1. Football Physics
   1. Lesson: Review certain physics concepts applied to a game of football; annotated video clips accompanied by animations
   2. Activity: Use parabolic trajectory equations to estimate how far a football (real outside or mini inside) travels from video footage of the through (or something else).
2. Fun with Fourier
   1. Lesson: Big idea – any signal (information) can be represented by adding spinning circles together. Present information with animations and graphics like several YouTube videos and websites. Discuss the many application of Fourier transforms/series, emphasize how cool and practical math can be!
   2. Activity: Simple image processing, recreate student signatures with Fourier, sound analysis?
3. Photography and/or Photoshop
   1. Anything here, really
   2. Focus on STEM aspects of photography and combine those ideas with creative applications (i.e. long shutter speeds for creative effects, multiple exposures, panoramas/gigapixel images, etc…