



Version 2017-08-09

STEM Innovators-in-Training Experience

Plano Event Center
2000 E. Spring Creek Pkwy.
Plano, Texas 75074

Tuesday, September 26th, 2017
9:00 AM – 1:00 PM
Registration Required

Thanks for sponsorship from
the U.S. Army.
Learn more at GoArmy.com



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STEM Innovators-in-Training Experience

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STEM Innovators-in-Training Experience

How to Prepare · What to Bring

How to Prepare

❑ HELP STUDENTS CHOOSE A PATHWAY.

Each student will choose one of three workshop pathways to attend. Each pathway includes two workshops.

You will be allocated an even number of tickets for each pathway. For example, if bringing 30 students, 10 students can choose pathway 1 with CODE & LEAD, 10 choose pathway 2 and 10 choose pathway 3. Workshops and pathways are described later in this guide.

❑ COLLECT SIGNED WAIVERS

A waiver is included as the last page of this guide. Bring a signed waiver for each student and chaperone.

❑ REGISTER FOR & PRINT GO-PASSES

Details below. If you are unable to complete this process prior to the event, please allow extra time to complete them onsite at check-in.

❑ MAKE TRAVEL ARRANGEMENTS.

Each school is responsible for arranging transportation.

❑ CONFIRM NUMBERS.

Because lunch is provided and a wait-list is common, please notify Ellen (eskeele@ten80education.com) as soon as you anticipate changes to the number of students and adults coming to the event.

What to Bring

❑ **A SIGNED PAPER WAIVER** for every student and chaperone. Keep these all in one pile – separate from the Go-Pass. Each student does not have to hold his/her own.

❑ **A PAPER “GO-PASS”** for every teacher / chaperone and student. Keep these all in one pile – separate from the Waiver. Each student does not have to hold his/her own.

❑ LIST OF STUDENTS AND THEIR CHOSEN PATHWAY.

This list is for YOUR use. Ten80 does not collect it. After checking-in onsite, use this list to handout workshop tickets to students.

How to Register for Your Go-Pass

Like most program sponsors, the U.S. Army gathers information to evaluate the effectiveness of its programs. This step requires additional time up front but it opens doors for students and for all of us through the event, long-term sponsorship of curriculum, materials, collaboration, competition and conversation.

Educator Registration

<https://army-2017.fishsoftware.com/module/preregsurvey/?token=fxFg5DPj>

1. All teachers/chaperones register at the link above. Your Go-Pass will pop-up as a PDF. Print it.
2. One chaperone chooses to be the “lead.” This just means students sign up under your name.
3. Within 24 hours, each chaperone will receive a student registration link via email (check SPAM folder!). Everyone but the lead chaperone can ignore that link.

Student Registration

Use the link emailed to the lead chaperone.

1. Students register using the link emailed to the “lead” chaperone. Ignore the age requirement of 16 years. High school aged students can attend.
2. Print the Go-Pass and bring it to the event. Ten80 will collect the paper version onsite.

STEM Innovators-in-Training Experience

Summary & Agenda

Agenda

Registration & Showcase

9:00 - 10:00 AM

Educators turn in waivers, collect workshop tickets and distribute tickets to students. Students engage with showcase activities.

Opening Assembly

10:00 - 10:45 AM

Scholarship presentation and welcome followed by conversation with STEM professionals

WORKSHOP #1

10:55 AM – 11:45 AM

Students attend the first workshop in their chosen pathway through which they learn about coding, design, race engineering, enterprise activities and leadership principles. Each workshop poses a challenge students can choose to enter after the event.

WORKSHOP #2

11:50 AM - 12:40 PM

Students attend the second workshop in their chosen pathway.

Closing Assembly

12:45 – 1:05 PM

Lunch & Depart

Event Day

Concepts & Skills (Workshops)

A Key to Innovation is Design. A Key to Today's Design is STEM.

