

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Role: Supervisor of Curriculum and Instruction

Region: Bergen County

Interests: Literacy, Design Thinking, Block Play.

Chrissy Romano

cromano223@gmail.com

Role: Teacher

Region: Bergen County

Interests: STEAM, maker movement, literacy

Johanna Infante

evtv@hotmail.com

Role: Teacher

Region: Bronx

Interests: Technology

Robert Lynch

lynchr@hhsd.k12.nj.us

Role: Teacher

Region: Camden

Interests: Physics/STEAM

Mike Coigne

nancycoigne@gmail.com

Role: --

Region: Camden County

Interests: Parent of Scholar

Lee Winterbottom

winterbottom@upperschools.org

Role: STEAM Instructor

Region: Cape May County

Interests: STEAM

Catherine Zane

zane@upperschools.org

Role: Technology/Stem Teacher

Region: Cape May County

Interests: Technology/Steam

Kevin Flanagan

kevin.flanagan@pequannock.org

Role: STEM/Tech Coach

Region: Bergen County

Interests: STEM

Robert Daniello

rdaniello@flboe.com

Role: Middle School Principal

Region: Bergen County

Interests: STEM, Makerspaces

Jim Kennedy

jkennedy@pascack.org

Role: Teacher

Region: Bergen County

Interests: STEM

John Olive

jolive@buena.k12.nj.us

Role: Teacher

Region: Buena

Interests: Math, Science and Social Studies

Nancy Coigne

nancycoigne@gmail.com

Role: --

Region: Camden County

Interests: Parent of Scholar, Special Education

Matthew Maas

maas@upperschools.org

Role: Library Media Specialist

Region: Cape May County

Interests: Literacy, STEM

Glen Stewart

stewart@upperschools.org

Role: Supervisor of Technology

Region: Cape May County

Interests: STEM

Juan Pablo Rivera Barrera

jpablo.rivera@iecoleloyola.edu.co

Role: Information Technology Teacher

Region: Colegio Loyola para la Ciencia y la Innovaci_n

Interests: Technology, programming, robotics

Dana Young
dbyoung4@gmail.com

Role: - -
Region: East Windsor
Interests: Science education

Jorge Perez
jperez@somsd.k12.nj.us

Role: teacher
Region: Essex County
Interests: Mathematics

Shayna Sackett-Gable
shaynasackett@gmail.com

Role: Math Coach
Region: Essex County
Interests: Math, STEM

Cathleen Smith
csmith@essextech.org

Role: Supervisor
Region: Essex County
Interests: CTE, Media Literacy, Innovative techniques, Hacking, Urban Education, 21st Century Skills (soft,

Chelsea Celentano
ccelentano@jcboe.org

Role: Grade 7 teacher, ELA & SS
Region: Hudson County
Interests: Integrating STEM with ELA

Magda Hassan
mhassan@jcboe.org

Role: Teacher of Mathematics
Region: Innovation High School
Interests: Blended teaching

Eric Marto
emarto@jcboe.org

Role: Teacher
Region: Hudson County
Interests: Algebra

Joel Naatus
jnaatus@jcboe.org

Role: CIT
Region: Hudson County
Interests: STEM

Brianna Charles
brianna.charles@millburn.org

Role: Technology/STEM Teacher
Region: Essex County
Interests: Technology/STEM

Sarah Burn
sarahburn9@gmail.com

Role: Student
Region: Essex County
Interests: Math

Courtne Thomas
courtnethomas1@gmail.com

Role: Grade 6 English Language Arts Inclusion Teacher
Region: Essex County
Interests: STEM, STEAM

Diana Potts
pottsedtech@gmail.com

Role: Teacher
Region: Ethical Culture Fieldston School
Interests: Arts Integration, Assessment, NGSS

Courtney Doto
courtneydoto@hvsrd.org

Role: 8th grade Science Teacher
Region: Hopewell Valley Regional School District - Timberlane
Interests: Science

Richard Bergacs
rbergacs@nhvweb.net

Role: Principal
Region: Hunterdon
Interests: Educational Technology, Student Achievement, School Climate

Seth Goodstone
sgoodstone@jcboe.org

Role: Teacher
Region: Hudson County
Interests: Mathematics

Joseph Osenenko
josenenko@jcboe.org

Role: - -
Region: Hudson County
Interests: Physics

Malissa Yabut
myabut@jcboe.org

Role: Library Media Specialist
Region: Hudson County
Interests: Technology/Stem/Media

