



The 4th Computer Science Education for Kansas Conference

GROWING CS ACROSS KANSAS

Registration

Visit:

alt.cs.ksu.edu/cs4ks/



November
14th, 2026



Kansas State University
in Manhattan, KS

**"For the educators growing computer science across Kansas,
your work is the root of lasting change"**

INTRODUCTION

Welcome to the **4th Computer Science Education for Kansas Conference (CS4KS 2026)**.

On behalf of Kansas State University and the Advancing Learning & Teaching in Computer Science (ALT+CS) Lab, we are pleased to welcome educators, administrators, researchers, students, and industry professionals from across Kansas and beyond.

Computer science is becoming an essential part of education, preparing students with the problem-solving, computational thinking, and digital skills needed for success in college, careers, and everyday life. As the demand for computing education continues to grow, so does the need to support the educators who make these learning opportunities possible.

CS4KS brings together the computer science education community to learn from one another, share innovative ideas, discover new classroom resources, and build meaningful partnerships. Whether you are new to teaching computer science or have years of experience, this conference provides opportunities to explore emerging technologies, participate in hands-on workshops, hear from leading experts, and connect with colleagues who share a passion for expanding computer science education.

Thank you for joining us and for your commitment to inspiring the next generation of innovators. We hope you enjoy the conference and leave with new ideas, valuable connections, and practical resources to support your work.



Welcome, and enjoy the conference!

Conference Purpose & Goals

The **CS4KS Conference** was established to support and strengthen the growing computer science education community throughout Kansas. As computer science continues to become an essential component of K–12 education, educators need opportunities to learn new teaching strategies, explore emerging technologies, exchange ideas, and build professional networks. CS4KS provides a collaborative environment where participants can gain practical knowledge while contributing to the future of computer science education across the state.

Our Goals

- Support educators through high-quality professional learning experiences.
- Share innovative teaching practices, curriculum, and educational research.
- Explore emerging technologies, including artificial intelligence and cybersecurity.
- Foster collaboration among K–12 schools, higher education, industry, and community organizations.
- Increase equitable access to computer science education for all Kansas students.
- Inspire the next generation of computer science educators and leaders.
- Strengthen the statewide computer science education community through lasting partnerships and shared resources.

Together, we are building a future where every Kansas student has the opportunity to develop the knowledge, creativity, and computational thinking skills needed to succeed in an increasingly digital world.





Organization Committee



Nathan Bean



**Russell
Feldhausen**



Josh Weese



David Allen



Safia Malallah

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SCHEDULE AT A GLANCE

TIME	LENGTH	SESSION / ACTIVITY	PRESENTER(S)
8:30–9:30	60 min	Registration, Breakfast & Networking	—
9:30–9:40	10 min	Opening Ceremony: Welcome & Remarks	David Allen & Nathan Bean
9:40–10:00	20 min	Keynote: Love, Learning, and Computing Education (Recorded)	Amy J. Ko
10:00–10:40	40 min	I Want to Teach Cybersecurity... Now What?	Jessica Tickle
10:40–10:55	15 min	CSTA Rural Educators Community (Recorded)	Henry Ramirez
10:55–11:35	40 min	RECAP Your Thinking: Meaningful Review for Coding	Jeff Yearout
11:35–12:15	40 min	Panel: Challenges and Opportunities in K–12 CS Education	Panelists
12:15–1:15	60 min	Lunch, Networking & Photos	—
1:15–2:45	90 min	WORKSHOP 1 · Project-Based Learning in Computer Science WORKSHOP 2 · From AI Learners to AI Teachers: Making Machine Learning Accessible	Josh Weese & Russell Feldhausen Safia Malallah & Lior Shamir
2:45–2:55	10 min	Afternoon Break	—
2:55–4:25	90 min	WORKSHOP 3 · Smart Farm Kit WORKSHOP 4 · Computational Thinking Across Subject Areas	Darius Everett & Mirit Shamir David Allen & Nathan Bean
4:25–4:45	20 min	Sharing Time: Teacher Innovation Showcase & Sharing	—
4:45–5:00	15 min	Closing Remarks, Certificates & Next Steps	Josh Weese & Russell Feldhausen

SESSION DETAILS

TITLE: OPENING CEREMONY



Time: 9:30–9:40 am

Session Type: Opening Ceremony

Location: DUE 1116

Presenters: David Allen & Nathan Bean

Description:

Welcome remarks, conference announcements, an overview of the Cyber Pipeline program, and important information.



