

Upcoming Trainings

Project Lead The Way

*Check Out the List of Trainings
for Summer 2023*

**June
26-30**

[Register
Here](#)

Gateway "Automation & Robotics"

Middle School - Grades 6-8 (1 Week)

Students trace the history, development, and influence of automation and robotics as they learn about mechanical systems, energy transfer, machine automation, and computer control systems. Students use the VEX Robotics platform to design, build and program real-world objects such as traffic lights, toll booths and robotic arms.

**July
10-14**

[Register
Here](#)

Gateway "Design & Modeling"

Middle School - Grades 6-8 (1 Week)

Students apply the design process to solve problems and understand the influence of creativity and innovation in their lives. Using design software, students create a virtual image of their designs and produce a portfolio to showcase their innovative solutions.

**July
10-14**

[Register
Here](#)

Launch Training

Elementary - Grades PK-5 (1 Week)

PLTW Launch (PreK-5) taps into students' exploratory nature, engages them in learning that feels like play and encourages them to keep discovering-now and for whatever future they choose. Students build in-demand skills through inspiring activities that aren't typical in a traditional classroom. They are immersed in energized, hands-on activities, projects and problems that build upon each other and relate to the real world. Throughout the modules, even the youngest learners apply their math and English Language Arts skills, learn science to standards and adopt skills that are foundational across disciplines.

**July
17-21
&
24-28**

[Register
Here](#)

Computer Science Essentials

High School - Grades 9-12 (2 Weeks)

Computer Science Essentials exposes students to a diverse set of computational thinking concepts, fundamentals, and tools allowing them to gain understanding and build confidence. Students use visual, block-based programming and seamlessly transition to text-based programming with languages such as Python to create apps and develop websites, and learn how to make computers work together to put their design into practice. They apply computational thinking practices, build their vocabulary, and collaborate just as computing professionals do to create products that address topics and problems important to them.

Trainings held at: **ESU #2**
Fremont, NE