Bruce Henecker
bhenecker@jcboe.org

Role: Director of Technology and innovation
Region: Hudson County
Interests: Blended

Martha Oseiyaw
moseiyaw@jcboe.org

Role: Assistant Principal
Region: Hudson County
Interests: Blended

Craig Kelly
hot13lava@aol.com

Role: Teacher
Region: Hudson County
Interests: History, Coding, Hacking

Felice Pagnotta
fpagnotta@jcboe.org

Role: Career and Technical Education Teacher
Region: Hudson County
Interests: STEM

Jonathan Baker
jbaker@jcboe.org

Role: Teacher of Science and Social Studies
Region: Hudson County
Interests: GAFE, STEAM

Mona Singh
msingh13@schools.nyc.gov

Role: - -
Region: Kings County
Interests: Technology

Delia Joseph
djoseph22@schools.nyc.gov

Role: Assistant Principal
Region: Kings County
Interests: STEM

Jason Bing
jbing@jcboe.org

Role: Chief Academic officer
Region: Hudson County
Interests: Blended Learning

Darrell Carson
dcarson@jcboe.org

Role: Supervisor
Region: Hudson County
Interests: Blended

Bruce Henecker
bhenecker@jcboe.org

Role: Director
Region: Hudson County
Interests: Research, Assessment, Equity, Innovation

Madelyn Leon
mleon@union-city.k12.nj.us

Role: Secondary Math Educator
Region: Hudson County
Interests: Science

Janet Elder
jelder@jcboe.org

Role: Principal
Region: Hudson County
Interests: Technology, STEAM, Student engagement

Bree Falato
breefalato@gmail.com

Role: - -
Region: Hudson County
Interests: STEM

Dahlia McGregor
dmcggreg@schools.nyc.gov

Role: Principal
Region: Kings County
Interests: STEM

Samantha M
sammimaclive@gmail.com

Role: - -
Region: Kings County
Interests: Middle School Stem

John Jefferys

--

Role: Director
Region: Kings County
Interests: Maker Ed

Kate Yourke*kate@yourke.org*

Role: Founder, President
Region: Kings County
Interests: Maker Ed, STEAM

Sarah Reinmund*Reinmunds@kinnelon.org*

Role: Teacher of Gifted
Region: Kinnelon
Interests: STEM/Gifted

Brianna Reilly*breilly@ewrsd.k12.nj.us*

Role: Teacher
Region: Mercery County
Interests: Science

Kimberly Tew*tew@robbinsville.k12.nj.us*

Role: Assistant Supt of Curriculum and Instruction
Region: Mercery County
Interests: PD, STEM, 21st century skills

Tovi Spero*Tdspero@gmail.com*

Role: Physics Teacher
Region: Mercery County
Interests: Physics, Engineering, STEAM Integration

sarah drum*sarah_drum@mcsssd.org*

Role: Special Education Teacher
Region: Mercery County
Interests: Makerspaces

Cecilia Jackson*emailyldp@gmail.com*

Role: Founder
Region: Mercery County
Interests: Youth Leadership

Alicia Smith*asmith@isbrooklyn.org*

Role: --

Region: Kings County
Interests: Science

Michael Ousseinov*mousseinov0060@bths.edu*

Role: --

Region: Kings County
Interests: Machine Learning

BHAVIN Kapadia*bkmarketstreet@gmail.com*

Role: --

Region: Manhattan
Interests: fintech

Jennifer Vogel*jvogel@ewrsd.k12.nj.us*

Role: Math Teacher
Region: Mercery County
Interests: STEM, Math

Chris Harris*chrisharris52@gmail.com*

Role: Principal
Region: Mercery County
Interests: Anything Tech, makerspaces, edcamps,

Maryse Ferrer*gfepupp@princeton.edu*

Role: Lawyer
Region: Mercery County
Interests: STEM

Lauren Cooper*lauren5704@verizon.net*

Role: Teacher
Region: Mercery County
Interests: Special Education

Amanda Matticks*matticksa@gmail.com*

Role: K-8 Curriculum Supervisor
Region: Mercery County
Interests: STEAM, Problem based learning, Technology, Genius Hour

Jennifer Kressler-Duda
jen.kressler@gmail.com

Role: Special Education Teacher
Region: Mercery County
Interests: Instructional Tech, Maker Spaces, EdCamp

