Session Title: Electronic Die Cutting 101 - Classroom Use and Beyond

Description for Conference Program (Maximum of 500 Characters)

Electronic die-cutting machines are revolutionizing project-based learning and offering exciting ways to integrate 21st Century S.T.E.A.M. skills into the FCS classroom. In this session, participants will develop new skills and strategies for integrating technology into their existing curriculum by creating project-based learning opportunities. Participants should bring a Windows or Mac laptop to the Make-and-Take session. Only the first 40 participants will receive materials for participating in the make-and-take portion of this session.

Session Value 

Describe how the session will provide educational/professional development OR networking value to attendees and contribute to the conference, association, and/or profession as a whole. (Maximum of 500 characters)*

Our team of presenters will demonstrate how to use electronic die-cut machines. Participants will interact with the different models available. They will analyze examples of projects and examine ways to incorporate die cutting machines into their work. Participants will incorporate the National Education Tech Standards & 21st Century Skills like Creativity, and Innovation into FCS programs. As part of this session, participants will design and create projects utilizing variety of materials. Participants will be empowered to take these skills & resources back to their colleagues.

Objectives

➢ In this session, participants will learn how to effectively integrate die-cut machines and interactive technology in their classrooms to enhance teaching and learning.
➢ In this session, participants will have hands-on experience producing resources they will immediately be able to implement into their professional and personal lives.
➢ In this session, participants will develop new skills and strategies for integrating technology into their existing curriculum by creating project-based learning opportunities.

Program Outline

Within the outline, identify/describe any audience engagement activities you plan to use during the session.

The session will be broken into 3 parts

➢ Introduction to the machines
  What can they do, and how can they be used in an FCS classroom?
➢ A quick tutorial on how to use the machines
  How to download and use online designing software for Cricut, Silhouette, and Brother.
➢ Maker-Space
  Materials will be provided for participants to creating projects.
Inspiration  What is the inspiration or motivation for the development of this proposal? What framework/research/foundation does this proposal build upon or validate?

Our team of presenters first learned about die-cutting machines when they were students; back then, they were large, expensive, heavy machines. Users of the machine were limited by what dies the school-owned; there was very little creativity involved. Today’s die-cut machines offer teachers and students unlimited creativity on a limited classroom or program budget. Electronic die cut machines can be used daily to create project-based learning opportunities and entrepreneurial opportunities for our students. Our team of presenters wants to share their extensive experience with the AAFCS community and give participants a chance to try some of the machines, tools, and materials firsthand.

Electronic die-cutting technology makes it simple to bring endless design ideas into your classroom maker space. The ease of use, versatility, affordability, and creativity make it a safe and fun addition to bring out the “maker” in your students. That, coupled with the online interactive interface and endless material choices, makes this the ideal tool to take your students’ ideas from concept to prototype! We are so excited to share our experience and expertise with AAFCS conference attendees. Every FCS professional should know about these tools and technologies.

Presenter’s Information:
Name: Christina DeSimone
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Professional Title: Teacher
AAFCS Member Number: 251524
AAFCS Certification: None
Professional Years of Experience: 11 years
Place if employment: Catonsville High School
City: Catonsville
County: Baltimore (Maryland)

Learning Format: Experiential Learning
Room Set-up: Rounds
Preferred Microphone: Stand
Equipment being used: Laptop
Need LCD: Yes
USB or HDMI: HDMI