

INTEGRATING COMPUTER SCIENCE & GEOGRAPHY

CALIFORNIA
global education
PROJECT

CGEP



A PROFESSIONAL LEARNING FELLOWSHIP



Image source: xyht

NOW RECRUITING TEACHERS

3rd - 12th grade, any subject | applications due Sept. 21, 2023

Learn about how geography and computer science provide powerful ways of thinking that can be combined to give us tools to investigate, analyze, and take informed action on the most complex issues we face as a society.

Leverage the power of geographic perspectives and geospatial technologies as tools for analyzing global issues and/or the unique characteristics of specific places.

Update the way geography is taught in grades 3-12 to increase focus on real-world relevance, problem-solving applications, and geographic inquiry.

COMPLETE YOUR APPLICATION ONLINE NOW

https://www.surveymonkey.com/r/CS_GEO_INTEGRATION

APPLICANTS WILL RECEIVE A DECISION WITHIN ONE WEEK

Fellows will...

- Participate in monthly online meetings and complete at least 2-3 hours of independent work per month.
- Attend a 3-day Summer workshop in 2024 to be held at University of San Diego campus.
- Create, pilot, and share a learning activity that integrates computational thinking and geography.
- Contribute to raising awareness of the connections between geography and computer science among other educators in their school, district, and throughout California.
- Receive a \$1,500 stipend for the fellowship period, beginning in October 2023 and ending in May 2025.

Contact Tom Herman, therman@sdsu.edu

APPLICANTS DO NOT NEED PRIOR TRAINING IN
COMPUTER SCIENCE

Integrating Computer Science and Geography - Fellowship Overview

APPLICATION WINDOW

September 6, 2023
4:30-5:30pm

Informational Session on Zoom for prospective applicants
Join Zoom meeting: <https://SDSU.zoom.us/j/86041424037>

September 21, 2023

Application window closes

September 28, 2023

All applicants are notified of final decision.

PROGRAM ACTIVITIES

October 2023 - May 2024 (Learning)

- Read and explore options for integrating CS concepts and computational thinking as appropriate for subject and grade level.
- Hold monthly Zoom sessions for group learning and sharing (day of week and time TBD by availability of applicants).

July 15-17, 2024 - *Tentative* (Developing)

- Three-day workshop at University of San Diego to:
 - (1) develop learning activities and shareable resources;
 - (2) Plan activities for the 2024-25 school year.

October 2024 - May 2025 (Practicing)

- Hold monthly Zoom sessions for group learning and sharing.
- Develop strategies for disseminating information and resources via publications and presentations at state conferences and local venues.

February - May 2025 (Sharing)

Encourage further implementation of strategies and resources that integrate principles of computer science into geography instruction and link geographic and computational thinking to improve students' ability to acquire and analyze their local, regional, and global environments.

- Contribute to the development of at least one peer-reviewed journal article based on the project.
- Contribute to presentations at state conferences and local venues where there are opportunities to reach and influence practitioners.