



New York State
EDUCATION DEPARTMENT
Knowledge > Skill > Opportunity



NYSCATE
Innovate. Educate.

CREATE-A-THON:

CREATIVE SOLUTIONS FOR EQUITY & ACCESS

WHERE TO FIND INFORMATION

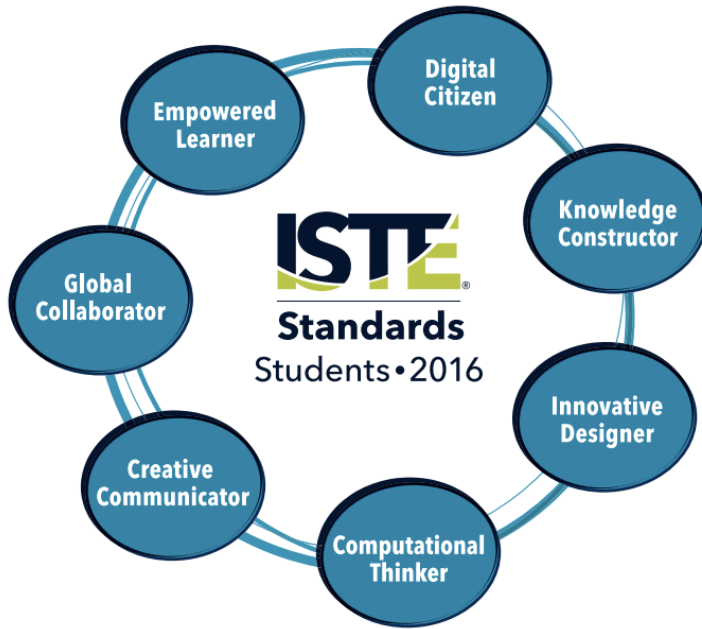
<http://www.nysed.gov/edtech/create-a-thon>

WHEN?

June 11 & 12, 2019

WHAT IS THE PURPOSE?

Do you have an idea for improving access and equity in education for all students: those affected by economic, ability, racial or gender disparities? Join the 1st annual NYSED sponsored Create-a-thon to develop and showcase your innovative, creative and artistic solutions utilizing technology in order to gain access and equity in education.



4. Innovative Designer

Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions. Students:

- know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems.
- select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.
- develop, test and refine prototypes as part of a cyclical design process.
- exhibit a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems.

WHY A CREATE-A-THON?

WHAT IS A CREATE-A-THON?



CREATE-A-THON
INNOVATE-A-THON
HACK-A-THON



A METHOD OF
COLLABORATION
BUILDING ON COLLECTIVE
INTELLIGENCE USED TO
STUDY PROBLEMS AND
DESIGN PROMISING
SOLUTIONS.



