Considerations for Adopting Mobile Digital Technologies to Enhance Outdoor Education

NAAEE Virtual Conference 2017

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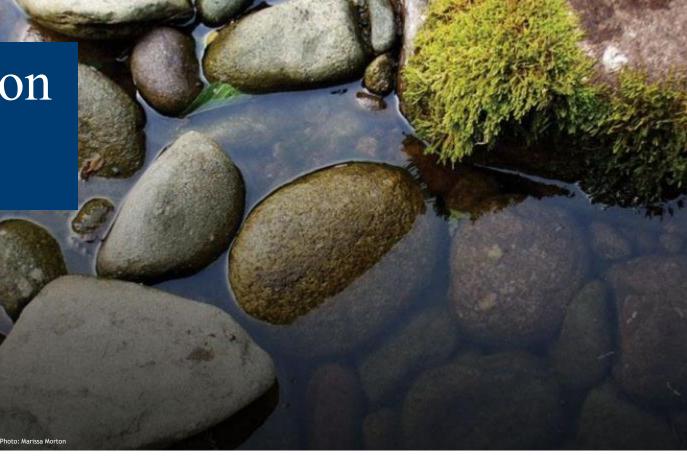


University of Wisconsin-Extension



Our Mission

STROUD[™] WATER RESEARCH CENTER



To advance knowledge and stewardship of freshwater systems through global research, education, and watershed restoration





1800 ACRES EXPERIMENTAL WATERSHED Moorhead Environmental Complex, 2012





UPHAM WOODS

Outdoor Learning Center

Upham Woods

"These lands are to be used as an outdoor laboratory and camp for youth, such as 4-H clubs and other people cooperating with the University of Wisconsin in the advancement of conservation, of agriculture and rural culture."

-Elizabeth and Caroline Upham, 1941

For more information, please contact Upham Woods at: <u>608-254-6461</u> or <u>uphamwoods@ces.uwex.edu</u> http://fyi.uwex.edu/uphamwoods/





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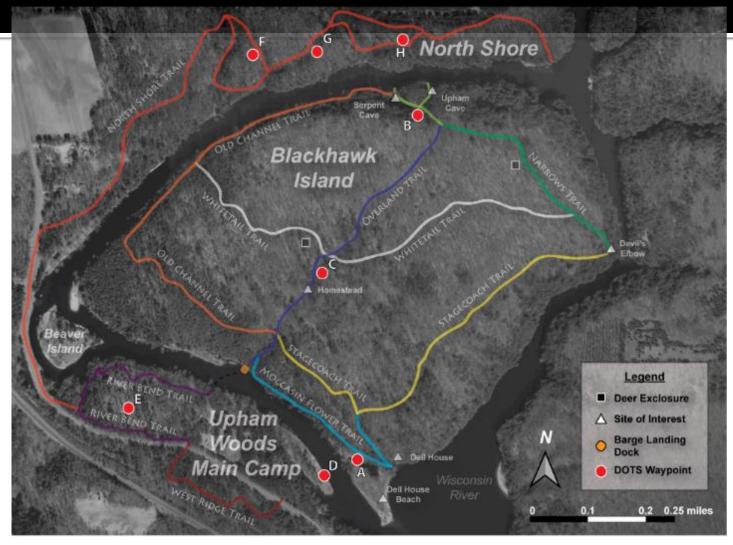






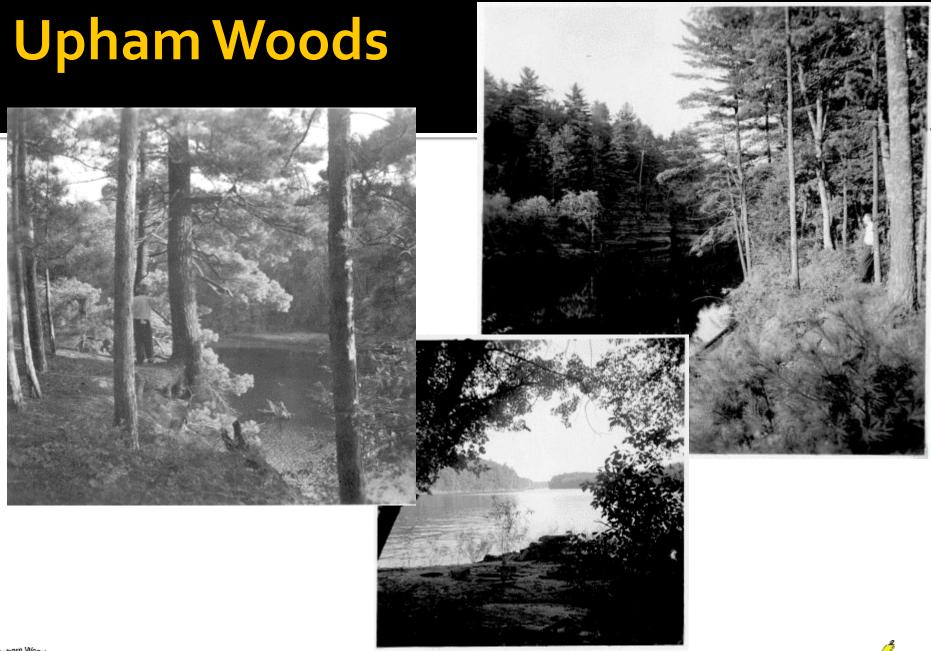


Upham Woods













EDUCATION f

Tech it Outdoors?

Green Teacher

FALL 2016 | ISSUE 111 | \$7.95



An Urban Forest After-School Program | Education with a Humane Focus | Learning through Role-Playing | An Intergenerational Empathy Game



Why do we tell stories?

To educate

To entertain

To share ideas

To remember

What does it take to tell a scientific story?

Use the data and observations we collect to answer a question.

Teach others about our discovery by sharing the story of our study, our results, and photos or videos of the process

What makes a scientific study?

Answer questions

Create a hypothesis

Collect data

Make observations

Make measurements





"The exploration of nature should be a critical component of education."

–David Sobel, 2015





Changing Education

"In order to engage learners, educators must first be able to recognize and navigate in the learner's own landscape."

-Jan Visser, author of Learners in a Changing Learning Landscape (2008)

• "Digital Natives":

The generation of youth who have developed learning strategies shaped around the use of technology. (Prensky, 2006)







Taking it Outdoors

Many educators believe that the most feasible learning activities of natural science is **outdoor inquiry**, which takes science investigation outside the classroom." (Liu 2009)



Place-Based Education

Place-based education provides a way to understand new concepts through making connections with relevant locations.

