



***ED Games Expo 2021***  
**The Week of June 1<sup>st</sup> to 5<sup>th</sup>**  
**AGENDA of VIRTUAL EVENTS**

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Welcome to the 8<sup>th</sup> Annual **ED Games Expo**, an all-virtual event the week of June 1 to 5, 2021. The Expo showcases game-changing innovations in education technology (EdTech) that were developed through more than 30 programs at the US department of Education (ED) and across government.

On June 1, a set of new ED Games Expo YouTube Playlists will be launched featuring video trailers of more than 150 learning games and technologies that educators and students can demo at no cost with an internet connection and a computer, tablet, or device during the Expo and the month of June. Almost all of the EdTech is research-based, meaning studies demonstrate the usability, feasibility, and promise of the EdTech to lead to the intended outcomes.

This year the Expo will also present 35 online showcase events of government-supported projects and initiatives across many topics in EdTech, such as early learning, special education, addressing the digital divide, student STEM challenges, the role of EdTech during the era of COVID-19, and many more. The events are designed for a wide audience of viewers across the EdTech ecosystem, including educators, students, parents and caregivers, developers, researchers, and stakeholders, with engaging, timely, and relevant content. The events are sponsored by more than 20 different government agencies or offices whose programs support innovations in EdTech.

**This Agenda presents the schedule and information for the showcase events during the Expo week on the following days:**

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### Notes About the ED Games Expo Showcase Events

- All events are free and open to the public to watch with an internet connection.
- All events will be broadcast at the times listed in the schedule. Some events will occur LIVE. Others are pre-recorded. All pre-recorded events will be broadcast during the Expo for the first time.
- All events hosted by ED will be broadcast on YouTube. A unique URL link to watch each event will be posted in an updated version of this Agenda before June 1. Viewers will be able to click on the URL in this Agenda for direct access the events. No registration is required for any event hosted by ED.
- To watch events hosted by government programs outside of ED, click on the hyperlink listed below description of the event in the agenda for information. Some of these events require registration to access a URL to join.
- Content from all events will be archived and available to watch on demand in an ED Games Expo YouTube Playlist after the event.
- Questions can be provided to [Edward.Metz@ed.gov](mailto:Edward.Metz@ed.gov)

***ED Games Expo 2021 Disclaimer:*** This document contains resources that are provided for the user's convenience. The inclusion of these materials is not intended to reflect its importance, nor is it intended to endorse any views expressed, or products or services offered. These materials may contain the views and recommendations of various subject matter experts as well as hypertext links, contact addresses and websites to information created and maintained by other public and private organizations. The opinions expressed in any of these materials do not necessarily reflect the positions or policies of the U.S. Department of Education. The U.S. Department of Education does not control or guarantee the accuracy, relevance, timeliness, or completeness of any outside information included in these materials.

TUESDAY, JUNE 1		
Time (EST)	Event Information	Government Sponsor
11:30AM-12:30PM	<p><b>Disinformation Games: Harmony Square and other Education Learning Games to Combat Disinformation</b></p> <p>This event will present on inoculation theory (how controlled exposure to a malign influence can produce psychological "antibodies" that protect against the influence later) and the potential of learning games to combat disinformation and build digital media literacy skills.</p> <p><a href="#">Event Information Available Here</a></p>	Department of Homeland Security & Department of State
12:30-1:00PM	<p><b>CubeSat: Taking Students from Wood Shop to the Stratosphere</b></p> <p>Learn how the five finalists in the <a href="#">ED's CTE Mission: CubeSat Challenge</a> took hands-on learning to a new level by forming teams with a range of skills to build and fly Cube Satellite prototypes.</p> <p><b><a href="#">A YouTube URL to watch this event will be posted here by June 1</a></b></p>	ED's Office of Career and Technical Adult Education
1:00-2:00PM	<p><b>Showcase on Innovations in Museums: Games and Interactive Resources for K12 Student Learning</b></p> <p>This event features two projects combining museum content, games, and digital resources to engage K-12 students in interactive and experiential learning in their local communities and through remote learning.</p> <p><a href="#">Event information Available Here</a></p>	Institute of Museum and Library Services
2:00-3:00PM	<p><b>Naval STEM Programs Engage Students in Problem-Based and Experiential Learning</b></p> <p>Naval STEM programs are run in local communities and create student competitions and activities that can be used by schools and districts across the country. This event will introduce a few programs that engage students in the wonders of problem-based experiential learning.</p> <p><a href="#">Event Information Available Here</a></p>	Department of Defense, Naval Surface Warfare Center Philadelphia Division
3:00-4:00PM	<p><b>Project-Based Learning with 21st Century Technologies</b></p> <p>Project-based learning is occurring across many military facilities to spur new skills at the point of need and in a much shorter timeframe than legacy training methods. This event will feature initiatives at the Navy and Marine Corps to support innovative models for project-based learning.</p> <p><a href="#">Event Information Available Here</a></p>	Department of Defense, NAVALX & Marine Corps
4:00-6:00PM	<p><b>Interdisciplinary Invention Challenges – Pivoting from Hands-on to Digital</b></p> <p>Smithsonian's Spark!Lab regularly engages over 200,000 visitors per year in hands-on invention challenges. Join this LIVE session to dive into the seven steps of the invention process, explore Spark!Lab's library of challenges, and build bridges to classroom content across grade bands and subjects.</p> <p><a href="#">Event Information Available Here</a></p>	Smithsonian Institution's Lemelson Center

