



WEEK 1

Monday, June 13

8:00 am to 12:00 pm

- Outlining goals, objectives, and expected outcomes of the workshop
- Review of STEM objectives
- 21st Century skills
- IT standards
- Goals for module development

BREAK FOR LUNCH – Muriale's

1:00 pm to 5:00 pm

- Fieldtrip to ISR
- Overview of how graphics programming is used in three ISR Projects
 - Cluster and Visualization Environments
 - Simulation Research Laboratory
 - Intelligent Flight Control
- Visit ISR's new facility building site

Tuesday, June 14

8:00 am to 9:00 am

- In-depth look at Cluster and Visualization Environments Project use of graphics

9:00 am to 12:00 pm

- Exploration of Computer graphics topics
- Presentation of findings

BREAK FOR LUNCH

1:00 pm to 1:30 pm

- National overview of IT careers speaker

1:30 pm to 2:30 pm

- Local IT careers panel

BREAK

2:45 pm to 4:00 pm

- FSU IT educational programs panel

4:00 pm to 5:00 pm

- K-12 IT educational pathways panel

Wednesday, June 15

8:00 am to 9:00 am

- VRML programming introduction
 - A short history of VRML
 - Authoring VRML worlds
 - Tools and resources for VRML

9:00 am to 10:00 pm

- Downloading VRML resources
- VRML tutorials and WebPages

BREAK

10:15 am to 12:00 pm

- VRML exploration
 - Scene graphs
 - Nodes and fields
 - Shapes and geometry
 - Material and appearance

BREAK FOR LUNCH

1:00 pm to 5:00 pm

- Inquiry Based Learning
 - Overview
 - Inquiry based engagement activities
 - Choose collaborative work groups

Thursday, June 16

8:00 am to 12:00 pm

- VRML explorations
 - Transformation and hierarchy
 - Center and scaleOrientation
 - Groups and transformations
 - Basic geometric primitives
 - Using *DEF/USE* to reuse scene parts

BREAK FOR LUNCH

1:00 pm to 2:30 pm

- Choosing module topics

BREAK

2:45 pm to 5:00 pm

- Identifying and Integrating
 - Content Standards and Objectives
 - ISTE-NETS for Students
 - IT standards for inclusion in modules
 - 21st Century skills

Friday, June 17

8:00 am to 12:00 pm

- VRML explorations
 - *IndexedFaceSet*
 - Lines and points
 - Elevation Grid
 - Text

BREAK FOR LUNCH

1:00 pm to 2:00 pm

- Regroup to finalize module topics

2:00 pm to 2:30 pm

- Groups report on topic selection

BREAK

2:45 pm to 3:30 pm

- Groups report on topic selection

3:30 pm to 5:00 pm

- Introduction to Task Stream

WEEK 2

Monday, June 20

8:00 am to 12:00 pm

- VRML explorations
 - Node communication
 - Creating a route
 - Fields and events
 - *eventIn* and *eventOut*
 - *TouchSensor*

BREAK FOR LUNCH

1:00 pm to 5:00 pm

- Develop inquiry based lessons incorporating VRML and standards

Tuesday, June 21

8:00 am to 12:00 pm

- VRML explorations
 - Object interpolation
 - Moving objects
 - Changing objects over time
 - Rotating objects
 - Morphing

BREAK FOR LUNCH

1:00 pm to 5:00 pm

- Develop inquiry based lessons incorporating VRML and standards

Wednesday, June 22

8:00 am to 12:00 pm

- VRML explorations
 - Free exploration

BREAK FOR LUNCH

1:00 pm to 5:00 pm

- Develop inquiry based lessons incorporating VRML and standards
- Group meetings with CITERA Review Team

Thursday, June 23

8:00 am to 12:00 pm

- Create shareable models using task stream

BREAK FOR LUNCH

1:00 pm to 5:00 pm

- Create shareable models using Task Stream
- Group meetings with CITERA Review Team

Friday, June 24

8:00 am to 12:00 pm

- Share final modules with group

BREAK FOR LUNCH – Field Club

1:00 pm to 2:30 pm

- Share final modules with group

BREAK

2:30 pm to 5:00 pm

- Final lesson proof and Uploading
- Wrap-up and evaluation activities
- Overview of Week 3 activities

WEEK 3

Monday, June 27

8:00 am to 12:00 pm

- Prepare for module presentations
- Begin presentations

BREAK FOR LUNCH

1:00 pm to 5:00 pm

- Prepare for module presentations
- Work on presentations

Tuesday, June 28

8:00 am to 12:00 pm

- Prepare for module presentations
- Work on presentations

BREAK FOR LUNCH

1:00 pm to 5:00 pm

- Teachers work with students using modules
- Feedback from students

Wednesday, June 29

8:00 am to 12:00 pm

- Teachers work with students using modules
- Feedback from students

BREAK FOR LUNCH

1:00 pm to 5:00 pm

- Teachers work with students using modules
- Feedback from students

Thursday, June 30

8:00 am to 12:00 pm

- Teachers work with students using modules
- Feedback from students

BREAK FOR LUNCH

1:00 pm to 5:00 pm

- Teachers work with students using modules
- Feedback from students

Friday, July 1

8:00 am to 12:00 pm

- Teachers work with students using modules
- Feedback from students

BREAK FOR LUNCH

1:00 pm to 5:00 pm

- Review of week's activities
 - Analysis
 - Synthesis
 - Evaluation
- Evaluation activities