

App Inventor + Internet of Things for Healthy Plants CIS Camp: Teacher Development Program and Schedule

Activity	Description	Time
Introduction to Youth Digital Empowerment	Teachers will be introduced to the concepts of digital empowerment for youth through examples of transformational apps developed using AIM	10 min
Introduction to IoT	Teachers will be introduced to the role that IoT is increasingly playing in their lives and the lives of their students.	10 min
Working with the Healthy Plant App	Teachers will get the opportunity to try out the assembled healthy plant app and work in pairs to make modifications while working with the workshop organizers. <i>This will be a hybrid activity that spans the ones done by both cohorts.</i>	35 min
Discussions on the Healthy Plant App	Discuss with teachers what they expect the youth to learn - both in terms of energy and science content but also inquiry and collaboration skills.	10 min
Discussion on how to expand this app for broader curriculum	Talk about how learner-driven activities tie into the ideas of digital empowerment and computational identity. Brainstorm with teachers how they could expand the activity and/or tie it into longer-term curriculum (such as an ecology class).	10 min
Unpack and conclusions	Closing remarks and discussion	10 min