

## E-Blast # 2 April 2010

Information on the following programs and materials can be found on the LSTA website:  
[http://www.lsta.info/eblasts/2010/eblast\\_april\\_2010\\_2.pdf](http://www.lsta.info/eblasts/2010/eblast_april_2010_2.pdf)

1. Science in Art Competition; Registration deadline Friday May 14, 2010
2. Pepsi Refresh Grant; Deadline May 15, 2010
3. The Louisiana Outdoor Writers Association 2010 Youth Journalism Contest; Deadline June 11, 2010
4. NOAA's Free online PD course "Why Do We Explore?" - Okeanos Explorer Begins June 21, 2010
5. Great American Backyard Campout; Saturday June 26, 2010
6. Buzz Lightyear returns to Earth from the International Space Station
7. NASA updates Spacewalk Game
8. Teachers' Domain Lessons in Environmental & Earth Science
9. Gr 9-12: Free Resources to Spark Girls Interest in Engineering
10. Trash to Treasures *Design Squad*, a PBS KIDS GO! Competition
11. Youth Wetlands Education and Outreach Award winning series "*Wet Watch*"

1. Science in Art Competition; Registration Deadline May 14, 2010; Competition Day May 22, 2010

Categories: Grades K-4, 5-8, 9-12, Special Needs Students and Adults

[Download the registration form.](#)

Scientists and artists share a unique trait: both have an extraordinary ability to discover patterns in the world around us. Sci-Port is bringing the two disciplines together again with a friendly art contest; it's the sixth annual Science in Art Competition!



Submitted artwork should feature topics in math or science. Artists need to be present during the judging process as a panel of individuals made up of scientists and artists will judge artwork both visually and through oral discussion with the artist on aesthetics and the scientific or mathematical muse which inspired the work. On competition day, set-up is from 9 - 10 a.m., judging occurs from 10:30 a.m. - Noon and the awards ceremony is at 1 p.m. For additional information contact Lou Papai at (318) 424-8714

## 2. Pepsi Refresh Grant

Pepsi is giving away more than \$20 million through its Pepsi Refresh Project, an effort to support those who generate innovative, optimistic ideas to move communities forward. Only the first 1,000 ideas submitted each month will be eligible for a grant of up to \$250,000. Submit your idea and then encourage others to support your cause. The

public votes to determine who wins. Each month, Pepsi will give away up to \$1.3 million to the public's favorites.

Visit the project's Web site: <http://www.refresheverything.com/> to download the toolkit, begin your registration and track the process.

The next deadline is May 15.

### 3. The Louisiana Outdoor Writers Association has announced the start of its 2010 Youth Journalism Contest.

Open to all youth 18 and under, the contest is designed to stimulate an interest in outdoor activities such as hunting, fishing, boating, camping, hiking, and most outdoor activities--and the ability to communicate this interest to the public.

This highly popular contest attracts entrants from all over Louisiana and neighboring states, and is lauded by educators statewide as an effective youth literacy project.

The contest has three categories consisting of Senior Essay (14-18 YOA), Junior Essay (13 YOA and under), and Photography (18 YOA and under) and features cash prizes donated by the Louisiana Chapter of Safari Club International.

Awards are given in 1st through 4th place in each category, and the winning students will be recognized by the LOWA at the annual conference banquet to be held August 7, 2010 in Covington, Louisiana. Additionally, the winning entries will be published right here on the LOWA website as well as publications and websites across the state.

You may view and print the 2010 rules and entry form by clicking [here](#) or on the image of the entry form above. All entries must be received by June 11, 2010 to be eligible.

2010 entries should be submitted to the following address:

The Advocate  
Educational Services / LOWA  
P.O. Box 588  
Baton Rouge, LA 70821

### 4. "Why Do We Explore?" - Okeanos Explorer Online Teacher Professional Development Series, Offering #2

Date: June 21 – July 2, 2010

This two-week online professional development offering will introduce participants to the new Education Materials Collection for the NOAA Ship Okeanos Explorer, the first Federal ship dedicated to ocean exploration. Entitled "Why Do We Explore?," this

offering has been designed to include a keynote address by ocean explorers who have made significant ocean discoveries, inquiry-based lessons for all grade-levels, and facilitated online reflective conversations about the importance of ocean exploration on a global scale. Areas of focus include climate change, energy, human health and ocean health.

Participants will include formal and informal educators, ocean explorers, scientists, and other interested members of the public. Opportunities to engage with ocean explorers and other participants will be provided. The "Why Do We Explore?" Leader's Guide and its associated lessons, a wealth of other supporting resources, and optional graduate credit are also provided.