- "...this approach to education increases academic achievement, helps students develop stronger ties to their community, enhances students' appreciation for the natural world, and creates a heightened commitment to serving as active, contributing citizens." (Sobel 2004)
- "Place-based teaching includes all learners as they connect new science-related ideas to community-based experiences. We adopt the view that place-based learning can connect out-of-school learners to their communities." (Zimmerman 2014)





Technology

- Liu studied the use of mobile technologies in an outdoor lab setting, with students using mobile computers to enhance their lesson, finding that 49% of students "felt that their opportunity to use a tablet PC throughout the learning activities was a source of motivation." (2009)
- These students described their experience using the mobile technologies as more
 "personal," "collaborative,"
 "hands-on," and "interesting and interactive" than a typical class lecture. (2009)



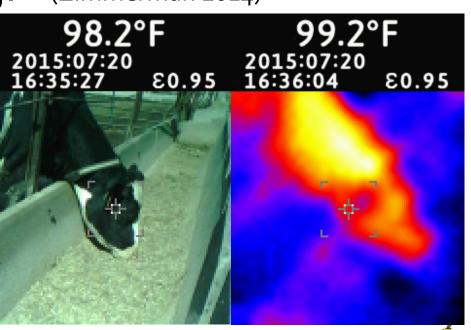




Technology

 "Technology can support reflection and articulation of new knowledge if artifacts are captured for sharing." (Zimmerman 2014)









How can technology help us see?

PARCELS ZOHING TOPOGRAPHY WETLANDS DEMOGRAPHICS LAND COVER IMAGERY BASEMAP

GIS DATA LAYERS

Many different types of data can be integrated into a GIS and represented as a map layer.

Examples can include: streets, parcels, zoning, flood zones, client locations, competition, shopping centers, office parks, demographics, etc.

When these layers are drawn on top of one another, undetected spatial trends and relationships often emerge. This allows us to gain insight about relevant characteristics of a location. ○ /\ /\





0 小 八	Visible Light	What we can see
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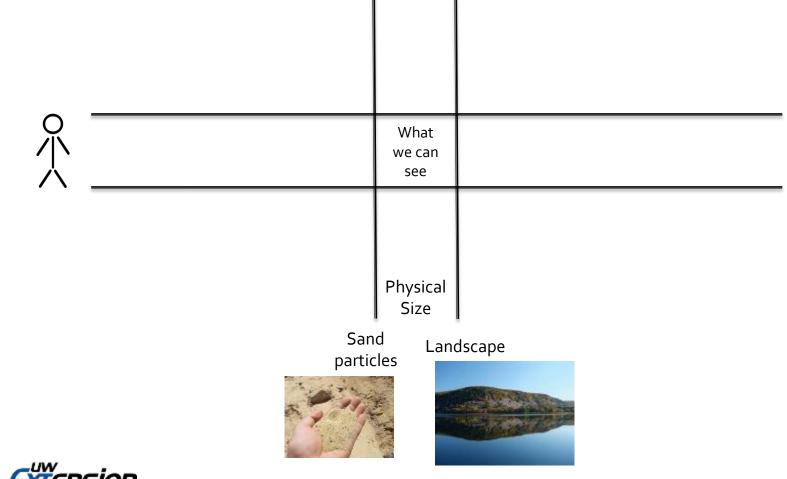




((p))	Radio Infrared	
	Visible Light	What we can see
	Ultra Violet X-Ray	

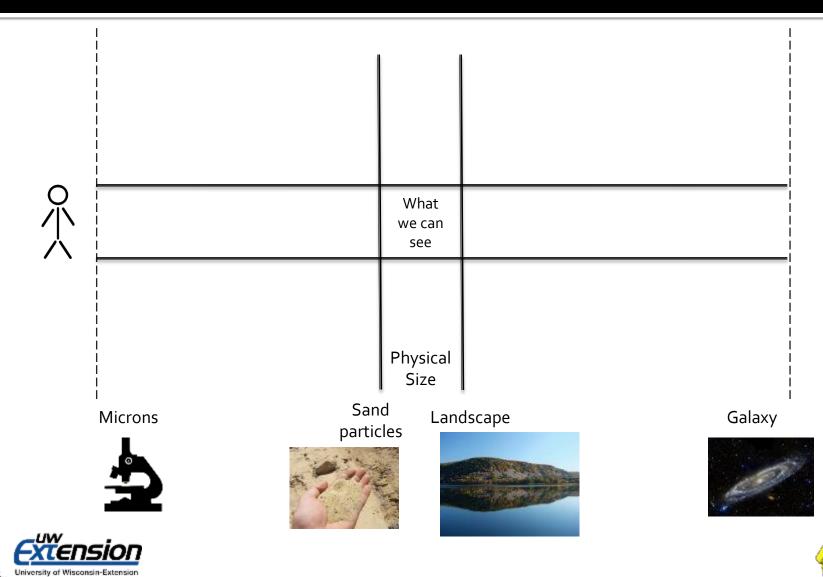






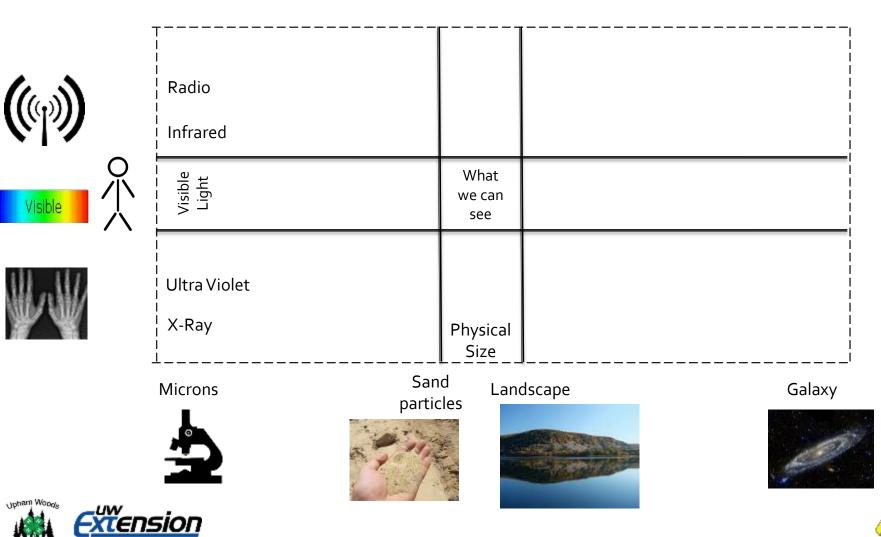






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What can technology see?

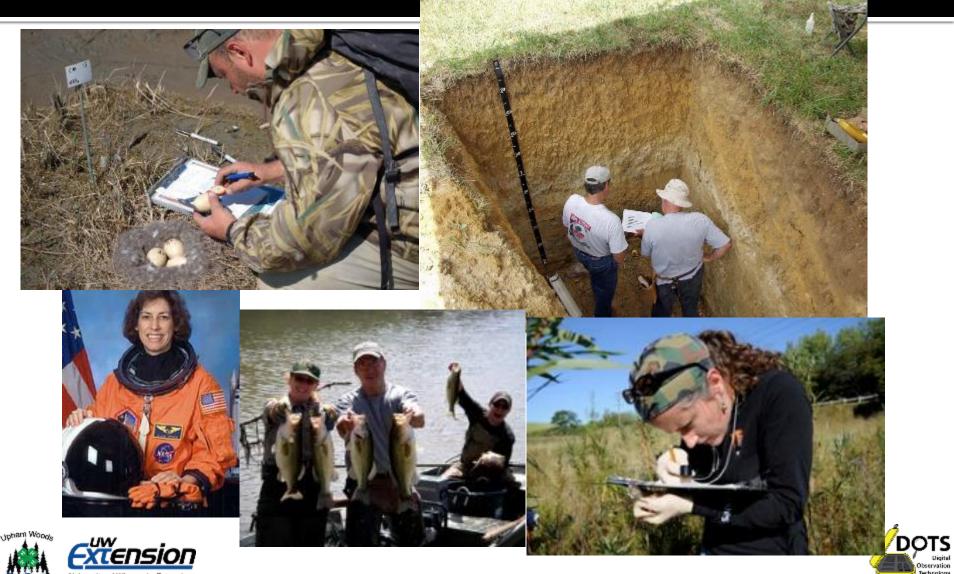
DOTS Digite Observation Technology

CLUB

	Technology helps us	visualize	attributes of space	e
	Radio			
	Infrared			
	Visible Light	What we can see		
W.W	Ultra Violet X-Ray	Physical Size		
Uphami Woooks	Microns San partic	Lain	dscape	Galaxy

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Career Scientists



Technology Skills

University of Wisconsin-Extension

We can all think scientifically about the world around us....









