

## **HEATHER SHERWOOD**

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### **OVERVIEW OF EXPERTISE**

- Conducting school-based research in improving instruction in STEM, science, history, math and music
- Development of research instruments, specifically observation and interview protocols
- Integrating Computer Science, Computational Thinking and effective use of technology across early learning environments and elementary-grade disciplines (Scratch, Scratch Jr., and Lego Robotics)
- Development of Teacher Professional Development materials; including webinars, instructional videos, and curriculum support materials
- Development of early learning, elementary and middle-grades curriculum and lesson activities

### **CURRENT POSITION**

#### **Research Associate**

Education Development Center  
Center for Children and Technology

### **RESEARCH PROJECTS**

National Science Foundation. *Building CT Readiness: A Framework for Integrating Computational Thinking Across Subjects in High-Poverty Elementary Schools*. (Co-Principal Investigator, October 2018)

Robin Hood Foundation, Learning and Technology Fund. *Effective Models for Integrating Computational Thinking into NYC Elementary Schools*. (Researcher, Project Manager, 2017 – Present)

The Gates Foundation. *Advancing Dual Language Learners Learning with Educational Technology*. (Researcher, 2017- Present)

National Science Foundation. *Playing with Data: Developing Digital Supports for Middle-Grade Science Teachers Using Game-Based Formative Assessment*. (Researcher, 2015 – Present)

Heising-Simon Foundation. *Finding Our Way Around: Preschoolers and Parents Improve Spatial Learning with Technology-Infused Activities* (Researcher, 2015 – 2017)

New York Philharmonic. *Young People's Concerts Play! Interactive Website* (Interactive and Curriculum Design Consultant, 2014- 2017; Project Manager, 2017)

New York State Department of Education. *Improving Teaching & Learning in Science: A Partnership Grant between Roosevelt Union Free School District and Hofstra University* (Local Evaluator, 2015 – 2016)

Sesame Workshop. *Words are Here, There, and Everywhere!* (Researcher, 2015)

The Gates Foundation. *Zoom In: Tools for Teaching Literacy in Middle-Grades Social Studies* (Researcher, 2014 – 2016)

National Science Foundation. *Next Generation Preschool Science* (Researcher, 2014 – 2015)

United States Department of Education. *Ready to Learn* (Researcher 2012 – 2015)

## **EDUCATIONAL PRODUCTION PROJECTS**

*Playing with Data*

STEM for All Video Showcase submission (Producer, 2017). <http://stemforall2017.videohall.com/presentations/949>

Playing with Data NGSS Aligned Supplemental Mini-Unit (Curriculum Developer, 2016 – 2017)

*Zoom In*

Teacher Professional Development videos (Producer, 2014-2016). <http://zoomin.edc.org/teachers/watch-videos>

Understanding the Instructional Arc, series of six videos

Using the Interface screencasts, series of three videos

Digital Innovation in Learning Awards video submission, (Producer, 2015). Honorable Mention Winner in the Mindful Data Category <http://dilias.org/winners/>

## **ADDITIONAL RELATED WORK**

**Coding and Science Curriculum Writer**, Houghton Mifflin Harcourt Jan 2016 – May 2016

Created coding activities using Scratch and Scratch Jr. for first through eighth grade science classrooms. This work focused on developing detailed lesson plans that guide teachers through leading a Scratch lesson integrated with grade-specific content.

**Multimedia Teacher**, Vision Education and Media, New York, NY 2013- 2015

Taught Lego Robotics, WeDo Lego Robotics, and Scratch to kindergarten through fifth grade students throughout NYC district schools. This work involved creating weekly lesson plans, focusing on age-specific learning goals including computational thinking and content goals. This work also included leading parent-child co-building Lego Robotics workshops for preschool aged children and their parents.

**Lead Teacher Grade 4**, Hoboken Charter School, Hoboken, NJ 2002-2005

Developed fourth grade curriculum and lesson plans in accordance with NJ State Standards, across multiple content areas. This work involved integrating various forms of technology into learning plans and activities, including computers, Lego Robotics, and digital video production software and hardware. This work also included developing year-long Service Learning projects that integrated project-based learning across multiple disciplines.

**Private Tutor**, ages 7 – 11, New Jersey

**Substitute Teacher**, Bright Beginnings Preschool, Edison, NJ

**Research Assistant**, RJ Palmer, Inc. New York, NY

## **EDUCATION**

**New York University, New York, NY**

Master of Arts, Digital Media Design for Learning, 2016

Internship at Sesame Workshop, International Social Impact, Spring 2015

**Monmouth University, Long Branch, NJ**

Bachelor of Arts, Double major: Education and Communications, 1999

New Jersey Dept. of Education “Elementary School Teacher” License #520101

## **PRESENTATIONS AND PUBLICATIONS**

Humanities, Arts, Science, and Technology Alliance and Collaboratory (HASTAC) 2017. *Playing with Data: Using Game Play Data for Formative Assessment*. (Co-Presenter)

Games in Education Symposium, 2017. *Using Gameplay Data for Formative Assessment*. (Workshop, Co-Presenter)

International Society for Technology in Education (ISTE) 2017. *Helping Teachers Use Game Play Data for Formative Assessment*. (Paper Session, Co-Presenter)

New Jersey Coalition of Service Learning, 2005. *Developing an Interdisciplinary Service Learning Project*. (Presenter)

Sherwood, H. and Lewis-Presser, A. (2017) Post about Finding Their Way: Family Engagement with Digital Math Activities Helps Children Develop Spatial Skills, published on the Global Family Research Project blog

<https://globalfrp.org/Articles/Finding-Their-Way-Family-Engagement-with-Digital-Math-Activities-Helps-Children-Develop-Spatial-Skills>

Sherwood, H. and Lewis-Presser, A. (2017) Building Your Child's Internal GPS, *Trails Mix Magazine* , vol.2, issue 4

[http://www.familytrails.com/uploads/magazines/pdf/TrailsMix\\_Volume2\\_Issue4\\_Digital\\_FINAL.pdf](http://www.familytrails.com/uploads/magazines/pdf/TrailsMix_Volume2_Issue4_Digital_FINAL.pdf)