

VIDEO GAME PROGRAMMING WITH ALGEBRA



A Math and Technology Teacher Training Session Grades 6-12

Date: Saturday, November 19, 2011
Time: 9:00 - 3:00
Cost: \$20 including lunch
RSVP: Register at <http://www.cbl.uh.edu/outreach>
Location: University of Houston

Teach Your Students to Program, Mathematically

Bootstrap teaches students to program their own videogames in an algebraic programming language, exposing them to key math concepts. Middle and high-school teachers around the country have implemented the curriculum as a one-month module, a weekly activity or an afterschool program

In Bootstrap, Your Students will Practice and Apply

- Solving word problems
- Coordinate planes and Graphing
- Functions and Variables
- Function Composition
- Inequalities in the Plane
- The Pythagorean Theorem

In this Workshop, You Will

- Participate in a real classroom demonstration of the curriculum
- Build your own videogame, using the math you already know
- Learn how Texas' and the new Common Core Math Standards can be met through a STEM-focused programming curriculum
- Explore cutting-edge research on algebra education

About Bootstrap

Bootstrap is a free curriculum that reaches hundreds of students a year in states around the country, and has been recognized by the National Science Foundation, Google, and Microsoft. The software is free and cloud-based: if you have a modern browser, you already have everything you need!

Local support provided by Texas Learning & Computation Center