Scientific presenters will include:

Dr. Charles Fisher, Professor of Biology, Eberly College of Science at The Pennsylvania State University

Dr. Shirley A. Pomponi, Executive Director, Harbor Branch Oceanographic Institution at Florida Atlantic University

Dr. Edith Widder, Cofounder and President, Ocean Research and Conservation Association (ORCA)

The workshop is **free for all participants** and will be available 24 hours a day, 7 days a week. Educators will have the option to receive one graduate credit (\$90) or obtain a certificate of completion.

To register, please visit <http://coexploration.org/oe/>

5. K-12: Great American Backyard Campout <http://www.backyardcampout.org>

Remember summer evenings catching fireflies, star-gazing and sharing campfire stories? Create lasting memories and happier, healthier children by connecting with family and friends in the great outdoors. Join the National Wildlife Federation's Great American Backyard Campout. You can encourage your students and their families to participate too. Here are three ways you can get involved in this year's Great American Backyard Campout:

- Campout with your own family and friends.
- Encourage your students and their families to participate. Download this special event flyer for them to take home. Or you can post it on your bulletin board at school.
- Consider organizing a school-wide campout over the summer. Register online to receive a campout planning guide to help create a fun event for students & their families.

Kids today spend half as much time outside as their parents did, missing out on the simple pleasures of daily outdoor time. The National Wildlife Federation knows that kids are healthier and happier when they spend time outside every day. Last year, 90,000 people across the country gathered to spend the night under the stars. Don't miss out.

Join in on Saturday, June 26, for a night of fun, friendship, family, fresh air and fundraising.

6. After living his dream of space travel, Buzz Lightyear returned to Earth aboard space shuttle Discovery's STS-128 mission on Sept. 11, 2009, following more than 15 months of dedicated service onboard the space station. The 12-inch-tall action star flew to space as part of an education initiative between Disney Parks, Pixar and NASA.

"Buzz's historic spaceflight is a great example of spreading the excitement of space exploration to students around the world," said Joyce Winterton, assistant administrator for education at NASA Headquarters in Washington. "We hope that our space station crews and Buzz will spark student interest in the International Space Station and its scientific potential."

Geared toward viewers of all ages, the "Buzz Lightyear Mission Logs" bonus feature segments provide a look at the experience of flying to the space station aboard the space shuttle, the day-to-day life onboard the orbiting laboratory, the affects of gravity on humans living in space, as well as the task of assembling the station - the largest space vehicle ever constructed. The entertaining Mission Logs' commentary showcases the voices of many including Tim Allen and John Ratzenberger. It also features actual onboard high-definition footage taken during Buzz's stay on the space station.

Buzz's trip to the station kicked off the Space Ranger Education Series – part of NASA's "Toys in Space," an educational program for teachers and students. Additionally, NASA and Disney also launched a set of educational online game as part of the Space Ranger Education Series, both [in the NASA Kids' Club](#). The series includes fun, educational games for students, as well as materials for educators to download and integrate into their classroom curriculum.

**Related Links:** [Buzz Lightyear on NASA's Kids' Club](#)

[More on Buzz Lightyear's Visit to the Space Station](#)

7. NASA today launched an update to the Spacewalk Game that enables players to virtually experience astronauts' adventures on the International Space Station from their computers.

This latest version gives players an unlimited supply of oxygen so that they can explore and learn more about how the station is assembled, take a spacewalk to bring station communications back online by powering an auxiliary antenna, or help tiny satellites or the Synchronized Position Hold, Engage, Reorient, Experimental Satellites (SPHERES) learn to fly in formation so that they can someday remotely help astronauts handle tasks. Players also can earn "badges" for completing missions and exploring the station. The updated game includes significant upgrades that load the game faster and make the graphics even more realistic.

More than 114,000 players have experienced the thrill of 3-D simulations of actual work astronauts performed during several NASA missions to provide power to the station and keep it operating at full capacity. The Station Spacewalk Game also incorporates graphics from real NASA missions and 3-D models. In addition to the Station Spacewalk Game, NASA provides interactive applications and other online educational tools as part of the agency's broader educational outreach effort to engage and inspire students in science, technology, engineering and mathematics.

For more information about the Station Spacewalk Game and to play online, visit: [http://www.nasa.gov/multimedia/3d\\_resources/station\\_spacewalk\\_game.html](http://www.nasa.gov/multimedia/3d_resources/station_spacewalk_game.html).

#### 8. Teachers' Domain Lessons in Environmental & Earth Science

In this [new digital media collection](#) for grades 3-12, students from American Indian Tribal Colleges interview Elders, other students, and community members to provide a Native American perspective on climate change and its effects on their communities.

