3D Printing for the Classroom With or Without a Printer - Keith Kelley, RSU 19

3D Printing is all the rage. We will examine how to use the Prototype and Design process to allow students to create their own 3D objects. Using free software (SketchUp, 123 apps, Tinkercad, Meshmixer, etc.) and 3D Printers take the virtual to the real and the real to the surreal. Learn how to use this technology in your classroom even if you don't own a 3D printer. I will show you how I use iPads, Thingiverse, SketchUp, Google Earth and other tools to to create projects.

Creating Digital Books on iPad with Book Creator - Jim Moulton, Apple, Inc. - Sponsored By: Apple, Inc.

The powerful content production capabilities of iPad (text, still images, audio, and video), coupled with the Book Creator App make it possible to create any sort of digital book from a picture book to a student anthology to a physics lab report. Head here http://apple.co/29z0Hu6 for the free version of Book Creator or grab the full paid version, and then come to this session to see how easy it is to build media-rich digital books on the iPad - books that can be shared anywhere!

Digital Story Telling - Ann Marie Quirion Hutton, Apple, Inc. - Sponsored By: MLTI - both Apple Solutions

Everyone loves a good story and stories are told and heard, written and read, as we strive to understand the world. Traditionally students have learned to tell stories in written language. We now have authoring tools to create digital narratives to combine text and sound with still and moving images in amazingly creative ways. Using MLTI devices, students can create digital stories that deepen understanding of a subject and develop skills in visual literacy. Learn about digital storytelling projects, and factors which contribute to a successful, high-quality projects.
Thursday

Foundations in Shell Scripting - Trey Bachner

This session is intended for beginners looking to add to their OS X experience by getting under the hood and learning to work in the UNIX shell environment. We will work hands on in the terminal discovering how to command OS X from the terminal and write reusable scripts. Please bring your MacBook.

Topics to be covered: what is a shell, navigating the command line, overview of common UNIX commands, overview of UNIX permissions, creating a script, executing your script.

Interactive Learning Challenges: Winning the APPMazing Race - Carl Hooker, Eanes Ind. S.D. - Sponsored By: ACTEM - Keynote Speaker

Tired of old "sit n get" PD where you sit and listen to someone yammer on while you start to lose feeling in your lower extremities? We all have multimedia studios and high-powered computers in our pocket, why don't we take them out and use them during PD? There is a revolution afoot that combines the concepts of PB/game- based learning/maker movement with the mobile device and applies it to PD. The great part is, these challenges can happen on any platform and with any topic while promoting teamwork, problem-solving,leadership and perseverance. In this session, we'll do one of these challenges live! Come ready to move and have some fun while you learn!

Unlock Innovation -Johanna Prince & Meredith Swallow, UMF

As a teacher, leader, and innovator you often find yourself in the role of initiating change. This hands-on workshop is designed to build on your passion and energy, and take an idea to action plan, through brainstorming, feedback, and reflection. We will explore basics of working with adult learners, framing problems effectively, presenting options, and engaging your colleagues to innovate in ways that support students.

Automating Your Tech Life - Suzanne Simmons, Bonny Eagle

Do you find yourself doing the same tasks over and over again? Are you beginning to feel like a robot could do more of the work for you? In this session, I'll show you a wide range of tools from A(utomator) to Z(apier) and how you can use them to start doing more work for you. Automating can be scary when you get started, but soon you won't know how you ever got anything done without it!

CodeME - Tim Hart, Apple, Inc. - Sponsored By: MLTI - Apple Alternate Solution

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.

Curiosity Based Learning - Jennie Magiera, Des Plaines - Sponsored By: ACTEM - Keynote Speaker

Participants will dig into the concept of curiosity based learning for students and participate in group activities to practice how to get our students to ask better questions. They will explore the art of curiosity building, and have time to explore resources to ignite wonder and instigate curricular investigations. Required Tools: Laptop with Internet Access (no tablets), Google Apps Account, Open Minds

Interactive Puzzles with Stick Around - AdriAnne Curtis & Amanda Doyle, Thornton Academy
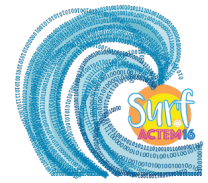
Struggling to get around the room to help everyone at once? Looking for a way for your students to practice material independently that's fun, interactive and customizable? Learn how I accomplish this with Stick Around in my German classes. This iPad app provides students with engaging practice and instant feedback! Learn to create custom puzzles and answer keys with any material you choose. Presentation and hands-on experimenting. Please bring your iPad.

Meaningful MakerED - Jeff Bailey, Mountain Valley & Dan Ryder, Mount Blue

The MakerED movement is all about hands on learning and creating in a variety of ways, both technological and otherwise. But how can we make "meaning" out of our creative works? Come join two experienced educators as they explore how design thinking, empathy fueled problem solving, app development, and 3D printing can converge to make learning more meaningful.

2016 ACTEM Conference Sessions List

Thursday Session 1

Augmenting Reality & Engaging Learning -Beth Goodwin, Wells, Annette Slone, & Eric Lawson, York ** *This session will be on the Vendor floor and will be repeating during every session on both days - stop by and see them!*

Attendees will explore free augmented reality apps including Seene, Quiver, Aurasma, Blippar, and Cardboard. Learn to incorporate AR in the SAMAR model. Discover how to incorporate Google Expeditions into your content instruction. A demo of Google Expeditions will be given with options to view the demo from both the student and teacher side of the lesson.

Choose Your Own Adventure -Sean Malone, DOE

Based on cause and effect, the reader controls the story through decision making. Each decision changes the story and outcomes. IF-Interactive Fiction is a fun, game-based system of using language arts to make decisions with commands and media interaction. In this workshop we will use various technology applications including Twine to develop our Choose Your Own Adventures. We will discuss and implement where to use CYOA in the classroom.

Chrome Device Management and GoGuardian - Tonya Muchemore, SAD 6

Thinking of moving to, or just starting to use Chrome devices? Wondering if there is a way for teachers to monitor the chrome devices in the classroom and how you can filter content and access easily? See an overview of Chrome Device Management and the use of GoGuardian. GoGuardian helps ensure your students have a safe internet experience, allows teachers to monitor the devices in their class, and is FERPA and CIPA compliant.

Creation Inspiration Adobe Voice & Slate - Monica Burns, Class Tech Tips, LLC

Technology tools thoughtfully incorporated into your instruction can transform learning in your classroom. This session will introduce the content creation tools Adobe Voice and Slate (for iPads and Chromebooks). See examples of student work, make content area connections and leave with ideas and inspiration to energize teaching and learning!

Digital Signage - Where do I start? - Tyler Patten & Rich Peterson, SAD 6

Are you interested in pursuing digital signage in your school? We will go over how to set up your first digital sign and some best practices for formatting the signage in your school.

**Effective Discussion Board Strategies - Susan Hyde & Susan Graham-Rent, UNE**

How do you entice students to exchange ideas in an online environment? How do you facilitate discussions when you're not face-to-face with your class? Join in this interactive session to explore discussion board best practices.

Explore Minecraft: Education Edition as a Flexible Learning Platform -Yamin Chevallard, Technology Strategist, Microsoft - Sponsored By: Microsoft

Minecraft: Education Edition was designed specifically for schools and includes all the features of the core game, plus new features that make Minecraft more accessible and effective in a classroom setting. Educators are able to map student activities directly to specific learning outcomes and curriculum standards. Attend this session to get familiar with Minecraft: Education Edition and explore ideas for incorporating into the classroom to enhance how students work in teams to solve a problem or collaborate as an entire class to go through learning activities and master challenges within the game.