Design Considerations

- Memory
- Power
- Portability
- **Off-line**
- **Dedicated device**
- Platform neutral
- Digital artifact



ly connected to: 42 UphamWoods Internet access	
Network Connection	





Digital Observation Technology Skills (DOTS) kits







Navigator

- Provides direction to study sites
- Locates group geographically using a personal Global Positioning System
- Coordinates data collection with other team members





Tool: Garmin etrex 10 and map of Blackhewk Island

Purpose: A hancheid GPS unit. Use this instrument to successfully navigate your team from waypoint to waypoint.

Task: Guide your group to each location as efficiently as possible using both the GPS and the map. All travel must be done on paths. At each point, record the latitude and longitude of the location.

How-to:

- Turn on the Garmin strex 10 by holding down the button on the right side labeled 'light'.
 Once on, use the toggle on the front to highlight the 'Where to?' square.
- 3. Select the Where to? square by pressing in on the topple.
- 4. Scroll through the waypoints and select the one your instructor tells you.
- 5. Once selected, toggle down to highlight 'GO' and click.
- 6. Your screen will now look like a map. To follow an easy-to-use compass instead, press the back buttor in the opper right. Toggle down and select 'Compass'. Keeping the compass level, line up the arrow and the line at the top. This screen tells you how fish you are to your next point.
- Using both the GPS and the map, guice your group to the correct location. Remember to stay on the trails.
- 8. Once you are at the correct location, identify its latitude and longitude. Do this by pressing the 'Back' button and selecting 'Map'. Press the toggle to the right and the information will appear on the top of the screen. Make sure to tell the Recorder these numbers.
- 9. Turn off the etrex when not in use.

Helpful Hints

- Use both the Garmin and the map together.
- All waypoints will be on trails, so DO NOT isave the trails.
- * If it is too dark to see the screen, press the 'light' button on the side.





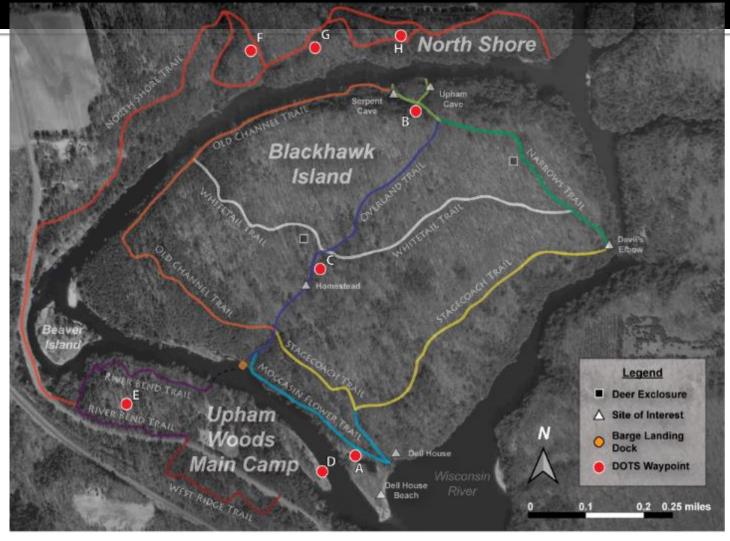


http://www.uwex.edu/ces/th/aphanwoods/ rphanwoods@ces.uwex.edu (608) 254-6451





Navigator







Media Specialist

- Captures photos and videos of the group
- Downloads stills from wildlife cameras
- Shares scientific story with others through images, movies, and writing