After showcase activities and an opening ceremony, students attend the workshops they've chosen. Each workshop addresses different concepts and skills but all address a key aspect of the innovation process. Students will be exposed to a variety of career paths in government, economic and cultural spheres of society.

Post-Event

Innovators-in-Training Challenge

Each workshop feeds into an optional Innovators-in-Training Challenge that invites students to continue the engagement in the weeks following the event. Resources are provided so this can be 100% student-led (though mentoring always helps). All entries will receive feedback through the National STEM League website. Top entries earn awards.

Long-Term Learning

The event can serve as a kick-off to long-term learning. Schools that attend with 40 or more students are eligible for a sponsorship which provides up to \$5,200 in curriculum, kits and support from Ten80 Education.

Thanks to the U.S. Army
for its support of youth
and STEM education.

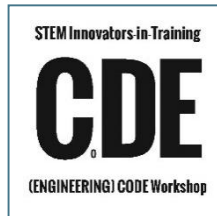


STEM Innovators-in-Training Experience

Workshop Pathways

Students choose a pathway that includes two workshops. Onsite, your students will split into each of these six workshops. Half of your students who choose pathway 1 will begin in Race while the other half begin in GAME. They'll switch for the 2nd workshop session.

Pathway 1



In **CODE** you'll use a free but very powerful software platform to design your very own computer game.

This workshop is designed for beginning or intermediate coders (not advanced). Because so many innovations and solutions are computer based, CODE is a great workshop for anyone interested in learning the basics, not just computer whizzes.



Leadership is required to move from ideas to action. In **LEAD** you'll explore the principles of leadership through team tasks using both basic tools and custom wearables technology.

You'll explore how to become a leader in your own community, whether that community is your neighborhood or an online group you value.

Pathway 2



In **GAME** you'll learn about the concept of DESIGN and how it applies to SO many different careers and personal pursuits.

You'll put design concepts to work by designing a table-top or computer game that could actually go into production.



You'll get a lot of hands-on time with this **RACE** Tech workshop. Motorsports is where energy technology, mechanical systems and computer science intersect.

In RACE, you'll experience a balance of innovations from the past, present and future that are all related to motorsports technology. You'll work on and race a 1:10 scale RC car in doing so.

Pathway 3



Innovation is more than invention and an Elevator Pitch is more than a Sales Pitch. In **PITCH**, engage in the art and science behind turning ideas into reality.

You'll dive into trademarks (intellectual property) to make sure your branding idea isn't already taken and craft a simple "business model", the backbone of a successful shark-tank like elevator pitch.



You'll explore the fundamental alphabet of all electronics: binary code ... and you'll do it with a **BEAT**. Look around and you see it everywhere. In BEAT, music and e-origami will help demystify this topic while bringing out your artistic side.