TITLE: LOVE, LEARNING, AND COMPUTING EDUCATION



Time: 9:40–10:00 am

Session Type: Keynote

Location: DUE 1116

Presenter: Amy J. Ko

Description:

Explores how love can serve as a guiding principle in computing education. In a time of increasing division and uncertainty, this keynote examines how compassion, empathy, and care can shape the way we teach, conduct research, design technology, and build learning communities. Through personal experiences and examples from the computing education community, the session offers a vision for creating more inclusive, supportive, and human-centered learning environments.



TITLE: I WANT TO TEACH CYBERSECURITY...NOW WHAT? A ROADMAP FOR ANY TEACHER, ANY SCHOOL



Time: 10:00–10:40 am

Session Type: Talk

Location: DUE 1116

Presenter: Jessica Tickle

Description:

Interested in teaching cybersecurity but not sure where to begin? You're not alone. Join this interactive session as we explore what it really looks like to bring cybersecurity into the classroom—without needing to be a cybersecurity expert. I'll share ideas, activities,



resources, lessons learned (including a few mistakes), and practical ways to spark student interest while building your own confidence along the way.

TITLE: CSTA RURAL EDUCATORS COMMUNITY



Time: 10:40–10:55 am

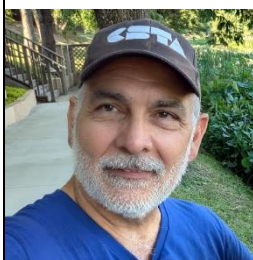
Session Type: Video

Location: DUE 1116

Presenter: Henry Ramirez

Description:

A special prerecorded presentation introducing the CSTA Rural Educators Community, a newly established Affinity/Interest Group within CSTA. Henry will share the community's vision, upcoming plans, and efforts to address the unique needs and challenges of rural educators. The presentation will highlight opportunities for collaboration, resource sharing, and building a supportive network to better serve students, families, and rural communities.



TITLE: RECAP YOUR THINKING: MEANINGFUL REVIEW FOR CODING



Time: 10:55–11:35 am

Session Type: Talk

Location: DUE 1116

Presenter: Jeff Yearout

Description:

This session introduces RECAP, a structured approach that transforms code review from simply identifying mistakes into an opportunity for deeper learning. Through practical Python examples, participants will explore how students can reflect on their thinking, understand programming concepts, evaluate their work, and preserve valuable lessons for future use. The session will also demonstrate how RECAP can be adapted to other subjects, including math, science, writing, and history. Participants will leave with practical strategies, reflection prompts, and a reusable student review template to help students strengthen their understanding and retain what they learn.



TITLE: CHALLENGES AND OPPORTUNITIES IN K-12 CS EDUCATION



Time: 11:35 am–12:15 pm

Session Type: Panel

Location: DUE 1116

Presenters: TBA

Description:

TBA

TITLE: GROUP PHOTO



Time: 12:15–12:25 pm

Session Type: Group Photo

Location: Upper Atrium

Description:

Gather with fellow conference attendees for the official conference group photo. Participants are encouraged to wear their conference T-shirt, if available, and meet at the designated photo location before the scheduled start time.

TITLE: LUNCH, NETWORKING



Time: 12:15–1:15 pm

Session Type: Lunch, Networking

Location: Upper Atrium

Description:

Enjoy lunch, connect with fellow attendees, and participate in fun, interactive games. Share ideas, build connections, and explore opportunities for collaboration.

TITLE: PROJECT-BASED LEARNING IN COMPUTER SCIENCE



Time: 1:15–2:45 pm

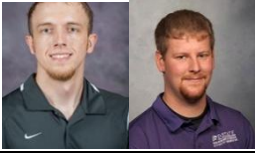
Session Type: Workshop 1

Location: DUE 1116

Presenters: Josh Weese & Russell Feldhausen

Description:

TBA



TITLE: FROM AI LEARNERS TO AI TEACHERS: MAKING MACHINE LEARNING ACCESSIBLE



Time: 1:15–2:45 pm

Session Type: Workshop 2

Location: DUE 1118

Presenters: Safia Malallah & Lior Shamir

Description:

Explore how to bring AI and machine learning into K–12 classrooms through practical teaching strategies, AI pedagogy, and responsible AI policies. Participants will discover hands-on AI lessons, classroom activities, and resources to confidently introduce AI concepts to their students.



