

Electronic Educator

Connecting Technology Educators in Maine - March 2016

A Publication of the Association of Computer Technology Educators of Maine

CARL HOOKER, JENNIE MAGIERA KEYNOTE ACTEM16

Carl Hooker has been a part of a strong educational shift with technology integration since becoming an educator. His unique blend of educational background, technical expertise, and humor make him a successful driving force for this change.

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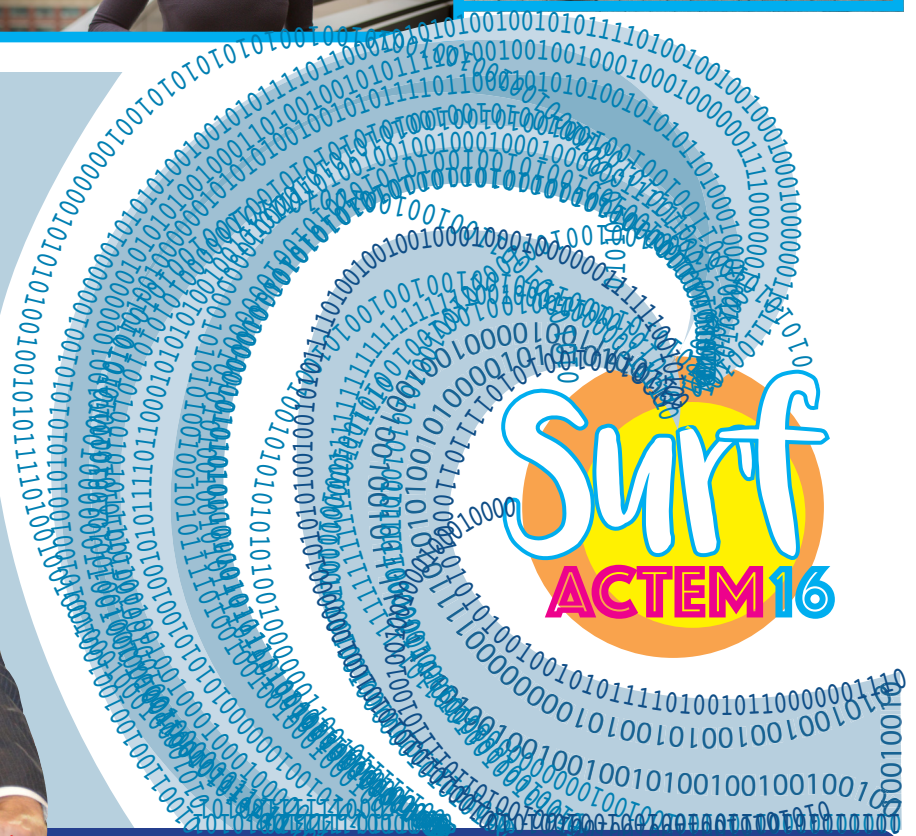
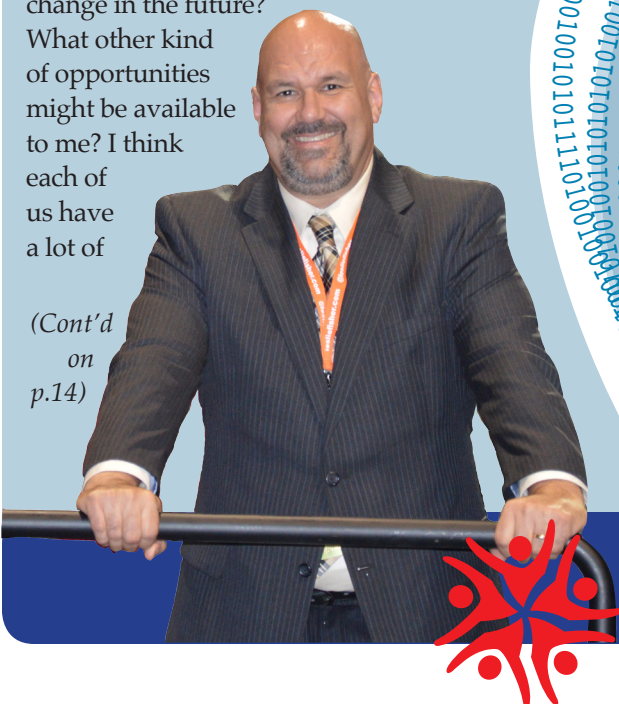
MESSAGE FROM THE PRESIDENT

Michael Richards, Wells Ogunquit, C.S.D.

As my term as President comes to a close, I think about what the future brings? I mean in a big picture kind of way. Where does ACTEM go in the future? How will my job change in the future?

What other kind of opportunities might be available to me? I think each of us have a lot of

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Nominate a colleague for the
ACHIEVE AWARDS TO WIN CASH

actem

Association of Computer
Technology Educators

Maine

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Actem

Business Meetings

All Members Welcome!

March 14th 2016
May 9th 2016
September 19th 2016
December 12th 2016

We meet from 9 - noon Mondays in
Room 103A/B, 1st Floor, Cross Office
Building, Augusta. Remote sites are
generally available for these meetings.
Check actem.org for meeting details.

ACTEM Membership INDIVIDUAL ACTEM MEMBERSHIP

\$20 annually entitles you to:

- Quarterly newsletter
- Lunch at quarterly business meeting
- Discounted registration fees at the annual ACTEM conference and other sponsored PD
- Opportunity for Professional Development reimbursement
- Educational discounts on software & other items (as permitted by vendor)

INSTITUTIONAL MEMBERSHIP

\$50 annually (\$25 for small, single school districts)

- Gives school and districts the opportunity to purchase software and other items at our low educational, volume pricing. Some of ACTEM's vendor partners also provide special benefits to our institutional members.

ACTEM's Professional Development Program

One of ACTEM's most popular individual membership benefits is the professional development reimbursement program. This program is intended to supplement funds that schools and districts may not have available for it's staff for professional development opportunities.

Here are a few reminders if you are planning to take advantage of this program for upcoming spring/summer professional development:

This program is offered for ACTEM's individual members only. You must be an individual ACTEM member to apply and receive reimbursements. Make sure your membership is current before applying. An Institutional (District) Memberships does not qualify all staff in the district for this program.

ACTEM's membership year runs

from July 1 through June 30 annually.

NEW ACTEM Members must wait 180 days before being eligible to apply for professional development reimbursement.

Individuals that have let their memberships expire more than one full year will fall under the same 180 waiting period to apply for PD reimbursement funds. Make sure your membership is current.

Applications must be submitted and approved before the professional development activity begins.