6:00-8:00PM	<p><b>NASA National Student Challenge Kick Off</b> Educators! Join LIVE for a first look at the NASA TechRise Student Challenge for students in grades 6 to 12, a new competition through the Flight Opportunities Program. Administer by Future Engineers, this program will start accepting applications this fall. <a href="#">Event Information Available Here</a></p>	NASA
8:00-8:30PM	<p><b>The 2021 ED Games Expo Kick Off Show</b> Tune in to a most unique Kick Off Show featuring fun characters from the hit children’s television show Between the Lions and puppets from the intervention INSIGHTS into Children’s Temperament. Along with the hijinks, learn about the Expo Agenda and hear reflections on innovation in education during the pandemic. <a href="#">A YouTube URL to watch this event will be posted here by June 1</a></p>	ED
8:30-9:30PM	<p><b>ED-Tech Town Hall with Chris Rush</b> Join Chris Rush, Senior Advisor for Innovation and the Director of Educational Technology at ED, for a discussion with experts and practitioners about the successes and challenges with EdTech during COVID-19, and with big ideas about the role of EdTech going forward. <a href="#">A YouTube URL to watch this event will be posted here by June 1</a></p>	ED’s Office of Educational Technology
9:30-10:15PM	<p><b>Master Class for Educators: by PocketLab</b> Watch a hands-on physical science challenge, where a group of students use <a href="#">PocketLab</a> to inform the design of homemade coolers to simulate keeping the COVID19 vaccine at the required temperature over a period of time. <a href="#">A YouTube URL to watch this event will be posted here by June 1</a></p>	ED
10:15-11:00PM	<p><b>Master Class for Educators: by IRISConnect</b> Watch and see how the <a href="#">IRISConnect</a> video platform can support teacher professional development through self-reflection, analysis, and sharing best practices. <a href="#">A YouTube URL to watch this event will be posted here by June 1</a></p>	ED

