

School Spotlight: Students in EAST classrooms have worked with partners such as national and state parks, zoos and nonprofits on projects ranging from creating a meerkat exhibit at a zoo to mapping efficient bus routes to save gas and time. In the case of Dardanelle High School in Arkansas, students worked with staff at Mt. Nebo State Park and Arkansas Audubon, as well as local residents, to develop a series of video podcasts that connect the public with the cultural and natural history of the mountain. Students also created virtual reality products for the park, enabling them to show buildings, cabins and the mountain to viewers remotely.

EAST is currently operating in 204 schools in six states and holds training sessions for facilitators year-round.

Learn More (<http://www.eastproject.org/>)

NEXT.cc Offers Students and Teachers an Interdisciplinary Approach to Environmental Design



NEXT.cc is a website that provides informal learning opportunities for students through over 150 free "journeys" with transdisciplinary activities on the computer, in the classroom and out in the community, linking museums, institutions and contemporary practices with the wonder of the built and natural world. NEXT.cc encourages explorations of tools used by scientists, artists, designers and environmentalists to engage student led projects. Discovery "journeys" and workshops deliver STEAM teaching and learning and information about environmental design careers into remote classrooms.

School Spotlight: NEXT.cc was instrumental in the development of project-based learning curriculum in two Wisconsin schools: LaCrosse Design Institute in LaCrosse and School for Urban Planning and Architecture in Milwaukee Public Schools. Also part of Milwaukee Public Schools is the Wedgewood International ESL Middle School, which worked with NEXT.cc to come up with creative ways to green their school. View the video (http://www.youtube.com/watch?v=vmM4xXQGY4o&feature=plcp&context=C47932dbVDvjVQa1PpcFOUQt20GiLZOK0Z5_ia-N70%253D)

NEXT.cc is online and free for student and teacher use.

Learn More (<http://next.cc/>)

SENSE IT Connects Students to STEM in the Real World



SENSE IT (Student Enabled Network of Sensors for the Environment using Innovative Technology) brings real world environmental sensor networks into the classroom. SENSE IT provides students with the opportunity to learn about sensor technology and careers through a hands-on, collaborative process of designing, constructing, programming and testing a student-implemented water monitoring network. SENSE IT modules give students an opportunity to acquire and then use STEM skills while at the same time providing a real world application of science (particularly environmental science), technology (pre-engineering and computing) and mathematics, all tied in a holistic way within the overarching theme of water quality.

School Spotlight: The SENSE IT instructional modules have proven very flexible used in both middle and high school classrooms, as well as after-school programs and in many disciplines, including pre-engineering, general science, algebra, physics, biology, chemistry and earth science. SENSE IT is being used in the 8th grade science classes at LaFargeville Central School in LaFargeville, NY and in the 9th grade Earth Science classes at Troy High School in Troy, NY.

Educators are invited to visit the project website for information about upcoming regional teacher professional development workshops and for information about the project and instructions for assembling the water quality sensors.

Learn More (<http://www.senseit.org/>)

EcoMUVE Engages Students in Real-World Science through Virtual Ecosystems



EcoMUVE is a curriculum developed through research at the Harvard Graduate School of Education, supported by the Institute of Education Sciences, U.S. Department of Education. It is a multi-user virtual environment (MUVE)-based curriculum that is designed to support middle-school learners developing an understanding of complex causality in ecosystems. It consists of two modules - Pond and Forest - that center around immersive, simulated ecosystems that represent complex ecological scenarios. Students must work in teams to collect and analyze data, enabling them to solve the ecological mystery that each scenario presents. View the video (<http://ecomuve.gse.harvard.edu/video.html>).

EcoMOBILE is a new project designed to explore how students could access EcoMUVE in real-world ecosystems using mobile broadband devices (MBDs).

School Spotlight: EcoMUVE was developed as a multi-user virtual environment (MUVE)-based curriculum that addresses grades 6 through 8 life science National Science Education Standards (NSES). Recent school partners include teachers and students in grades 4 through 9. Locations include Cambridge, MA; Framingham, MA; Lexington, MA; Waltham, MA; New Haven, CT; and Chappaqua, NY.

Educators are encouraged to visit the EcoMUVE website and register with the mailing list to receive access to a free standalone version of the EcoMUVE modules, curriculum materials and video tutorials.

Learn More (<http://ecomuve.gse.harvard.edu/index.html>)