ACTEM will reimburse individuals for course and registration fees associated with the professional development activity up to a \$300 maximum per member. Course materials, lab fees, travel, hotels, meals and other similar costs will not be reimbursed.

Staff members pay for the PD activity up front and get reimbursed after documentation for proof of payment and attendance is submitted.

ACTEM sponsored professional development is not eligible for PD reimbursement (ACTEM conferences, or ACTEM sponsored workshops).

Detailed requirements for the professional development program can be found at the following web link: <http://www.edline.net/pages/ACTEM/674420712599600482>

NEW Adobe K-12 School Site License

Adobe is now offering Creative Cloud for Education Device Licenses through a new licensing option -- the Adobe K-12 School Site License.

This offering is available for primary and secondary K-12 schools only. The Adobe K-12 School Site License allows a school to install Creative Cloud for education device licenses on at least 100 school-owned or school-leased computers.



FEATURES

- Device licenses for each computer, rather than each user, with rights to install on one computer per license
- Complete set of Creative Cloud desktop applications (Online services are not included)
- Scalable software deployment for a single school site
- Minimum purchase of 100 licenses with the ability to cover more computers at the time of purchase.
- Designed for an individual school - this site license offers a web-based Admin Console that makes it easy to manage and deploy licenses.
- Your school has the flexibility to use licenses for in-classroom deployment or at home on teacher-owned machines.
- Your educators can access the Adobe Education Exchange for free professional development, teaching resources and peer-to-peer collaboration to help them get up to speed on Creative Cloud apps

ACTEM pricing on this K-12 School Site License is \$24.50 per license or \$2,450 for the minimum 100 licenses per building. (Note: This is a 12 month subscription license)

“ACTEM pricing on this K-12 School Site License is \$24.50 per license or \$2,450 for the minimum 100 licenses per building. (Note: This is a 12 month subscription license)”

Any school needing more than 12-13 individual Adobe Creative Cloud Device licenses is now better off purchasing the 100 licenses under the Adobe K-12 School Site License plan at \$2,450.

Link to informational PDF on the Adobe Creative Cloud Site License -- http://www.edline.net/files/_NJB5S_/3004eef-6d4e5ab473745a49013852ec4/Adobeccck-12sitelicense.pdf

Contact the ACTEM Office if you have any questions.

TYLER TECHNOLOGIES' MAINE HIGH SCHOOL

Application Development Challenge

Tyler Technologies, a local technology company, brings the latest tech to the public sector. Tyler's software is used by more than 150 school districts in Maine. In cooperation with Project Login and Educate Maine, Tyler's Maine App Challenge goal is to provide Maine high schools students with the experience of designing, developing and demonstrating a mobile app for a chance to win a scholarship. We also hope this experience might turn a student's casual interest in software development into a college major, internship, and eventual career in the Maine computer science and technology industry.

Submissions are Now Open! Learn more about submission requirements and how to upload your project » <https://www.tylertech.com/maineappchallenge2016>.

SCHOLARSHIPS

The top three Maine App Challenge winners will be awarded in the form of scholarships:

- 1st place will receive \$6,000,
- 2nd place will receive \$3,000
- 3rd place will receive \$1,000.

ANDROID TABLET GIVEAWAY!

The first five complete submissions received by the closing date, Wednesday, May 4, 2016 at 11:59 p.m. EST, will receive one Android tablet per submission or per person for teams. This was widely successful last year. The winning student from Telstar won \$6,000 in scholarship money and was featured in the news!



Moose 2016 Tech



THE 4TH ANNUAL MOOSEHEAD REGION TECHNOLOGY CONFERENCE

The fourth annual MooseTech educational technology conference will take place on Friday, March 11 from 8am - 3pm at Foxcroft Academy in Dover-Foxcroft, ME. Over 85 sessions are available for educators across the K-12 progression and throughout the curriculum. Our hope is that you will find sessions that will introduce you to something new, help you hone your existing skills, or help you answer questions or solve problems. Don't forget your laptops, iPads, chargers, cables, and other techie gear as this is sure to be a hands on day!

We also hope you take the time to meet teachers from neighboring districts, see what's going on around the region, and build your professional learning community.

The registration fee is \$25 and includes morning munchies, lunch, and "all the caffeine you can handle".

Please access <http://www.moosetech.org> for more information and to register.

Wish List for New K-8 Building

Earlier this winter, Seth Mitchell, a Technology Integrator from Monmouth Schools posted the following question to the ACTEM List:

If you were to make tech recommendations for a brand-new PK-8 building, what would be on your list of must-haves? What would appear on your blue-sky wish list? Here are some of the responses he received:

- TV or projector in every classroom. Skip the projectors and go for TV's. Much better picture and sound.
- Sufficient wireless (AP-Access Point) coverage. Good and total wireless coverage to all parts of the building.
- At least 2 network drops in each room
- I would go for 3 drops. AP, Apple TV or like device, and an IP phone.
- Dedicated network closets in each wing of the building connected via fiber. Added by another member - "make sure everything is LABELED"
- Dedicated network wiring chases to all parts of the building
- Projection equipment in each instructional area and large meeting areas
- Wire the projectors with HDMI
- Classroom sized room for tech - MDF attached (AC for the tech room! We do work the summers!!!)
- Make sure that you have redundant, isolated power circuits for all of your network and server spaces.
- Full building Surge protections (done at the circuit breaker panels)
- Pull cord in all the conduit/long-haul runs
- All networking should be run in "raceways" up above the ceiling tiles for very easy access. Run all networking in a manner that makes sense...like down hallways.

- I would hard wire everything that can be hardwired (printers, cameras, etc.) to leave as much Wireless bandwidth as possible available for mobile devices that require wireless (laptops, tablets, etc.).
 - VOIP telephone/intercom system.
 - State of the art, climate controlled network closet...with RACKS.
 - Outlets near the ceiling and several congregated near where the TV will be mounted...and where the teacher will be using their own devices most of the time.
- LOOK FORWARD...don't buy a whole bunch of fancy things simply because you can get them under the construction budget without looking forward to see how you will be able to sustain it/ them in the future.

- At a minimum, make sure all switches, servers, and other network infrastructure are gigabit. If possible, plan for the future and make sure they all can easily and relatively cheaply be upgraded to 10 gig
- On my wish list for a PK-8 building would be a Media Commons like Bowdoin College now has at their library: <https://library.bowdoin.edu/media-commons/>

The above ideas were produced by the combined wisdom of ACTEM's list. This list is just one example of how members of the ACTEM community are willing to help one another. We hope those of you facing new building construction or renovations will find these ideas helpful.



We Need Your Help

Mike Muir, DOE Learning Through Technology Team

The Learning Through Technology Team could really use your help!