2016 ACTEM Conference Sessions List
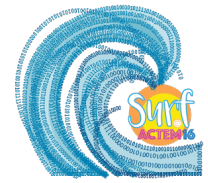
Thursday Session 1

Learning to Code by Playing - Julie Williams, Willard Library - Sponsored By: MASL

There are many great "toys" available today that can teach coding skills. Come try some of them out during this session and see how you can incorporate them into a coding class or club. Some of the "toys" that will be available include Bee-Bots, Pro-Bots, Blue-Bots, Dash and Dot, Makey Makey, Rover, and more.

MakerSpaces on a Dime - Lindsey Carnes, Apple, Inc. - Sponsored By: MLTI - Apple Primary & Alternate Solutions

Interested in integrating MakerSpaces into your classroom? We'll start with the reverse engineering process by building something with your team. Then we'll navigate through the different stations including Sphero, Scratch, Paper Circuits, LED Circuit Cards, Legos, Tiggly, MakeyMakey, and OSMO. There's something for all ages and content areas. Thinking of setting up a Maker Space at your school, looking for resources on Hour of Code, or searching ways to incorporate coding into everyday curriculum? Then join Apple's MakerSpace madness for some tinkering time. Bring your MLTI devices.

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 smart phone 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!"

Online Course Gamification - Christine Baumgarthuber & Sarah Cochran, UNE

This will be a two-part presentation on gamifying online post-secondary courses. The first part will address the history and theory behind gamification and higher education. The second part will demonstrate simple gamification techniques that can implemented in an online course.

Put Google Forms on a Rocket Ship - Susie Simmons, Bonny Eagle

Odd are you are already using Google Forms in your classroom. But are you using it to its fullest potential? From response validation to ensure you are getting the type of answers you want to form add ons and using tools to make understanding the responses easier, I'll show you how to take Google Forms to the next level quickly and easily.

Reimagine 21st Century Teaching and Learning with Windows in the Classroom - Jill Pierce, McMinn County Schools - Sponsored By: MLTI

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.

What You Need to Know About Security - ePlus Technologies Staff - Sponsored By: ePlus Technologies

This session is geared for the IT Director, Network Administrator or anyone interested in learning more about how to protect their district 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.

Amplifying Student Voice through Social Media - Jennie Magiera, Des Plaines - Sponsored By: ACTEM -Keynote Speaker

Learn how to harness social media tools to amplify student voices and empower them to share their thinking with the world. In this session we will explore how to scaffold social media use and show students how to use it for good and not evil. From school-wide movements to classroom-based activities for K-12, participants will walk away with ideas for all ages and situations

Augmenting Reality & Engaging Learning - Beth Goodwin, Wells, Annette Slone, & Eric Lawson, York *** This session will be on the Vendor floor and will be repeating during every session on both days - stop by and see them!*

Attendees will explore free augmented reality apps including Seene, Quiver, Aurasma, Blippar, and Cardboard. Learn to incorporate AR in the SAMAR model. Discover how to incorporate Google Expeditions into your content instruction. A demo of Google Expeditions will be given with options to view the demo from both the student and teacher side of the lesson.

BREAKOUT from the Library! - Jullie Williams, Willard School - Sponsored By: MASL

Have you heard about Breakout EDU? It is a platform for exciting learning games that can combine any content area skill with critical thinking and teamwork. Session attendees will work together to solve a hands-on Breakout EDU mystery before debriefing and learning about the growing number of other pre-made games for all levels. Games can be adapted to meet the needs of your students and setting (library or classroom).

Build a Collaborative Classroom and Increase Productivity - Yamin Chevallard, Technology Strategist - Sponsored By: Microsoft

Technology is bringing a new dynamic to the classroom. Learn how to integrate 21st Century skills with Microsoft tools that will excite, engage, and elevate your students to uncommon levels. This overview will feature easily adopted pedagogical uses of free Microsoft tools like Snip, Sway, and Skype for Business, and OneNote Class Notebooks to help incorporate blended learning.

Conquering Tech Grants: How to Make Your Proposal WIN - ePlus Sponsorship Program Staff - Sponsored By: ePlus Technologies

Learn about top tech opportunities and grant resources available to help make your application successful. This session focuses on a wide variety of steps to take to ensure you receive a win. We will also look at tools available to help you narrow in on funding opportunities right for your district and how to determine your eligibility as well as a look at resource available to help you apply.

Engage Students and Enhance Problem-Based Learning with Free Microsoft Tools - Jill Pierce, McMinn County Schools - Sponsored By: MLTI
Come for a whirlwind ride through over 30 free tools from Microsoft available for your classroom and students. Learn about Photsynth, Photo Gallery, Sway, Microsoft Math, AutoCollage, Songsmith and many more. Explore how these tools and technologies are designed to engage and energize your students in learning.

Gaming Secondary Ed: Level 1 - Benjamin Brigham, Shead HS

This session will introduce participants to concepts and tools to allow them to unlock others' passion through game-based learning. Participants will explore the ways that gamification is changing our students, our classrooms, and our communities. This workshop will feature a mix of lecture, discussion, and gameplay and will introduce attendees to resources for gaming their classrooms including Classcraft, Kahoot!, Moodle and more. Attendees should bring their own internet-ready device. Ready Player One?

Thursday Session 2

Learn to Code with Swift Playgrounds - Tim Hart, Apple, Inc. - Sponsored By: MLTI - Apple Primary Solution

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 beginners. 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 iOS 10.

Micro-credentials 101 Mike Muir, DOE - Sponsored By: MLTI

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's this new iLearnMaine Educator Micro-credentials program from ACTEM and DOE? 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!

Online Registration with IC - Tonya Muchemore, SAD 6

Still using paper registration? OLR allows the parent to register on-line at any time and then just come in to provide the necessary documentation. See how using Online Registration with Infinite Campus can save you paper, reduce the parent meeting time and duplication of information in IC, and reduce the need for inputting all but the enrollment screen data into the system.

Students Study Seas; In-classroom STEM - Bob Asselin, Windham/Raymond & Ariadne Dimoulas, Educational Passages - Sponsored By: Educational Passages

Providing students opportunities to experience leading "real-world" science experiments allows international connection through multidisciplinary learning, STEM exposure, and traveling the oceans from their classrooms. The 2016 Atlantic Ocean Relations and Research Regatta is an authentic oceanographic opportunity which supports students' meaningful learning experiences in science, engineering, and arts.

Think like an App Designer - Kate Wilson, EdTechTeacher

Knowing how to program is not the only requirement for designing apps. Empathy, collaboration, logical thinking, and perseverance are just some of the skills needed to create an app but also to be a 21st century citizen. In this session, participants will experience the process of designing an app as a student and leave with resources to start creating apps in their classroom.

Tinkering, Making, and Engineering - Sean Malone, DOE

With all the hype and coverage surrounding the Maker Movement, why not come find out what the Maker Movement is all about? Think of constructivism in the 21st century (that concept in education methods once covered in lecture.) Come for a session to create a Maker Movement lesson plan/unit with MakerEd. The goals for this session is to create a lesson you can use Monday not Someday and to relax and have fun.