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Media Specialist
```

Tool: Germin Viro, keys, and tablet to uplead pictures

Purpose: A hancheid camera designed to record images an the go. The media specialist is responsible for recording then team's experience through mages and videos.

Task: At each weypoint and while unweiling, take puttives and record images that may help explain to devices small the team is doing. Document things as you see it.

How-to:

- Turn on the Carmin Wrb by helding down the butters on the side labeled 'mode' until the green light apprent.
- 2. To record an mage, press the butter labeled CK".
- 3. To record a video, side the her forward in the direction of the red flact.
- 4. Turn the Germin Wrb off by holding down the 'mode' button until the green light turns off.
- Remove the SD card from the trail carriers at each location. Use the key that is the same calor as the lock to unlock the carers.
- Bemove the iPed from its tase.
- Nemove the real from a tase.
 Insort the card with the card reader.
- Smort the card reader into the iPad.
- 9. The 'Photo' tab should open.
- 13. Select which mages you would like to download only the Paciand wass import.
- 11. Do not celete the mages.
- 12. Return the SD card to the that camera and relook the cevice.

Helpful Hints:

- Before recarding images, ensure that there is an SD card in the Carmin Virtu.
- Use the color coced keys to unlock the boxes accordingly.







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Meteorologist

- Collects atmospheric data
 - Temperature
 - Wind speed
 - Relative humidity
- Finds and explores microclimates



Meteorologist

Tool: Kestrel 4000 Pecket Weather Tracker.

Perpose: A hancheld weather station. Take this instrument with you to determine microolinates across Uphen Woods and Biochews Island and note the differences.

Task: At each veryonit, measure the wind, temperature, humidity, and altitude.

- How-to:
 - Turn on the Kashel 4000 Fociet Weather Tradier by holding the recipiewer butten in the lower kill.
 - 2. The home screen should appear. Hake note of the time of your observation.
 - 3. Pross the down among to begin seeing the data. They are as follows:
 - a. Wind measured in initial per hour (mph). Make sure to open the plants: cap from the emenaneter so the wind can blow through it.
 - Tangalatura givan in Farvarhet (*F).
 - c. Oul third chill. This measures how cold it feels when the wind and the
 - temperature are combined together. Heasured in Fahrenheit ("F).
 - d. Humidity the amount of moisture in the air. Neasured in a percentage (%).
 - Freat Endes a combination of the air temperature and the humidity to cescribe how hot a person facis. Measured in Rahreninolt (*P).
 - Des Parti the temperature at which the system in the air vesits be condensed and came down as rafs. Massared in Rehrenheit (**).
 - g. Wet hulh well hulh temperature. This effort to the leasest temperature that can be reached by exponenting water into the air. It will elease be equal to or less than the air temperature. Neaseratin in functionet (197).
 - Baro barometric pressure. This is the fance evolved on you by the tiny particles in the air. Pleasured in indires of Percury (nitg).
 - 1. Abbude the height of a location above sea lovel. Heesured in feet (ft).
 - j. Dens At- density altitude. Pressure altitude corrected for non-standard temperatures. Neuroscient in Next (%).
 - a. After all of the screams, the down arrow will ead you to their Screens 1, 2, and 3. This will show each measurement in order, using just a symbol. Over Screen 1 has the three measurements that need to be recorded on it.
 - 4. Remember to turn off the instrument by holding the pawer sulton.

Helpful Hints

- If its ray, point the screen shows the same name (for example "wine"), but the maximum (Plax) and avoiding (key) mobility, or a aziana with a line that sign "for data" at the botton, that means une of the sideways answe was pressed. Continue pressing one of the side arrows until the main screen appears.
- If it is too dark to read the screen, press the button with a half onlored in cricle in the upper right. That will turn the screen light on. To turn the light aff, press the same button again.
