



The 30th Annual ACTEM Conference

October 12 & 13, 2017
Augusta Civic Center

Register at:
<http://www.actem.org/Registration>

Thursday Morning Keynote

Ken Shelton: The Power of Voice in the Digital Age

When technology is used effectively and responsibly we have the ability to share many things, including our thoughts, ideas, and learning in a variety of ways. In some cases, these thoughts can drive change from how we learn to even greater change within our social and political systems. We also need to have a strong understanding of what being a Digital Citizen truly means. The key is to leverage the use of our "voice" as a catalyst for representing and presenting our thinking. This keynote will take a close look at how technology can and is being used as a conduit for our voice.

Thursday morning half day workshops 9:15 - 11:30

Customizing and Extending JAMF Pro use for MacOS Management

Trey Bachner, Jamf

Come learn about recent updates to the Jamf Pro and ways to extend its capabilities in various types of environments. Topics in this session will include product road map, user enablement, extension attributes, programming the API (e.g. auto device naming), plugins and reporting, custom config profiles (e.g. Google Chrome settings), and printer and driver management. Additionally, this session will present an opportunity to collaborate on common solutions development and networking with peers.

Digital Signage - Hands On!

Tyler Patten & Richard Peterson, MSAD 6

This session will provide an in-depth look at deploying digital signage in your schools, including creating a presentation, deployment, and management of displays.

Thursday morning half day workshops 9:15 - 11:30

Flipping - Start Where You Are

Sarah Glatz & Cidney Mayes, South Portland Schools

During this fast-paced session, we will show you some of the many ways that we have flipped a message, lesson, or whole unit. You will not be seeing shiny, polished, professionally-produced instructional videos, but a wide variety of methods and tools that we've tried in our classroom. We hope that our experience will be useful and non-intimidating to any teacher wanting to start flipping lessons and that our efforts serve to trigger some ideas of your own. Bring your own successes and attempts, and we'll leave some time and/or space to share your ideas with the group.

Learn to Code with Swift Playgrounds

Tim Hart, Apple, Inc.

Sponsored by: MLTI

Swift Playgrounds is a revolutionary new app for iPad that makes learning Swift programming interactive and fun. Solve puzzles to master the basics and increase your skill. Swift Playgrounds requires no coding knowledge, so it's perfect for learners just starting out. It also provides a unique way for seasoned developers to quickly bring ideas to life. And because it's built to take full advantage of iPad, it's a first-of-its-kind learning experience. We will explore the app and associated resources as well as discuss how to bring Swift Playgrounds to the classroom. Make sure to bring iPad with Swift Playgrounds installed.

Movelt, Movelt, Movelt

Ann Marie Quirion Hutton, Apple, Inc.

Sponsored by: MLTI

Take those creations you made with Shapes and bring them to life. Animate them in Keynote! Make meaning by visually demonstrating a process. Use shapes to animate a science concept, explain a math problem, clarify history, illustrate reading and grammar... The possibilities are endless. Come explore how creating animations with Apple MLTI tools can further enhance learning and thinking. Bring your updated MLTI device with Keynote installed.

The Power of Images and Audio

Rushton Hurley, Next Vista for Learning

Sponsored by: ACTEM - Keynote Speaker

Simple activities with images and audio tools can make learning more effective and more engaging. We'll explore how using Creative Commons-licensed images can better involve your quiet ones, as well as prepare all students for higher levels of work. Planning for all sorts of academic efforts can be better through the use of audio tools, and we will also take time to use online recording tools for that purpose. This workshop is best for those with laptops or Chromebooks.

Thursday Session 1 - 9:15 - 10:15

Chromebook Creativity: Soundtrap

Tracy Williamson, Gorham Middle School

Until recently Chromebook offered very little for creativity that could size up to Apple's software. Google has signed on with Soundtrap as part of the Creative Apps Bundle which is finally on par and offers the collaborative features Google is known for. Learn what you can do with the cross-platform app, Soundtrap including audio recording, podcasting, music making and more. Soundtrap has allowed me to successfully adapt my MacBook-dependent curriculum to Chromebook.