Thursday Lunch Sessions
Lunch sponsored by Diamond Assets

Write in 3D with Augmented Reality - Carrie Barbosa, South Portland HS

Join me in the third dimension where writing comes alive using augmented reality technology. Learn how students can use the app Aurasma to create a digital layer that links a real world material object to a virtual animation. AR can redefine the way an audience experiences a piece of writing. Participants will need the app Aurasma to explore its functionality and to look at work samples.

Building Instructional Design Community - Richard Parent, UNE

Northern New England is a great place to live and work as an instructional designer, but it doesn't offer many options for socializing, networking, and learning from other designers. We'd like to change that. This roundtable is a space for anyone working in instructional design, assessment, or curriculum development to meet and share challenges, solutions, and strategies. Let's start building a community for everyone working in ID.

Explore Minecraft: Education Edition as a Flexible Learning Platform - Yamin Chevallard, Technology Strategist - Sponsored By: Microsoft

Minecraft: Education Edition was designed specifically for schools and includes all the features of the core game, plus new features that make Minecraft more accessible and effective in a classroom setting. Educators are able to map student activities directly to specific learning outcomes and curriculum standards. Attend this session to get familiar with Minecraft: Education Edition and explore ideas for incorporating into the classroom to enhance how students work in teams to solve a problem or collaborate as an entire class to go through learning activities and master challenges within the game.

Exploring Computer Science in the Classroom - Daniel Tompkins & Carolyn Arline, Richmond HS

Why bring computer science opportunities to your elementary/middle/high school? You'll find out as Carolyn and Dan share their experience of teaching the first computer science course to be offered at Richmond High School. Learn why students are excited to come to class and how computer science has changed their thinking about themselves and the world around them.

Going on a Virtual Field Trip through the Center for Interactive Learning & Collaboration (CILC) - ePlus & CILC staff - Sponsored By: ePlus Technologies

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.

Incredible Apple Resources - Collections, Books, Courses, and More - Jim Moulton, Apple, Inc. - Sponsored By: Apple, Inc

Apple makes great content available to support teachers to support their use of iPad and Mac in the classroom. Curated content in iTunes U. In the iBooks Store Apple Distinguished Educators from around the world have created a powerful collection - the "One Best Thing" series that provides powerful ideas that can be used... anywhere! In this session we will highlight great books, collections, and landing pages that allow streamlined access to great content.

iPads in Grade 1 - What Do We Value? - Cathy Wolinsky, & Terry Lincoln, Yarmouth

As we add iPads to stations, carts or using 1:1 configurations, we need to keep questioning what we are doing and why. What value do the iPads bring to reading, writing, or learning math concepts? How do we set up our classrooms to be creative, inquiry-based learning settings including iPads? The session will include participation and conversations about what is happening in attending schools.

Media as Text - Julie York, South Portland HS

We live in a world of media. We're surrounded by it. Come to see an example of and discuss methods of using literacy strategies with media. This session will help any teacher, parent, or student learn to think more analytically about the media around them. There will be examples and discussion, as well as several resources provided for further exploration.

Network Defenses for the Reluctant Volunteer - Will Backman, AOS 92

Are you the reluctant volunteer, the network conscript, or the unfortunate heir to the server closet? Technology and connectivity have grown rapidly in Maine schools over the years, but the staffing to support the increasingly complex infrastructure hasn't kept pace. Long hours and a lot of ingenuity have kept things running, but perhaps you have that nagging worry that your digital seat belts aren't buckled properly. We'll review some tips and recommendations for school networks, and hopefully help you sleep a little better.

Pick a Perfect Passel of Personalized PD - Jonathan R. Werner, Cape Elizabeth

Especially when it comes to technology integrating, the time for large group, lecture-style, not-so-interesting-or-applicable-to-me Professional Development is OVER. This session will examine several strategies and numerous digital/online resources for personalizing PD and for getting the most out of the extremely limited time we have to focus on our own growth as educators.

Pre-Service Teacher Round Table - Nadene Mathes, consultant & Gary Waldron, Brewer

Calling all pre-service teachers! This workshop is an opportunity to discuss all things tech and tell us what you'd like to learn. There will be plenty of time for questions and discussion. Come network with each other and find resources to help you teach.

Scavenger Hunt Roll Out Lindsey Carnes, Apple, Inc. - Sponsored By: MLTI - Both Apple Solutions

Think you know your special education assistive technology accommodations and modifications? Arrive at this session to take the challenge. Team up to conquer special education stations and gain points along the way. Pick up brain break ideas as you go. Be prepared to move, think, and gain life changing knowledge to help individuals with disabilities. Apple is known for their accessibility; come take the assistive technology challenge. The team with the most points at the end of the scavenger challenge wins a coveted prize. Bring your MLTI devices.

2016 ACTEM Conference Sessions List

Thursday Lunch Sessions
Lunch sponsored by Diamond Assets

### Student Film - Dan Wolotsky, Falmouth

Learn how the Falmouth High School built a thriving film program which supports both independent student films and video projects for classes. We will discuss how we manage equipment, space, and students. We will also discuss teaching resources and our year ending film festival. Participants will be expected to share how student film is working at their schools.

The Great ACTEM Trivia Challenge Tim Hart, Apple, Inc. - Sponsored By: MLTI - Apple Primary Solution

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 Session 3
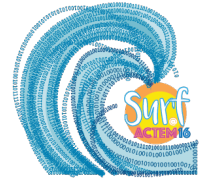
Blended PD in Mashie - Suzy Brooks & Colleen Terrill, Mashpee Public Schools

Meeting the needs of an entire district when integrating technology into classrooms can be overwhelming with such diverse learners. The "one and done" model is ineffective and leaves many teachers feeling lost and left behind. Great professional development should mirror what we need to see in classrooms. This session will offer ideas and suggestions to design a blended PD model for the benefit of teacher, and ultimately, student learning.

Augmenting Reality & Engaging Learning - Beth Goodwin, Wells, Annette Slone, & Eric Lawson, York ** *This session will be on the Vendor floor and will be repeating during every session on both days - stop by and see them!*

Attendees will explore free augmented reality apps including Seene, Quiver, Aurasma, Blippar, and Cardboard. Learn to incorporate AR in the SAMAR model. Discover how to incorporate Google Expeditions into your content instruction. A demo of Google Expeditions will be given with options to view the demo from both the student and teacher side of the lesson.

Creating Visual Notes with Apple MLTI Tools - Ann Marie Quirion Hutton, Apple, Inc. - Sponsored By: MLTI - Apple Primary Solution

A combination of sketching and traditional note taking results in rich educational documents to support learning. Studies show sketching leads to better retention of information and helps clarify ideas. Why not bring this creative form of learning into your classroom? Explore how visual notes support learning. Share and integrate visual notes into your instructional practice. Visual notetaking, uses two parts of your brain, which is referred to as Dual Coding Theory. Research has shown people who doodle while listening retain 29% more information (Andrade, 2009).

Thursday Session 3

The Cloud Wars: Transform 21st Century Collaborative Projects - Jill Pierce, McMinn County Schools - Sponsored By: HP

What is the Cloud, and how do I ride? This session will explore several educational and instructional options using cloud technology. Pros and Cons of a variety of educational cloud technologies will be shared as well as how cloud technologies can transform the classroom for collaborative projects

Creating Interactive Online Instruction - Corey Butler & Michael Trombley, UNE

In this hands-on session, we will address one of the questions that many of us face: How can I make online instructional videos more engaging? Session participants will first examine a case study course in STEM in which instructional designers evaluated platforms and selected a solution for increasing interactivity. Then, participants will test-drive the tools themselves.