We want to know more about what you folks are doing with technology, where your strengths are, where you could use our help. Please sign up for your schools to participate in BrightBytes.

We believe there is HUGE value added for your district's participation:

It give you actionable data that you can use to support your local technology integration efforts

It provides customized suggested interventions and next steps based on your data

It's not just about technology, but includes data on curriculum that could help with your PBE work

it counts as your MLTI program evaluation participation

Don't let this be just another survey you do for us. Make sure you participate in the professional development after so you can see how useful this tool is to you and your district.

This is so important to us at the DOE that we are providing this for free to all public school grades 7-12, whether you are MLTI or non-MLTI.

If you are a tech lead, would you please make sure you have connected with JP at BrightBytes about scheduling data collection [jp@brightbytes.net]. It will only take your teachers and students 10 minutes to participate.

If you're not a tech lead, would you please check with your school/district's technology staff and make sure that they are planning on participating.

KEYNOTE ACTEM16

(from Cover)

Carl has been involved in education since graduating from the University of Texas in 1998. He has been in a variety of positions in both Austin ISD and Eanes ISD, from 1st grade teacher to Virtualization Coordinator. He's a father of three girls, Sophia, Lauren, and Caroline and a wonderful, understanding wife Renee, all of which play a large role in any presentations he gives or blogs he writes.

Carl is the Director of Innovation & Digital Learning in the Eanes Independent School District. He is also the founder of the learning festival called iPad-palooza. As Director, he utilizes his background in both education and

technology to bring a unique vision to the district and its programs. During his time in the position, the district has jumped into social media, adopted the Google Apps for Education and started to build a paperless environment with Google Docs. He helped spearhead the LEAP (Learning and Engaging through Access and Personalization) which put

1:1 iPads into the hands of all K-12 students at Eanes.

South Portland Tech Director Andy Wallace met Carl four years ago and immediately wanted to bring him to Maine as a keynote speaker. *"Carl's learner first philosophy, his creativity and his innovative approaches to teaching in a mobile rich environment is a perfect message for Maine teachers, techies and administrators."*

The "Learning Festival" known as iPad-palooza has grown into a global phenomenon in just a couple of years. With the help of his amazing team of "iVengers", this event has impacted schools and districts from all over the world. The event has recently inspired spin-off events



in other states as well including Minnesota and Indiana.

From his start as a teacher to his current district technology leadership, he's always had one common belief – the kids need to drive their own learning. He realizes the challenges in our current public educational institutions and meets them head on.

Carl has a book series titled Mobile Learning Mindset set to launch in March 2016. The Mobile Learning Mindset series offers practical knowledge and strategies for successful implementation of K-12 BYOD programs and 1:1 initiatives. His first two books; The District Leaders Guide to Implementation and The Principal's Guide to Implementation are now available for pre-sale through ISTE and Amazon.

To find out more about Carl Hooker and see some of his previous keynotes and presentations, check out his blog HookED on Innovation at <http://hookedoninnovation.com>

JENNIE MAGIERA THURSDAY KEYNOTE

Jennie Magiera is the Chief Technology Officer for Des Plaines School District 62, previously the Digital Learning Coordinator for the Academy for Urban School Leadership and a Chicago Public Schools math teacher. A White House Champion for Change, Apple Distinguished Educator, Google for

CARL HOOKER
+CURRICULUM VITAE

Belief: Kids need to drive their own learning
[HTTPS://ABOUT.ME/MRHOOKER](https://about.me/mrhooker)

CAREER:
Austin ISD: 5th/1st Grade Teacher
Allan Elementary: Instructional Technologist
Forest Trail Elementary: Campus Tech Coordinator
Eanes ISD Technology Dept: Virtualization Coordinator
Eanes ISD Curriculum Dept: Director of Innovation & Digital Learning

COLLEGE:
University of Texas B.S. in Applied Learning Development
University of North Texas: Masters of Ed in Cognitive & Computer Systems

PUBLICATIONS:
TECH & LEARNING
edutopia
Eudemic
THE HUFFINGTON POST
Mind Shift
TechEdge

PRESENTATIONS:
ISTE
tcea
iSummit
C SN
SCHOOL CIO
GaETC
nassp
The iPad Summit
TIES
MassCUE

FO:
hookedoninnovation.com
@HookEDonInnovation
77382
hooker
hookertech

PRaise:
Scott & Floyd @hooker - Oct 10
@hooker Thanks for an awesome keynote and killer breakout sessions today. Everyone was very complimentary of your work. #ETC
Janet @jgund Aug 1
Mr Hooker had us completely hooked! What a wonderful keynote!
#ISTE2014
Noreen @noraep - Jul 17
@hooker You, Sir, are awesome! I was lucky to attend your session!
@hooker So @hooker just hosted the best conference I've attended and then gave one of the best sessions I've been to...all in one week.
#ISTE2015
Jesse @jesser - Jul 18
Great session by @hooker. Thanks for giving so much great information to think about for the upcoming school year!



(Continued from page 5)

Education Certified Innovator and TEDx Speaker, Jennie has been working to redefine teaching and learning through innovative new practices. Jennie is also passionate about transforming professional learning, serving on the Technical Working Group for the US Department of Education's National Educational Technology Plan and co-founding PLAYDATE and other new conference concepts.

The idea of PLAYDATE came about on a plane ride home from a conference with colleagues. We all agreed that we greatly value meeting new educators and discussing ideas for innovative technology use. And yet we also lamented that we learn about a myriad of new tools, websites, tricks and apps at these conferences only to go back to the "real world" and have little to no time (usually the latter) to ever master or even simply explore any of it. And so PLAYDATE came about. PLAY- People Learning & Asking "Y". We then added "DATE" for - Digital Age Technology

SAVE THE DATE FOR ACTEM 2016

This year's ACTEM conference will be back at the Augusta Civic Center on October 13th & 14th. The 2016 conference will be led by returning co-chair Crystal Priest joined by Barbara Greenstone, new to the co-chair role but well known throughout the State for her work with MLTI. The conference planning committee is working hard to provide the usual round of quality workshop sessions for Maine educators. This year's featured keynote speakers will be Carl Hooker and Jen Magiera (Check out front page article for details).

Early-bird conference registration for ACTEM 16 will be \$100 per day for members (\$120 for non-members). We will no longer be running premium sessions at an extra cost. The regular registration will get you into all conference sessions and events on that day! The 2-day early-bird full conference registration will be \$175 for members (\$195 for non-members).

If your school wants to send a large group (all staff members or a group over 25) please contact Gary Lanoie at glanoie@actem.org for large group discount pricing, special registration setups, billing, etc.

Workshop proposals will be opening soon and posted at www.actem.org. Deadline to submit a workshop proposal is April 29th.

