Students from Barron Collier, Gulf Coast, Naples High, and the Community School of Naples competed in the 3rd annual Naples Florida Programming Competition, hosted by the Community School of Naples, in partnership with Collier County Public Schools. The event was created and organized by CSN high school students, for high school students across southwest Florida. Students compete in teams of two to solve computer programming problems through coding and then take a general knowledge exam to help prepare for their upcoming AP Computer Science exams. The scores from both events are combined to determine rankings. Congratulations to Gulf Coast High School student teams, Roman and Jake, Blake and Ana, and individual competitor, Dillon, who placed in 1st, 3rd, and 4th respectively in the event.

“Full STEAM Ahead” to May Competition

The fourth annual CCPS STEAM competition will take place May 20, 2017, at the Florida Southwestern State College, Collier campus. The competition will include five events with 296 student participants, 67 teacher team advisers, 30 ROTC assistants and 105 adult volunteers. At the elementary school level, the featured event is the Little Bits challenge. Students will use Little Bits components to create circuitry that follows a theme. Middle school challenges include a solar car race and the Vex Robotics “road trip” challenge, which is a new event this year. To qualify, teams must first win a school-level challenge that is conducted at each middle school through the Project Lead the Way (PLTW) club. High school level events include a GPS geocaching event, as well as the VEX Robotics “Starstruck” competition. The event has expanded this year to include teams from every CCPS high school. Competitors are readying themselves for serious competition. Good luck to all!

Puff, Puff and Away at Avalon

Avalon Elementary hosted a STEAM Parent Academy. Parents and children worked diligently to create a “Puff Mobile”. Each team was provided straws, lifesavers, paper clips, tape, pipe cleaners, and paper to create a car powered by blowing. Teams raced their cars on the tops of the bookcases in the media center. They followed each race by revising their design to race again and to see if the revisions created faster times. Children and parents had a great time learning and having fun.

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