Get It Together: Using Google Drive - Maria Reinstein & Zachary Reinstein, Buckfield HS

Explore how Google Drive can be used for much more than just storage of files. This online environment can be used by teachers, librarians, educational technicians, students, and parents as a place for collaboration. Learn how student work can be discreetly differentiated online in real time.

IT Department of One - Paul Meinersmann, St. George MSU & Dave Fournier, RSU 71

If you are the only technology person in your school or district, then this is for you. We'll be discussing the unique challenges (and benefits) that the one person shop has and what strategies you use to meet them. We'll bring some questions to get us started and hope you'll join in the discussion so that we can all learn from each other.

JAMF + iPads: MDM for Mobile First Education - Clif Hirtle, Apple, Inc. & Trey Bachner, JAMF Software - Sponsored By: Apple, Inc.

From leveraging Lost Mode to configuring Classroom, you have more power available to you than ever before in deploying and managing iPads on Casper. Come experience an interactive exploration of how new capabilities intersect with educational missions to ensure success of the smallest to the largest of iPad deployments.

Learning Spaces...the Final Frontier - Carl Hooker, Eanes Ind. S.D. - Sponsored By: ACTEM - Keynote Speaker
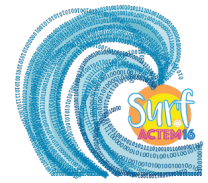
Houston, we have a problem. We've figured out how to get learning in the hands of kids via mobile devices, laptops, BYOD, etc. We see that learning is best done if it's learner-centered and authentic which results in teachers changing their instructional practices. However, when you go into classrooms of modern schools, something looks eerily familiar to the classrooms of yesteryear. Despite the influx of technology and the re-imagining of pedagogy, the physical spaces remain the same. In this session we'll look at ways we are making classroom space a living, breathing part of learning in our district.

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.

Promethean New Product Update - Promethean Staff - Sponsored By: ePlus Technologies

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. As a milestone toward that mission, we're very pleased to announce the launch of the all-new Promethean ActivPanel which was recently awarded Tech & Learning's Best of Show at ISTE 2016. Join us and discover these new teaching and learning tools. FREE evaluation products will be offered to those who would like to provide feedback on their fit in their environment.

Rocks, Balloons, & Shiny New Things - Glen Walton, Kaplan University

This workshop approaches the use of technology in presenting course content for the adult learner in an asynchronous and synchronous online format. The main points being addressed are the use of simple technology tools to create active student participation and engagement that promotes better comprehension of the subject matter being presented. It will cover blending custom classroom techniques with online activities.

Subtitles: An Active Language Learning Tool - Qiuli Wang, Colby College

Adding subtitles to videos is a comprehensive way to reinforce vocabulary, phrases, and grammar students learn in their classes. It is an authentic learning approach. The main advantage is motivation. With the combination of audio, visual, and textual information, students increase their interest because they feel they play an active roll in a specific context and their language acquisition is enhanced. This presentation will demonstrate how Colby students used computer applications to subtitle films in their French and Chinese classes.

Tech Integration + Growth Mindset = WOW! - Amanda Kozaka & Johnathan R. Werner, Cape Elizabeth

Frequently the greatest barrier to meaningful tech integration isn't the tech. It's the mindset of those using the tech. In this session, attendees will gain an understanding of Growth vs Fixed Mindset through experimentation and problem solving activities. We will explore both the 4Cs of 21st Century Learning and DEEP Thinking and apply these to analog and digital design challenges.

Use iPads Kiosks to Track Visitors, Dismissals, etc. - Jim Crick & Paul Emery, Bonny Eagle

No more clipboards! We will show how easy it can be to track visitors, student dismissals, etc using iPads and existing software. Names will now be time stamped and on the receptionist's computer making it easy to check the SIS for any flags, student location, person visited, etc. We would demonstrate how to set up the hardware, show some of the software we've considered, and talk about successes and challenges we've had.

Welcome to Google Classroom - Mary Beth Bourgoin & Katy Jones, Winslow

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

Thursday Session 4

Augmenting Reality & Engaging Learning - Beth Goodwin, Wells, Annette Slone, & Eric Lawson, York ** *This session will be on the Vendor floor and will be repeating during every session on both days - stop by and see them!*

Attendees will explore free augmented reality apps including Seene, Quiver, Aurasma, Blippar, and Cardboard. Learn to incorporate AR in the SAMAR model. Discover how to incorporate Google Expeditions into your content instruction. A demo of Google Expeditions will be given with options to view the demo from both the student and teacher side of the lesson.

Chromebooks in the Classroom - Kern Kelley, RSU 19

Chromebooks are one of the hottest educational technologies and in this session we will cover many of the features effective in the classroom. The topics will range from admin-level implementation to day-to-day classroom use. We will highlight techniques and features that teachers can utilize every day.

Classroom App - Ann Marie Quirion Hutton & Curtis Armstrong, Apple, Inc. - Sponsored By: MLTI - Apple Primary Solution

Classroom is powerful new iPad app that helps teachers guide learning, share work, and manage student devices. In order for a teacher to use the app, the configuration of Classroom is done within your Mobile Device Management (MDM) system by the MDM administrator. In this session, we will show you how both sides, teacher and MDM administrator, work together to guide learning through the use of Classroom app. We will go through the steps required to configure Classroom app in MDM and then demonstrate features teachers will use in the classroom.

Creating and Using QR Codes - Michelle Scribner, Cornville Charter

We will be exploring the use and creation of QR codes and YouTube videos to individualize and enhance learning in classrooms. QR codes are a great stepping stone for increasing technology usage in the classroom and leveraging learning across the curricula. Come join us to gain and share ideas and create your own QR code!

Design and Manage Online Group Projects - Olga LaPlante, UNE

Group work can be a source of frustration in asynchronous online courses to a greater degree than in a face-to-face classroom. We will discuss concepts, strategies, and tools for ensuring a better learning experience and productive use of groups in online courses.

Digital Breakouts - Amy Tucker, Maranacook MS & Sonja Abbott, Auburn MS

Can you find the clues and enter the codes before time runs out? Use your web searching and content skills to open the locks!

Digital Playgrounds for K-12 - Julie Willcott, KVCC & Mauri Dufour, Auburn

Join us as we explore technology-infused, hands-on learning across the curriculum and for all ages. We will bring Osmo, Sphero, BB-8, Ozobot, Tiggly, and more as well as ideas for classroom implementation. You **bring curiosity and a willingness to play.**

Incorporating Language Learning Apps - Erinkate Sousa, UMaine

This workshop focuses on incorporating web and mobile applications into lesson planning for English language learners using the SAMR framework. We look at how applications can be used to update and adapt current classroom activities. Only free applications are utilized to accommodate the lower resource classroom.

JAMF + Macs: Device Imaging vs. MDM - Clif Hirtle, Apple, Inc. & Trey Bachner, JAMF Software - Sponsored By: Apple, Inc.

Have you dreamed of a fully out of the box Mac deployment workflow? With this past year's announcements in device-based app assignment, powerful local user account creation, and newer MDM-driven software update superpowers the reality is closer than you might imagine. Come find out how and when to make the move from imaging your Macs to scaling your efforts and reclaiming your time away by tapping into the latest MDM capabilities at your disposal.

K-12 Coding Resources, Ideas and More! - Vicky Decker & Charlie Cianciolo, RSU 57

This session will discuss ideas and ways RSU57 got elementary through high school kids involved in coding. Listen to students at the MS and HS levels discuss what resources they use and find helpful for their age group. We are also hoping to hear what other schools are using and doing.

