

Dear SMILE Teachers...

Happy New Year! We hope you had a restful break and a chance to enjoy some winter weather. We're looking forward to a great year ahead in 2022 and can't wait to see you in person at the Winter Teacher Workshop!



Virtual Family Math and Science Night Passport



The Educational Fun Continues!

Passport Deadline Extended - Complete any four challenges or activities, then have students submit their passports by January 21st. Prizes for students will be distributed to teachers during the Winter Teacher Workshop in January.

Instructions, challenges/activities:

<https://smile.oregonstate.edu/virtual-family-math-and-science-night-december-2021>

Submit your passport:

https://docs.google.com/forms/d/e/1FAIpQLSeTH3vQz4P57T4sg5-05ahllVjiPh379VomOxx4_Y6aXtvqyg/viewform

Upcoming Events



January 11: LaCuKnoS Virtual Teacher Workshop



January 28 – 29: 2022 Winter Teacher Workshop at OSU

*Top Photo: Gummy Bear Osmosis Observations
Bottom Photo: LED Mask*

LaCuKnoS Virtual Teacher Workshop

Tuesday, January 11
4 pm - Pacific Standard Time



Zoom Link:

<https://oregonstate.zoom.us/j/93041582525?pwd=dzJtQzlyYkpETi9lUEtzaklaTlZmQT09>

Password: concept

This LaCuKnoS virtual teacher workshop will focus on how to guide students in creating concept maps. Concept maps are visual representations of conceptual understandings. Concept maps have a long history in science education for making student thinking and emergent understandings visible. We will use a simple forestry lesson (If I Were a Tree) to show how to teach concept mapping to students. We will connect these ideas to several LaCuKnoS practice and tools for integrating language, culture and scientific understanding.

You receive \$35 for attending this virtual workshop. This and LaCuKnoS log payments will be made after the Winter Teacher Workshop. If you have any questions on the LaCuKnoS incentives, please let us know or bring your questions to the virtual PD session.



iINVENT Update

Message from Adam Talamantes –

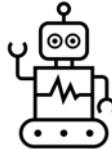
Thank you for your support of iINVENT! I'm currently looking for some Upper Elementary (4-6 grade) teachers to lead a virtual invention program. We hope to work with teachers in rural schools and then have summer camps near those communities. Each participating teacher and camp host receive a \$500 stipend.



Please fill out the form below if interested in hosting an iINVENT program and I'll chat with you at the Winter Teacher Workshop as well!

Information Form:

<https://forms.gle/pepYYNNXAJpBbkXv6>



iINVENT Oregon State University
School Day & Afterschool Programs Precollege Programs

Inventing for a User

Human-Centered Design: Make an Invention

Overview: Students use household items to make an invention while learning about the Human Centered Design process.

Purpose: This activity introduces Human Centered Design and gives students an opportunity to apply the process to solve a real-world problem.

Mentor Check-in

Overview: Students have a conversation about their inventions with Oregon State University students.

Purpose: This activity gives students an opportunity to share ideas about the invention process, get feedback on their inventions, and meet college students.

Pitch Presentation

Overview: Students share their invention.

Purpose: This activity allows students to practice sharing their work, giving feedback on others' work, and sharing their invention with users.

Extra Opportunities

Overview: OSU Precollege Programs also offers College Panels, Design Challenges, and education about Patents.

Purpose: Our goal is to get youth excited about inventing, have them meet college students, and familiarize them with the resources OSU has to offer. precollege.oregonstate.edu/programs

Key Features

- Create an Invention for a Specific User
- Meet College Ambassadors
- Learn about Inventing and College Life

iINVENT Program Outline

- 2 Synchronous Activities
- 1 Human-Centered Design Agriculture Project
- 2 Check-ins with OSU College Students

If interested, please inquire about our capacity for opportunities in Spanish!

iINVENT Oregon State University
School Day & Afterschool Programs Precollege Programs

iINVENT Details

Program components:

- 1 Self-Paced Human-Centered Design Project
- 2 Synchronous Invention Activities
- 2 Project check-ins
- Classroom invention supplies

Total time required:

- 6 hours of virtual instruction
- 2-hour teacher professional development
- Teachers receive \$500 stipend for participation

School or program representative must be present during all class sessions

Notes

- While we strive to utilize college students as project mentors, feasibility is dependent on availability.
- Depending on schedule, activities may be offered over multiple cohorts within one school. Project Check-ins are cohort specific.

iINVENT operates as a school/organization-sponsored program. OSU will present the program as guests inside an established classroom. Supervision of students, registration, and communication with parents will be the school or organization's responsibility.