David Aderhold
david.aderhold@ww-p.org

Role: Superintendent
Region: Mercery County
Interests: Equity, SEL and Design Thinking

Sofia DeAngelo
sofifideangelo@hotmail.com

Role: Student
Region: Mercery County
Interests: STEM- Astronomy

Robert Cook
rcook@ewrsd.k12.nj.us

Role: Educator
Region: Mercery County
Interests: Math

Janet Sinkewicz
sinkewicz@robbinsville.k12.nj.us

Role: Principal
Region: Mercery County
Interests: Teaching the Whole Child, Literacy, Emotional Intelligence

Yves Pierre
ynpierre@gmail.com

Role: - -
Region: Maplewoos
Interests: Math

Christopher Nesi
chris.nesi@gmail.com

Role: Podcaster & Teacher
Region: Middlesex
Interests: Education Technology Integration

Jonathan Rodriguez
jonathanrodriguez224@gmail.com

Role: - -
Region: Middlesex
Interests: Virtual Reality

Rebecca McLelland-Crawley
rebemclland@gmail.com

Role: Gifted and Talented Teacher Resource Specialist
Region: Mercery County
Interests: Creativity/Makered/PBL/Gifted

Andrew Santoro
santoroandrew24@gmail.com

Role: Teacher Asssitant
Region: Mercery County
Interests: Technology

Tania DeAngelo
tmartinez2001@hotmail.com

Role: Manager
Region: Mercery County
Interests: Program Managements

Kathleen Neggia
kathleeneggia@hvrsd.org

Role: Tech Specialist/Teacher
Region: Mercery County
Interests: STEM, 3D Printing

Shauna Carter
shauna.carter@ww-p.org

Role: Principal
Region: Mercery County
Interests: STEM

Sierra Gratale
sierragratale@gmail.com

Role: Researcher and Student
Region: Middlesex
Interests: Virtual and Augmented Reality

Kamila Buffalino
kbuffalino@srivernj.org

Role: Principal
Region: Middlesex
Interests: Technology

Daniel Alston
alstond@middletownk12.org

Role: Supervisor of Instructional Technology - K-12
Region: Monmouth County
Interests: See @dalston411 #iLeadiLearn

Josmelvy Henriquez
josmelvy.henriquez@envirostudies.org

Role: - -
Region: - -
Interests: Computer Science

Robin Glassberg
robin.glassb@gmail.com

Role: Professor
Region: New York
Interests: Technology to Underrepresented Schools

Jennifer Lee
jstorrslee.la@gmail.com

Role: Science Teacher
Region: New York
Interests: STEM

Stuart McNeill
stuart.mcniell@gmail.com

Role: Museum Educator
Region: New York
Interests: Design, critical thinking

Frantz Lucien
eraofdanon@gmail.com

Role: Museum Education
Region: New York
Interests: Space Science, Maker Spaces, etc.

Joanne Beckwith
jbeckwith@speyerlegacyschool.org

Role: Technology Integrator
Region: New York
Interests: Makers Lab, STEAM,

Ronald Zorrilla
ronald@outdoorpromise.org

Role: - -
Region: New York City
Interests: STEM Outdoors

Angela Lee
anqili2015@163.com

Role: - -
Region: New York City
Interests: Childhood Education & TESOL

Erika Kurt
erikakurt@gmail.com

Role: Executive Director, Small World Initiative
Region: New York
Interests: Science

Melanie Hutchinson
mhutchinson@collegiateschool.org

Role: Associate Academic Dean for Tech and Curriculum
Region: New York
Interests: Innovation, collaboration, learning

Monica Bassi
carolinefairhurst1313@gmail.com

Role: - -
Region: New York
Interests: Art

Hanyu Zhang
reginalschaffer@gmail.com

Role: - -
Region: Pratt Institute
Interests: Design, Arts

Kim Deveaux
Kim.Deveaux1@gmail.com

Role: Technology Integrator
Region: New York
Interests: Technology, Literacy, Maker Spaces, STEAM

Peter Chang
pengaterch@gmail.com

Role: - -
Region: New York City
Interests: online learning

Shanequa Perry
neqper417@gmail.com

Role: Community Outreach and Recruitment Specialist
Region: New York City
Interests: Mentoring

