Game Design using the Guide Explore Mentor (GEM) Method

Train-the-Trainer Opportunity!

BLACKUNITEDFUND OF OREGON

Pixel Arts, SEI and the Black United Fund are partnering to offer a free Train-the-Trainer for informal educators seeking to increase youth access and opportunity to Science, Technology, Engineering, Art, and Math (STEAM) in communities of color.

Participants will:
- Learn the Guide Explore Mentor (GEM) Method of teaching
- Be able to teach (and train in!) STEAM concepts through computational thinking and game design
- Learn to use Scratch and Stencyl software to teach coding and design - the bases of game design!

You do not need to be a game design or tech expert to teach game design. Through the use of the Guide Explore Mentor (GEM) methodology educators will be able to introduce students to STEAM concepts through computational thinking and game design -- even if they're not experts in the STEAM fields!

If you are interested in implementing, training or teaching computational thinking through game design in your program this is a great opportunity for you and your staff!

This three day train– the-trainer opportunity is available for FREE to all Pixel Arts affiliates, non-affiliates may participate based on a sliding fee scale.

SEI
YOUTH POTENTIAL REALIZED

Monday June 2, 2014 - Wednesday June 4, 2014
12:00 - 4:00pm
The Center for Self Enhancement
3920 N. Kerby Ave, Portland

Pixel Arts
Play >Make >Design