Plan now to attend Maine's premier education technology conference next fall on Oct. 13-14, 2016 at the Augusta Civic Center.

Exploration.

PLAYDATE conferences are geared towards those who just want to explore - or play with - apps, websites, programs or tools that

they've always wanted to dig into more deeply, but never had the time or support to do so. Modeled after an unconference or an EdCamp, the sessions will be participant-driven

(Continued from page 6)

and hands on. All of the content will be learner driven, exploration based and hands on. Just like the model of education we hope for our students. At the end there will be a share out of learning and take aways "The Play Off" - and digital content and notes will be disseminated to all.

Jennie believes that the classroom should reflect the world for which we are preparing our students. If we are asking them to create, innovate and be outstanding as graduates entering a terrifying job market, then our classrooms should be creative, innovative and outstanding places to learn everyday.

Aside from her students, Jennie's great loves in life are sci-fi, mashed potatoes, Tabasco sauce, her dog and her husband. You can follow Jennie on Twitter at @MsMagiera or through her blog Teaching Like It's 1999.

Student Summit Grant

Looking for an educational opportunity for your students? EdTechTeam is currently taking grant applications for a FREE Student Summit at your school! All you have to do is visit this link: <http://edtechteam.com/student-summit-grant>

A Student Summit is a full day of high intensity learning featuring interactive breakout sessions that are led by Google Certified Innovators and Trainers and highly accomplished student presenters. This grant is for up to 100 students grades ranging 5th to 12th. Just answer a few questions and create a one minute video that shows how a Student Summit would help the students at your school.

Deadline for submissions: March 31st. Winner Announced: April 11th And the winning school must be able to host the event on one of the following dates: May 20th, May 27th or June 3rd.

Webinars: Web + (sem)inar

"A seminar or other presentation that takes place on the Internet, allowing participants in different locations to see and hear the presenter, ask questions, and sometimes answer polls." - Dictionary.com

ATOMIC LEARNING WEBINAR FOR HP-MLTI - LEARN, ENGAGE, INSPIRE

Using online resources to move from Awkward to Awesome

From exploring pedagogical approaches to impacting student learning outcomes, Atomic Learning's professional learning resources help set teachers—and students—up for success.

Atomic Learning is an online professional learning resource founded by educators that helps solve many pressing issues schools encounter.

This webinar will help teachers: Engage students in their classroom. Learn and become digitally literate. Provide career and college readiness tools to their students.

- Actively guide their professional development experience and ensure it is personalized to their needs and content area.
- Differentiate instruction for a wide array of learners.
- Integrate technology in the classroom including blending or flipping the classroom.
- Utilize effective classroom management strategies.
- Develop project based learning activities.

Atomic Learning overview for HP-MLTI - Learn, Engage, Inspire occurs several times. Please register for the date and time that works best for you:

Tuesday, February 23 - 3:30 PM EST
Thursday, March 24 - 3:30 PM EST
Tuesday, April 26 - 3:30 PM EST

<https://attendee.gotowebinar.com/rt/31533266288856578>

Atomic Learning provides education-based, innovative solutions to help address many of the most common issues teachers face today. We guide learners from awkward to awesome by providing informed, relevant, engaging learning that can be personalized and is on demand.

NEW ENGLAND ISTE 2016 FREE WEBINAR SERIES

Teaching Digital Narratives using GAFE and a TON of Student Imagination *Jeffrey Bradbury from TeacherCast* Tuesday, February 23rd at 7 PM Zoom Room - <https://zoom.us/j/557831489>

REGISTRATION WILL OPEN SOON FOR THE FOLLOWING WEBINARS

GAFE and SAMR - *Alice Barr* Thursday, March 31st at 7 PM

Topic TBA - *Sara Snyder Wilkie* Tuesday, May 3rd at 7 PM

Don't Assist Me, Empower Me: The nABLE Framework for Technology Integration - *Luis Perez* Thursday, May 26th at 7 PM

Online Math Tools for Challenged Learners - *Cheryl Oaks* Thursday, June 7th at 7 PM

TBA - *Steven Anderson* Tuesday, June 14th at 7 PM



Tech & Learning Live @ Boston

For over three decades, Tech & Learning has remained the premier publication and leading resource for education technology professionals responsible for implementing and purchasing technology products in K-12 districts and schools. Tech & Learning is bringing Tech & Learning Live back to Boston on Friday, April 29, 2016 at the Boston Marriott in Newton, MA. This year's program is all about professional development for tech lead learners—those Edtech leaders who bridge the gaps between classroom and administration, curriculum and technology, school and home. This full day of workshops and discussions is specifically designed to “train the trainers” with shared best practices, workshops, and discussions that attendees can take back to their districts and put into action. This is your chance to network with others who care deeply about the future of education.

Don't miss Dr. Kathryn Boudett, Director of the Data Wise Project at the Harvard Graduate School of Education kick off a day of professional learning at Tech & Learning Live @ Boston. She will be presenting ways K-12 school leaders can use data

effectively to make real changes in practice. Dr. Boudett will challenge attendees to candidly assess the extent to which their organizations support educators in engaging in collaborative, inquiry-focused learning and teaching. She will then offer examples of what a successful model can look like when a school embraces a step-by-step process for keeping the core work of schools focused on improved outcomes for students.

ACTEM is partnering again this year with Tech & Learning Live to bring special registration pricing to our members. Members will get this special pricing by using the discount code “ACTEM” when registering online. *Online registration -- <http://www.techlearning.com/live/register/boston/28>*

TechnologyTeacher.ME 2016 (formerly FOSSed)

By David Trask

The 2016 edition of the FOSSed (TechnologyTeacher.ME) conference is shaping up to be one of the best. New practices, new technology, and new management techniques are giving us a broad spectrum of offerings for this year's conference.

The conference takes place June 29th to July 1st on the beautiful campus of Gould Academy in Bethel,

Maine. This is our 14th year! If you're looking for top-notch professional development in an immersive hands-on environment, then join us!

Whether you're a classroom teacher, tech integrationist, school or district technician, network administrator, technology coordinator / director, or just a lifelong learner, there will be several sessions designed just for you. Some sessions are still in development, so let us know what you'd like to learn about!

This conference has always been designed around the participants. You let us know what you'd like to learn more about and we'll match it up with talented presenters who bring it all to life! Get in-depth and spend time learning and experimenting with different ideas and technologies for your school or classroom. You are encouraged to submit session ideas, or even pitch an idea that you'd like to present. TechnologyTeacher.ME is driven by YOU the participant...so let us know what you want to learn more about and then plan to attend!