Engage Students and Enhance Problem-Based Learning with Free Microsoft Tools

Laurie Underwood, HP

Sponsored by: HP

Come for a whirlwind ride through over 30 free tools from Microsoft available for your classroom and students. Learn about Photosynth, Photo Gallery, Sway, Microsoft Math, AutoCollage, Songsmith and many more. Explore how these tools and technologies designed to engage and energize your students in learning.

Engaging Primary Learners with iPad - Literacy Focus

Katie Van Sluys, Apple, Inc.

Sponsored by: Apple, Inc.

Learn how educators are leveraging iPad to develop young learners' literacy skills and practices. Explore developmental appropriate practices using built-in features as well as creativity and productivity apps to support early reading, writing, numeracy, listening, and speaking skills.

Google Admin Console

Chris Russo, MSAD #60

Deep dive into the admin console for those who are new to Chromebook management. Session attendees must have device management and user management admin privileges in their domain. We will go setting-by-setting through the user management options and the device management settings, and discuss implications and best practices.

Infinite Campus Admin Round Table

William Backman, AOS 92

Join Will as he facilitates the Infinite Campus Round table session for admin users. Bring your questions, ideas, and discoveries and add to the conversation of IC users around the state.

Thursday Session 1 - 9:15 - 10:15

Innovating Literacy with Keynote

Mauri Dufour, Apple, Inc.

Sponsored by: MLTI

Would you like to learn more about the use of Keynote to enhance early literacy? In this session learn how Keynote will help you create rigorous routines to enhance phonemic awareness, phonics, fluency, vocabulary, & reading comprehension. Keynote slides can be used as a teacher tool and can be given to students as exercises to demonstrate literacy knowledge and can even be used to capture learning over time. Join this session to find out how.

My Top Digital Tools for the Elementary Classroom

Jacqueline Durant-Harthorne, Gorham Schools

During this presentation I will discuss my top five can't-live-without digital tools that are the foundation of my kindergarten classroom. I will discuss how I incorporate Twitter, ESGI, Easyblog, QR Codes, and our class Blog daily into our classroom to assist me with parent communication, student assessment, and math and literacy centers, so I can work more effectively and efficiently with my students and families.

PowerSchool Admin Users Round Table

Peter Robinson, Auburn Schools

Join Peter as he facilitates the round table. Bring your questions, ideas, as well as successes and connect with other tech integrators around the state.

Research Pathfinders in the Digital Age

Amanda Kozaka, Cape Elizabeth MS

Sponsored by: Maine Association of School Libraries (MASL)

The Pathfinder has long been a foundational learning activity for guiding students through the initial stages of inquiry and research. Similar to an annotated bibliography, the Pathfinder focuses on topic and question development, search strategies, source evaluation, and citations. In this session, school Librarian Amanda Kozaka will share advice and techniques for revitalizing the Pathfinder for our students' 21st Century learning needs.

Robotics in the Library!

Kate Greeley, MSAD 75

Moving from library to learning commons, we struggled with some of our curricular bands, especially creative problem solvers and collaborative contributors. Solution: introduce the use of robotics. In this session, we will share how we brought a classroom set of Ozobots into our Learning Commons and used them with students in grades K-5. You will have a chance to try out a lesson and get hooked on these little guys just like we did.

Thursday Session 1 - 9:15 - 10:15

Skills for Innovative Leadership

Matthew Joseph, Milford, MA Public Schools

Supporting digital learning and innovation in schools is challenging. Join the presenter, a veteran building principal who recently moved into a district technology leadership role, to identify key elements critical to putting innovative leadership into action.

An innovative leader should try to create new ideas, but it is more important that they create a culture of innovation. Explore methods to empower your teachers with a shared vision and a safe and supportive environment of risk taking, trust, and swift implementation.

Innovative leaders not only “think” differently, but they “act” differently. Now is the time to act and put these innovative characteristics into action. This session will empower YOU to build a culture of innovation

What You Need to Know About Wireless Security

ePlus

Sponsored by: ePlus

This session is geared to anyone interested in learning more about how to protect their wireless network from security threats. We will examine industry trends, new technologies and look at what other school districts are doing to protect themselves. The goal will also be to look at what is available in the market to determine what tools are most cost-effective to provide the maximum protection for school districts without breaking the bank.