TITLE: SMART FARM KIT: CODING, ELECTRONICS, AND AUTOMATION



Time: 2:55–4:25 pm

Session Type: Workshop 3

Location: DUE 1116

Presenters: Darius Everett & Mirit Shamir

Description:

This interactive workshop prepares educators to introduce middle and high school students to smart farming and the Internet of Things. Educators will explore the Keyestudio KS0567 Smart Farm Kit and learn to program its ESP32 controller using KidsBlock. Participants will be able to present these engaging programming, engineering, and agriculture activities in their own classrooms.



TITLE: COMPUTATIONAL THINKING ACROSS SUBJECT AREAS



Time: 2:55–4:25 pm

Session Type: Workshop 4

Location: DUE 1118

Presenters: David Allen & Nathan Bean

Description:

TBA

TITLE: SHARING TIME: TEACHER INNOVATION SHOWCASE & SHARING



Time: 4:25–4:45 pm

Session Type: Networking Session

Location: DUE 1116

Presenters: TBA

Description:

An interactive session where educators share creative teaching ideas, innovative classroom practices, and successful activities. Participants will exchange experiences, showcase their work, and discover new strategies to inspire learning and collaboration.

TITLE: CLOSING REMARKS, CERTIFICATES & NEXT STEPS



Time: 4:45–5:00 pm

Session Type: Closing Ceremony

Location: DUE 1116

Presenters: Josh Weese & Russell Feldhausen

Description:

Celebrate the day's achievements, recognize participants with certificates, and reflect on key takeaways. Explore future opportunities, resources, and ways to stay connected and continue collaborating beyond the conference.

LOGISTICS

CONFERENCE LOCATION & DIRECTIONS

The conference will be held at the **Carl R. Ice College of Engineering at Kansas State University**, located at **1701 Platt St, Manhattan, KS 66506**

For directions, please visit the [Interactive Campus Map](#).

Lab Locations:

- **Rooms:** DUE 1116 & DUE 1118
- **Building:** Engineering Hall (DUE)
- **Lab Directions:** [Watch the video guide](#) to help locate the labs.

Please arrive a few minutes early to find your assigned room and prepare for the session.

PARKING

- K-State Parking Garage: Day permits are available for \$6. [K-State Parking Permits](#)
- HonkMobile App: Parking is available in various lots around the Engineering Building using the [app](#) (For speakers driving to the conference location, reimbursement will be provided for this option.)
- Street Parking: Street parking is also available near campus.

RECOMMENDED HOTELS & ACCOMMODATIONS

Attendees who wish to stay overnight in Manhattan are welcome to arrange their own accommodations. The conference does not provide hotel reservations or room blocks. Eligible Cyber Pipeline participants will receive a \$225 stipend, which may be used toward travel and lodging expenses.

The following hotels are within walking distance of Kansas State University:

