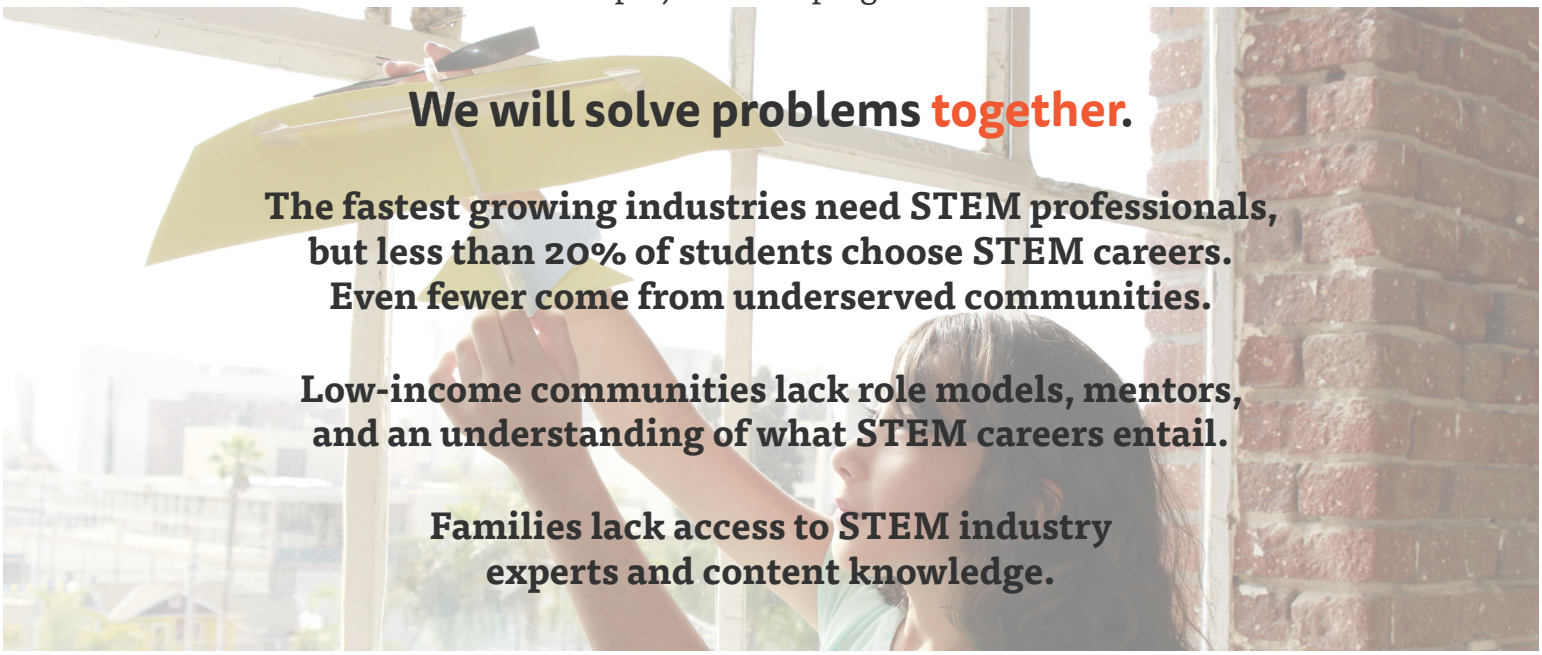
CURIOSITY MACHINE iridescent

USC Viterbi School of Engineering

Technical Communication for Lay Audiences

Engineer Professional Development Training

Connect students, families, and teachers with Science, Technology, Engineering, and Math (STEM) industries and professionals through our hands-on project-based program.



We will solve problems together.

The fastest growing industries need STEM professionals, but less than 20% of students choose STEM careers. Even fewer come from underserved communities.

Low-income communities lack role models, mentors, and an understanding of what STEM careers entail.

Families lack access to STEM industry experts and content knowledge.

Share your organization's work with the community.

Develop the skills necessary to bring Curiosity Machine to your local community through this technical communication course. Designed for professional engineers and scientists, this training will equip your staff with the skills necessary to plan and lead a hands-on science and engineering program for children and families in your community.

Benefits to Employees:

- Gain transferable skills in mentoring diversity, motivating learners, project management, and leadership.
- Earn .7 Continuing Education Units (CEUs) from University of Southern California Viterbi School of Engineering
- Build a unique two-hour volunteer session so they can continue volunteering after the course.
- Meet and interact with peer STEM professionals also taking the course.

What is Curiosity Machine?

Curiosity Machine (CM) is a community of students, families, teachers and STEM experts who build hands-on engineering projects together. CM offers curriculum online and in-person, including trainings for parents, teachers and STEM mentors to develop children's critical thinking, problem solving, and life skills.

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Course Overview

This flexible online course is self-guided, consisting of 7 modules. The modules include activities that build towards the goal of developing and executing a lesson plan for a hands-on engineering program. The final module involves mentoring in the local community and leading this hands-on education program with families.

Module 1: Introducing Yourself to a Non-Technical Audience

Learn how to comfortably introduce yourself and the technical work that you do to a non-technical audience (i.e. families).

Module 2: Teaching the Engineering Design Process

Learn how to encourage learners to use EDP in hands-on design challenges and in life.

Module 3: Foster a Growth Mindset

Learn how to ask open-ended questions that foster a growth mindset in learners.

Module 4: Interacting with Families

Learn how to connect with parents and kids by using group facilitation and rapport-building skills.

Module 5: Recognizing Unconscious Bias

Gain a deeper understanding of unconscious bias and how to be more aware of your own biases.

Module 6: Create a Mentoring Plan

Design your own inspiring Curiosity Machine session.

Module 7: Mentoring in Your Community

Work directly with the community! Organize and lead the Curiosity Machine program designed in Module 6.

	Basic Individual $150/person	Individual $325/person	Small Business $4500 ($300/person)	Business $25,000 ($250/person)	Enterprise $50,000 ($200/person)
Access to all Training Materials	✓	✓	✓	✓	✓
Earn .7 CEUs	X	✓	✓	✓	✓
Learning Coach	X	✓	✓	✓	✓
Individualized Feedback on Assessments	X	✓	✓	✓	✓
Private Course (your employees only)	X	X	✓	✓	✓
Custom Schedule	X	X	✓	✓	✓
Digital Badging and Leaderboard	X	X	✓	✓	✓
Peer Interaction	X	X	✓	✓	✓

For more information, contact monica@iridescentlearning.org

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