<b>WEDNESDAY, JUNE 2</b>		
Time (EST)	Event Information	Government Sponsor
12:00-1:00PM	<p><b>10 Years of the Federal Games Guild and the Emergence of Investing in Learning Games Across Government</b></p> <p>The Federal Game Guild (the FGG) is an informal group of government representatives focusing on the potential and impact of learning games. Join to hear from the experts who started the FGG back in 2011 out of the White House OSTP, and from leading learning game developers from the field.</p> <p><a href="#">Event Information Coming Soon</a></p>	The Wilson Center
1:00-4:30PM	<p><b>Joint Showcase on Early Childhood and Special Education Technology: Game Changing Technology Tools and Supports that Grown with Children and Families</b></p> <p>This event will highlight technology tools designed to address the needs of families and students from early childhood through adolescence, with considerations for students with disabilities. The event will focus on barriers and silver linings for some of the hardest groups to provide remote services.</p> <p><a href="#">Event Information Available Here</a></p>	Health and Human Services' Administration for Children and Families & the ED's Office of Special Education Programs
5:30-6:15PM	<p><b>How The Learning Game Was Made: by PBS Kids</b></p> <p>Children and students can tune in to learn about how the popular engineering game <a href="#">Team Hamster!</a> was made.</p> <p><a href="#">A YouTube URL to watch this event will be posted here by June 1</a></p>	ED
6:15-7:00PM	<p><b>How The Learning Game Was Made: by 7 Generation Games</b></p> <p>Students can tune in to learn about the creation of bilingual (Spanish and English) math and social studies learning games <a href="#">AzTech The Story Begins</a> and <a href="#">AzTech Meet the Maya</a>.</p> <p><a href="#">A YouTube URL to watch this event will be posted here by June 1</a></p>	ED
7:00-8:00PM	<p><b>Initiatives and Models for Remote Tutoring to Accelerate Learning During the Era of COVID19</b></p> <p>This event will discuss initiatives to accelerate student learning during the era of COVID-19, featuring AmeriCorps supported programs in the field and IES-supported edtech interventions being used for remote tutoring at scale.</p> <p><a href="#">Event Information Available Here</a></p>	AmeriCorps & ED's Institute of Education Sciences
8:00-9:00PM	<p><b>Teachers' Lounge: Lessons Learned from Remote and Hybrid Instruction</b></p> <p>During this panel five teachers from across the nation reflect on their experiences from the past year during COVID-19, share lessons learned, and describe their visions for EdTech as part of in-person instruction moving forward.</p> <p><a href="#">A YouTube URL to watch this event will be posted here by June 1</a></p>	ED's Office of Educational Technology
9:00-9:45PM	<p><b>Master Class for Educators: by INSIGHTS Into Children's Temperament</b></p>	ED

	<p>Join <a href="#">INSIGHTS into Children's Temperament</a> for a preview of a social and emotional learning intervention with puppet characters Coretta the Cautious, Gregory the Grumpy, Fredrico the Friendly, and Hilary the Hard Worker.</p> <p><b><a href="#">A YouTube URL to watch this event will be posted here by June 1</a></b></p>	
<p><b>9:45-10:30PM</b></p>	<p><b>Master Class for Educators: by Hats &amp; Ladders</b></p> <p>Tune in for the story of <a href="#">Powerskills Game Lab</a>, a digital and in-person collaborative intervention for high school students to practice and sharpen career readiness skills.</p> <p><b><a href="#">A YouTube URL to watch this event will be posted here by June 1</a></b></p>	ED

THURSDAY, JUNE 3		
Time (EST)	Event Information	Government Sponsor
3:30-4:30PM	<p><b>Doing Business with the US Department of Education: A Primer for Small Businesses</b></p> <p>Learn about the ED's forecast of federal contracting opportunities and about how OSDBU can assist small disadvantaged businesses.  <a href="#">A YouTube URL to watch this event will be posted here by June 1</a></p>	ED's Office of Small and Disadvantaged Business Utilization
4:30-6:00PM	<p><b>LIVE Funding Webinar for EdTech R&amp;D at SBIR Programs at NIH, NSF, ED, USDA, and NIDILRR</b></p> <p>Join this LIVE event to hear from and ask questions to the representatives who lead Small Business Innovation Research (SBIR) programs at five agencies. Each program supports the R&amp;D of commercially viable education technology products.  <a href="#">Information on How to Access this Event is Coming Soon</a></p>	National Institutes of Health SBIR
6:15-7:00PM	<p><b>How The Learning Game Was Made: by Schell Games</b></p> <p>Students can tune in to hear from the team led by Jesse Schell that developed industry award winning <a href="#">HoloLab Champions</a>, a virtual reality-based chemistry learning game.  <a href="#">A YouTube URL to watch this event will be posted here by June 1</a></p>	ED
7:00-8:00PM	<p><b>Getting Students Connected: Understanding and Addressing Rural Connectivity</b></p> <p>In this webinar federal, state, and district leaders provide an overview of access, affordability, and adoption challenges that many students face in trying to access the internet from home.  <a href="#">A YouTube URL to watch this event will be posted here by June 1</a></p>	ED's Office of Educational Technology
8:00-9:30PM	<p><b>EdTech Innovations Addressing the Education Equity Gap for Underserved and Rural Communities</b></p> <p>Join this event to discover innovations from startups with a mission to improve education from rural counties to urban schools. The event will also present perspectives of leaders who fund, advocate, develop, and work to reduce the equity gap in education.  <a href="#">Event Information Available Here</a></p>	US Department of Agriculture
9:30-10:15PM	<p><b>Master Class for Educators: by Muzology</b></p> <p>Mathematics educators can tune in to see how <a href="#">Muzology</a> engages students with its music-based math problem solving intervention. Also watch for a special guest-star performance of a math-music song!  <a href="#">A YouTube URL to watch this event will be posted here by June 1</a></p>	ED
10:15-11:00PM	<p><b>Master Class for Educators: by MidSchoolMath</b></p> <p>Mathematics educators can tune in to see how <a href="#">EMPIRES</a> employs an epic game-based narrative set in Ancient Mesopotamia to support students coherently learning math within context.  <a href="#">A YouTube URL to watch this event will be posted here by June 1</a></p>	ED

