




C	I	R	C	L
STEMGenetics	Lego Mindstorms	Molecules	Blog	Library
Artificial Intelligence (AI)	Data Privacy	Motion Sensors	InquirySpace	Participation
Google Glass	Outcomes		HCI	Embodied Learning
Self-Assembly	Envisioning	Oculus Rift	Learning	Build-A-Tree
CTSiM	Conversational Agents	Longitudinal Study	P-Value	Scalable Architecture


<http://print-bingo.com>

C	I	R	C	L
Data Mining	Aggregational Control	Partnering for Impact	Transformative	Molecules
Animations	Intelligent Tutor	Big Data	Storytelling	Google Glass
Multimodal	Longitudinal Study		Smart Phone	Zydeco
Blended Learning	Sensors	Knowledge Building	Exhibit	Transferability
DIY	Detectors	Design-Based Research	Thermogame	Seymour Papert


<http://print-bingo.com>

C	I	R	C	L
Kinect	MiniCloud	Build-A-Tree	Coding Scheme	Rigorous Assessment
ITS	Transferability	Afterschool	Kinematics	Crowdsourced
Biotic Games	Place-Based		NGSS	SAIL
Rainforest	Detectors	Cognitive Disequilibrium	Personalization	Peer Assessment
Aggregational Control	Biology	Open Access	Earthquake	Partnering for Impact


<http://print-bingo.com>

C	I	R	C	L
Drones	Museum Learning	Artificial Intelligence (AI)	Google Glass	Conversational Agents
Aggregational Control	Gesture	Blended Learning	Summer Learning Loss	Neighborhoods
Cross-Validation	Engagement		EvoRoom	VMCAntalytic
STEM	InquirySpace	Peer Assessment	SAIL	Siri
eTextiles	Tablet Computer	3D Printing	Lego Mindstorms	Intelligent Tutor


<http://print-bingo.com>

C	I	R	C	L
FUN! Tool	Contextually Defined	Twitter	Learning Sciences	Design Patterns
Underrepresentation	CSCL	Partnering for Impact	Impact	eTextiles
Embodied Learning	Impulse		Citizen Science	Rainforest
Ecosystem	Envisioning	Smart Phone	Data Mining	Personalization
Build-A-Tree	Mobile Device	Activity Theory	Transformative	Generalizability


<http://print-bingo.com>

C	I	R	C	L
Learning Analytics	WeatherBlur	The World Cup	In Touch	Conversational Agents
Speed Networking	Selene project	CHI	Participation	OER
Activity Theory	Neighborhoods		Learning	Android
STEMGenetics	MOOC	Learning Sciences	eTextiles	Envisioning
ITS	Animations	Data Mining	Blog	Jean Piaget


<http://print-bingo.com>

C	I	R	C	L
Coding Scheme	Interest-Drive	Afterschool	Embodied Learning	Generalizability
Earthquake	Oculus Rift	CIRCL	P-Value	Sensors
Digital Media	Drones		Design-Based Research	Repository
Gesture	Collaborative Learning	Animations	Rigorous Assessment	Jean Piaget
BioSim	Facebook	Engagement	Cognitive Disequilibrium	Youth-Led


<http://print-bingo.com>

C	I	R	C	L
Intelligent Tutor	Selene project	CTSIM	Design Patterns	Learning Analytics
Neighborhoods	Agent-Based Modeling	STEMGenetics	Oculus Rift	CHI
Impulse	Aggregational Control		Smart Phone	In Touch
Animations	Google Glass	DIY	Data Privacy	BioSim
Kinematics	Citizen Science	Computational Thinking	Zydeco	Visualization


<http://print-bingo.com>

C	I	R	C	L
Repository	Scalable Architecture	Affect-Aware	Impact	Siri
Tangible	Simulation	Peer Assessment	Colocation	Contextually Defined
Augmented Reality (AR)	Selene project		Accessibility	HCI
Scratch	Sci-Dentity	Aggregational Control	Capacity Building	Assessment
Internet of Things	Open Access	Circuitry	Learning Analytics	Argumentation


<http://print-bingo.com>

C	I	R	C	L
Zydeco	Multimodal	Contextually Defined	Lego Mindstorms	Impulse
Learning Sciences	CTSiM	Artificial Intelligence (AI)	Google Glass	Sci-Dentity
Jean Piaget	Affect-Aware		Digital Games	Molecular Workbench
Drones	Wireless Access	Visualization	NSF	Outcomes
Agent-Based Modeling	Envisioning	Cognitive Disequilibrium	Lev Vygotsky	Rigorous Assessment