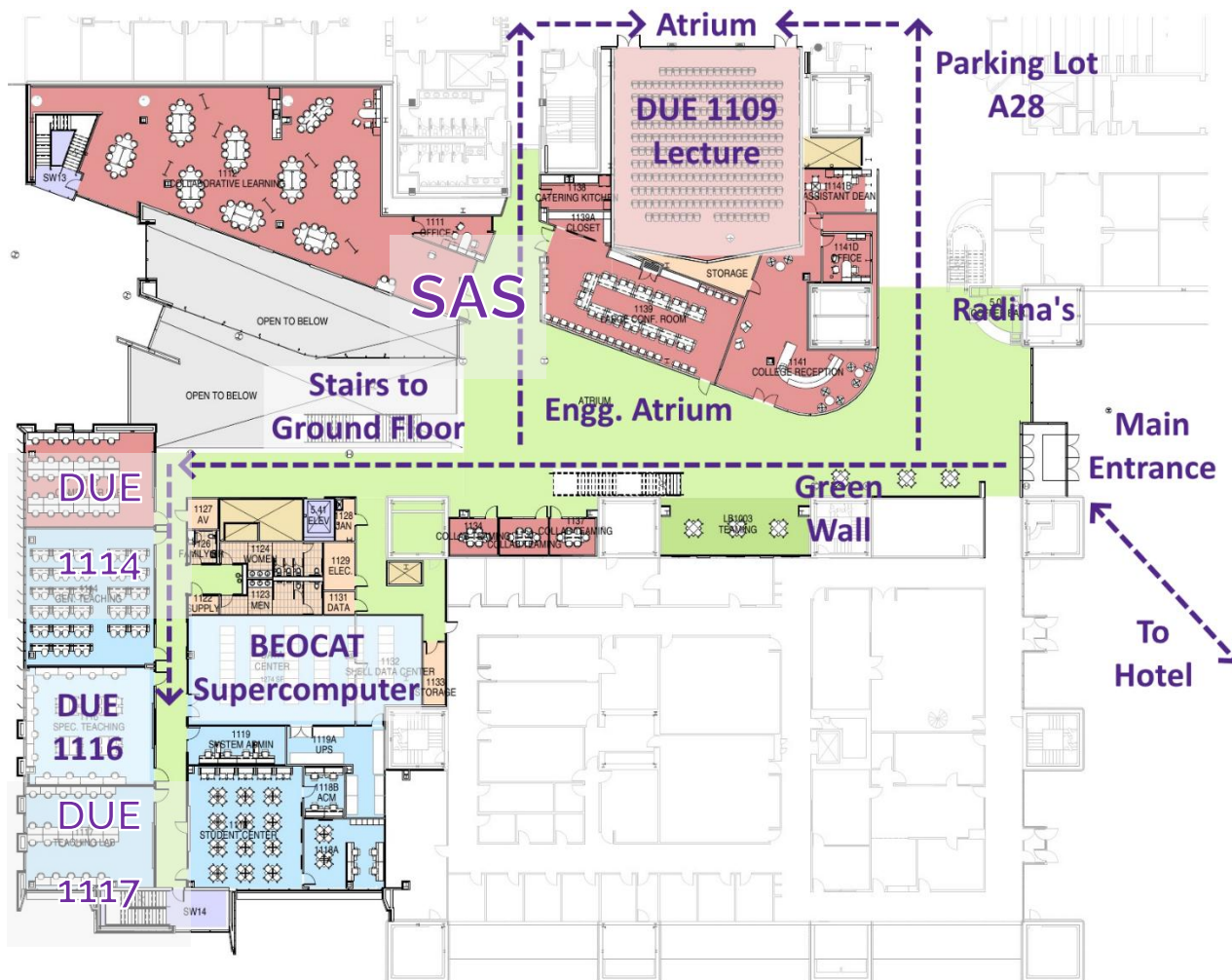
1. **Holiday Inn Manhattan at the Campus**
 - Address: 1641 Anderson Ave., Manhattan, KS
 - Phone: (785) 539-7531
2. **Bluemont Hotel**
 - Address: 1212 Bluemont Ave., Manhattan, KS
 - Phone: (785) 473-7091
3. **Courtyard by Marriott Manhattan Aggieville**

Note: Attendees are responsible for booking their own accommodations. Hotel rates and availability may vary.

MAPS

See below for helpful maps of the K-State Campus and the Engineering complex.

Engineering Hall - Main Floor



MEALS & REFRESHMENTS

- Breakfast: A full breakfast will be provided for all conference attendees.
- Coffee & Snacks: Light snacks, coffee, and refreshments will be available throughout the conference.
- Lunch: A full lunch will be provided during the lunch and networking session.