- To share data and revisit it later, press the common button in the apport inft. By pressing this button, every measurement will be shored and can be revisited at a later time.









Meteorologist







Thermal Investigator

- Uses atmospheric data to make predictions of surface temperatures
- Tests predictions to find the warmest and coldest objects in the study site

	Thermal Investigator	
Tool: Kintrex Infrarec 1	hermon eter	
Purpase: A hancheid 1	R the moneter designed to show the temperature of an ob	ika.
Tesk: At each weypoint start.	, find the notiest iving organism (nut a tearmate) and the	e caldest nonliving
 Am the the A real light i Note the to 	Inhered Thermometer by pressing the content bulker inter mometer at an expect and task down the bulker on the bulk will appear on the object you are measuring, manufacts that appears on the areas. meter will am of automatively.	
	tan labeled "GIP will awith the reading from Calabor to the the momentar of anyone's face.	Pa varhait.



Thermal Investigator









Thermal Imager

- Collaborates with Thermal Investigator to capture interesting thermal differences in the study site visually
- Shares interesting findings with team and facilitates additional inquiry



Thermal Imager

Tool: Fuke Vecal JR Thermometer

Purpose: A hancheid IR thormometer designed to show the temperature of an object.

Task: At each weypoint, find the boundary of hot to cold using the thermal image screen and note what abjects have the highest difference in temperature.

How-to:

- 1. Turn on the Sk thermanolor by holding down the monu button.
- 2. Turn the dial on the back of the thermometer to open up the lenses.
- Be patient while the screen is loading. Once loaded, begin pointing the thermometer at various leng and contring objects.
- Note that the thermometer gives readings in famenheit (*f), and the thermal imaging shows were objects as red and cold objects as blue.
- 5. Keep the thermometer as still as possible while pointing at an object for about ten seconds.
- Experiment with pressing the up and cown arrows. This will change the view on the screen from a video to a true the moti image and back again.
- To record an image, press the green suffer on the tack of the thermometer. Make sure that there is an SD card in the thermometer to store the images.
- To took sack at past data, pross the menu button and acroil up or down to find what you are looking for.
- Turn off the thermometer by holding cown the menu butter.
- 10. Turn the dial on the back of the thermometer to cover the lenses when not in use.

telpful Hints:

EXCENSI

Make sure you are close enough to an object to get an accurate reading. Generally about an
arm's length is a good distance.



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Thermal Imager

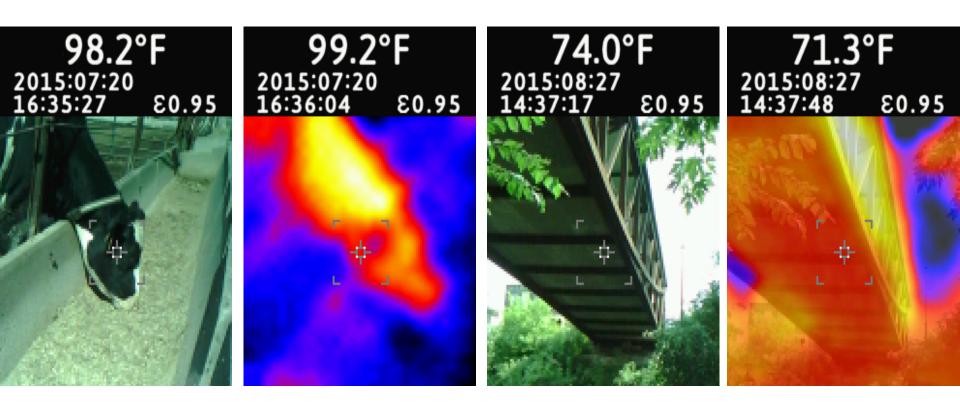








Thermal Imager







Microbiologist

• Finds and photographs

• Shares findings with

Wi-Fi connection to

interesting microscopic

team members through



Microbiologist

Tool: Aven Highly Scope and Flad.

Purpose: A hancheld microacopo that uses the tablet os a screen for the whole team to see at the same time.

Table At each weypoint, find a living edged that you have not seen at other weypoints and capture a wrigue adaptation that helps it survive in this microdimate.

How to:

- L. Turn on the microscope by siding the switch to the 'on' pasition.
- 2. Turn on the tablet in your team's bin.
- 3. Scroll to the "Administrative" app and agen It.
- Open wittings and disk on the thir Fs.
- 5. When it oppears, select the Wi-Ti named microscope and a number.
- 6. If promoted for a passesord, order 'upharwoods'.
- 2. Go beck to the main screen of the tablet.
- 8. Open the approx the tablet named Wi-Vieven.
- Pross the 'On' outton on the lawer left of the Ped.
 Prost the more than the lawer left of the Ped.
- 10. Nort the microscope lowerd or object and the image will appear us the lablet.
 11. If the image is share, adjust the magnification by turning the yellow dation the front of the