Let's Have a Wireless Bake-off - ePlus Technologies Staff - Sponsored By: ePlus Technologies

This session is geared for the IT Director, Network Administrator or anyone interested in learning more about 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 include demos of some of the leading solutions to provide an opportunity to see these solutions in action to help you determine what is right for your environment.

PD Playground - Personalize & Gamify Staff PD - Eric Butash, Highlander Institute - Sponsored By: Highlander Institute

In this session, the Highlander Institute will share its uniquely designed personalized and blended approach to professional development. The "PD Playground" was created in partnership with Cumberland High School to be a fun, self-paced, blended professional learning opportunity combining some instructor-led hands-on sessions with independent/group tasks leveraging online resources.

Reimagine 21st Century Teaching and Learning with Windows in the Classroom - Jill Pierce, McMinn County Schools - 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.

2016 ACTEM Conference Sessions List

Thursday Session 4

Storytelling Maps (ArcGIS) - Kimberly Fish & Keith Mahoney, Messalonskee MS

See how students and teachers utilize ArcGIS® (a web based mapping and spatial data analysis application). If you are looking for ways for students to visualize and analyze information, this workshop is for you. Explore local, state or world/global issues. We will show you a quick way to set up a Storymap using ArcGIS. This will be a fast paced one hour session that will leave you wanting more! http://www.esri.com/connectEd

### You are the Game Master - Chris Malmberg, UNE

The session will cover a framework for designing scenario-based games that promote learning, as well as means for facilitating the games in both face-to-face and online environments. These tools and techniques will platform a discussion about the importance of unscripted play to competency in any subject, and everyone will learn a little bit more about what type of gamers they are.

Tools for Teaching High School Web Design - Melora Norman, Oceanside HS

There are so many great tools available to support teaching high school web design! Come and explore tools ranging from well-developed curriculum to interactive markup tools and validators.

Thursday Evening Events
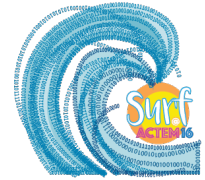
Vendor Reception - 3:30 - 5:00 - Bar Sponsored by Diamond Assets

ACHIEVE Awards ceremony - 5:00 - 6:00

BrewCue - 7:00 - . . .

Apps & AT Across the Curriculum, iOS & Google! - Diana Petschauer, Stacy Driscoll & Kelsey Hall, ATforED.com

After issuing 1:1 iPads, Chromebooks & laptops, many schools are now implementing BYOD (Bring Your Own Device) programs. Support All learners including diverse learners in a UDL environment using iOS accessibility tools and Apps as well Google Apps in Chrome to support executive function, reading and writing, access to curriculum/books/handouts, math and research tools! iPads, Chromebooks, laptops, tablets, support on all devices!

Bring Coding & Game Design 2 Your School - Beth Goodwin, Becca Redman & Marty Cryer, Wells

Open your toolbox wider and make room for Blockly, Flappy Bird, Frozen, Star Wars, Hour of Code, Java, Box Island and Floors Pixel Press. Play with these apps and websites in our 3-hour, hands-on, BYOD session. Hear how we brought Hour of Code, and coding and game design clubs and activities to our elementary, middle and high schools. Leave with new skills to inspiration and engage students of all ages in computer science.

Creating Virtual Reality Experiences Tim Hart, Apple, Inc. - Sponsored By: MLTI

Virtual Reality is having a big year with devices like Oculus Rift and HTC Vive hitting the main stream. While virtual environments are nothing new, today's VR technology is delivering amazingly immersive experiences. Historically, creating VR spaces has been incredibly difficult. Today the tools for creating VR are accessible to all. In this session, we will create awesome virtual reality experiences using nothing more than a bit of HTML. Don't know HTML? No problem, you will learn all you need. Start here to be part of the next big thing to hit the world of technology.

Leadership Strand for Administrators - Jill Pierce, McMinn County Schools - Sponsored By: HP

Administrators are constantly on the go managing multiple projects and meetings daily. How do you effectively manage multiple administrative duties, promote organizational practices and foster visionary leadership effectively? In this leadership session we will explore the ISTE Standards for Administrators and share examples of digital age tools, like OneNote, and other productivity tools you can use to organize your projects and model digital age learning and leadership.

Making PD Playful - Jennie Magiera - Sponsored By: ACTEM - Keynote Speaker

Now that participants have had a time to explore what redefining teaching and learning could look like throughout this conference, they will explore how to spread this new thinking on to their colleagues. This session will touch upon various PD models that are based in the same philosophies explored throughout the conference: curiosity, play and solving problems. Required Tools: Laptop with Internet Access (no tablets), Google Apps Account, Open Minds

Creating Digital Breakout EDU's - Terri Dawson & Angela Gospodarek, Gorham MS

Participants will experience a Digital Breakout EDU game before actually creating one of their own based on curriculum or content they teach. They will then be able to engage students in the playing of and creating of Digital Breakouts. This session is based on the BreakoutEDU Boxes and is built around the 4 C's. (Creativity, Collaboration, Critical Thinking and Communication.)

Dyslexia:AT, Accommodations & Literacy Strategies - Diana Petschauer, Kelsey Hall & Stacy Driscoll, ATforED.com

Dyslexia is the most common type of specific learning disability affecting 10-15% of the total population. It is critical that educators acknowledge and support access to the curriculum. Explore research based intervention that is explicit, systematic, and multisensory. Embedding these interventions and AT tools personalizes learning and ensures access to language, literacy, and learning opportunities.

iBooks Author MultiModal Style Lindsey Carnes, Apple, Inc. - Sponsored By: MLTI - Apple Alternate Solution

Dive into iBooks Author to harness the power of developing multi-modal, Multi-Touch iBooks. You'll learn features which make iBooks come to life for learners by incorporating audio files, 3D widgets, image glossaries, study cards, jailbreaking templates, and much more. Come prepared with a topic and assets to develop your own Multi-Touch iBook. This session is great for MLTI beginners and experts.

Innovation in the K-2 classroom: Tech Petting Zoo - Irina Tuule, Eduporium - Sponsored By: Eduporium

Remember your classroom hamster? Now, it's time to replace it with Tech Petting Zoo and get friendly with innovative technology. Our Tech Petting Zoo is a mobile Makerspace that fuels creativity, inspires experiential learning and genuinely boosts 21st century teaching. We select age-appropriate tech that aligns with K-2 standards and builds a STEAM foundation. In this workshop, we will explore tech integration into K-2 curriculum, construct a sample Petting Zoo and discuss tech loaded classroom projects.

Swimming in the SAMR Pool Carl Hooker, Eanes Ind. S.D. - Sponsored By: ACTEM - Keynote Speaker

Sometimes we ask teachers to dive before they can swim with technology. Dr. Ruben Peuntedura's SAMR model has been instrumental in helping our district embrace the shift from traditional learning to a more student-centered approach. In this session, I'll share actual examples of integration of iPads in K-12 settings. From ELA to math to music, using mobile devices in a meaningful way can really bring learning into the transformational deep end.
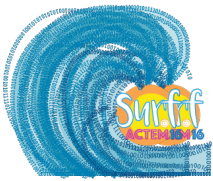
Audience in Mind: Publishing with iPads - Marie Roy & Seth Mitchell, RSU 2

Technology allows young learners to share their thinking and learning with an ever-expanding audience. Come learn how one kindergarten teacher uses iPads with apps such as Twitter and Blogger Jr. to empower students to communicate with families, communities, and other classrooms. Participants will explore resources and experiment with tools and processes they can take back to the classroom, so they should plan to attend with iPads.