- Dietary Restrictions: Please indicate any dietary restrictions or food allergies when registering.
- Dinner: On your own. Local restaurant recommendations include:
 - Baan Thai (Thai)
 - Nico's Little Italy (Italian)
 - Green Tea Sushi (Japanese)
 - Ana's Burger Shack (American)
 - Taco Lucha (Mexican)

STIPENDS AND REIMBURSEMENT

Note: *Stipends are available only for Cyber Pipeline PACK grant participants.*

- Current Cyber Pipeline participants will receive a \$225 stipend for attending the conference, regardless of overnight accommodation needs.
- Attendance will be tracked throughout the conference to verify participation hours for professional development certificates and stipend eligibility.
- Stipend payments will be processed after the conference once all required documentation has been submitted.
- To receive your stipend or reimbursement, please carefully follow the instructions below:
 -  [W-9 Form](#): please complete and **SIGN** this form. Only Page 1 is needed, and it **must be signed**.
 -  [Secure Website](#): upload your signed W-9 here before the conference, or bring a printed copy with you.
 - You can also do this at the registration table for speakers and panelists.
- Assistance will be available at the registration table.

PROFESSIONAL DEVELOPMENT POINTS (PDPS)

To be eligible for Professional Development Points (PDPs), educators must attend at least one workshop session during the conference. Attendance will be recorded, and qualifying participants will receive: (1) a Certificate of Attendance and (2) this conference catalog. You may submit these documents to your school district for PDP approval, as each district has its own process. If you need more information about PDPs or have any questions, please contact Dr. Safia Malallah at safia@ksu.edu.

SPEAKER, PANELIST & COLLABORATOR BIOS

The Speaker, Panelist & Collaborator Bios section highlights the diverse group of individuals contributing their expertise to this year's conference. This section provides a glimpse into their backgrounds, helping attendees connect faces to names and better appreciate the wealth of knowledge shared throughout the event.

DR. DANIEL ANDRESEN

Professor and Department Head, Computer Science, Kansas State University



Dr. Daniel Andresen is the newly appointed Department Head and a Professor of Computer Science at Kansas State University. He holds a Ph.D. in Computer Science from UC Santa Barbara and has served on the K-State faculty since 1997. As director of the Institute for Computational Research, his work spans distributed systems, high performance computing, and interdisciplinary collaboration across agriculture, engineering, and the sciences. A recipient of the NSF CAREER award, Dr. Andresen has led over 20 major grants and continues to advance research and education in computing at both state and national levels.

DR. NATHAN BEAN

Teaching Assistant Professor, Computer Science, Kansas State University



Dr. Nathan Bean is a Teaching Assistant Professor and Richard B. and Mary Jo Myers Cornerstone Teaching Scholar at Kansas State University. He holds a Ph.D. in Curriculum and Instruction with a focus on Computer Science Education. With a background in both software development and education, Dr. Bean co-directs the ALT+CS Lab where his research explores the use of simulations, games, and innovative pedagogy in computing education. He is also actively involved in teacher preparation and curriculum development to support K-12 computer science education.

RUSSELL FELDHAUSEN

Instructor, Computer Science, Kansas State University



Russell Feldhausen is an instructor in the Department of Computer Science at Kansas State University and a Kevin and Jacquie Elmore Cornerstone Teaching Scholar. He holds both a B.S. and M.S. in Computer Science from K-State and is currently pursuing a Ph.D. with a focus on computer science education. His work centers on curriculum development for online and hybrid programs, and his research has been published in top CS education venues.

Russell is also deeply involved in outreach, supporting STEM education through programs like 4-H Discovery Days and KAWSE GROW.

DR. DAVID S. ALLEN

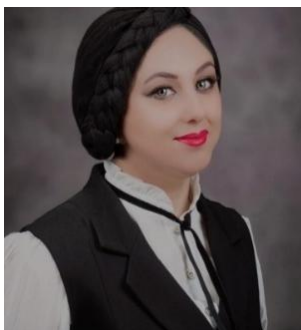
Associate Professor, Department of Curriculum and Instruction, Kansas State University - Director, Center for STEAM Education



Dr. Allen is an Associate Professor and Director of the Center for STEAM Education at Kansas State University. A mathematics educator by training, he has shifted his focus to computer science education, developing several graduate and undergraduate courses on the subject. His research centers on delivering high-quality professional development in math and science education, with a particular interest in the integration of technology in teaching and learning. Dr. Allen primarily teaches graduate-level mathematics education courses.

DR. SAFIA MALALLAH

Teaching Assistant Professor, Computer Science, Kansas State University



Dr. Safia Malallah is a teaching assistant professor at Kansas State University, where she completed her Ph.D. in Computer Science. Her research is dedicated to advancing computer science and data science education across the PreK-12 and undergraduate levels. Dr. Malallah is particularly passionate about designing innovative and accessible learning experiences that cultivate essential computational skills in students.