- microscose. 12. If it is too definingpat the light by turning the dial on the handle of the microscope.
- If it is too one, repair the ignory turning the call on the tende of the microscope.
 To take a picture, either press the camera butten on the trant of the microscope or an the.
- Pad.
- 14. When done, turn aff the microscope and tablet.

Helpful Hints:

- You can trease an image to study it more carefully by pressing the "resse" builton on the iPad.
- · You can record vicess on the Pad as well.





iPad

patterns



entry transmission of the statement of t





Microbiologist







Microbiologist



















Research Results

Assessment Questions	Pre	Post	Difference	p value
I know about different types of technologies*	3.81	4.15	0.34	<0.001
I like to be outside	4.39	4.48	0.09	0.236
I like to use technology*	4.25	4.46	0.21	0.017
I know how to use different technologies*	3.76	4.11	0.35	<0.001
I like to use technology outside*	3.40	3.99	0.59	<0.001
I can use technology to learn	4.33	4.44	0.11	0.12
l care about nature	4.57	4.52	-0.04	0.53
I use technology at home	4.38	4.51	0.13	0.098
I can use technology to have fun*	4.35	4.54	0.20	0.024
I like to look at birds*	3.53	3.87	0.34	<0.001
I like to look at plants*	3.57	3.97	0.40	<0.001
I want to learn more about technology	4.15	4.29	0.15	0.123

Students were asked the above questions before and after the EARPOD lesson. Answers were collected on a five-point Likert scale (1=strongly disagree, 2=disagree, 3=neutral, 4=agree, 5=strongly agree). The average response was calculated with the total paired student responses (n=136). Differences in the average between pre and post assessment were then calculated. To test for significance, a paired t-test was calculated for each assessment question. *Assessment questions that have significantly different post assessments scores when compared to pre assessments. This means that the measured change in response is due to the EARPOD lesson and not random error.





EARPOD Conclusions and Take Home Messages

- Increase student's eagerness to use technology outside by showing them the capabilities of technology
- Improve student confidence in scientific observation skills by using technology
- Increase student awareness of technology tools available for learning
- Increase student knowledge of plant biology and science careers in an exciting way





Teacher Reflections

"The students spent more quality time observing leading to more purposeful writing."

Mary Roberts 5th grade teacher, Portage Elementary

"The students were able to see and make connections from educational readings to real life situations (Aha moments)."

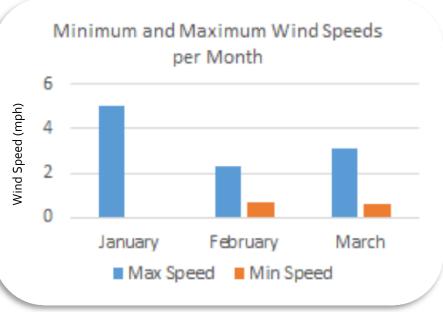
Amy Luebke 5th Grade Teacher, Lake Delton Elementary

"Scientific thinking allowed them to have better understanding and processing due to practical data."

Mary Roberts 5th grade teacher, Portage Elementary

"Students understood negative and positive numbers much more completely due to thermometer work." Amy Luebke 5th Grade Teacher, Lake Delton Elementary





DOTS Desited Observation Technology Skills

Software & Mobile Apps

- Formatted for desktop, optimized for smaller computers and touchscreens, programmed for tablets & smartphones? (different programming considerations & languages)
- Need WiFi or cellular connection or not?
- Ability to store and share data?
- Designed as a learning resource?
- Enhance or distract from the outdoor education experience?



Field Friendly Apps

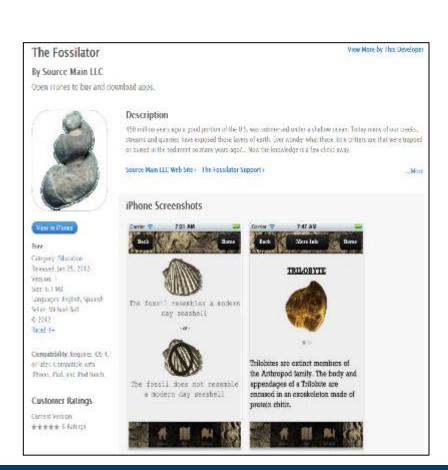
- WiFi or cellular is not needed.
- Purposely designed and chosen to enhance learning experience.
- Data gathering pics, video, sounds, learner collected scientific data,...
- Learning tools identification, healthy data ranges, geospatial features & maps, access to scientific data,...

Fieldfriendlyapps.org by Joy Kacoroski, "Mobile devices and apps can be an appropriate and effective way to connect children to the natural world. Apps provide additional tools to enhance a child's learning, support efforts to appeal to different learning styles, and can create a multidisciplinary approach to learning. By using apps educators are able to provide a more in depth learning experience for a child so that they can create a greater understanding of the natural world processes."