Zoom Into the Future Using Video Collaboration Technology

Monica Cougan - Senior Product Marketing Professional, Education Networks of America

Sponsored by: Education Networks of America (ENA)

Video conferencing technology has experienced tremendous shifts in accessibility and affordability. We will share how schools are using video communications to improve outcomes, foster collaborative learning, and extend the ability to draw upon external resources. With interactive applications like Video Collaboration Powered by Zoom, a versatile and user-friendly video collaboration solution, educators can integrate distance learning opportunities into their curriculum, host online meetings, and communicate and collaborate with their peers in professional learning communities.

Thursday Session 2 - 10:30-11:30

Building Apps that Activate Space

Sarah Connell, Auburn

Fourth graders in Auburn are using MIT App Inventor to design mobile applications that will activate neglected green spaces in the community. Beta versions of their apps, ‘Tree Trace’ and ‘Beat the Beetles,’ are already available on the Google Play Store. Students are in the process of consulting with Mass DiGI in order to simulate an authentic game development environment. Mobile technology will connect the community with the natural ecosystem.

Thursday Session 2 - 10:30-11:30

Chromebook Creativity: WeVideo

Tracy Williamson, Gorham Middle School

Until recently Chromebook offered very little for creativity that could size up to Apple's software. Google has signed on with WeVideo as part of the Creative Apps Bundle which is finally on par and offers the collaborative features Google is known for. Learn what you can do with the cross-platform app, WeVideo including video recording & editing, slideshows, soundtracks and more. WeVideo has allowed me to successfully adapt my MacBook-dependent curriculum to Chromebook.

Design Think your Social Media Presence

Julie Willcott, Ed Tech Consultant

In this hands-on session, I will introduce the design thinking process of: Empathize, Define, Ideate, Prototype, and Test. Participants will have the opportunity to use this process to develop a personal plan for enhancement of their social media presence. I will share my expertise as EdSurge Social Media Manager on defining one's brand/mission, choosing appropriate media, creating visual interest through images and videos, managing presence, and building an audience and network of colleagues.

Getting to know Apple's Pro Tools - Beginning with Final Cut Pro

Vin Capone, Apple, Inc.

Sponsored by: Apple, Inc.

The special Pro Apps Bundle for Education is a collection of five industry-leading apps from Apple that deliver powerful creative tools for video editors and musicians. iMovie and GarageBand are great tools. Come see how skills learned in your classroom can transfer directly into the Pro Tools counterparts, and help prepare your students to be next-generation video professionals.

My Google Classroom is Set Up - Now What?

Mary Beth Bourgoin & Katy Jones, AOS 92

Want to find a great way to collaborate, collect, and organize student work? Create an environment for students to view, share, and give feedback on fellow classmates' work or a location to collect, organize and distribute information for your staff? Come and find out how easy Google Classroom is to use and how it will revolutionize your work environment!

Thursday Session 2 - 10:30-11:30

Information Literacy, Media Literacy, and Google Search

Ken Shelton

Sponsored by: ACTEM - Keynote Speaker

We have an unprecedented level of accessibility to information. In many cases our access to information can occur across a myriad of technological devices including a computer, a tablet device, and a smartphone. Given the mass quantities of information available, it is vital for us to develop strategies for not only finding what we need, but also being able to effectively filter out what we don't need. 3 out of 4 students, and 3.5 out of 4 teachers, are not as effective at searching for and finding truly meaningful and useful information as they could be. This session will focus on identifying appropriate strategies for Information Literacy, Media Literacy, and why these skill sets are critical for our students and ourselves. In addition, we will identify appropriate methodologies for applying critical thinking skills to evaluate content.

Mobile Device Management Solutions by Meraki

ePlus & Meraki

Sponsored by: ePlus

This session will take a look at Meraki's Mobile Device Management solution and how it can help you unify management and control of thousands of mobile and desktop devices in a secure, browser-based dashboard. This solution supports virtually all user platforms including Apple iOS, Windows, and Chrome.

Reimagine 21st Century Teaching and Learning with Windows in the Classroom

Laurie Underwood, HP

Sponsored by: HP

Foster learning! Learn how Windows 10 and the Microsoft Education resources help schools prepare for 21st Century Learning. Using Windows 10, you'll explore tools and technologies that energize and engage students. You'll learn how to get more out of the software you use every day. And you'll discover how the latest devices and software work together to unleash 21st century learning.