DR. JOSH WEESE

Teaching Assistant Professor, Computer Science, Kansas State University



Dr. Josh Weese is a Teaching Assistant Professor in the Department of Computer Science at Kansas State University and a Kevin and Jacquie Elmore – Carl and Mary Ice Cornerstone Teaching Scholar. He holds a Ph.D. in Computer Science from K-State, with expertise in computer science education, data science, and K-12 STEM outreach. His work focuses on curriculum development, computational thinking, and assessment design for K-12 learners. Dr. Weese has led numerous outreach initiatives impacting thousands of students and currently mentors both the ACM student chapter and Diversity in Computing group at K-State.

DR. LIOR SHAMIR

Professor, Computer Science, Kansas State University



Dr. Lior Shamir is a Professor of Computer Science at Kansas State University. He holds a Ph.D. in Computational Science and Engineering from Michigan Technological University, and has a background in both academia and industry, including postdoctoral work at the NIH and experience as a CTO. His research in data science spans machine learning, computational statistics, and interdisciplinary applications—from astronomy and medicine to art and psychology. Dr. Shamir has authored nearly 150 peer-reviewed publications and serves on the steering committee of the Midwest Big Data Hub.

JEFF YEAROUT

Educator and Technology Teacher



Jeff Yearout is a dedicated educator and technology teacher with over thirty years of experience in education. He holds degrees from Wichita State University, the University of South Florida, and Pittsburg State University, along with additional graduate coursework at Kansas State University. Since 2016, Jeff has served as the computer science teacher at Derby High School. In August 2025, he began a new role as the Lead IT Teacher for Wichita Public Schools, based at the Future Ready Center on the campus of

WSU Tech – South. Jeff is an active member of CSTA and CSTA Kansas, and currently serves as a training facilitator for Code.org's CS Discoveries curriculum. From 2013 to 2023, he was a PLTW Master Teacher and Core Training Instructor. He is also a longtime presenter at the MACE Conference at Kansas State University and regularly attends computer science education conferences at both regional and national levels. Outside the classroom, Jeff enjoys golf, traveling with his family, and pursuing his lifelong passion for music. He is an active performer with the Delano Jazz Orchestra in Wichita, Kansas.

AMY J. KO

Professor and Associate Dean for Academics, Information School, University of Washington



Dr. Amy J. Ko is a Professor and Associate Dean for Academics at the University of Washington Information School, with a courtesy appointment in Computer Science and Engineering. Her research focuses on equitable and liberatory approaches to computing and information education in schools and beyond. Drawing from human-computer interaction, computing education, learning sciences, behavioral sciences, sociology, software engineering, and programming

languages, she explores how to create more inclusive and accessible learning experiences. Her interdisciplinary work aims to advance educational equity and empower diverse learners to engage meaningfully with computing and technology.

JESSICA TICKLE

Engineering and Cybersecurity Instructor, Shawnee Mission School District

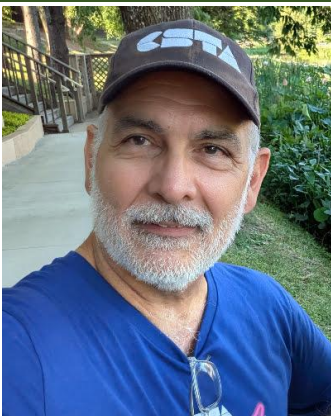


Jessica Tickle is an Engineering and Cybersecurity Instructor at the Shawnee Mission School District's Center for Academic Achievement, where she has developed a nationally recognized cybersecurity program emphasizing hands-on learning, competitions, certifications, and industry partnerships. She is the recipient of the 2024 Presidential Cybersecurity Education Award and has contributed to Project Lead The Way (PLTW) and College Board AP Cybersecurity initiatives. Jessica is passionate about making cybersecurity education engaging, accessible, and meaningful.

She enjoys equipping educators with practical classroom strategies that inspire curiosity, build student confidence, and prepare the next generation of cybersecurity professionals.

