

Computer Science Professional Development Montana High School Teachers



Four courses to choose from
Generous stipends and travel support available!
Register at: <https://tinyurl.com/y9prpkyd>

Mobile CSP

Location: TBD

Date: June 2021

Based on the College Board's emerging Advanced Placement (AP) Computer Science Principles curriculum framework for introductory computer science. Students learn programming and computer science principles by building socially useful mobile apps using MIT's App Inventor. Details at mobilecsp.org. Questions? Contact [stacy_dolderer@gfps.k12.mt.us]

Joy and Beauty of Computing (JBC)

Location: TBD

Date: June 2021

Course provides an overview of the world of computing, as well as a gentle introduction to computational thinking using the Python programming language. It examines the computing field and how it impacts the human condition, and introduces exciting ideas and influential people. Can be taught for dual enrollment. Questions? Contact [jbrown@mtech.edu]

Python Modules for Science and Math

Location: TBD

Date: June 2021

Learn how to integrate modules that emphasize Python programming and computational thinking into high school science and math classes. Modules are fully developed and ready to go. They vary in length and difficulty. Opportunities to develop custom modules for your own classes will be provided and supported. Questions? Contact [yolanda.reimer@mso.umt.edu]

Game Programming

Location: TBD

Date: June 2021

Game programming using Unity. Questions? Contact [hunter.lloyd@montana.edu]

Faculty Affiliates

Project funded by the Gianforte
Family Foundation