Setting up Google GAM *15 Minute Mini-session, repeats 4 times in the hour.

William Backman, AOS 92

The first hurdle to accessing the power of automation and reporting through Google's command line tools is setting up the access. If you are a Google Apps for Education (now called G Suite) Administrator and have never used their command line tools, join us for a quick guided workshop on setting up your account to take advantage of these powerful tools. Note: This is a 15-Minute Mini-Session that will repeat four times in this block.

Thursday Session 2 - 10:30-11:30

Student Data Privacy Consortium: Operational Resources to Address Privacy Issues

Steve Smith, Cambridge Mass Public Schools, Larry Fruth II, PhD, Acces 4 Learning Community, & Charlotte Ellis, Maine DOE

The Department of Education is excited to announce their membership in the Student Data Privacy Consortium (SDPC). Come learn how the Student Data Privacy Consortium (SDPC) can help districts and vendors in day to day operational issues around meeting student data privacy concerns and requirements. Current projects include; A Common Contracting Framework, Digital Tools Governance, and Application Profiles. How can SDPC assist your organization in dealing with student data privacy issues?

TeacherTube and YouTube with PhotoBooth

Lindsey Carnes, Apple, Inc.

Sponsored by: MLTI

Lets face it, sometimes educators struggle to find the time to create 21st Century Learning Environments. TeacherTube makes this easy by creating a differentiated learning opportunity allowing learners to harness the power of rewind, revisit, and review. Learn how to create Learning Channels which place the student at the center of the lesson. Join this session to create video mini-unit stations. Be ready to write a script, grab a prop, and call lights, camera, action! You will leave this session with your own YouTube Channel and videos posted.

Tech Integrators' Round Table

Michael Hart, SMMC

Join Michael as he facilitates the round table. Bring your questions, ideas, as well as successes and connect with other tech integrators around the state.

Using Spiceworks to Streamline IT Workflows

Ken Worster, Glenburn School Dept.

Are you a one person IT shop? Are you in need of a more modern approach to ticketing, system monitoring, or inventory? We'll be taking a look at the free tools offered by Spiceworks to streamline these tasks and make it easier for those of us in small IT shops to get things done.

Thursday Lunch Session - 11:30 - 12:30

Apple Teacher Time

Lindsey Carnes, Apple, Inc.

Sponsored by: MLTI

The goal of this session, is to introduce you to Apple Teacher resources and receive support as you explore the Apple Teacher Learning Center and Starter Guides. We'll start by navigating the online curated resources, then dive into self-selected learning collections for either the iPad or MacBook. Start tackling the Apple Teacher Starter Guides and be on your way to collecting badges towards earning an Apple Teacher Logo. Bring your current MLTI device, Apple ID email and Apple ID password.

Creating Stories using Mark Up in Photos (iPad & Mac)

Ann Marie Quirion Hutton, Apple, Inc.

Sponsored by: MLTI

Everyone loves a good story and stories are told and heard, written and read in every classroom, every day, as we strive to help our students understand the world. Traditionally students have learned to tell their stories in written language, but now we have authoring tools that allow them to create digital narratives that combine text and images in amazingly creative ways. Using the new Markup tools in Photos on the Apple MLTI devices, students can create digital stories that deepen their understanding of a subject and develop their skills in visual literacy. We will discuss how to plan and develop digital storytelling projects, and examine what factors contribute to a successful, high-quality project. Teachers from all grade levels and all content areas can learn to leverage the exciting possibilities for incorporating digital storytelling with Photos into the classroom. Please bring your updated MLTI device.

Edupoint Synergy Round Table

Mark Wilson, Edupoint

Sponsored by: Edupoint

Join other Edupoint Synergy users in a round table to discuss tips, tricks and problems.

Everyone Can Code - Yes, even YOU and Your Students!

Jim Moulton, Apple, Inc.

Sponsored by: Apple, Inc.

Coding is an essential skill that teaches problem-solving, develops teamwork, and inspires creativity. Join Apple to learn how you can engage elementary and middle school students in the world of coding on iPad with visual-based apps, Swift Playgrounds, and Everyone Can Code resources designed for teachers.

