

2019 Afterschool Conference – GetConnected

WORKSHOP III | 1:45 – 2:45

Investing for your future **Diamond 1**

This workshop will provide you with an overview of the Stock Market Game Afterschool Program and introduce the fundamentals of investing. In the program, your students get to invest a hypothetical \$100,000 in stocks, bonds, and mutual funds. We will show you how to integrate this into your programming, access curriculum resources and manage portfolios.

Becky Barnard, Nebraska Council on Economic Education

Learning Objectives

- 1) Learn how you can introduce children to the fundamentals of saving and investing.
- 2) Learn how the Stock Market Game encourages strategic and active management of fiscal resources.

TMC Programming, Networking and Resource Sharing..... **Diamond 2**

For afterschool programs currently utilizing a TMC (Think Make Create) makerspace trailer—or those interested in a trailer for their program—this session will provide an opportunity to share resources/programming ideas, collaborate and network.

Doak Field, Beyond School Bells

Chris McCurdy, Civic Nebraska

Learning Objectives

- 1) Network and collaborate with other programs utilizing a TMC trailer.
- 2) Learn more about the TMC trailer and programming ideas.

Game, Set, Match! Explore FREE Award-Winning Lessons, Activities, Games, and Videos from NET-PBS! **Diamond 3**

Whether your Community Learning Center serves Pre-K, Early Elementary, Upper Elementary, Middle School and/or High School students, NET-PBS Kids has materials for you! These parent lessons, activities, videos, and games can meet academic needs for afterschool programming. Subject areas covered are Science, Social Studies, Social-Emotional Learning, Math, English Language Arts, The Arts, Health, Engineering, and Technology.

Sandra Day, Nebraska Educational Television

Learning Objectives

- 1) Explore NET-PBS Kids, PBS Learning Media Library, and PBS Parent lessons, activities, videos, and games.
- 2) Learn how to use NET-PBS Kids, PBS Learning Media Library, and PBS Parent lessons, activities, videos, and games to meet academic needs.

Handout

[Game, Set, Match!](#)

Choices: Start a Career or Become an Entrepreneur?..... **Diamond 6**

Have you ever wondered what career possibilities are in your community? Do you wish there were other options? Discover the answers to these questions during this session as we introduce the Leap Into Careers! curriculum developed by Nebraska Extension.

Kaytlyn Kennedy, Nebraska Extension

Jami Ankron, Nebraska Extension

Learning Objectives

- 1) Walk away with two easy activities to implement in your afterschool programs which teach youth about careers and entrepreneurship.
- 2) Learn how you can help youth identify possible career choices and understand the meaning of an entrepreneur.

The Nebraska Reading Improvement Act and NebraskaREADS Diamond 7

Learn about the Nebraska Reading Improvement Act, a new law that requires supports for struggling readers in grades K-3. We will talk about specific strategies and practices for promoting early literacy outside of the classroom.

Marissa Payzant, Nebraska Department of Education

Abby Burke, Nebraska Department of Education

Learning Objectives

- 1) Learn strategies to get and keep kids excited about reading.
- 2) Learn specific ways to help struggling readers.

The Value of High School Student Partnerships: Programming & Staffing Model Diamond 8

High school students and organizations have so much to offer your programs! Learn more about importance of partnering with Career & Technical Service Organizations (CTSO's) and other high school organizations to provide unique and engaging programming opportunities for your afterschool program. Additionally, learn about how programs are utilizing these high school students as program staff and increasing student engagement/enrollment.

Josh Jones, Beyond School Bells/Lincoln Public Schools

Learning Objectives

- 1) Learn how to begin partnering with high school student organizations.
- 2) Learn to utilize these partnerships and high school students in your programs.

Implementing Project-Based Learning with Y4Y Diamond 9

Project based learning is an inquiry-based approach to learning that emphasizes student voice and choice. Students pose questions and explore answers through hands-on activities. Learn how Y4Y resources can support you as you work with students to craft a driving questions, facilitate an investigation, and work toward a culminating event, while building students' knowledge and 21st Century skills.

David McConnell, You for Youth

Jenn Conner, You for Youth

Learning Objectives

- 1) Learn about the three phases of project-based learning.

Part 3 of Arts Immersion: A Makerspace Adventure in Visuals and Performing Arts Diamond 10

You will rotate through a series of three 1-hour sessions: Visual Arts; Musical Makerspace; Music & Rhythm Activities & Resources using a Makerspace format. You can participate in 1, 2, or all of the sessions. One: Focuses on visual arts, learning about painting styles. Two: Focuses on designing and experimenting with musical instruments. Three: Focuses on accessing resources and materials to use in music and rhythm activities. You will learn a variety of music and rhythm activities and games that can be conducted with students in afterschool programs. You DON'T need to be an artist to help kids explore and enjoy the arts! Come to this workshop and learn how you can bring the arts alive for your afterschool students!

Kathie Phillips, Lincoln Community Learning Centers

Brandon Prater, Lincoln Public Schools

Lindsay Limbach, Lincoln Community Learning Centers

Learning Objectives

- 1) Learn strategies and activities for integrating visual and performing arts into afterschool programs.
- 2) Learn how to access resources and websites that support afterschool programming in the arts.