Brought to You by



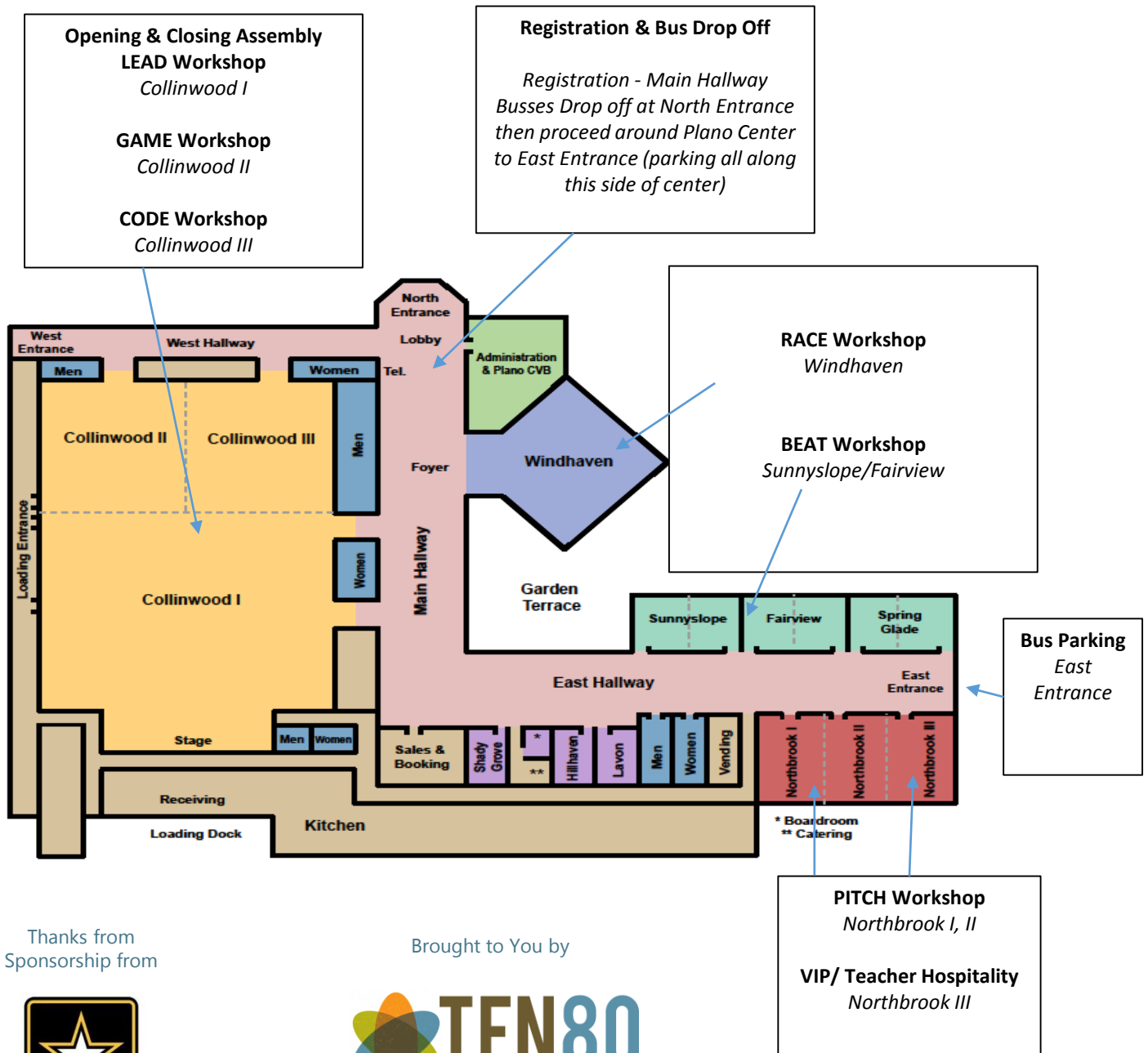
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STEM Innovators-in-Training Experience

Venue Location and Parking

Venue is located at Plano Event Center at 2000 E. Spring Creek Pkwy.,
Plano, Texas 75074



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1080 Education Inc. (Ten80) Participation Agreement

To participate in the **Ten80 STEM Innovators-in-Training Experience in Plano, TX**, every participant including teachers, students, parents, chaperones and guests must complete and BRING THIS SIGNED AGREEMENT TO THE EVENT.

Participating School/Org: _____
Participant Name: _____ On-Site Chaperone _____
Participant Age: _____ Relation to Participant Self Parent-Guardian
Parent / Guardian Name: _____
Home Address: _____
Emergency Daytime Phone _____ Home Phone _____
Email: _____

WAIVER AND RELEASE OF LIABILITY. In consideration of being permitted to participate in the **Ten80 STEM Innovators-in-Training Experience Plano 2017** and related activities on **Tuesday, September 26th, 2017** at **Plano Event Center** at 2000 East Spring Creek Parkway, Plano TX, 75074 (the "Event"), _____ ("Participant") or Participant's parent or guardian agrees to the following on behalf of him or herself and heirs, successors and assigns.