Augmenting Reality & Engaging Learning - Beth Goodwin, Wells, Annette Slone, & Eric Lawson, York ** *This session will be on the Vendor floor and will be repeating during every session on both days - stop by and see them!*

Attendees will explore free augmented reality apps including Seene, Quiver, Aurasma, Blippar, and Cardboard. Learn to incorporate AR in the SAMAR model. Discover how to incorporate Google Expeditions into your content instruction. A demo of Google Expeditions will be given with options to view the demo from both the student and teacher side of the lesson.

Breakout EDU - Kern Kelley & Students, RSU 19 ** *This session will be repeating during every session on Friday - stop by and play the game!*

Breakout EDU is an ultra-engaging learning game for everyone. In the conference setting, a small group of educators will be timed to complete a series of challenges, reveal clues, and unlock mysteries. Breakout sessions teach teamwork, critical thinking, and troubleshooting by presenting participants with challenges that ignite their natural drive to problem-solve. The Mighty Pen is one of the Breakout EDU games based on a recently discovered artifact with hidden clues, puzzles, and messages for you to discover. Can you breakout in time? Join us and find out!

Classcraft: Turn your class into an epic adventure - Amy Tucker, Maranacook MS

Come learn how Classcraft can transform your class into an adventure! Have your students level up for being good learners, unlock real-life benefits as they progress, and work in teams to overcome common obstacles. See how driving student engagement, fosters meaningful collaboration and managing your classroom in a fun and creative way can be a total game changer.

Coding and Robotics in Early Learning - Julie Willcott, ADE & KVCC - Sponsored By: Apple, Inc.

How can coding and robotics be included in the PreK-4 classroom? This session will include discussion of what coding and robotics can be in an early learning environment. Ideas and lesson plans for implementation in the classroom will be included. There will be an opportunity to explore and experience including Osmo Coding and Sphero robotic balls.

Collaboration Across the Apple Environment Jim Moulton & Clif Hirtle, Apple, Inc. - Sponsored By: Apple, Inc.

Apple tools provide some powerfully simple ways for teachers and students to collaborate - from Reminders and Calendars to Notes and Photos and News, come learn some new ways to collaborate and discover ways these tools can be put to use in your classroom in purposeful and effective ways.

Easy Tools for Formative Assessment & Monitoring Learning - Matt Drewette-Card, AOS 94

Monitoring learning of all students, not just those who raise their hands, is more important now with our shifts to proficiency-based learning models and new eductator effectiveness systems. Come learn about three easy to use tools that monitor the learning of ALL students in your classroom: Pear Deck, Kahoot!, and Plickers.

Let's Have a Wireless Bake-off - ePlus Technologies Staff - Sponsored By: ePlus Technologies

This session is geared for the IT Director, Network Administrator or anyone interested in learning more about 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 include demos of some of the leading solutions to provide an opportunity to see these solutions in action to help you determine what is right for your environment.

MakerSpaces on a Dime - Lindsey Carnes, Apple, Inc. - Sponsored By: MLTI - Apple Primary & Alternate Solutions

Interested in integrating MakerSpaces into your classroom? We'll start with the reverse engineering process by building something with your team. Then navigate through the different stations including Sphero, Scratch, Paper Circuits, LED Circuit Cards, Legos, Tiggly, MakeyMakey, and OSMO. There's something for all ages and content areas. Thinking of setting up a Maker Space at your school, looking for resources on Hour of Code, or searching ways to incorporate coding into everyday curriculum? Then join Apple's MakerSpace madness for some tinkering time. Bring your MLTI devices

Micro-credentials 101 - Mike Muir, DOE - Sponsored By: MLTI

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's this new iLearnMaine Educator Micro-credentials program from ACTEM and DOE? 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!

Minecraft - Our Students Love It! - Mary O'Brien, RSU 38 & Blake Bourque

Minecraft is a widely popular, multiplayer computer game for students of all ages. Teachers all over the world are using Minecraft in classrooms as well as in extra curricular clubs. We have started a Minecraft server called EastCoastMiners. Come meet the miners and learn about the collaboration and learning happening within our world. This game is engaging, but is it educational? Come and decide for yourself.

Teaching Robotics with Lego, Sphero and Ollie - Jason Lanoie & Joseph Boudreau, Windham

This is a hands-on approach introducing basic concepts in the field of robotics. This is accomplished by implementing a multimedia curriculum based on the Carnegie Mellon Video Trainer and designed to teach behavior-based programming to students in a classroom setting using the MINDSTORMS Software. Teach robotics differently by using Spheros and Ollies. Students connect by Bluetooth using the apps to program and perform a number of tasks.

The Many Uses of Google Classroom - Mary Gamble, Deb Carver & Jeff Bailey, Mountain Valley HS

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 as it allows you to participate actively.

The Teen Brain And The Digital World - Jill Spencer & Chris Toy, Thomas College

What do we now know about adolescent brain development that we didn't just 10 years ago? Is digital addiction real? What about multi-tasking? What's executive function got to do with digital devices? Why should we keep ourselves up-to-date on neuroscience research? Because…teens are complex beings who are not quite yet finished in their maturation process. In this interactive session, we'll separate the urban myths about brain development from the information that might actually make a difference in your digital classroom.

Tweeting with Young Learners - Nadene Mathes, UMPI

Come see how using Twitter with our youngest learners can support and reinforce learning. We'll look at creating a classroom account, discuss how to connect with other early childhood classrooms and teachers, and look at specific ways to use Twitter with our youngest learners.

Utilize Google My Maps in Your Classroom - Mike Arsenault, Yarmouth

Google Drive now includes Google My Maps. Like other tools within Google Drive, Google My Maps can be shared and posted online. Join Google Certified Innovator, Mike Arsenault, in this hands-on session as we delve into creating interactive maps using Google My Maps. Come prepared to make a map and share ideas for ways to incorporate this tool into your classroom.

Friday Session 2

3D Design/Printing can be Elementary! - Thomas Charltray, Pond Cove, Ele & Charlie Cianciolo, RSU 57

mui3D design and printing seems like a thing that can only exist in the upper grades. What if I told you we have 1st graders 3D designing and printing, and you can too? Join me for this open workshop/discussion about 3D printing and design to learn how you can bring it back to your building.

Meet the Authors of the Google Apps Guidebook - Kern Kelley & Tech Sherpas

The Google Apps Guidebook is a set of student created lessons, activities and projects for educators to use in their classrooms. Each lesson connects with a component from the Google Apps for Education suite. The Guidebook takes teachers step by step through the entire process of introducing Google Apps to their students.

Apple's Latest OS -MacOS Sierra & iOS 10 Clif Hirtle, Apple, Inc. - Sponsored By: Apple, Inc.

Come get the low-down on the latest features of MacOS Sierra and iOS 10 and how these new capabilities can be leveraged in your classroom. We will cover the gamut from Macs that talk to Photos that auto-index, ensuring you have the tools and tips to best equip you in the year ahead.

Augmenting Reality & Engaging Learning - Beth Goodwin, Wells, Annette Slone, & Eric Lawson, York *** This session will be on the Vendor floor and will be repeating during every session on both days - stop by and see them!*

Attendees will explore free augmented reality apps including Seene, Quiver, Aurasma, Blippar, and Cardboard. Learn to incorporate AR in the SAMAR model. Discover how to incorporate Google Expeditions into your content instruction. A demo of Google Expeditions will be given with options to view the demo from both the student and teacher side of the lesson.