<http://print-bingo.com>

C	I	R	C	L
Digital Media	Platform	Sci-Dentity	Biology	Speed Networking
Metadata	Digital Games	Cyberlearning	STEMGenetics	Personalization
FUN! Tool	Mobile Device		Multimodal	Seymour Papert
Crowdsourced	Peer Assessment	Knowledge Building	Kinect	CTSiM
LilyPad Arduino	Wearable Computers	Learning	Agent-Based Modeling	Connected Learning


<http://print-bingo.com>

C	I	R	C	L
Circuitry	Peer Assessment	Build-A-Tree	Accessibility	eTextiles
Evolution	OER	Programmable	Selene project	Data Privacy
Argumentation	Simulation		Activity Theory	Animations
Multimodal	Biology	Blended Learning	Wearable Computers	Platform
Identity	Inq-ITS	NGSS	Fabrication	Afterschool


<http://print-bingo.com>

C	I	R	C	L
Open Access	Platform	Identity	Conversational Agents	Exhibit
Impulse	Siri	Kinect	Computer Clubhouse	Discourse Analysis
Programmable	Digital Games		FUN! Tool	Blog
Repository	Circuitry	Cyberlearning	Envisioning	Molecular Workbench
Rigorous Assessment	Collaborative Learning	Log Files	Data Mining	Biotic Games


<http://print-bingo.com>

C	I	R	C	L
P-Value	Artificial Intelligence (AI)	Citizen Science	Scalable Architecture	Cross-Validation
Learning Sciences	Sensors	Outcomes	CSCL	Facebook
Computational Thinking	Affect-Aware		DIY	ICLS
Crowdsourced	Data Privacy	Envisioning	Biotic Games	Metadata
Blended Learning	Programmable	Open Access	Biology	ITS


<http://print-bingo.com>

C	I	R	C	L
Ecosystem	Personalization	Motion Sensors	Programmable	ITS
Big Data	Internet of Things	Thermogame	Participation	Exhibit
Simulation	Fabrication		Generalizability	ICLS
Coding Scheme	Outcomes	Citizen Science	Sensors	Peer Assessment
Implicit Learning	Tangible	Agent-Based Modeling	3D Printing	Library


<http://print-bingo.com>

C	I	R	C	L
Computational Thinking	Colocation	Identity	In Touch	Speed Networking
Place-Based	Game Mechanics	Ethnographic	Wearable Computers	Impact
Circuitry	Molecules		Animations	Biotic Games
3D Printing	Smart Phone	Science Museum	Eye Tracking	NSF
Mobile Device	MiniCloud	Big Data	Affect-Aware	The World Cup


<http://print-bingo.com>

C	I	R	C	L
Smart Phone	Biotic Games	Neighborhoods	Knowledge Building	Science Museum
AERA	Aggregational Control	Envisioning	Google Glass	Colocation
Eye Tracking	Speed Networking		Automated Scoring	Interest-Drive
Assessment	Blended Learning	Youth-Led	Augmented Reality (AR)	Ecosystem
ICLS	Kinect	Rainforest	P-Value	Siri


<http://print-bingo.com>

C	I	R	C	L
Affect-Aware	ICLS	Evolution	OER	Design Patterns
Biology	Colocation	DIY	CHI	Mindstorms
Artificial Intelligence (AI)	Log Files		BioSim	Multimodal
ITS	WeatherBlur	Summer Learning Loss	Computational Thinking	Agent-Based Modeling
Biotic Games	Assessment	Molecular Workbench	Collaborative Learning	P-Value

<http://print-bingo.com>

C	I	R	C	L
Digital Media	Online Badges	Data Mining	BioSim	Exhibit
3D Printing	Arduino	Self-Assembly	Science Museum	Transferability
Seymour Papert	Coding Scheme		AERA	Neighborhoods
Zydeco	Jean Piaget	Automated Scoring	Underrepresentation	Biology
Generalizability	Detectors	Knowledge Building	Build-A-Tree	Biotic Games

<http://print-bingo.com>

C	I	R	C	L
Museum Learning	Outcomes	CTSiM	Learning Analytics	Personalization
Affect-Aware	Crowdsourced	Argumentation	Partnering for Impact	Design Patterns
Jean Piaget	Models		CHI	Motion Sensors
Digital Media	CODAP	Design-Based Research	Cognitive Disequilibrium	Google Glass
Longitudinal Study	Citizen Science	BioSim	Selene project	Embodied Learning

<http://print-bingo.com>