Yvonne De La Pena
ydelapena@amnh.org

Role: - -
Region: New York City
Interests: STEM

Lisa Marut
justhype@yahoo.com

Role: - -
Region: New York City
Interests: STEM

DJ Patel

- -

Role: - -
Region: New York City
Interests: Innovation & Entrepreneurship

Surendra Persaud
cyril@allstarcod.org

Role: - -
Region: New York City
Interests: CS, entrepreneurship, Black & Latino access

Uzair Vawda
cyril@allstarcod.org

Role: - -
Region: New York City
Interests: CS, entrepreneurship, Black & Latino access

Alexis Scheck
ascheck@wayneschools.com

Role: 4th Grade Social Studies Teacher
Region: Passaic County
Interests: STEM

Christine Girtain
cgirtain@trschoo.com

Role: Director of Authentic Science Research
Region: Ocean County
Interests: Science research

Sue Milo
smilo@trschoo.com

Role: Media Specialist
Region: Ocean County
Interests: Media Specialist/Maker

Jennifer Garcia
jgarcia@lakewoodpiners.org

Role: Special education teacher/ ELA
Region: Ocean County
Interests: Stem/steam/project based learning using technology

Abasi Aniton
aaniton@cristoreyny.org

Role: - -
Region: New York City
Interests: Technology

Cyril Kuhns
cyril@allstarcod.org

Role: Student Coordinator
Region: New York City
Interests: CS, entrepreneurship, Black & Latino access

John Abreu
cyril@allstarcod.org

Role: - -
Region: New York City
Interests: CS, entrepreneurship, Black & Latino access

Catherine Cheo-Isaacs
catc937092@gmail.com

Role: - -
Region: New York City
Interests: Innovation, Personalized Learning, EdTech

Margarita Carruthers
mcarruthers@wayneschools.com

Role: Library Media Specialist
Region: Passaic County
Interests: Media Specialist/ Makerspace/STEM

Tiffany Lucey
tlucey@trschoo.com

Role: Supervisor of Educational Technology
Region: Ocean County
Interests: Technology/STEAM/Making

Ann Gural
annngifish@gmail.com

Role: Teacher
Region: Ocean County
Interests: Computer science

Melissa Mason
Mmason@lakewoodpiners.org

Role: - -
Region: Ocean County
Interests: Math/Stem/Project Based Learning

Daniel Gural
jamaya@qchnyc.org

Role:
Region: Ocean County
Interests: Computer Engineering

Marc Natanagara
mnatanagara@gmail.com

Role: - -
Region: Ocean County
Interests: maker, tech, education

Scot Burkholder
sburkholder@wayneschools.com

Role: Principal
Region: Passaic County
Interests: STEM / Technology infusion in education / Sustainability

Brittany Titus
btitus@wayneschools.com

Role: 5th Grade Science Teacher
Region: Passaic County
Interests: STEM

Anil Vaidya
vaidya.anil@yahoo.com

Role: Associate Director
Region: Pfizer
Interests: Life sciences

Jesse Amaya
28dang28@gmail.com

Role: Case manager
Region: - -
Interests: College Access

Sridevi Viswanatha
sridevi_navuduri@yahoo.com

Role: - -
Region: Princeton
Interests: Bringing Stem culture to underprivileged kids

Raevan Askew
Raskew@schools.nyc.gov

Role: Principal
Region: Queens
Interests: STEM school principal

Caroline Fairhurst
carolinefairhurst1313@gmail.com

Role: Student
Region: Ocean County
Interests: Computer Programming, Biology

Kyle Gavin
kgavin@haledon.org

Role: STEM teacher
Region: Passaic County
Interests: STEM, Makerspace, 3-D printing, Robotics

Dawn Auerbach
dauerbach@wayneschools.com

Role: Principal
Region: Passaic County
Interests: Technology, Science, Mathematics, Social and Emotional

Sabrina Balkin Balkin
sbalkin@wayneschools.com

Role: Teacher
Region: Passaic County
Interests: Gifted and Talented/ Enrichment

Huveesh Viswanatha
havsri.viswanatha@gmail.com

Role: Sophomore in West Windsor HSN
Region: Plainsboro
Interests: Improve STEM in Disadvantaged Areas

Trinarayana Viswanatha
johannainfante@aol.com

Role: - -
Region: Princeton
Interests: Bringing Stem culture to underprivileged kids