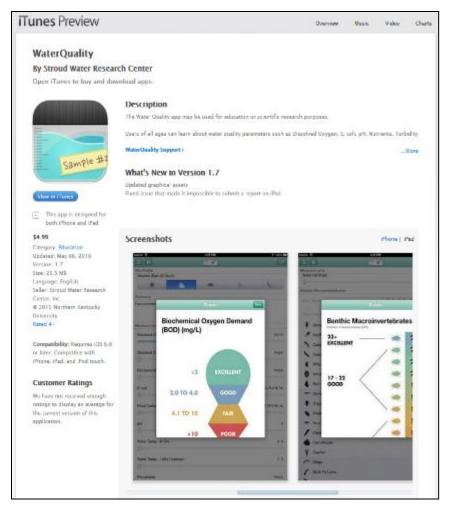
Mobile Apps

- Make your own: online templates to make simple apps (e.g. The Fossilator).
- Contract with a programmer for more complex apps (e.g. Water Quality).
- Review and select from available apps (e.g. Audubon Field Guides, Leaf Snap, StoryMe).



Water Quality mobile app

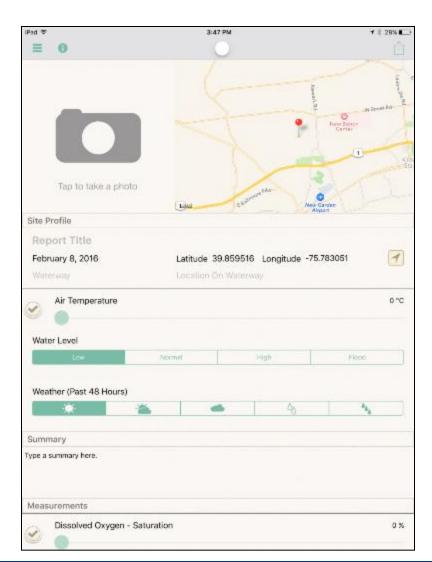
- Data collection tool and learning tool with digital field guide to basic macroinvertebrates, calculate macro PTI, chemical and physical stream data, site profile information, learning pop-ups, and export data.
- Available on Apple and Android tablets and smartphones.



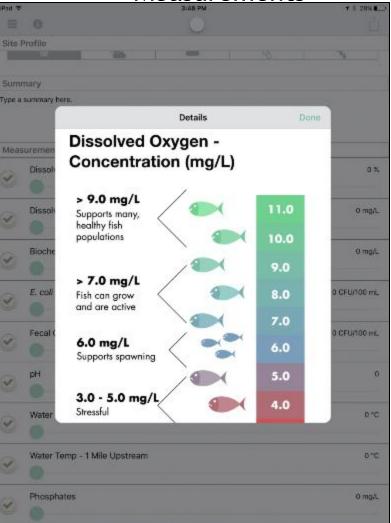


Water Quality mobile app

Site Profile

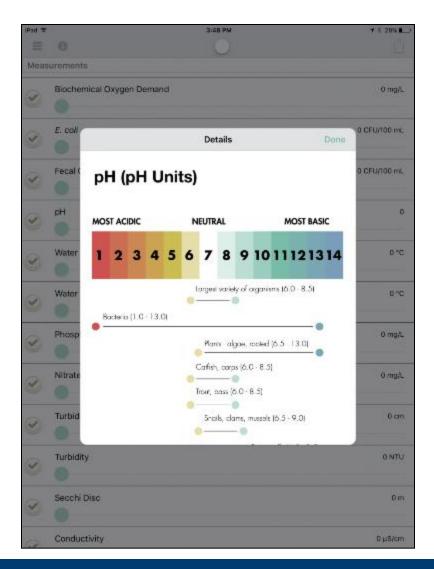


Chemical and Physical Measurements

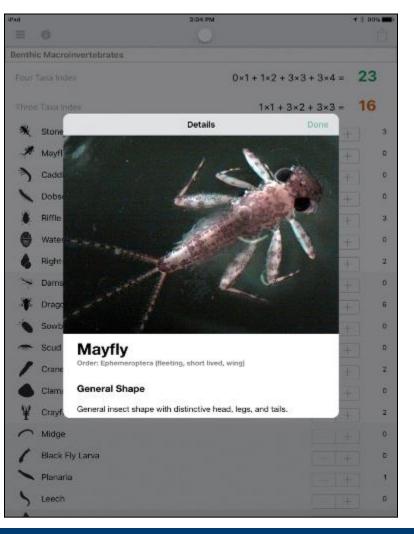


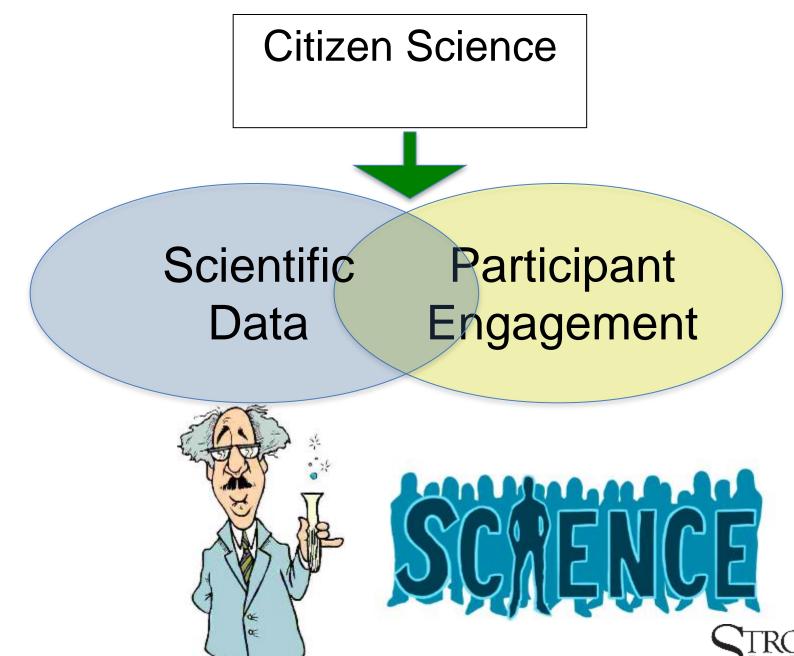
Water Quality mobile app

Chemical and Physical Measurements



Macroinvertebrate Digital Field Guide & PTI





http://rabble.ca/news/2010/02/makerculture-dreveryman



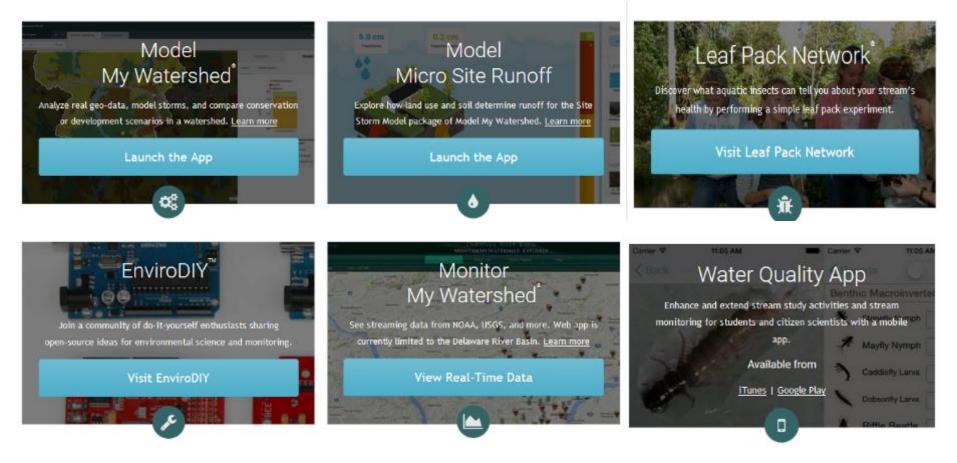
Students as Citizen Scientists

- The National Ecological Observatory Network (NEON)
- eBird
- GLOBE Program
- Digital Earth Watch Network and Picture Posts
- Kestral Watch
- Journey North
- Model My Watershed
- Leaf Pack Network
- Project Budburst
- Habitat Network
- iNaturalist
- Monarch Watch





Toolkit for citizens, conservation practitioners, municipal decision-makers, researchers, educators, & students to <u>collaboratively</u> advance knowledge & stewardship of fresh water.





Pilot Curricula: Middle School and High School



Innovative Technology in Science Inquiry



Innovative Technology in Science Inquiry

The Innovative Technology in Science Inquiry project engages students in STEM activities through the integrated use of technologies that include modeling, computational thinking, and real-time data acquisition. This comprehensive project will assist teachers in preparing diverse students for STEM careers by engaging them in exciting, inquiry-based science projects.

Elementary 3-4 Engineering	TES:MMW activ	ities (2016 - 2017)	
Elementary 3-4 Life Science	🕦 🎯 Part I: Explori	ng Watersheds (2016 - 2017)	
Elementary 3-4 Physical Science	🕦 👩 Part II: Conse	rvation Practices in My Watershed (2016 - 2017)	
Elementary 5-6 Earth Science		ng Water in My Schoolyard (2016 - 2017)	
Elementary 5-6 Life Science		ging Water (2016 - 2017) ring and Improving My Schoolyard (2016 - 2017)	
Elementary 5-6 Physical Science		Watershed (MS)	
Middle School Earth Science		🕦 🍥 Optional Pre-Activity: Crumpled Paper Watershed	
		🕕 🙆 Part I: What affects your watershed? (2016 - 2017)	
		🕕 🙆 Part II: How healthy is your watershed? (2016 - 2017)	
https://itsi.portal.con	<u>cord.org/</u>	🕕 🙆 Part III: How murky is your water? (2016 - 2017)	S TROUD
		🕕 👩 🕢 Part IV: Can you filter your water?	WATER RESEARCH CENTER

Simulations: Micro Site Storm Model

- Animated model results from the USDA TR-55 runoff model for 24-hour rain storm over a hypothetical small unit of land with a single land cover class and hydrologic soil group.
- Students can vary land cover type, soil type and rainfall to obtain a typical water budget that petitions evapotranspiration, runoff, and infiltration.





Sensors and Apps

≂ s.urew SensonTag	∦ ans Eo
Ambient Temperature	24.2°C
IR Temperature	17.9°C
Humidity	29.7%rH)
Light Sensor	6811.ux >
Star -	Trans Isona auron

- Light, temperature, humidity data collected with low-cost Blue Tooth environmental monitoring device (TI Sensor Tag).
- Students use mobile device to view sensor data then enter it in ITSI portal where the data can be viewed, graphed, and analyzed.

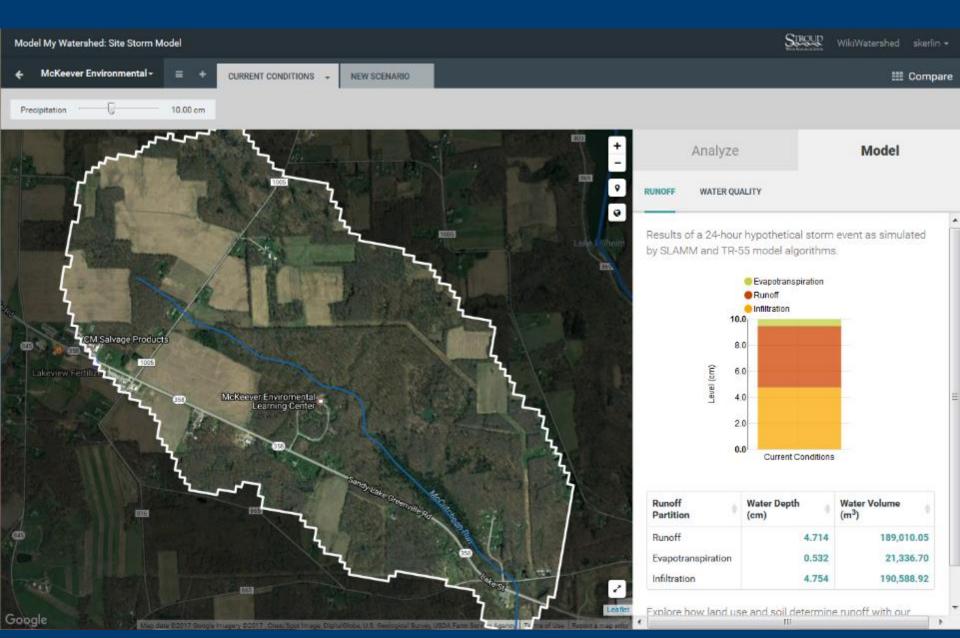


Sensors





Model My Watershed



Access to Scientific Data

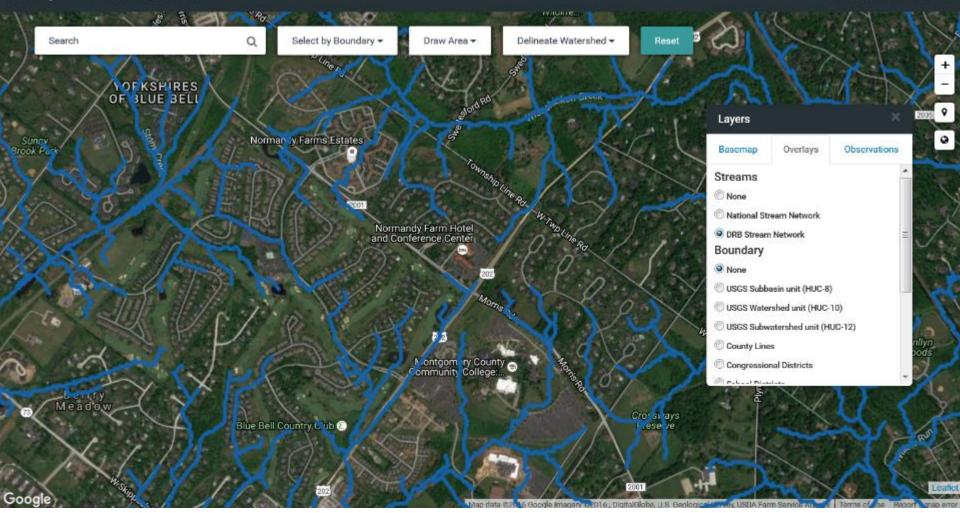
- Model My Watershed users gather & analyze data and model changes in land cover and conservation practices