Thursday Lunch Session - 11:30 - 12:30

Going on a Virtual Field Trip through the Center for Interactive Learning & Collaboration (CILC)

ePlus & CILC

Sponsored by: ePlus

This session will take you on an adventure via video conferencing where we will explore the many types of virtual content available to enhance classroom curriculum via distance learning. This session will take you on a sampling of virtual field trips coordinated with the Center for Interactive Learning and Collaboration (CILC). In addition we will close the session with an overview of possible grant funding opportunities to support your collaborative learning environment.

HP Q & A AND OPEN CHAT

Laurie Underwood, HP

Sponsored by: HP

Join Laurie Underwood, HP Program Manager for a lunch time discussion about all things HP. This is an informal session designed to provide an opportunity for collaborative interaction among participants.

Micro-credentials 101

Mike Muir, Gear Up Me

What's all the fuss about micro-credentials and digital badging? What are they and how do I earn them? What do they have to do with professional development? What are these new Micro-credentials programs from Digital Promise and Maine? Attend this session and not only discover answers to these questions, but get a head start on figuring out which micro-credentials you might like to earn!

My favorite things for my digital classroom

David Trask & Bruce White, AOS 92

In this session I'll show and demo my favorite tips, tricks, and tools that help you be more productive and organized as an educator, classroom teacher, or IT professional. I'll share my secrets for using your laptop, tablet, and smartphone to keep everything at your fingertips and ready to go. Learn about great apps, services, and devices to help make your classroom or school a fun place to work and learn! Think of it as "Tech Show 'n' Tell!"

The Great ACTEM Trivia Challenge

Tim Hart, Apple, Inc.

Sponsored by: MLTI

Think you have what it takes to win at trivia? Compete against your fellow ACTEM participants in this fun and interactive session. Responses don't even have to be in the form of a question. Team play is most welcome. Bring a connected device so you can buzz in.

Thursday Lunch Session - 11:30 - 12:30

The Making of MakerSpaces

Charlie Cianciolo & Maggie Boemmels, RSU 57

We will be discussing the implementation of MakerSpaces at four elementary schools in a mostly rural district. We have two different stories to tell about the challenges and ultimately successes in introducing MakerSpaces in our very different schools. We will have some hands-on activities and resources we have used during our research and design of our MakerSpaces.

Thursday Afternoon Half Day Sessions - 12:40 - 3:30

Enhancing STEM curriculum with 3D Printing

Dan Knott & Heidi Lachapelle, RSU 16

3D Printers and STEM are hot topics in education right now. How do you use them to enhance what you are already doing in the classroom without sacrificing time to teach your current curriculum? Participants will engage in a sample 3D printing challenge and leave with a number of ideas and resources.

It's EASY! Fix and Upgrade a 3D Printer

David Trask & Bruce White, AOS 92

David has been using 3D printers in his classroom for a few years now. He's designed several upgrades for them as well as learned how to fix and maintain them for optimal efficiency. If you've ever wondered about how to fix problems with your classroom 3D printer, this session is for you. You'll learn how to make things print better and how to fix printing problems. We'll even show you how easy it is to take one apart to repair it!

Maine Can Code

Tim Hart, Apple, Inc.

Sponsored by: MLTI

Technology has a language. It's called code and it is becoming an essential skill. Learning to code teaches you how to solve problems and work together in creative ways. Maine is especially poised to learn to code thanks to MLTI. In this session we will dive into xCode, Apple's premier development tool, and use it to begin exploring App Development. We will also review opportunities and resources available to Maine schools as they begin to bring coding into the curriculum. Make sure to install xCode on your Mac ahead of time.

METDA meeting

Andy Wallace, South Portland

Sponsored by: METDA

This is the monthly meeting for the Maine Technology Director's Association.

Thursday Afternoon Half Day Sessions - 12:40 - 3:30

Visual Storytelling: A Spotlight on Creativity and Expression

Ken Shelton

Sponsored by: ACTEM - Keynote Speaker

This workshop primarily focuses on the areas of digital age literacy from a variety of perspectives. First, the session addresses the need for students to develop appropriate digital age fluency as well as represent their knowledge in a creative and innovative manner. For teachers, this session provides strategies for developing a myriad of digital age learning environments in which the focus can be anything from project-based to utilizing these methodologies for assessment. The curricular foundations addressed in this session primarily focus on elements of narrative writing, visual thinking strategies, observational literacy, applying techniques for a well sequenced story of events, and making strategic use of media.