TIME-BOUND

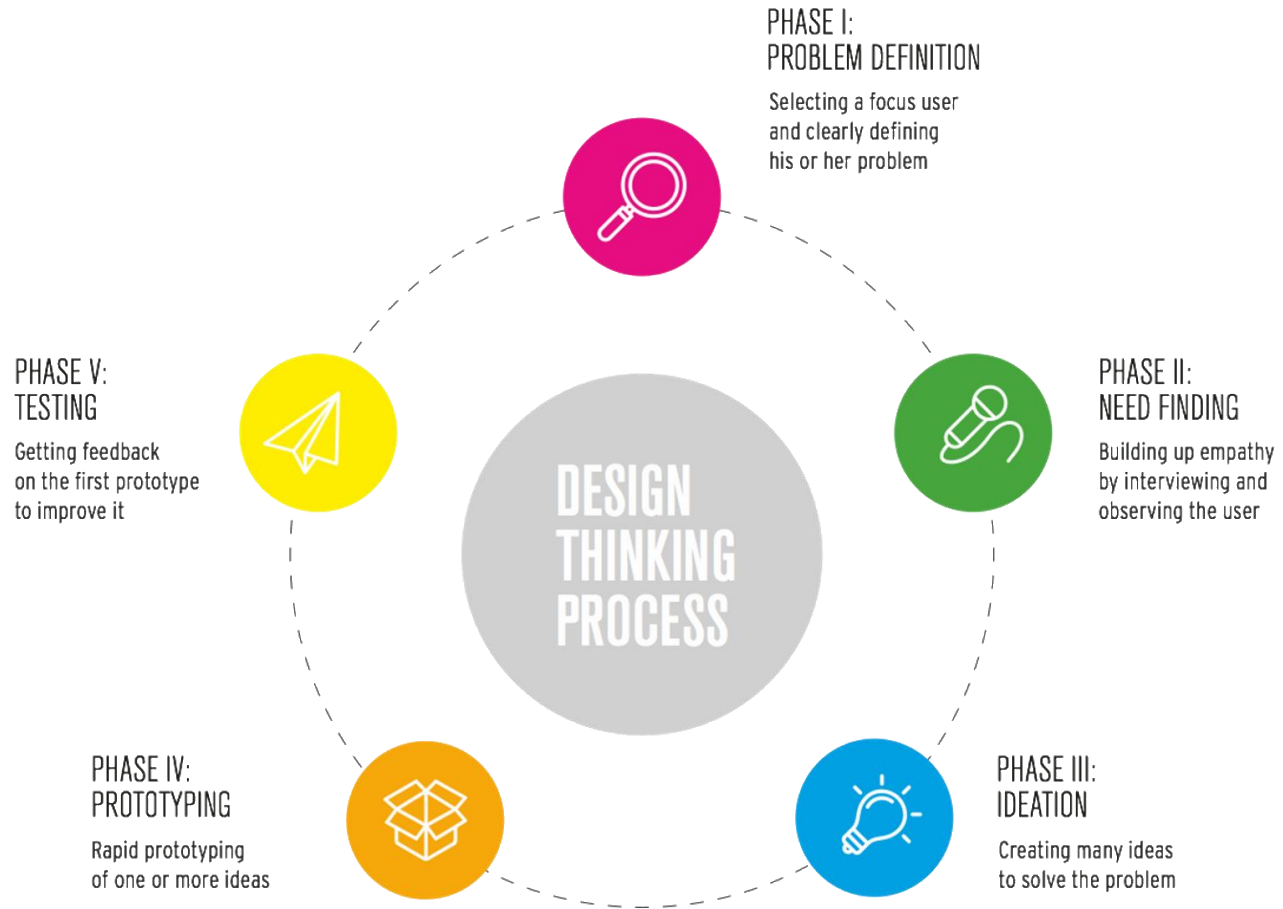


DESIGN THINKING



DIGITAL ARTIFACT

DESIGN THINKING



DIGITAL
ARTIFACT



Website (Google Sites)



App



Diagram/Representation

THE SCHEDULE (*DRAFT*)

Time	Activity	People
8:00	Log-in to Web-ex	All sites
8:30	Welcome and Introductions Overview of the event Formal announcement of problem	Speaker TBD
9:00	Teams begin work at remote sites	All sites
10:15	Teams check in and add project name to shared doc.	All sites
	Start working on your solution	All sites
10:15 – End of day	Sites work on solutions Sites to determine schedule for lunch/breaks	
11:00	Sites can sign up to connect with mentors for: Design Thinking Solution Development Coding Demos General Feedback	Andrea Tejedor Andrew Wheelock Mary Howard Kristen Magyar Julianna Sciolino Ryan McGinness Melanie Kitchen Others TBD
4:00	1st Day Check-In with Lead Contacts	

THE SCHEDULE (*DRAFT*)

Time	Activity	People
8:00	Arrival & Check-In	All sites
8:30 – 11:00	Solution Development Consultations with Mentors Presentation Development	Andrea Tejedor Andrew Wheelock Mary Howard Kristen Magyar Julianna Sciolino Ryan Mcginness Melanie Kitchen Others TBD
11:00	Final presentation posted to portal	All sites
11:30	Judging & Feedback	All sites log in to connect with judges.
3:00	Awards Announcement	

MENTORS & JUDGES

- TBD

ADDITIONAL SESSIONS



Coaching for a
Create-a-thon:
Using Design Thinking

May 1, 2019,
4:00 p.m.



Coaching for a
Create-a-thon:
Digital Artifacts

May 21, 2019,
4:00 p.m.