Last year, Jeffrey Bennet asked "What does it take to be a successful science teacher?" My reply was that today’s STEM educators need a modicum of computing literacy and historical perspective to place current developments in computational and data science in pedagogical context. Computing techniques such as simulation have become the third rail of scientific progress, joining theory and experiments as the means of advancing STEM research, practice, and teaching. This talk summarizes my experiences integrating computing in the uTeach course “EDS 3131: Perspectives on Science & Mathematics.” I will describe the course’s overall vision and themes, assignment structure and goals, and guest lectures that were used to advance the narrative of computational science knowledge for the educators of tomorrow.