HENRY RAMIREZ

Central Region Chapter Support Coordinator, Computer Science Teachers Association (CSTA)



Henry Ramirez is the Central Region Chapter Support Coordinator for the Computer Science Teachers Association (CSTA), currently serving in his fourth year in this role. He is a retired educator with 30 years of teaching experience, including nine years in Bilingual/ESL education, 17 years as an Instructional Technology Specialist, and four years teaching middle school computer science. Based in Houston, Texas, Henry brings extensive experience in educational technology, computer science education, and supporting educators.

He is passionate about strengthening rural education communities and expanding opportunities for computer science teachers and students.

DARIUS EVERETT

Project Coordinator / Research Assistant, Department of Engineering Technology, Langston Univ.

Darius Everett is a Project Coordinator and Research Assistant in the Department of Engineering Technology at Langston University. He supports research initiatives, contributes to technical projects, and is passionate about advancing innovative engineering solutions. Through his work, he

develops practical research skills while collaborating with faculty, staff, students, and fellow researchers to support engineering research and innovation.

MIRIT SHAMIR

Project Manager, MICRA Project, Kansas State University



Mirit Shamir is the Project Manager for the MICRA project in the Alan Levin Department of Mechanical and Nuclear Engineering at Kansas State University. She is currently pursuing a doctorate in Leadership Communication and holds an M.S. in Environmental Policy from Michigan Technological University, where she was an IGERT scholar. She also has a background in law, holding an LL.M. degree. Her interdisciplinary background brings together leadership, environmental policy, legal

studies, and project management.

SPONSORS

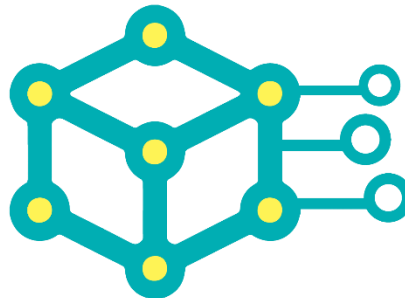


Science, Technology, Engineering, Arts, and Mathematics

REC



RURAL EDUCATION CENTER



D³ Playground Lab

About the ALT+CS Lab

The **Advancing Learning & Teaching in Computer Science (ALT+CS) Lab** at **Kansas State University** is dedicated to advancing computer science education through research, innovation, curriculum development, educator preparation, and community engagement.

Our mission is to empower educators and expand access to high-quality computer science education by developing evidence-based instructional resources, conducting impactful educational research, and creating professional learning opportunities that strengthen computer science teaching across Kansas and beyond.

The ALT+CS Lab collaborates with K–12 schools, higher education institutions, government agencies, nonprofit organizations, and industry partners to address the evolving needs of computer science education. Through these collaborations, the lab develops innovative solutions that support educators, improve student learning, and broaden participation in computing. Our work includes:

- Computer science curriculum development
- Teacher professional development
- Artificial intelligence education
- Cybersecurity education
- Computing education research
- Educational technology innovation
- Community outreach and statewide initiatives
- Preparing future computer science educators



One example of this work is the **Cyber Pipeline Program**, which provides Kansas schools with free curriculum, instructional resources, and professional development to help teachers confidently integrate computer science into their classrooms. Through initiatives like this, the ALT+CS Lab continues to support schools in creating engaging and sustainable computer science programs for Kansas students.

About the K-State Center for STEAM Education

The **K-State Center for STEAM Education** supports learning and engagement across science, technology, engineering, arts, and mathematics. The Center connects Kansas State University expertise with schools, educators, students, and communities to expand opportunities for interdisciplinary STEAM learning.

Its work recognizes that today's challenges rarely fit within a single discipline. Computing, engineering, science, mathematics, creativity, and design increasingly intersect in both education and the workforce. By creating opportunities for educators and learners to explore these connections, the Center helps make STEAM education engaging, relevant, and accessible.

The Center supports collaboration among K–12 schools, university faculty, preservice teachers, community organizations, and other partners. These partnerships provide opportunities to share resources, strengthen teaching practices, and introduce students to pathways they may not otherwise encounter.