Videos in this collection are available for download, and touch on key environmental science issues and indigenous knowledge of the [depleted salmon population](#) in Washington State, the ecological function and spiritual role of [wetlands](#), and the relationship between [humans and nature](#).

Additionally, a media-rich activity designed for teacher professional development allows teachers to [reconnect with their environment](#) by taking a walk, observing the nature world around them, and plan an activity for students that will help them better understand their own surroundings and how they interact with the natural world.

The complete collection of *Where Words Touch the Earth* includes:

- [Native Student Filmmakers Focus on Climate Change](#)
- [Overstepping Mother Earth's Boundaries](#)
- [Salmon Move into Deeper Waters](#)
- [Salmon Population Depleted](#)
- [Sense of Smell Leads Salmon Home](#)
- [Warmer Water Kills Salmon Eggs](#)
- [Wetlands](#)

- [Witnessing Environmental Changes](#)
- [Reconnecting with Your Environment](#) (Teacher Activity)
- Explore the complete *Where Words Touch the Earth* collection at: <http://www.teachersdomain.org/special/nasawords/>

## 9. Gr 9-12: Free Resources to Spark Girls Interest in Engineering

<http://EngineerYourLife.org>

Engineer Your Life (EYL) has FREE resources to spark girls' interest in engineering.

- EYL, a national campaign, breaks down stereotypes about engineering and encourages college-bound girls to consider it as a career option.
- The EYL multimedia website features ten great reasons to become an engineer, streaming video of inspiring women engineers, descriptions of dream engineering jobs, and advice for parents, educators, and engineers on how to talk to girls about engineering.
- EYL is effective: An independent evaluation shows that 78.5% of girls, after exploring the EYL website, listed engineering as their number one career choice.

Consider these ways to use EYL in your classroom:

- Share [www.EngineerYourLife.org](http://www.EngineerYourLife.org) with students, parents, teachers and counselors.
- Order FREE brochures/postcards by sending an email to [feedback@engineeryourlife.org](mailto:feedback@engineeryourlife.org).
- Present EYL videos of inspiring women engineers to students and parents.
- Incorporate EYL into your career exploration programs and curricula.

Questions about EYL? Contact [feedback@engineeryourlife.org](mailto:feedback@engineeryourlife.org) with any questions or requests related to EYL.

## 10. Trash to Treasures

To celebrate the 40th anniversary of Earth Day, *Design Squad*, a PBS KIDS GO! television series, is launching the nationwide 2010 Trash to Treasure competition. You can visit the website at: <http://pbskids.org/designsquad/contest/index.html>

The contest challenges kids ages 5–19 from across the United States to recycle, reuse, and re-engineer everyday

materials into new inventions. Students' inventions should

- Move things or people;

- Protect the environment; or
- Be used for indoor or outdoor play.

Twenty-five finalists will be featured on the *Design Squad* website. Three grand-prize winners will go to Boston to see their designs built and appear on the program and its website. Contestants must register online by September 5.

11. The Youth Wetlands Education and Outreach program is a statewide environmental enrichment curriculum that educates students about critical wetland issues, introduces them to restoration technology and challenges them to become knowledgeable environmental ambassadors for the state of Louisiana.

All resource materials, including the “Wet Work” DVD, are provided at no cost to participating educators and implemented throughout the academic year. More than 49,000 students statewide registered for the 2009 youth wetlands education program.

The video series is a supplementary tool used alongside other educational resources. The wetland program also provides educators with a science-based, hands-on educational curriculum, supplies to teach wetland lessons and opportunities for wetland restoration projects.

In the genre of Mike Rowe’s “Dirty Jobs” TV program on the Discovery Channel, “Wet Work” teen host Austin Mouton tags along with leading wetland conservation experts to find out what it takes to work in wild, watery environments, while discovering the native wildlife these habitats support. In the process, the young host learns a natural balance needs to be maintained.

The three videos in the series explore coastal fisheries, coastal marsh restoration and freshwater wetlands. The video crew taped the productions at Lake Borgne, at marshlands near Avery Island and at Chicot State Park. The LSU AgCenter received on-site assistance from the Louisiana Department of Wildlife and Fisheries, Louisiana Department of Culture, Recreation, and Tourism/Office of State Parks, and the McIlhenny Company.

The AgCenter is producing a 2010 sequel video series.

Contacts:

Ashley Mullens at (225) 578-7415 or [awmullens@agcenter.lsu.edu](mailto:awmullens@agcenter.lsu.edu)

Hilary Collis at (225) 578- 4514 or [hcollis@agcenter.lsu.edu](mailto:hcollis@agcenter.lsu.edu)