Blended Learning: Online and Seat Time - Drew Pisani & Chris Pirkl, Deering HS

This workshop is designed to explore other pathways for student success and to develop more resources to help improve student learning. These alternatives engage students with flipped classroom and face-to-face instruction. Participants will explore free pathways and resources for creating and finding content, using platforms such as Moodle, Google Classroom, iTunes University, EDPuzzle, and OpenEd to deliver and assess content for traditional and nontraditional students. This session will combine presentation with hands-on learning.

Brainbreaks: Using Improv to Open Up Thinking - Carl Hooker, Eanes Ind. S.D. - Sponsored By: ACTEM - Keynote Speaker

Risk-taking and celebrating failure can be great ways to stimulate creativity in the classroom. During this very interactive session, we'll go through a series of improv activities designed to help students activate the creative side of their brains. Come prepared to move, think, and leave your inhibitions at the door.

Breakout EDU - Kern Kelley & Students, RSU 19 *** This session will be repeating during every session on Friday - stop by and play the game!*

Breakout EDU is an ultra-engaging learning game for everyone. In the conference setting, a small group of educators will be timed to complete a series of challenges, reveal clues, and unlock mysteries. Breakout sessions teach teamwork, critical thinking, and troubleshooting by presenting participants with challenges that ignite their natural drive to problem-solve. The Mighty Pen is one of the Breakout EDU games based on a recently discovered artifact with hidden clues, puzzles, and messages for you to discover. Can you breakout in time? Join us and find out!

Designing Innovative Professional Development- Amanda Nguyen, DOE - Sponsored By: MLTI

Do you have a long list of topics that need to be covered during your limited amounts of professional development time? Would you rather spend that time inspiring teachers to use more innovative teaching and learning tools? This session will give school leaders ideas about how they can design professional development opportunities for their teachers that will model what they'd like to see in classrooms (increased student engagement, deeper learning, etc.), while still covering the required topics at the same time. Participants should bring either a laptop or tablet device to the session.

Designing Rubrics w/ GoogleDocs & ThemeSpark - Matt Drewette-Card, AOS 94

Proficiency scales and rubrics don't have to be complicated. Let's simplify everything. Using Google Docs is a great way to simplify and connect our work, and ThemeSpark makes scale and rubric design easy. Come learn and design effective and ready to use scales and rubrics!
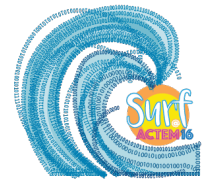
iPads in Elementary Numeracy Instruction - Dr. Pam Buffington & Auburn School Dept. Staff - Sponsored By: Apple, Inc.

What works and what doesn't when it comes to improving mathematics instruction with iPads? In this session participants will discover what's been learned in an effort among researchers, Auburn School District teachers, and administrators working together to figure out how to effectively leverage mobile technologies to improve mathematics learning in the early grades. You'll leave with knowledge of some powerful open apps, but more importantly, you'll know how to effectively integrate them with research-based strategies to enhance mathematics learning for your students.

Learning w/ iPads: Middle & High School - Theresa Overall & Students, UMF

University of Maine Farmington pre-service teachers have researched a variety of social studies, English, science, mathematics, and productivity apps that support learning and engage students. The poster session format of this presentation allows participants to get an overview of a large assortment of apps or spend in-depth time learning about just one or two apps from individual UMF students. Don't miss the database of over 150 app reviews.

Learning with iPads in PreK and Beyond! - Bonnie Blagojevic, Morningtown & Vicky Grotton, Glenburn

How can we use iPads to provide additional learning opportunities for young children and partner with families and others in the community? When and how should we discuss media diet and balance? Why are "media mentors" important? Stories from a variety of early learning programs using iPads with young children, including a public PreK classroom, family engagement, and public library program will be shared.

Photojournalism as a Gateway - Mia Morrison, Foxcroft Academy

This session will focus upon how and why photography can be leveraged in the classroom to spark engagement with the historically unsuccessful student. I will share curricular level workflows and resources as well as share numerous student examples of work and development. Participants will have an opportunity to explore resources and create as desired.

Promethean New Product Update   - Promethean Staff - Sponsored By: ePlus Technologies

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. As a milestone toward that mission, we're very pleased to announce the launch of the all-new Promethean ActivPanel which was recently awarded Tech & Learning's Best of Show at ISTE 2016. Join us and discover these new teaching and learning tools. FREE evaluation products will be offered to those who would like to provide feedback on their fit in their environment.

Support Math Problem Solving w/ CueThink - Vicki Decker, Massabesic

Revolutionize how you approach teaching math word problems to your students using the CueThink application. Learn how CueThink structures the problem solving process and helps students document and share their thinking and get feedback from their peers. This will be a hands-on interactive session where participants will create their own "thinklets" or solutions and learn how to navigate the teacher dashboard interface.1

Avoiding Textbook Costs with Online Resources - Paul Charpentier, SMCC

This presentation will show how a variety of resources were gathered online to "replace" the use of a textbook in a required first semester college course. Content was developed following Universal Design for Learning (UDL) principles and allows faculty a choice of materials for their course section.

Cloud Update - ePlus Technologies Staff - Sponsored By: ePlus Technologies

With so many changes in today's IT world it is sometimes hard to determine what applications are appropriate for the cloud. We will look at industry trends, new technologies, and various deployment models. This will include examination of a variety of models from public cloud, private cloud, and hybrid models. We will also examine the nuts and bolts of what is involved with these various deployment models.

Content Creation on iPad and Sharing Through Seesaw - Pauline McCarthy, SPSD & Sean Moore, Jameson School - Sponsored By: Apple, Inc.

Combining the powerful content creation capabilities of iPad with the curating, reflection, and sharing capabilities of Seesaw make great things possible in a proficiency-based classroom. Students can create content that shows their understanding, reflect on their work, then curate and share with teachers and peers. When a classroom is ready, parent sharing is a possibility as well! In this session you'll hear stories from educators who have used these tools in Maine classrooms.

Education Today with Maine Public Broadcasting Network - David Boardman, MPBN

What does a student-centered classroom look like? Are we leveraging educational technology to the fullest? Have we made it indispensable to teaching and learning? The Maine Education Project is interested in hearing your thoughts on what it's like in schools today in this conversational session sponsored by Maine's public television and radio network. Come talk about challenges and successes in the classroom today.

From ACTEM to ACTion: PD #NextSteps - Rebecca Redman, WOSCD & EdChatME Design Team

The #EdChatME Design Team shares the vision driving the Maine Twitter presence for educators everywhere. Discover an action-oriented PLN, not a sounding board of like-minds. Turn your ACTEM learning into #NEXTSTEPS! Connect pre-service teachers with a robust support system! Collaborate across districts & disciplines! Build dialogue between classroom teachers & administrators! This session applies to experienced Tweeters & newbies alike!

Illustrating to Write - Ann Marie Quirion Hutton, Apple, Inc. - Sponsored By: MLTI - Apple Alternate Solution

Illustration is a part of many great stories, extending the ability of ideas to be shared, and increasing enjoyment and comprehension on the part of the reader. MacBook provides many possibilities for creating illustrations, making drawing a part of the overall literacy experience. In this session we'll see how easy it is to get students started with creating their own original illustrations, and discuss how adding illustration to writing can raise the rigor.