Thursday Session 3 - 12:40 - 1:40

Apple Deployment 2017 State of the Union: ASM, Jamf, and the New Deployment Reality

Clif Hirtle, Apple, Inc. & Trey Bachner, JAMF

Sponsored by: Apple, Inc.

From a major overhaul of Apple School Manager to new releases across Jamf Pro, macOS, and iOS much has changed in the landscape of Apple device management in 2017. Stop by this rapid-fire rundown of what's new, need-to-know, and now available to make your sysadmin life easier than ever before.

Building Accessible Content for Online Courses

Michael Hart, SMMC

The goal of this workshop is to increase awareness about digital accessibility for students with disabilities. Teachers will learn the basics of creating accessible Word and PDF documents, selecting accessible videos, and creating accessible courses.

Deploy iPads with JAMF, LDAP, and PowerSchool

Robert Brown, Foxcroft Academy

Use JAMF and LDAP along with PowerSchool to create a simplified iPad deployment. Automate app and eBook assignments using LDAP groups, API scripts and DEP to achieve a two-step iPad setup. Empower teachers to scope apps and eBooks to their classes by using automated Smart Groups.

Thursday Session 3 - 12:40 - 1:40

Designing for Gender Inclusion

Johanna Prince, UMF & Andrea Staples, RSU 18

Mentors, teachers, and advocates are essential if we want to include girls and women in the tech field. The statistics are staggering: females are less than 20% of those taking the AP Computer Science test, being awarded less than 15% of Computer Science bachelor's degrees, and twice as likely to leave the tech industry. Join this session to share, learn, and network with others who are designing learning opportunities that engage girls and women in tech.

Four Fun and Powerful Activities for Starting Class Strong

Rushton Hurley, Next Vista for Learning

Sponsored by: ACTEM - Keynote Speaker

Ever heard someone complain about not having enough time for what needs to be taught? Well, not all class minutes are created equal, and getting the most out of class time requires starting classes as engagingly and effectively as possible. We'll look at several ways that teachers can get their classes going in the right gear, and use these to have teachers see more possibilities in themselves.

iPad For Photography: How to Shoot Images

Lindsey Carnes, Apple, Inc.

Sponsored by: MLTI

Jump on your feet and navigate the conference to learn how to make the most of shooting images and capturing authentic assessment moments using your MLTI iPad. Learn how to take the best portraits, selfies, close ups, vertical images, dutch angles, and much more. Thinking of an after-school photography club or looking to enhance mobility in your classroom with the MLTI iPads? Then join the fun. This event is intended for current Apple MLTI participants. Bring your MLTI iPad.

Promethean Interactive Classroom Update

Promethean

Sponsored by: ePlus

As we shape the modern classroom of the 21st century, we are focused on providing teachers with tools for creating a highly collaborative learning environment that is inclusive of all. This session will provide a hands-on demo of Promethean's latest technology offering including a look at the new ActivPanel offerings and how ClassFlow Connect allows you to connect multiple end-user devices into one presentation solution.

Thursday Session 3 - 12:40 - 1:40

Skitch2Lrn: Make Learning Visible

Matthew Drewette-Card, AOS 94 & Dan Ryder, Mt. Blue RSD

Matt & Dan will lead a fun and informative romp down learning lane, exploring and sharing the power of visual learning. Sharing practices like sketch noting, improvisation, model building, and design thinking, this dynamic duo will provide participants with authentic and applicable examples of how anyone can take learning beyond memorization and into deeper levels of analysis.

Tech Update with About TIME & Beyond!

Susie Simmons, MSAD 6 & Mike Arsenault, Yarmouth Schools

What's new in technology integration? From the latest updates and releases from Google to what ideas are trending on Twitter, join Susie and Mike from About TIME & Beyond! as they do a live broadcast of their monthly YouTube show. We cover as many tips, tricks, and tools as we can while inspiring you to go deeper with your technology integration. Log on to abouttimeandbeyond.com to see more from of their episodes!

The Many Uses of Google Classroom

Mary Gamble, Deb Carver & Jeff Bailey, RSU 10

Google Classroom can change the way you run your class or even your school. You'll learn how three educators are using Google Classroom's features in different ways. Whether you are just learning about Google Classroom, or you just want to learn how to get more out of it, this session is for you. This session is best for participants who already have Google Apps for Education at their school but want to know how to get started. This session is focusing on middle and high school teachers.