We're hoping to be able to keep the registration fees the same or very close to last year. One fee includes EVERYTHING! A great learning experience, all meals, and rooms (for on-campus participants). For more information, please visit <http://www.fossed.com> or <http://www.technologyteacher.me>.

technologyteacher.me for more information.

Got a suggestion or something you'd like to learn more about? Interested in presenting? Email us at copperdoggy@gmail.com

ISTE 2016 Keynotes Announced

Denver, CO – June 26-29, 2016

MICHIO KAKU: OPENING KEYNOTE, SUNDAY, JUNE 26TH

Michio Kaku will open ISTE 2016 by exploring advanced technologies that can uncover the mysteries of the human brain. The New York Times best-selling author will discuss recent neuroscience breakthroughs and share from his latest book, *The Future of the Mind*.

Michio Kaku, Ph.D., is a futurist and theoretical physicist who has popularized science for all audiences. The Ivy League scholar's presentations include fascinating subjects like the science of dreams (how our prefrontal cortexes disengage, which suppresses the fact-checking component of our consciousness), what makes a super genius, the evolution of intelligence, and the two greatest scientific mysteries. He blogs regularly at Dr. Kaku's Universe, sharing his thoughts on everything from storing the human soul on a disk to why Hollywood needs to make better aliens.

RUHA BENJAMIN: TUESDAY KEYNOTE, JUNE 28TH

Ruha Benjamin will share her ideas on the relationship between innovation and equity, science and citizenship, and health and justice. An assistant professor in the Department of African American Studies at Princeton University, Benjamin will

challenge and empower educators and students alike to make a difference.

Ruha Benjamin is an assistant professor in the Department of African American Studies at Princeton University, where she specializes in the interdisciplinary study of science, medicine, biotechnology, race-ethnicity and gender, health, and biopolitics. Her driving question is, "How can we harness science and technology for greater equality?" She is actively engaged in community initiatives that investigate the social impact and meaning of new biotechnologies, and she blogs about the broader questions of innovation and citizen science. She has been awarded fellowships by the American Council of Learned Societies; the Harvard Kennedy School of Government's Science, Technology and Society Program; the National Science Foundation; and the Ford Foundation.

MICHELLE CORDY: CLOSING KEYNOTE, WEDNESDAY, JUNE 29TH

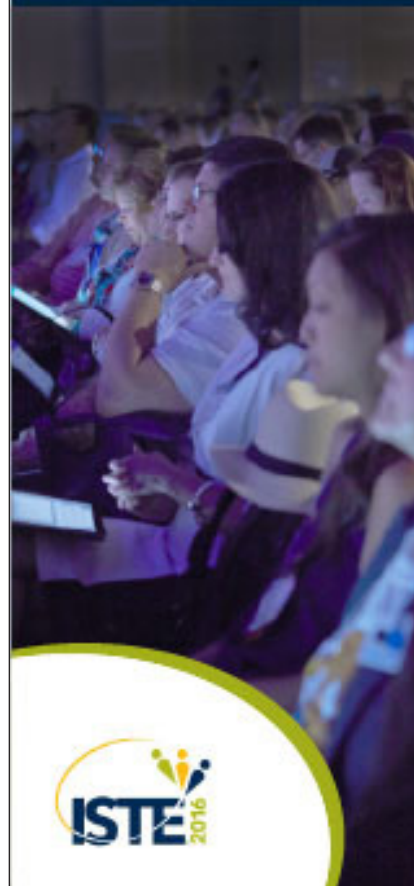
Michelle Cordy describes herself as a teacher on an urgent quest: Her mission is to get educators around the world to teach differently to overcome obstacles in their classrooms. A third grade teacher from Ontario, Canada, she writes the popular blog *Hack the Classroom* [<http://hacktheclassroom.ca>].

Michelle Cordy is a teacher, applied researcher, curriculum developer and writer. As an educator for the past 13 years, Michelle has taught at the elementary and higher education levels. Her focus has been on mathematics education and technology integration. She has consulted for education companies on professional development. Michelle also engages in research with colleagues at the university level and industry part-

EDUCATORS WHO LEARN TOGETHER, CHANGE THE WORLD TOGETHER.

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ISTE 2016!

#ISTE2016



ners. Currently she teaches grades 3 and 4 with 1:1 iPad and is an Apple Distinguished Educator.

13th Annual MLTI Student Conference Thursday May 26, 2016

Plans are underway for yet another great day for MLTI students and teachers on the UMaine campus in Orono at the 13th Annual MLTI Student Conference. As always, the focus of the day will be on the students, and this year we'll be helping all participants to see how they can use their MLTI devices to program and create in ways that make learning happen — and tell the stories of their accomplishments. There will be sessions around coding, Minecraft, video production, music, art, writing and publishing your collection of short stories, and more!

Listening to the participant feedback from last year, we're planning on offering more chances for participants to attend great workshops this year. After the opening session we'll spread out across the UMaine campus to attend 2 full Blocks of workshop sessions presented by school teams and professionals. To make sure school teams presenting don't miss out on the "good stuff," all sessions presented by professionals will be offered twice, while student teams will only be asked to present in a single session.

Here are action steps we recommend everyone should take:

Mark your calendars for Thursday May 26 and start getting transportation lined up to get you to UMaine in Orono.

Consider submitting an MLTI Presentation Proposal through this form <https://goo.gl/L1mMLl>

Get a team of students together to share an idea from your school where your MLTI devices are being leveraged in exciting ways to program, tell stories and create.

Visit <http://tinyurl.com/MLTIstudentconf> and download the PDF



poster to help spread the word around your school and begin to build excitement around the big day! Keep your eyes open for additional information that will be coming out as we approach the event.

Empowering the Apple MLTI Classroom Teacher *Blending Great Ideas with Apple MLTI PD!*

By Jim Moulton - Apple Inc.

One of the great challenges when identifying ideas to support an Apple MLTI teacher's goal of improvement can be the fact that when you head to the App store or the iBooks store there is so much there - best-selling games, books and apps that are transforming industries from auto mechanics to banking are front and center. It can be easy sometimes to say, "Hold it - there's too much here! This is overwhelming!"

Understanding Maine teachers are busy and need to get to innovative ideas quickly, there is now one URL that provides unique access to a super-rich curated collection of great content designed for Mac and iPad - itunes.com/foreducators

When you follow this link in your browser, you'll come to a single page that provides direct access to Apps, iBooks, and iTunes U courses that are relevant in all grade levels and curriculum areas. Let's take a quick look at some of the collections that are so easily accessible here.

In the "Getting Started" section at the top, you'll find "Free Books by Educators." Here you'll find multi-touch books that teachers have made using iBooks Author on their Macs and have published to the iBooks Store. Not only a great place to look for content that may well be a great match for your classroom, these books might also inspire you to think about what kind of iBooks Author project might make sense for you (and your students?) to start.