FRIDAY, JUNE 4		
Time (EST)	Event Information	Government Sponsor
11AM- Noon	<p><b>Building Capacity for EdTech Going Global</b></p> <p>What type of export assistance is there to support EdTech companies securing international market opportunities? What are opportunities and challenges for these companies to work in the low-resource, developing country context? Join to hear about initiatives assistance and supports for international market opportunities for EdTech.</p> <p><a href="#">Event Information Available Here</a></p>	Department of Commerce
Noon- 4PM	<p><b>Esports and Education: How HBCUs are Leveling the Field</b></p> <p>This event focuses on how HBCUs are engaging students with esports: What does it mean to “do” esports today for HBCUs? What is informing the shape of esports programming on HBCU campuses, and what does the future hold for esports? How can we make esports more diverse?</p> <p><a href="#">Event Information Available Here</a></p>	Wilson Center
4:00- 5:30PM	<p><b>Precision Education: Lessons from the Virtual Learning Lab</b></p> <p>This event will share insights from the Virtual Learning Lab (VLL), a research collaboration exploring the potential for precision education to revolutionize teaching and learning.</p> <p><a href="#">Event Information Available Here</a></p>	ED’s Institute of Education Sciences
6:30- 7:15PM	<p><b>How The Learning Game Was Made: by Second Avenue Learning</b></p> <p>Join the team at Second Avenue Learning to learn about the creation of <a href="#">Voices for Suffrage, They Persisted</a>, a game about the movement for women to vote.</p> <p><a href="#">A YouTube URL to watch this event will be posted here by June 1</a></p>	ED
7:15- 8:00PM	<p><b>How The Learning Game Was Made: by USC Game Innovation Lab</b></p> <p>Join Tracy Fullerton and the team at the USC Game Innovation Lab for an in-depth look at the creation of <a href="#">Walden, a game</a>, an award-winning game about the life of American philosopher Henry David Thoreau at Walden Pond in 1845.</p> <p><a href="#">A YouTube URL to watch this event will be posted here by June 1</a></p>	ED
8:00- 9:00PM	<p><b>SBIR Women Entrepreneurs Got Game</b></p> <p>During this event four “rock star” women entrepreneurs who founded EdTech companies and were awarded SBIR grants to develop game-changing interventions, will talk about their careers and engaging girls in STEM.</p> <p><a href="#">Event Information Available Here</a></p>	Small Business Administration
9:00- 9:45PM	<p><b>Master Class for Educators: by Cognitive Toybox</b></p> <p>Join <a href="#">Cognitive ToyBox</a> for an in-depth look at a hybrid observation and game-based assessment platform for children from birth to five.</p> <p><a href="#">A YouTube URL to watch this event will be posted here by June 1</a></p>	ED
9:45- 10:30PM	<p><b>Master Class for Educators: by VidCode</b></p> <p>Join <a href="#">VidCode</a> for a Zoom-based remote lesson with a group of students who are learning to code using video.</p> <p><a href="#">A YouTube URL to watch this event will be posted here by June 1</a></p>	ED



SATURDAY, JUNE 5		
Time (EST)	Event Information	Government Sponsor
Noon-7:00PM	<p><b>Tech + Social Studies LIVE!</b></p> <p>Join for part or all of the day for LIVE demos of innovative Social Studies and Civics EdTech interventions by the experts that developed them. Discover interactive techniques, amazing content, fun role-play and much more. From Elementary School to AP History, there is something for everyone.</p> <p><a href="#">Event Information Available Here</a></p>	Library of Congress