The Myths and Realities of Wi-Fi

*Michael McKerley, Vice-President & CTO, Education Networks of America
Education Networks of America (ENA)*

Today's learning environments require seamless connectivity. Simply adding more APs isn't the answer. Join ENA as we explore Wi-Fi myths and realities. From assessment and design to implementation and activation, we'll outline steps you need to consider when evaluating your current Wi-Fi service or deploying a new Wi-Fi solution.

Three-Act Tasks- Giving Every Kid a Voice

Stephanie Weber & Lisa Coburn, Auburn Schools

In this session you will explore the features of Explain Everything and Three-Act Tasks math lessons. You will dive deeper into helping students share their thinking with the use of open math app tools and Explain Everything. Come away with a better understanding of mathematical practices and how to foster conceptual understanding with all students from grades K-8.

Thursday Session 3 - 12:40 - 1:40

What is all “The Hype about Skype?” Use Skype to Connect Your Classroom with Experts and Resources beyond the School Walls

Laurie Underwood, HP

Sponsored by: HP

How do you incorporate two-way interactive sessions in your classroom? What types of meaningful content are available to enhance my curriculum via Skype? How does Skype support 21st Century Learning for my students? During this session you will learn how connecting with an expert might be the springboard for a lesson that branches out into individualized lessons or the real-life example needed to solidify a content concept. Students learn how to interact and communicate with others at a distance, as well as the etiquette of asking questions to peers in a different culture, and may extend their skills to manage a project with peer students in different locations nationally and globally.

Starting a Student-Led Media Team from Scratch

Becca Redman & Nolan Potter, Wells HS

A student-led media team cultivates leadership skills, promotes digital citizenship, and requires professional collaboration. This workshop explores how a media team can improve school culture, strategies to personalize instruction to create a meaningful experience for students with diverse technology skills and career goals, and pathways for sharing work with an authentic audience. On a budget? Not a problem. This session will include tips for starting a media team using the tools you already have.

Thursday Session 4 - 2:30 - 3:30

Apple Inc., Supports Autism Awareness

Lindsey Carnes, Apple, Inc.

Sponsored by: MLTI

Attendees will investigate the Special Education App Store and Apple's Accessibility tools. We'll curate Podcasts to hear from leading experts on the topic and pull strategies for managing challenging behaviors and developing social emotional supports. We'll learn how to create customized visual cues for schedules, reinforcers, and routines using Apple apps. End by exploring flexible learning environments, brain breaks, and sensory rooms. Bring your current Apple MLTI device.

Thursday Session 4 - 2:30 - 3:30

Building Foundational Knowledge and Providing Timely Student Feedback Using Digital Notebooks with OneNote

Laurie Underwood, HP

Sponsored by: HP

Learn to create digital notebooks that support academic standards by building foundational knowledge for students across disciplines and tasks, such as writing, reading, mathematics, science, history, CTE, and elective courses. Students may use digital notebooks across content areas and grade levels to compile and organize unstructured information, research and content. Microsoft OneNote supports research, collaboration, information management, communication, note taking, journaling, reflective writing, and academic requirements which education outcomes

Coding Perspectives from a Student and Teacher

Charlie Cianciolo & Ryan Topham, RSU 57

We are going to be covering the challenges of being a young coder with minimal access to devices, and some things that teachers can do to help. We will talk about the strategies that students can use to program independently without access to take-home devices. We will also discuss the perspective of a teacher who is working with many students from beginner to advanced level and how best to support them.

Comparing Wireless Technologies and Vendors

ePlus

Sponsored by: ePlus

This session will take a platform-neutral look at today's wireless technologies and what is right for your school. We will look at the leading vendors and do a comparison of different architectures, models, and feature sets. This session will also provide the opportunity for participants to share their own experiences in a roundtable format.

Customizing Instruction With Showbie

Stephanie Weber & Abbey McLaughlin, Auburn Schools

In this session you will dive into what a paperless workflow classroom can look like from K to third grade by using Showbie to empower students' voices and leverage learning. Showbie is a tool that allows you to customize instruction based on each individual student's learning needs and interests, as well as a way to monitor students' learning and progress. Come experience hands-on how to get started with using Showbie in your classroom!