In the "Teaching with iPad" section, be sure to check out the "One Best Thing" collection - a powerful and growing collection of multi-touch books that are granular in nature - simple, clearly defined ideas that are ready to be put to use. Each describes a single lesson idea, and each is grounded in a classroom need that will be recognizable to educators. For example there are easily replicable ideas to be found in titles such as Kristin Ziemke's "Digital Discourse in Mathematics: Strategies for the Young Learner" as well as Matthew Pullen's "Numeracy in Sport: Linking High Interest to Core Curriculum."

In the "Apple in School" section you'll find Apple in Education Video Podcasts - a collection that can provide inspiration to any school that is seeking to make the most of their Apple MLTI (or other) implementation.

And now that you've found a great idea you'd like to bring into your Apple MLTI classroom - we'd encourage you to request Apple MLTI Professional Development. You can do so through the MLTI's PD Request Form <http://maine.gov/doe/mlti/professional/request/>

And there you have it - a great richness of powerfully effective ideas, and high quality professional development to support Maine schools in transforming great ideas into a new reality. Go for it!

Big Deal Media

Maximizing Technology in the 21st Century Classroom

Big Deal Media offers a variety of content-rich collection of free publications and services including newsletters, ebooks, print projects, website content and social media. It provides K-12 professionals with the information and tools they need, all vetted through the prism of the curriculum. Big Deal Media's mission is to save every educator time and money while identifying top-quality resources for schools and classrooms. It consistently delivers wish lists of resources and funding, and has since 1995.

Big Deal Media publishes an informative, biweekly newsletter that provides a resource of grants, interactive websites, STEM resources, mobile learning apps and other free materials — all related to the successful integration of technology in today's classrooms and schools. *Subscribe to this bi-weekly resource here:* http://www.bigdealbook.com/members/sign_up. Here are a few examples from the latest issue:

HIGHLIGHT A COMMUNITY ISSUE

PBS LearningMedia is inviting K-12 students to participate in its *Meet Me in D.C.* Contest by designing an election poster that highlights important community issues. Two student winners (one at K-5 and one at 6-12) will win a trip for two to Washington, DC, to see Congress in session, tour the White House, visit the set of PBS NewsHour, and more. Students are welcome to use the Poster Design Tool. Only one design per student may be submitted. Deadline: March 31, 2016. URL: <http://pbsduelectioncentral.com/meet-me-in-dc>

EXPLORE POWERFUL PRACTICES IN INSTRUCTIONAL LEADERSHIP

Discovery Education and CUE are sharing with educators nationwide the

library of presentations from a unique leadership symposium that took place in California in July 2015. These presentations, delivered by school leaders across California, explore a variety of critical topics, including using professional development to support device deployment, communicating with stakeholders, improving attendance and discipline during the digital transition, and more. URL: <http://www.discoveryeducation.com/California/index.cfm>

HELP STUDENTS FORMULATE MEANINGFUL QUESTIONS

The Right Question Institute has worked with and learned from educators to develop a teaching strategy that provides a simple, yet powerful way to get students asking their own questions and building off their peers' questions. As a member of the network, teachers have access to many free resources, including Experiencing the QFT, which describes the process and walks teachers through the institute's Question Formulation Technique; Introducing the QFT into Your Classroom Practice, which helps teachers prepare to introduce their students to the Question Formulation Technique; and Introduction to QFocus Design, which provides tips on creating effective prompts. The institute's website presents examples of the Question Formulation Technique from upper and lower elementary, special education, and high school. Joining the network is free. URL: <http://rightquestion.org/education>

MAKE SCIENCE LEARNING AN ADVENTURE

SciJinks, short for Science Hijinks, is a joint NOAA and NASA educational website that puts fun and adventure into learning about weather, satellite meteorology, and earth



science. Geared toward middle school students and their educators, the website has informative articles that answer important questions about weather, timely stories about weather in

the news, profiles of fun weather jobs, mobile and web games about satellites and technology, exciting videos, and tons of downloadable content. Students will also meet a cast of characters who get into their share of SciJinks themselves. Students can follow the characters' tales as the characters get into all sorts of mischief. By checking back regularly, students will see what the characters have been up to. URL: <http://scijinks.jpl.nasa.gov/menu/topics>

CREATE AN INVENTION TO SOLVE A CHALLENGE

Inventioneers is a physics engineering game from Filimundus AB for iPad, iPhone, and Android devices. Using given tools and helpers, students design, test, and revise fun, crazy inventions that will meet challenges and help special characters achieve success. Students can press "Play" to see their inventions in action. If the invention fails, students can try again. A "Create" mode allows students to create and share their inventions with others. A free version of the app includes only the first chapter with 14 inventions and 40 different objects to use in creating the inventions. The full version, at a cost of \$2.99, includes eight chapters with a total of 112 inventions and 100-plus objects that students can use. iTunes Store: <https://itunes.apple.com/us/app/id947381696>; Google Play Store: <https://play.google.com/store/apps/details?id=se.filimundus.inventioneers&hl=en>

Check out the following website for more information on Big Deal Media: <http://www.bigdealbook.com>

VENDOR SPOTLIGHT

i4Class Teaching with Technology

PROBLEM

Students spend hours working on their homework not sure if their answers are correct and, if they are struggling, have no easy way of getting assistance. Teachers are unaware of how well their students are doing on their current homework, making it very difficult to plan for upcoming classes. Class time is spent reviewing problems and struggling students may be uncomfortable asking questions in front of their peers. One teacher is trying to serve the needs of 20+ students of different abilities and learning styles. i4class can address all these issues and, in addition, automates teachers' administrative tasks and enhances communication between teachers, students, parents and administrators.

SOLUTION

i4class is a real time blended learning and assessment application for mathematics classrooms grades 6-12. It takes the three most well-documented and successful methods for increasing student performance and teacher effectiveness, (1. Timely Feedback and Assistance, 2. Data Driven Instruction and 3. Blended Learning) and integrates them into one powerful, easy to use application. This web-based application reshapes the way teachers teach and students learn in a manner that significantly increases student performance and teacher effectiveness.

Timely Feedback and Assistance
With i4class, students do all of their assignments, both in and out of class, on any computing device, but typically a tablet device. They get instant feedback on their submitted answers, allowing them to either proceed

i4class

on confidently or avoid repeating incorrect practices. If students are struggling, they receive instant, individualized assistance at the touch of a button. This helps students get problems right as they are doing them, thus reducing the need for remedial support or tutoring. Decades of research has shown that providing timely feedback and assistance is the number one way to help students learn and with i4class, feedback and assistance is immediate.