Supervision	School or Organization Responsible
Liability Waiver	No Participant Waiver Needed; Expectations Agreement must be signed by teacher
Learning Platform	Public OSU course
Web Conference Platform	School Platform OR OSU Zoom
Lead Time	2+ Weeks (agreement to program)
Teacher Responsibilities	Student recruitment & registration Sending list of registered participants to OSU Staff Requirements for districts (e.g. background checks) Supporting virtual instruction and invention projects during class time
Registration	By school, teacher, or classroom

Want to see what student inventions look like? Find out more here: beav.es/Ujs

Email iinvent.program@oregonstate.edu now to sign up!

Winter Teacher Workshop Preview

We're currently gearing up for a fun-filled, informative Winter Teacher Workshop on January 28 and 29. Can't wait to see you there! Here's a sneak peak at two of the sessions. Tune in next week for more.



Friday, January 28 - DIVE4Ag, Learning Agroecology in Virtual Reality with Gail Langellotto, Yigit Yigiter, and Susan Rowe

In this workshop session, educators will explore topics in Agroecology, including biodiversity and sustainability within agroecosystems and how farming decisions can impact the environment and our communities. This content is presented in the DIVE4ag soon to be released Agroecology virtual reality app taking users throughout a virtual, yet immersive learning experience co-created for youth learners with youth voices. We will also give a sneak peak of the app platform and how educators are going to be able to use it. If we build it, they will come!

Learn more about DIVE4AG

<https://dive4ag.oregonstate.edu/home>

Friday, January 28 - RCRV with Adam Talamantes

In the RCRV sessions we will be learning about Flux in Systems with our RCRV guest researcher [Anna Hughes](#). We will be identifying important parts of systems, and how changes in those systems can help us to better understand the world around us. We will be doing Flux's in Everyday Systems, a Scavenger Hunt, and presenting a video on how RV Taani sensors will be used to measure CO2 Flux in the atmosphere.

Check out the RCRV Project on Facebook and Instagram!

<https://www.facebook.com/rcrvprogram/>

https://www.instagram.com/rcrv_program/?hl=en



Winter Teacher Workshop Preview

Friday, January 28 - LaCuKnoS with the LaCuKnoS Team



Elementary School Session

During the LaCuKnoS session, you will learn how to apply the LaCuKnoS model through four hands-on, engaging forestry lessons. Your students will learn about how seeds disperse, play the role of a dendrologist - a scientist who studies trees, examines tree rings to define the tree's age, and learn how to do paper from scratch.

Middle School and High School

During the LaCuKnoS session, you will learn how to apply the LaCuKnoS model through one interesting forestry lesson. Your students will be able to understand some basic concepts of how to turn trees into logs and make decisions about how to maximize the utilization of tree volume following mill specifications.



Saturday, January 29 - SMILE Community Building with Becca Harver and Jay Well

This session is all about you! We'll kick off with an engaging icebreaker, followed by a sign-up for virtual meetings with each SMILE Club, called "Club Chats." We'll also discuss upcoming developments in communication with SMILE families and will be seeking your valuable input as well.

Activities

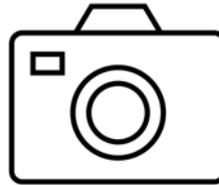
Let's Break the Ice!

As SMILE Clubs gear back up after break, here are some fun icebreaker activities to help get your students in the groove!



Aluminum Foil Sculptures

Allot one minute for this game. Give each individual a small sheet of aluminum foil. Instruct the students that when the clock starts, they will have one minute to create an aluminum sculpture. When the students are finished, display the "art" on a table in the front and have the group vote on the winner. If your group is large, act as judge and choose the top three sculptures. Decide the winner by a show of hands.



Email us a picture of the results!

Big Bubble Name Posters

Bubble name posters can be a creative way for students to tell their classmates more about themselves. It can also make a great wall display for the classroom. Give each student a large piece of paper and have them draw their names in big bubble writing so that it fills the whole page. Students should then fill each letter with information about themselves. Topics can include family, friends, pets or hobbies. They can even decorate their posters with small illustrations that say something about who they are. Encourage them to make it as colorful as possible. When they are complete, display all of the posters on the classroom wall so that students can find out a little more about their fellow classmates.

Paper Plate Heads

A great game to put names with faces, this ice breaker is especially suited for groups of 15 or less. Give each individual a paper plate and a marker. Allot one minute and instruct every individual to draw a self-portrait of their head onto the paper plate. Once the minute is up, collect the paper plates, collate into random order, and have everyone guess who is the focus of each self-portrait.

For More Icebreaker Ideas Visit:

https://smile.oregonstate.edu/sites/smile.oregonstate.edu/files/icebreaker_ideas.pdf

Help a beaver out!



Email SMILEprogram@oregonstate.edu to submit stories and photos we can feature in the newsletter!