 - Data: USGS NHDplusV2 Stream Network, USGS National Land Cover data layer, USDA Hydrologic Soils data layer, USEPA National Climate Data, ESRI and Google terrain maps, county animal surveys, point source discharges, Stream Reach Assessment Tool water quality data, real-time USGS River Gauge Stations.
 - Model My Watershed boundaries for analysis: USGS Subbasin Units (HUC-8, 10, & 12), counties, congressional districts, school districts, PA municipalities, free draw a polygon to study, 1 square Km, or delineate a watershed from any point.



Model My Watershed: Stream Network Overlay

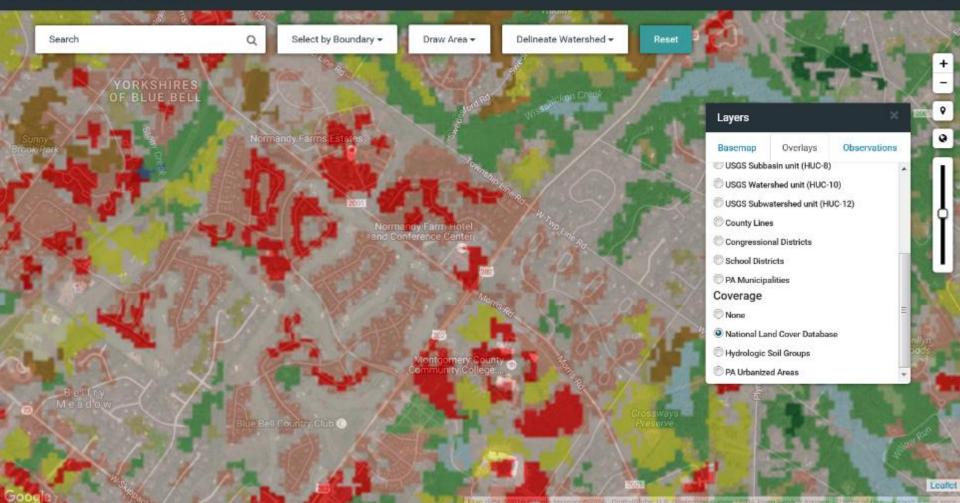
Model My Watershed: Choose Area of Interest

fikiWatershed skerlin 🚽



National Land Cover Database

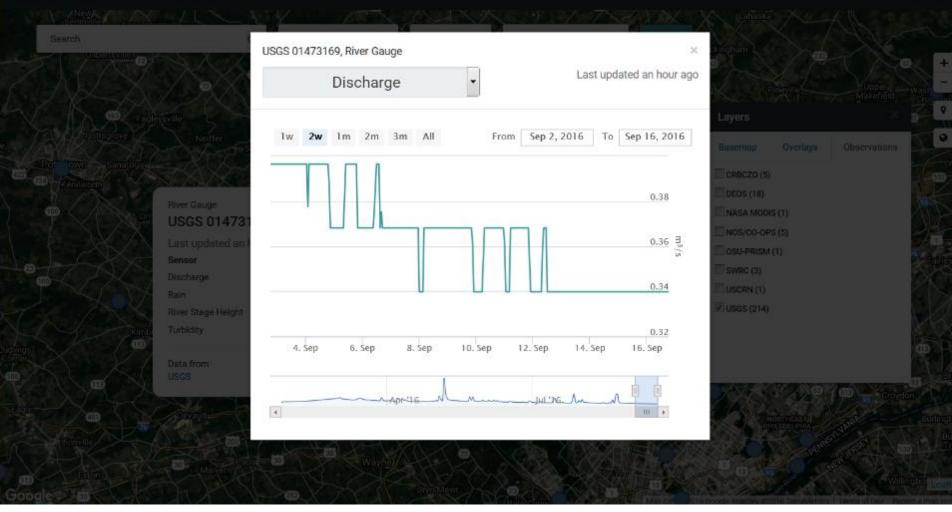
Model My Watershed: Choose Area of Interest



Observation Data - USGS

Kodel My Watershed: Choose Area of Interest

wikiWatermed sizenin -



Modeling Using Real Scientific Data

Porous

Paving

Cluster

Housing

No-Till Aa

Green

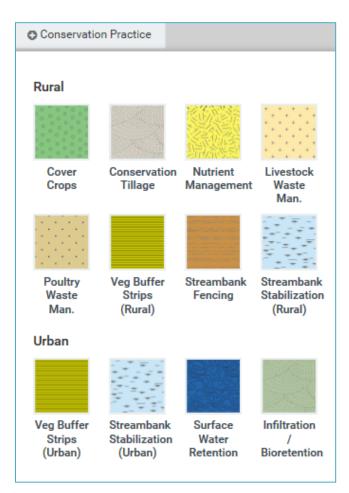
Roof



- Design & model scenarios to improve their local watershed by changing land cover (land use) and proposing conservation practices (best management practices)
 - Site Storm Model a 24 hr. storm event: hybrid of TR-55, SLAMM, FAO, & STEP-L professional models
 - Create scenarios changing land cover and conservation practices



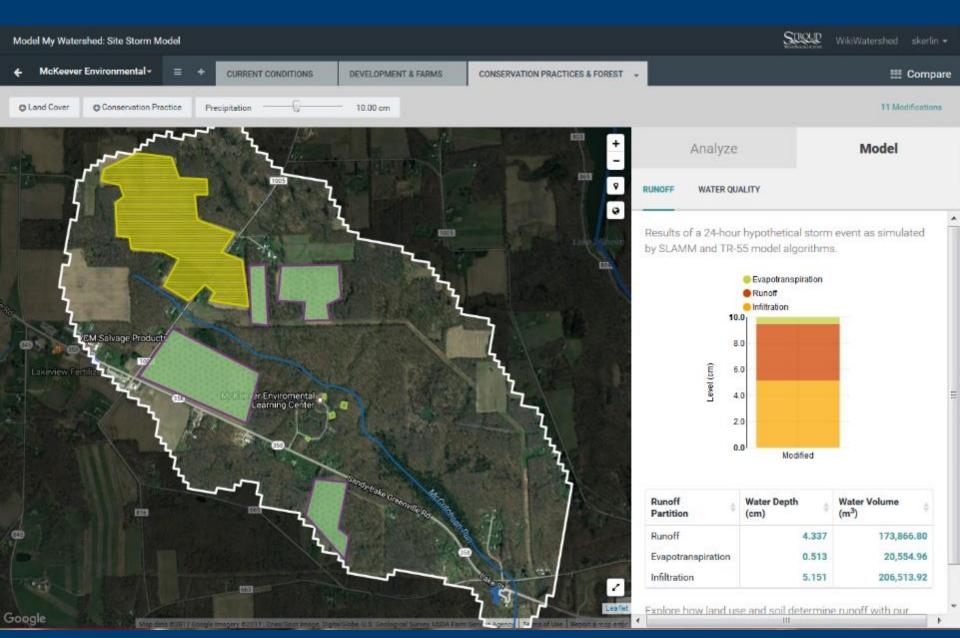
Modeling Using Real Scientific Data



- Design & model scenarios to improve their local watershed by changing land cover (land use) and proposing conservation practices (best management practices)
 - Watershed Multi-Year Model using Mapshed, customized version of GWLF-E watershed simulation
 - Create scenarios of proposed conservation practices

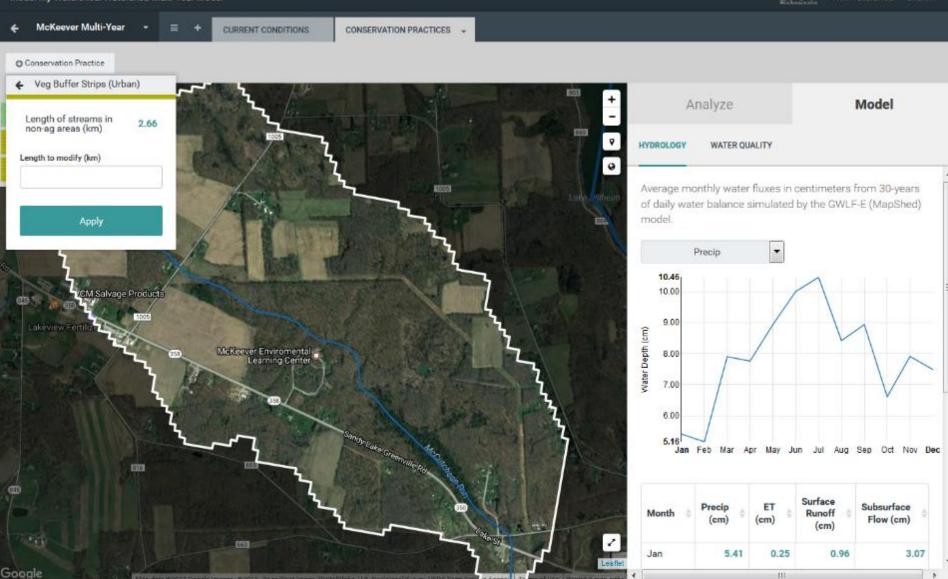


MMW: Land Cover Changes (+)



MMW: Multi-year Model - Hydrology

Model My Watershed: Watershed Multi-Year Model



STROUP

Take Home Ideas

- Carefully review and select technologies and apps to enhance outdoor education.
- Treat technology as any other educational resources.
- Students as citizen scientists using technology for access to data, sharing their data, and making sense of data.
- Use tech to engage 21st Century Learners.
- Use tech to extend learning beyond the classroom to outdoor learning and out of school learning.



2017 NAAEE Strand: Applying Research to Increase our Impact

2017 NAAEE, October 17-21, San Juan, Puerto Rico

- Cutting-edge research that is important and relevant to all environmental educators
- Linking research and practice: applying what we know to what we do
- Strategies for evaluating and improving environmental education programs
- Using research results to influence decision makers and demonstrate the value of EE
- Developing shared outcomes that allow us to better measure our collective impact
- Research and case studies about the benefits and challenges of learning and teaching in outdoor settings and in a culturally relevant context.

This strand has always- and continues to- interrogate the question - What is the role that research plays in our practice as Environmental Educators? For 2017, we invite practitioners and researchers to submit proposals that advance meaningful discourse around science and the environment. To this end, we are seeking submissions that address how our field uses research findings to not just build our programs, but engage stakeholders, communities and citizens across the political spectrum.

We are also seeking proposals that include examples of programs that have undergone robust evaluation and/or empirical research studies that can promote best practices for practitioners as well as advance the community of scholarship contributing to the researchbased tradition of our field. Proposals should advance the entire field of environmental education, not simply promote an individual successful program.

Go to https://naaee.org/conference to submit your proposal and volunteer to be a reviewer by April 10.



Thank you!

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Go to <u>https://naaee.org/conference</u> to submit your EE research to practice presentation proposal and volunteer to be a reviewer.