I confirm that I have legal authority (a) over myself as a Participant having reached the legal age of 18, or (b) as a parent of or guardian for the Participant. I request that I / my child be permitted to participate in the Event. I, the Participant or Parent/Guardian of Participant agree that the Participant will follow all instructions of Event organizers and to assume all risks associated with a failure to follow instructions. The Participant will inspect the Event site, all related facilities, and all equipment and advise Event personnel of any unsafe conditions.

I, the Participant or Parent/Guardian of Participant, agree to release and discharge 1080 Education Inc. ("Sponsor"), Ten80 Foundation ("Sponsor"), U.S. Army ("Sponsor"), Plano Event Center ("Sponsor"), Art of STEM, vendors and exhibitors and their respective affiliates, directors, employees, contractors, representatives and agents ("Released Parties") from any and all injuries (fatal or non-fatal), losses, causes of action, liabilities, damages, expenses or claims (collectively, "Claims"), whether foreseeable or not, that might arise from the negligence of the Released Parties in connection with the Event or the condition of the property, facilities or equipment used for the Event, regardless of when such Claim may arise. I agree to indemnify, defend and hold harmless the Released Parties from and against any and all Claims arising from my/the Participant's acts or omissions in connection with the Event.

I, the Participant or Parent/Guardian of the Participant, understand the Event may include hazardous activities including but not limited to riding in a car, bus or van at highway speeds and that this type of activity can be dangerous and can, and sometimes does, result in serious, permanent bodily injury (fatal or non-fatal). I also understand that my/the Participant's participation in the Event may involve risks that may or may not be foreseeable and may expose me/the Participant to the possibility of injury as well as damage to personal property. I acknowledge that such hazards may result from my/the Participant's own acts or omissions or those of others, the rules of play or the condition of the premises or equipment. I knowingly assume all risks associated with participation in the Event regardless of how such property damage, injury or death might arise. I understand that it is my responsibility to obtain any insurance needed to cover personal injury, death, property damage or any Claims arising from my/the Participant's participation in the Event.

VIDEO/PHOTO RELEASE I, the Participant or Parent/Guardian of the Participant, hereby grants Sponsors the right to use the Participant's name, likeness, voice, biographical information and any other indicia of his/her identity in connection with the Event, and publicity, advertising and promotion for the Event and future editions of the Event in all forms of media throughout the world in perpetuity without compensation. I waive any right that I, the Participant or Parent/Guardian of the Participant, may have to inspect or approve any materials that may use such rights in connection with the Event and any and all future uses. I acknowledge that Sponsors shall co-own with each other all rights to photos, video imagery, sounds or other recordings made in connection with the Event and any and all future uses.

MEDICAL AUTHORIZATION: I, the Participant or Parent/Guardian of the Participant, warrant that Participant has no physical condition which would interfere with the Participant's ability to participate in or attend the Event or would endanger the Participant's health or any other participant's health. Should the Participant need to have medical treatment while participating in this event, I hereby give the Event Sponsors personnel permission to use their judgment in obtaining medical service for the Participant and I give permission to the physician selected by Sponsor(s) personnel to render medical treatment deemed necessary and appropriate by the physician. I understand that the Sponsors have no insurance covering such medical or hospital costs incurred for the Participant and, therefore, any costs incurred for such treatment shall be my sole responsibility.

This waiver and release will be construed broadly to provide a release and waiver to the maximum extent permissible under applicable law. This waiver and release shall be construed and interpreted in accordance with the laws of the New York State, excluding laws regarding conflicts of laws. Any provisions found to be void or unenforceable shall be modified or deleted to the minimum extent necessary to make them enforceable, and shall not affect the enforceability of any other provisions.

I have read this Waiver and Release of Liability, I fully understand its terms, and I recognize that I have given up rights by signing it in consideration of being permitted to participate in the event. I sign it voluntarily and without any inducement OR DURESS.

Signature: _____ Date: _____