

WHAT ARE DIGITAL BADGES?

Digital Badges are a micro-credentialing tool that illustrates you have achieved a high level of proficiency in your chosen enrichment.

The badges will appear on your transcripts, allowing colleges and potential employers to review your accomplishments and acquired skills.

HOW LONG DOES IT TAKE?

Each badge has it's own set of activities, so time commitment varies. Generally, most badges require at least 10 weeks of participation. See your Site Coordinator for specific badge time requirements.

HOW DO I GET INVOLVED?

For the badges listed in this catalog, you must first be a registered C2 Pipeline student, enrolled in the Science Pathway.

Alert your Site Coordinator that you want to work towards the digital badge that interests you. You can only work on one digital badge in this pathway at a time.



WAYNE STATE UNIVERSITY C2 Pipeline

C2 Pipeline is a Wayne State University

College of Nursing S.T.E.M. Accredited and

Certified Program

Funded by a 21st CCLC Grant through the Michigan Department of Education



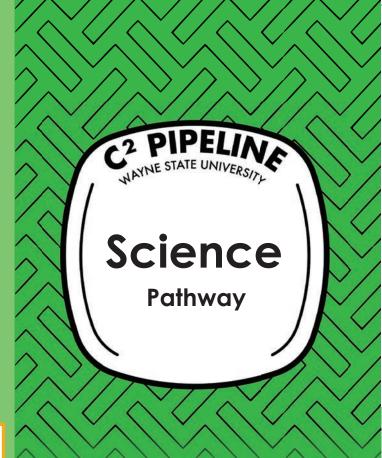




CONTACT

Visit our home on the web at www.c2pipeline.wayne.edu

For questions about our program, call us at 313-577-1847 or email us at c2pipeline@wayne.edu



Wayne State University

C² Pipeline

Digital Badge Catalog



AFTERSCHOOL UNIVERSE

Promote the interest of space, the universe and beyond the solar system by examining the astronomy principles such as the life of stars, cosmic connections to the elements, galaxies, black holes and modeling the universe.



ANATOMY IN CLAY

Students are introduced to the anatomy and chemistry of the human body. They will explore and construct each of the body systems by completing hands-on projects that depict each of the complex systems.



BASIC PHOTOGRAPHY

Students at all levels of experience will learn about the many possibilities and applications of photography. They will learn the history, technique, aesthetics and practice of photography using noon -darkroom activities to impart a sense of process.



BIO TECH MED

Students are introduces to ways in which engineers use science and math to create technology capable of seeing inside the human body—bio imaging.
Students will also explore and design prosthetic limbs to improve the quality of life for those with disabilities.



BIO TECHNOLOGY

Using a 3D bio-printer, students will learn how this state-of-the-art technology is currently being used in industries such as biomedical, pharmaceutical and green technology. Students will go beyond reading about how scientists use bio-printers to create human stem cells to study disease and human issues such as



CHEMICAL ENGINEERING

Students become chemical engineers by manipulating materials and chemicals in order to create new products that improve our lives and the world. Learn how chemical engineers have improved our lives with products like fuel, medicine, paper and plastic.



FORENSIC SCIENCE

Students take on the role of crime scene investigators to solve a murder. They will integrate math, science, and language arts into the study of forensic science and associated health science careers such as pathology, forensic science, and medical examination.



GREEN ARCHITECTURE

This enrichment introduces youth to the power of solar energy through the design of a solar oven. Youth will investigate the three types of heat transfer—radiation, conduction, and convection—and learn how they work.

HUMAN GENETIC VARIATION



Students complete activities to study differences among humans. They will also learn how geneticists develop practices that can aid in the study of human diseases.



SCIENCE OF ALCOHOL

Students will understand how the use of alcohol effects their brains, organs, and the risks associated with its use.



STEM BUSTERS

This enrichment turns a number of popular rumors into science experiments. You will learn how to question the world around you using the scientific method, mathematical analysis and the spirit of inquiry!



STEM DEBATE

Students learn the techniques of proper debate including the true meaning of arguments, cross examination, evidence, fallacy, refutation, resolution and warrant. The learn all of this using topics that relate to STEM topics such as GMOs, human cloning, and more.