EDUC 6346 : STEM Learning

This course examines the programing languages of (Scratch, Python, Java and Robot C) and acquaints students with various methods of integrating their use in the classroom for instruction. The course will familiarize students with coding in these languages. Students will use the engineering design process to develop robotic and gaming applications that are used in the development of instructional units and demonstrate real world applications. A six-week instructional unit for use in middle or high school will be submitted at the end of the course.

Credits 3

Course ID

008407