Areas of engagement include:

- K–12 STEAM education
- Educator professional development
- Student outreach and enrichment
- Interdisciplinary curriculum and learning experiences
- University–school partnerships
- Community engagement
- Teacher preparation
- Connecting STEAM learning with emerging technologies



Through its partnership with CS4KS, the Center helps connect computer science with the broader STEAM ecosystem and supports educators in creating meaningful learning experiences for Kansas students.

About the Rural Education Center

The **Rural Education Center (REC) at Kansas State University** focuses on strengthening education and supporting schools, educators, students, and communities in rural areas.

Rural schools are essential to communities across Kansas, but they can face challenges that differ from those of larger districts, including geographic distance, access to specialized courses, educator recruitment and retention, professional learning opportunities, and access to emerging technologies.

The Rural Education Center provides a platform for collaboration, research, professional learning, and partnerships designed around the strengths and needs of rural communities. Its work helps connect rural educators with university resources, researchers, organizations, and one another.

Areas of focus include:

- Supporting rural educators and schools
- Building university–school partnerships
- Professional learning and educator development
- Rural education research
- Teacher recruitment, preparation, and retention
- Community engagement
- Expanding educational opportunities for rural students
- Connecting rural schools with new technologies and resources



Its connection to CS4KS is particularly important because access to computer science, artificial intelligence, cybersecurity, and other emerging technology education should not depend on a student's ZIP code. Collaboration with the Rural Education Center helps CS4KS reach and learn from educators throughout rural Kansas.

About the D³ Playground Lab

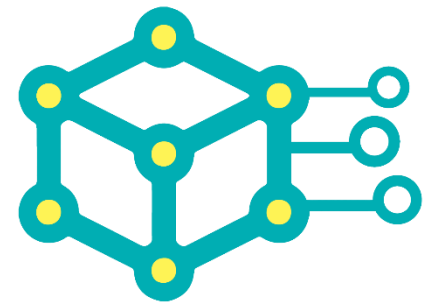
The **D³ Playground Lab** explores innovative approaches to learning through technology, design, experimentation, and hands-on experiences.

The idea of a “playground” reflects an environment where educators, students, researchers, and collaborators can explore new ideas, test technologies, build prototypes, and learn through experimentation. This type of environment is increasingly important as emerging technologies rapidly change what is possible in education.

The lab provides opportunities to investigate how new tools and approaches can support teaching and learning while keeping educators and students at the center of the design process.

Areas of exploration include:

- Emerging educational technologies
- Digital learning and interactive experiences
- Design and prototyping
- Creative problem solving
- Technology-enhanced teaching
- Hands-on and experiential learning
- Collaborative experimentation
- Innovative approaches to student engagement



D³ Playground Lab

Through its connection with CS4KS, the D³ Playground Lab contributes a space for experimentation and discovery. It encourages educators to move beyond simply hearing about new technologies and instead explore, test, question, and imagine how those technologies can be used meaningfully in their classrooms.

CS4KS 2027

On behalf of the organizing team, thank you for being part of this year's event. Your energy, insights, and collaboration made it a success!

We're excited to announce that our next conference will be held in 2027. If you're interested in joining the organizing team or becoming a sponsor, we'd love to hear from you!

Contact us: altcslab@ksu.edu

We can't wait to see you again in 2027!

[Alt.cs.ksu.edu/cs4ks](https://alt.cs.ksu.edu/cs4ks)

— The ALT+CS Lab Team

Flyer



The 4th Computer Science Education for Kansas Conference

On behalf of Kansas State University and the Advancing Learning & Teaching in Computer Science (ALT+CS) Lab, we are pleased to invite you to join us for the CS4KS Annual Conference, bringing together educators, administrators, researchers, students, industry professionals, and community partners from across Kansas and beyond.

Join us for a day of learning, collaboration, and connection as we explore innovative teaching practices, emerging technologies, practical resources, and new ideas shaping the future of computer science and AI education. Join us to explore:

- Innovative computer science teaching practices
- Artificial intelligence & emerging technologies
- Cybersecurity education
- Practical curriculum and classroom resources
- Research and ideas shaping computing education
- K–12, higher education & industry collaboration
- Strategies for expanding access to CS education

Registration

Visit:

alt.cs.ksu.edu/cs4ks/



November
14th, 2026



Kansas State University
in Manhattan, KS

K-State Advancing Learning & Teaching in Computer Science (ALT+CS) Lab