Huveesh Viswanatha
sridevi_navuduri@yahoo.com

Role: - -
Region: Princeton
Interests: Bringing Stem culture to underprivileged kids

Charles Ogundimu
cogundi@schools.nyc.gov

Role: Principal
Region: Queens
Interests: Using technology to improve student engagement

Carla Theodorou
ctheodorou@schools.nyc.gov

Role: Principal
Region: Queens
Interests: Policy, Leadership

Robert Pickens
gwhite@wyckoffschools.org

Role: Princeton University Class of 1961
Region: Mercer County
Interests: Medicine

Tracy Taylor
taylort@stratford.k12.nj.us

Role: Digital Shop Teacher
Region: Samuel S Yellin School
Interests: STEM /Digital Shop

Maureen Danovsky
mdanovsky@https.us

Role: Gifted Teacher
Region: Somerset
Interests: Makerspaces, BreakoutEDU, EdTech, Genius Hour Ed Psych

Philip Lensi
philip_lensi@nplainfield.org

Role: Librarian
Region: Somerset
Interests: Makerspace

Dolores Piedra
lojesnel@hotmail.com

Role: Teacher
Region: Staten Island
Interests: Professional Development

Brian Emma
bemma@hpregional.org

Role: Business Teacher
Region: Sussex
Interests: Hack A Thon

Ryan Gilmartin
ryan22gil@gmail.com

Role: - -
Region: Toms River
Interests: Computer science

Alex Torres
sabiustech@gmail.com

Role: - -
Region: Queens
Interests: Computer Science

John Otterstedt
johnotterstedt@gmail.com

Role: Teacher
Region: Ridgewood
Interests: Makerspace

Lubna Najar
eandre@bcps.org

Role: Teacher
Region: Sidwell Friends
Interests: Student Engagement

Michael Callahan
mcallahan@https.us

Role: Supervisor
Region: Somerset
Interests: Arts, STEM

Dawn Zomorrodian
dzomorrodian@https.us

Role: Computer Teacher
Region: Somerset County, New Jersey
Interests: STEM, computing

Shruti Nagpal
shrutinagpal12@gmail.com

Role: - -
Region: - -
Interests: STEM

Chris Dexter
cdexter@hpregional.org

Role: Business Education Teacher
Region: Sussex
Interests: Computer Science

Richard Corbett
rcorbett@roselleschools.org

Role: Superintendent
Region: Union County
Interests: Leadership

Stephen Cropper
cropper@live.com

Role: Student
Region: Union County
Interests: STEM, Computer Science

Chad Fairey
cfairey@unis.org

Role: Middle School Principal
Region: United Nations International School
Interests: Leadership, STEM, Making, Student Activism, Service Learning

Kyle Vitale
kvitale@isbrooklyn.org

Role: Technology Director
Region: - -
Interests: Steam

Joshua Ratcliffe
18ratcliffej@oceanschools.org

Role: - -
Region: - -
Interests: Interest in engineering/ STEM fields.

Selamawit Moges
sm6957@nyu.edu

Role: - -
Region: - -
Interests: Computer Science

Stephanie Hasford
stephaniehasford8@gmail.com

Role: - -
Region: - -
Interests: Coding, poetry, painting

Daryle Henry
Darylehen02@gmail.com

Role:
Region: - -
Interests: Computer science, app development android and ios, Web Development

Lizzie Jean-Jacques
emhjj.99@gmail.com

Role: High School Student
Region: - -
Interests: FLL

Emmanuel Fadahunsi
efadahunsi@roselleschools.org

Role: Teacher
Region: Union County
Interests: Math/STEM

Sequoia King
sekings@microsoft.com

Role: - -
Region: - -
Interests: Technology

Sylvia Denko
denko@robbinsville.k12.nj.us

Role: 3rd Grade Teacher and Technology Coach
Region: - -
Interests: STEAM, PBL, Genius Hour

Regina Schaffer
- -

Role: - -
Region: - -
Interests: Technology

John Abreu
abreuja@bc.edu

Role: - -
Region: - -
Interests: Hackathons, Entrepreneurship, Project-based Learning

Maeve McGowan
mcmcgowan04@gmail.com

Role: - -
Region: - -
Interests: Science

Xavier Lu
xllgms@gmail.com

Role: - -
Region: - -
Interests: Computer science

Alicia Herelle
aliciaherelle@gmail.com

Role: - -
Region: - -
Interests: Parent of Speaker



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