Thursday Session 4 - 2:30 - 3:30

Design & Making

Sean Malone, Orono

Design and making are the new norm. Technology gives us opportunities to create a basic design from our mind, transport it to a 2D platform, and make a 3D real object. What took months to create, design, and make can be achieved in hours. Lets create, tinker, and make real world objects one can use in their everyday lives. If you want to solve real world problems, come visit our Design & Making space.

Drive your Instruction

Matthew Joseph, Milford, Ma Public Schools

Being a teacher can feel like driving on the highway everyday. There are fast moving cars, slow lane drivers, vehicles in the breakdown lane, and some that are lost. Those same descriptors likely students in your classrooms.

In the 21st century, learning environments increasingly incorporate digital learning into varied instructional contexts. We need to prepare students to adapt and apply the skills they are learning to the tools we provide.

The focus of this session will be pairing ideas with tools to shift from a presentation instructional format to one of active teaching and learning. Together we will explore the effective combination of different modes of delivery, models of teaching and styles of learning. Come calibrate your teaching GPS to Drive your Instruction!

Engaging Primary Learners with iPad - Literacy Focus

Katie Van Sluys, Apple, Inc.

Sponsored by: Apple, Inc.

Learn how educators are leveraging iPad to develop young learners' literacy skills and practices. Explore developmental appropriate practices using built-in features as well as creativity and productivity apps to support early reading, writing, numeracy, listening, and speaking skills.

Help our kids (and yourself) learn to code!

Jeff Bailey, RSU 10

Don't think you can learn to code? Join me for a session for beginners on how to get started with some great resources for you and your classroom. The session will be hands on and highlight resources for using coding in various subject areas and with different grade levels. We will be using resources from Code.org, Scratch and other coding apps like Hopscotch. Bring your device and a sense of adventure.

Thursday Session 4 - 2:30 - 3:30

Podcasts & Podcasting in the Classroom

Jon Graham, RSU 4

This session will explore podcasts (those that exist) as a rich information source. A well-produced podcast can be the basis of a lesson, a way to introduce a topic, or enrichment. We will also cover podcasting (those which you and your students can produce). Podcasting in the classroom has its own advantages and challenges. This "new media" form is one that all schools, teachers, and students should be open to exploring and utilizing.

Preparing Students to Navigate a Digital World

Eric Butash, Highlander Institute

In this highly interactive session, we discuss the awareness of digital footprint, privacy, big data, modeling social media, and copyright as it relates to our students. We expose deficiencies and promote excellent examples of digital citizenship education in our community, allowing participants to leave with a greater understanding of their role in preparing students to navigate our digital world safely.

Seesaw: Student Driven Digital Portfolio

Pauline McCarthy, Nikki Remsen & Debbie Chapman, South Portland Schools

Do you want to empower students with their learning? Would you like to collaborate with other Seesaw classes globally? Are you interested in streamlining communications with parents? Join us as we showcase how we use Seesaw, a powerful content creation-to-curation tool with both iPads and Chromebooks. Bring your laptops. During the latter part of the session we will help you setup your own class and highlight the teacher dashboard.

Using Aurasma in the Classroom

Jennifer Adams & Eric Huntington, Scarborough Public Schools

Aurasma is an augmented reality app that has great potential for learning and assessment. In this session, we'll learn how Aurasma works by making our own auras and explore potential uses for K-12 classrooms. To participate fully, you will need to install Aurasma on a smartphone or tablet prior to the workshop.

Using What You Got: Classroom Innovative Ideas that Work Across ALL Student Learners

Langston Ware, Good Will-Hinckley

This session will focus on how to incorporate a learning space environment though the educational philosophy of "personalized learning." Attendees will listen and view ideas that have been used in a behavioral school-type setting as well as work cooperatively with one another on how to further re-create their own classrooms.

Thursday Session 4 - 2:30 - 3:30

WEO in the classroom

Teresa Sinclair, RSU 64

Weo is a FREE online worksheet/quiz/assignment tracker. It automatically grades for you. It allows you to immediately return work for corrections and understanding. Students do the work from their desks, submit it to you, and you are able to finish other things in the meantime. There is a huge collection of already created assignments available for you to use - FREE!!

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