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Jason Hubbard

SYNOPSIS

A STEM Educator in Perrysburg Schools, Ohio, I am excited to foster student creativity and empathy through making/design. I combine analog and digital skills and tools to encourage today's young makers to solve tomorrow's big problems. For over 17 years in education, I have been creating experiential learning environments for students utilizing PBL, Maker-Centered Learning/Makerspace Design, Design Thinking, Game-Based Learning/Gamification, and Blended Learning.

Assisting educators and administrators in implementing effective instruction that is both experiential and student-owned through professional development and consulting is a passion of mine.

EXPERIENCE

Hull Prairie Intermediate School, Perrysburg/OH – *STEM Educator*

August 2017 – PRESENT

- Quarterly instruction to 850+ fifth and sixth graders in coding, robotics, 2D/3D digital design and fabrication, and digital citizenship
- Elective courses include Intro. to Design Thinking, Maker Lab/Genius Hour, Video Game Design, as well as The Secret Society of Tinkerers (after-school)

Communicate Institute, Walsh University – *Graduate Instructor*

February 2017 – PRESENT

- Facilitate *The Digital Student Course* for educators and administrators
- Centralized focus on growth mindset, student ownership in learning, and blended/tech-integrated learning approaches

Woodland El./Frank El. School, Perrysburg/OH – *STEM/Classroom teacher*

August 2003 – May 2017

- Pioneered elementary STEM program in K-5 from 2012-2017
- Instructed 4th and 5th grade in Math/Science/ELA from 2003-2012

EDUCATION

Bowling Green State University – *Master's of Curriculum and Teaching-2010*

Bowling Green, OH

- Conducted action research using GPS technology in an experiential and cooperative learning environment to study the impact on student motivation and engagement

The University of Toledo – Bachelor's of Education-2001

Toledo, OH

- State of Ohio licensure (1st-8th grade)

APPLICABLE WORK EXPERIENCE

Author, Educaching GPS Based Curriculum for Teachers(2007) and The Ultimate STEM Outdoor Adventure Guide(2017)

- <http://www.educaching.com>
- Created a concept of utilizing GPS technology with the classroom to engage and motivate learners and worked to help teachers incorporate into already existing curriculum
- Worked collaboratively with graphic and web designers, business partners, editors, and other team members to bring product to the education market (2007- present)
- Effectively communicated concept to educators worldwide via technology conferences/workshops and blog site

Conference/Workshop Presenter

- CREATE! 2018 (Whitehouse) - Keynote speaker
- MACUL-2019 (Detroit)
- Ohio eTech Conference 2009, 2010, 2011, 2016, 2017 (Columbus)
- ACTION Program Summer sessions 2012, 2013 (BGSU)
- ISTE Conference 2011 (Philadelphia)
- STEM Inquiry Series 2010-2011 school year (Rossford)
- NWO Symposium 2009 (Penta)
- Ohio Association of Gifted Children 2008 (Columbus)
- Delivered local professional development through Jacket Education Innovators (JEDI) program 2016-2020 (Perrysburg)

Sample session: [Board Games, PBL, and Design Thinking walk into a bar](#)

Partnerships

- Ambassador - Flipgrid, Makey Makey, Book Creator, Flocabulary MC Educator, Bloxels, CoSpaces Edu
- Project Invent - <https://projectinvent.org/> - Collaborated together to implement design thinking curriculum with middle school students, became PI Ambassador, attended Summer workshop (Infy Pathfinders 2019), presenting with Project Invent at Infy Pathfinders Institute, July 2020