DATA DRIVEN INSTRUCTION

Analyzing student performance data, and then using it as the basis for instruction and remediation, is known as Data Driven Instruction. As students do work and submit answers, a teachers' dashboard is simultaneously updated with student and class wide results. Teachers will know not only which students are struggling on which problems, but

also why they are struggling. This saves teachers' hours of grading time and allows them to proactively base their classroom instruction in a more focused, directed and effective manner. Additionally, teachers can see and annotate actual student work in real time to provides for more timely and effective student remediation and drastically reduces the need for re-teaching. Implementing Data Driven Instruction is well documented in turning underperforming schools into top performing schools across the country and across all demographics.

BLENDED LEARNING

Another feature of i4class is its flexible and extensible learning environment. You can use i4class' pre-loaded content, or add content of your own, or incorporate content from any open source. This content is aligned to state standards, common core standards or individual school standards as needed. This co-mingling of content avoids having to manually piece together disparate content and/or integrate multiple tools to provide content coverage.

i4Class currently seeks pilot sites in the state of Maine. Contact Jim Solinas at (603)-759-6776 or by email at jsolinas@i4Class.com for more information. Please visit our website at i4Class.com

"i4class is a REALLY AWESOME tool for students to get a lot more out of class, a lot more out of homework, and a lot more out of independent study."

*Lisa Robertson, ABE Coordinator,
Windham Raymond Adult
Education, Windham, ME*

VocabularySpellingCity

VocabularySpellingCity provides spelling, vocabulary, writing, and language arts activities for K-12 cross-curricular word study. VocabularySpellingCity is available as an app on iPads, iPhones, and Android devices, as well as on the web. Their game-based website and app supplements your core literacy curriculum, saves time streamlining data and improves student performance.

VocabularySpellingCity was initially created to save teachers time by automating weekly spelling tests, (i.e. administering, grading and recording) and providing immediate feedback for students. Nearly a decade later, the service has grown to provide a wider range of educational services for teachers, families, schools, and districts. Our primary focus is now on vocabulary, especially the meaning of words used in specific contexts. We offer seven vocabulary games and activities, plus two writing activities, in which students can demonstrate their mastery of the meaning of words by using them in context, writing their own sentences and paragraphs.

PREMIUM MEMBERSHIP BENEFITS INCLUDE:

Personalized Learning - VocabularySpellingCity offers more than 35 interactive vocabulary, spelling, phonics, writing, and language arts activities that can be used with thousands of customizable word lists to engage and motivate K-12 students at every level: gifted, mainstream, remedial, Special Ed, and English Language Learners. Our activities include effective audio and visual

VOCABULARY SPELLING CITY

components. Word lists range from sight words to academic vocabulary and ACT/SAT prep.

QUICK, EASY ACCESS TO DATA

VocabularySpellingCity administers tests and automatically grades them. It also generates reports on students' progress. It's easy to track student data and provide reports to administrators and parents.

STUDENT ACCESS FROM SCHOOL AND HOME

Our app records student progress and


activities, and allows them to work on assignments at school or at home.

VocabularySpellingCity is proud to partner with ACTEM and offer our members special pricing on it's premium membership.

To learn more, or to receive a price quote for your school/district, call: 800-357-2157 or e-mail: sales@spellingcity.com


Register for a free trial at the following link: <https://www.spellingcity.com/Create-an-account.html>

Track Student Data




- Assessments**
Spelling and vocabulary tests are automatically graded.
- Progress**
Monitor student progress on activities, assignments, time on task and test scores.
- Parent Access**
Student records are accessible to parents.

Build Literacy Skills



- Build Literacy Skills**
 - Word Recognition
 - Multiple Exposures
 - Word Meanings
- Academic Vocabulary**
Your custom definitions and sentences can be used to reinforce lesson content in all subjects.
- Student Engagement**
Students enjoy more than 30 action-oriented practice games and activities.

Differentiated Instruction



- Assignments**
Create assignments for individuals, small groups, or your entire class.
- Review Lists**
Use student data to create review word lists.
- Personal Lists**
Students may create and save their own personal student word lists.

GAFE Admin Console

Technical Workshop/Retreat

Do you manage Google Apps for Education (GAFE) for your school? Have you configured your Google Domain services and settings to EDU Best Practices?

Date: April 14, 2016

Location: Gorham Municipal Center

Cost: \$225 for ACTEM Members or \$250 for Non-Members

The default admin console does not come configured for a school environment. This one day technical retreat will review migration to GAFE and ensure you've made the right choices for your school's Google journey. Even if you're already on Google, there are still many opportunities to assure that GAFE is being built on solid domain

foundations. The day continues with a deep dive into the admin console and what services and settings you really need to change for your staff and more importantly, students. We'll include tips and tricks for user provisioning and management.

The afternoon will start with an overview on Chromebooks, deployment strategies, device selection and management. We'll also give an overview of Third Party Services and Tools that will make your life easier as well as protecting and securing your domain. The day will finish with a question and answer session to discuss topics that weren't covered during the day or to go into greater detail on topics discussed during the day.

This workshop session will be valuable to both beginning and advanced GAFE administrators. This ACTEM sponsored event is not

eligible for ACTEM's PD reimbursement program.

ABOUT AMPLIFIEDIT:

AmplifiedIT was founded by a group of IT Consultants that are an education-focused Google Apps consultancy group based out of Virginia. Each of their members has spent over 12 years within the IT sector. They feel that cloud computing is the future of IT in education and came together to utilize their knowledge and experience to help organizations of all sizes harness its power.

NOTE: At press time only two seats remained available for this workshop. If there is enough interest, ACTEM would consider sponsoring another session at a later date. If you are unable to attend this session but are interested in this workshop, please send an email to info@actem.org expressing your interest.

President's Message (from Cover)

questions when it comes to the future. Examining our past may be the best way to prepare for our future and what has changed or developed. I think one feature comes forward is the saying on many of our driver's side mirror, "objects in (the) mirror are closer than they appear". That is certainly true if one applies this analogy to technology.

In just looking at the last few years I witnessed some shifts in what we are dealing with today and what might be out there in the future. One of the biggest shifts I've seen is with professional development. The idea of "experts" telling people what we need for professional development has shifted. Group thinking professional development opportunities are now becoming a staple. I can remember sitting in on the very first EdCamp Maine discussion and wondering can this model be a success. This year I look at 4 EdCamps within Maine and this year we saw a ConnectEd conference of three different districts organizing sessions based

on what is happening on the ground floor. None of these sessions charged people, most of them don't have built in "experts" leading sessions, and if a session doesn't meet their needs they can leave, hopefully to find a different session, or even find a couple other people and have their own "mini" session. Can these group thinking sessions totally run professional development? No, but these sessions with a mix of traditional professional development ones helps create blended learners in today's environment.

