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TASK

- Create a curriculum solution to support Autodesk software into secondary schools
- Make it cross curricular and cross industries to support Science, Technology, Engineering, Arts and Math
- Must live online
CHALLENGE

- Structure it to meet the needs of teachers with varying skill levels
- Provide enough information to support teachers who may not be creative
- Avoid prescriptive technical solutions as the main focus
- Prepare material for a broad range of teacher experience in 50 states.
- Leave it open enough for the creative teachers to adopt
- Print is a dead medium for this generation
WHAT WE WANTED TO DO-PART 1

- Make it about **DESIGN** and **CREATIVITY**
- Place critical thinking and creativity first
- Align industries to let the design process become the main thread
- Bring industry into the classroom—Simulate a guest in the class for the day experience
- Look at an overarching design process that is well known and would allow each contributor to have freedom with it to show how different people work
- Make the sample projects be just a spark to initiate engagement
- Structure this so students use “Design” to explore the software
WHAT WE NEEDED TO DO- PART 2

- Highly visual and video based
- Easy access
- Build an online dynamic delivery system that could grow including a CMS that can grow
- Provide a scaffolded experience online that can grow
- Make all the material available so teachers can Download without Internet access and still present in their classes
VERY IMPORTANT

- Cultural Shift - Let teachers be teachers and stop expecting them to be software experts.
- Tie in the best of all industries for secondary, it's about exploring, not training for careers but opening eyes
- And........make it fun, engaging and cool enough that students could tackle it on their own.
Home Page

New Look & Experience

- Public URL
- Dynamic
- 3 Level Structure
- Gallery
- Teacher Resources
- Facebook
- Blog

A new way of learning technology with a **unique online experience** using real-time 3D, games and short easy to follow videos.
Autodesk® Digital STEAM Workshop

Projects Based Learning
20 New projects contributed by:
- Industry
- Educators

Supports STEAM
- Science
- Technology
- Engineering
- Arts
- Math

Inventor
- Pooch Cooler
- VEX
- Smartphone Accessory
- Set Designer
- Electric Vehicle 2016

AutoCAD
- Chicken Coop
- Accessible Design
- Edible Landscape
- Blooming Java

Revit
- Green Cabin
- Bicycle Pavilion
- Disaster Housing
- Contain It Housing
- Transit Center

Maya
- Save Our Fish
- Help the Environment
- Nutrition and the Human Body
- Reovirus
- Green Garbage Game
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Start Here
Video Overview & Instruction
- How to use the curriculum

Guide for:
- Teachers
- Counselors
- Administrators
- Technology Directors
Autodesk® Digital STEAM Workshop

Level 1
Foundation

- What is 3D?
- Industry & Careers Videos
- Interactive Learning Games
- Skills Documents
- Digital Study Packets
- Sustainability
- Quizzes
Level 1
Interactive Learning Game
• Visual Design
• iPad Ready
• Downloadable PDF
• Hands on Lesson Plan
• Quiz
The **Skills** serve to standardize the core competencies for fundamental-level instruction for a two-semester class.

- New curriculum content and User Certification are built on the **Skills**.
- The **Digital Study Packets** are a reference guide of short procedural videos to enforce the basic software skills needed for the project based learning.
Level 2
Project Based Learning
• Sort by functions
  • Software
  • Subject
  • Difficulty
  • Time
• Easy to read icons

Set Designer
In this project, you design a set for a live performing arts show or music video that is a collaboration of many different types of artists. Your set design must present a visual landscape that is interactive for both the performers and the audience. The fusion of visual elements with interactive performance creates a multifaceted, spectacular production.

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Every theatrical play, live music performance, or film requires a setting or set. The set is integral to the show; not only does it provide the physical surroundings in which the performance takes place, but it establishes the mood and style of the show.
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Level 3

Advanced Individual & Team Projects

• Sort function
• 30 to 90 hours
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Gallery
Teacher Resources
- Curriculum Projects
- Lesson Plans can be viewed online
- Advisory Council
- Curriculum Library
Autodesk® Digital STEAM Workshop

Digital STEAM Workshop
• Free, easy to implement
• Highly Visual, Story Based
• Appeals to the 21st century learner
• Supports AutoCAD, Revit Architecture, Autodesk Inventor and Maya

Autodesk Certified User Exam aligns to the Autodesk Secondary Education Curriculum and PLTW Curriculum.