The other major trend I've watched over the last few years is centered around mobile technology. Gone are the days when laptops alone were considered mobile technology. Now we look at how cell phones and tablets have become fixtures in mobile technology. Who would have thought that cloud based technology would dominate the landscape? I know my name is mud if Internet access is lost because teachers and students not able to get to their Google Docs or Office 365 files. Now cloud based activities have

become an expectation of daily activities. I can already see the signs where wearable technology and virtual reality are knocking on the door saying, "We want entry into your classroom!" It is only matter of time!

In looking at what the future may bring or what objects are closer than they appear take a moment and review the New Media Consortium's (NMC) K-12 Horizon Report (<http://www.nmc.org/nmc-horizon/>). The NMC each year brings some innovators and experts together. This report examines trends and technologies that will drive educational change, the challenges considered as solvable or difficult to overcome, and how educators can best strategize effective solutions. In reviewing the last few years you can see how these people have pretty accurately reflected technology changes in the classroom.

What does the future bring? I don't think anyone knows. All we really can do is to be adjustable to change and roll with it!

Educators who Rock

Do you work with someone who has that special quality that makes you think...“Wow, s/he really loves this job”? The kind of person who thrives on challenges, rather than feeling burdened by them, the kind of person who brings positive energy to the workplace. It’s infectious, isn’t it? This kind of person is not rare in the world of education, but they are rarely honored in the way that ACTEM honors dedicated educators.

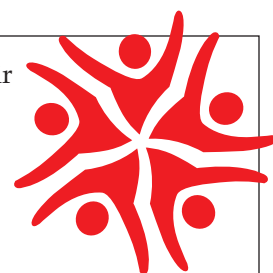
ACTEM honors innovative educators who value excellence with the ACHIEVE award, and this award is presented to educators, including technology integrators, librarians and administration) who fit the bill. The award includes two sizable checks, \$2,000 for the award winner and \$1,000 for the school where they are employed.

Last year’s winner was Shana Goddall from Orono High School. Goodall worked for five years in IT as a systems administrator, programmer, help-desk specialist, and trainer with Bryn Mawr College, Bowdoin Col-

lege, and the Brunswick School Department. She combines her proclivity for technology with her enthusiasm for education and young adults. Shana is a lifelong learner and graduate of Richmond High School, Bryn Mawr College, and the University of Maine.

Shana works tirelessly to know each of her students on a personal level, learning their needs and struggles, strengths and passions. She teaches via multiple modalities so all learners have the opportunity to access information and to inspire and excite students about the social sciences and history. Jessie Walker, OHS 2018, notes “She is very relatable to her students, and makes sure to help them improve their individual weaknesses as well as promote their individual strengths. In her class I always appreciated her kind and understanding attitude, as well as her ability to trust her students

to accomplish their work in a timely



manner.” Shana also helps her colleagues incorporate technology into their classrooms at their own level and pace. Visit her website at www.shanagoodall.com. Nominations are being accepted now through June 1, go to actem.org, choose the Resources link, and then the

Technology Educator Awards. (http://www.edline.net/pages/ACTEM/Departments_Programs/Technology_Educator_Awards_fol)

Nominate a colleague for the ACHIEVE award today!

Collaboration Nation Video Contest

Sponsored by CDW-G

From February 1st to April 30th, enter the Collaboration Nation video contest by telling us about your school or district’s exemplary educational technology collaboration and the measurable impact it’s had on learning and teaching.

We’re looking for the finest examples of ed tech collaboration – share your school or district’s successes, and you could win a \$50,000 grand prize or one of three \$15,000

monthly prizes from CDW-G.

Here’s how it works: Create a 90-second video highlighting your school’s or district’s cross-departmental collaboration project. Upload the video to YouTube. Complete the entry form and submit. Monthly contests are won by votes received through our Facebook page, while the Grand Prize is judged by three industry experts. For more details, visit the Official Rules page at <http://www.eschoolnews.com/collaboration/rules/>.



Upcoming Events

March 5th EdCamp Maine
Waynflete School, Portland
<http://edcampmaine.org>

March 11 MooseTech
Foxcroft Academy, Dover-Foxcroft

March 11 Leading Future Learning
College of the Holy Cross, Worcester, MA
<http://leadingfuturelearning.org>

March 12-13 EdTechTeam New England
Summit featuring Google for Education
Marshall Simonds MS, Burlington, MA
<http://ma.gafesummit.com/2016#overview>

April 4-7 CoSN 2016
Annual Conference, Washington DC

April 14 GAFE Admin Console Technical
Retreat, Gorham Municipal Center

April 29 Tech & Learning Live@ Boston:
Insight & Innovation for Technology Leaders
7 am-3:30pm, Boston Marriott Newton, MA

May 23-24 Dynamic Landscapes Con-
ference
Champlain College, Burlington, VT
[http://vita-learn.org/
save-the-date-dy-
namic-landscapes-at-
champlain-college-is-
may-23-24-2016](http://vita-learn.org/save-the-date-dynamic-landscapes-at-champlain-college-is-may-23-24-2016)

May 26 2016 MLTI
Student Conference
University of Maine, Orono

June 26-29 ISTE 2016 Conference
Denver, CO

June 29 - July 1 TechnologyTeacher.me
Gould Academy, Maine

July 26-28 MLTI Summer Institute
Location TBD

June 27,28, 29, Sept. 24 & Oct. 22
Innovating Learning with Technology
Yarmouth High School



<https://www.smores.com/m7rsf>

August 18-19 Google Apps Maine Summit
Yarmouth High School
<https://me.gafesummit.com/2016>

ONGOING MLTI & OTHER PD OP- PORTUNITIES

MLTI Professional Development

Apple Solutions:

<http://maine.gov/mlti/events/apple.shtml>
MLTI Professional Development

HP Solutions

<http://maine.gov/mlti/events/hp.shtml>

Tuesdays 3pm Tech Sherpas
<http://www.techsherpas.org/>

Thursdays 8-9pm #EdChatME - [http://
www.greatschoolpartnership.org/edchatme/](http://www.greatschoolpartnership.org/edchatme/)
Southern Maine Integrators - Now TechCon-
nectME - Join our Google+ Community

About Time and Beyond Join Susie
Simmons and Mike Arsenault as they chat
about all things technology integration in
Maine (& beyond). [https://plus.google.com/
events/c7t3atf0tsfcijk7qkankp7l64s](https://plus.google.com/events/c7t3atf0tsfcijk7qkankp7l64s)