Learning Through Technology and MLTI Fall Update - Mike Muir & DOE Learning Through Technology Team - Sponsored By: MLTI

The Learning Through Technology Team and MLTI are offering you even more resources this year. Join this session if you are interested in our new projects and initiatives. You'll learn about our new team members, new tools for students and teachers, and new professional development offerings that could also help your school with Proficiency Based Diplomas, Teacher Effectiveness, and the increased rigor of MLRs and testing.

Lunch Date for Teacher Education Programs - MLTI-Teacher Preparation Collaborative - Sponsored By: MLTI

This lunch gathering is for professors, adjunct faculty, classroom teachers who host preservice teachers, and students in education programs. Come share ideas for how teacher ed programs can work individually and collaboratively to improve the preparation of teachers to teach with technology. Conversation starters: How is your program using the ISTE Standards? Including technology in PBE? Working with field placement sites?

Q & A and Open Chat - Laurie Underwood, HP, - Sponsored By: HP

Join Laurie Underwood for a lunch time chat about HP/Microsoft and MLTI items of interest. This is an informal session designed to help you out.

Rapid Fire Apps & Tools (?) - Southern Maine Integrators Group: Susie Simmons, Dan Tompkins, Anne MacDonnald, Cathy Wolinsky, Mike Arsenault, Lisa Hogan, Laura Girr,

Bring your "A-Game" and your favorite Apps to this interactive gathering sharing as many ideas as possible before the time is up just like a game of hot Potato!

Scavenger Hunt Roll Out - Lindsey Carnes, Apple, Inc. - Sponsored By: MLTI - Both Apple Solutions

Think you know your special education assistive technology accommodation and modifications? Arrive at this session to take the challenge. Team up to conquer special education stations and gain points along the way. Pick up brain break ideas as you go. Be prepared to move, think, and gain life changing knowledge to help individuals with disabilities. Apple is known for their accessibility, come take the assistive technology challenge. The team with the most points at the end of the scavenger challenge wins a coveted prize. Bring your MLTI devices.

School's Out for Summer: Apple School Manager, Managed Apple IDs, and You - Clif Hirtle, Apple, Inc. - Sponsored By: Apple, Inc.

You have seen the webinars. You know the capabilities. Bring your lunch box and tough questions for a consultative conversation around what the new world of organizational Apple IDs and role-based school portals means for you in the year ahead.

Social Media for the Youngest - Jennifer Stanbro & Gretchen Hartley, Skillen Ele. - Sponsored By: MASL

The best way to teach digital citizenship is to give kids experience in monitored social media environments. We will share our experiences with using a variety of social media platforms with grades K-5 in the library and classroom contexts. KidBlog, Edmodo, and Seesaw will be presented as "walled gardens" where kids can create, share, and interact online. Participants can expect project ideas, strategies, assessment tools and lessons learned.

Tell Your School's Story on Social Media - Jonathan R. Werner, Cape Elizabeth

Schools can either tell their own story or let someone else tell it for them. They can highlight the work that exemplifies their mission, or they can put the power to choose in someone else's hands, and then find themselves misconstrued or unfairly criticized. This session will explore a number of resources that allow schools to capitalize on the power of Social Media and ways to celebrate the best in your classroom, building, library, or district.

The Great ACTEM Trivia Challenge - Tim Hart, Apple, Inc. - Sponsored By: MLTI - Apple Primary Solution

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.

What to Use in MARVEL - Tina Taggart, Foxcroft Academy - Sponsored By: MASL

MARVEL is a collection of databases created for a wide range of age groups. How do you choose what will work for your students. What is available for who, and how do I use it for the best results for my age group.

Friday Session 3

Augmenting Reality & Engaging Learning - Beth Goodwin, Wells, Annette Slone, & Eric Lawson, York ** *This session will be on the Vendor floor and will be repeating during every session on both days - stop by and see them!*

Attendees will explore free augmented reality apps including Seene, Quiver, Aurasma, Blippar, and Cardboard. Learn to incorporate AR in the SAMAR model. Discover how to incorporate Google Expeditions into your content instruction. A demo of Google Expeditions will be given with options to view the demo from both the student and teacher side of the lesson.

Breakout EDU - Kern Kelley & Students, RSU 19 - ** *This session will be repeating during every session on Friday - stop by and play the game!*

Breakout EDU is an ultra-engaging learning game for everyone. In the conference setting, a small group of educators will be timed to complete a series of challenges, reveal clues, and unlock mysteries. Breakout sessions teach teamwork, critical thinking, and troubleshooting by presenting participants with challenges that ignite their natural drive to problem-solve. The Mighty Pen is one of the Breakout EDU games based on a recently discovered artifact with hidden clues, puzzles, and messages for you to discover. Can you breakout in time? Join us and find out!

Conquering Tech Grants: How to Make your Proposal WIN - ePlus Grant Sponsorship Program Staff - Sponsored By: ePlus Technologies

Learn about top tech opportunities and grant resources available to help make your application successful. This session focuses on a wide variety of steps to take to ensure you receive a win. We will also look at tools available to help you narrow in on funding opportunities right for your district and how to determine your eligibility as well as a look at resource available to help you apply.

Creating Simple Games on Your iPad - Jeff Bailey, Mountain Valley

Ever wonder if those students you always "catch on games" in class could just use that energy to make games themselves? Now any student with an iPad can create games using the Hopscotch app. Learn the very basics of computer programming with hands on examples. Discover powerful ways to integrate your class content and reinforce learning concepts.

Effectively Leveraging iPads in High School - Amanda Doyle, Thornton Academy - Sponsored By: Apple, Inc.

Thornton Academy has recently been recognized as an Apple Distinguished School. In this session Integration Specialist Amanda Doyle will describe how Thornton Academy has embraced iPads across the curriculum areas. Participants will come away with great ideas of how iPads can be leveraged in their high school classroom to improve teaching and learning.

Explore Minecraft: Education Edition as a Flexible Learning Platform - Yamin Chevallard, Technology Strategist - Sponsored By: Microsoft

Minecraft: Education Edition was designed specifically for schools and includes all the features of the core game, plus new features that make Minecraft more accessible and effective in a classroom setting. Educators are able to map student activities directly to specific learning outcomes and curriculum standards. Attend this session to get familiar with Minecraft: Education Edition and explore ideas for incorporating into the classroom to enhance how students work in teams to solve a problem or collaborate as an entire class to go through learning activities and master challenges within the game.

Exploring Early Literacy Opportunities with Tech - Audrey O'Clair, RSU 3 & Stephanie Weber, Auburn

With passions for early literacy and technology and skill sets in creating specially designed instruction, presenters in this session will provide concrete examples for connecting all three areas to build meaningful learning opportunities for learners of all ages and ability levels. Participants will work to build a deeper understanding of strategies for using technology in primary and elementary classrooms.
Friday

Learn to Code with Swift Playgrounds - Tim Hart, Apple, Inc. - Sponsored By: MLTI - Apple Primary Solution

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 beginners. 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 iOS 10.

Let the Students Lead the Way: Building a Student Innovation Team - Jennie Magiera - Sponsored By: ACTEM Keynote Speaker

Allow students to lead your classroom, school or district's technology initiative. Build a team to advise, support and train teachers as they explore digital learning. In this session, learn how to start your own team, tips for getting started, and how to adapt the idea to your own situation.

Managing Shared iPads in an Elementary Classroom - Clif Hirtle, Apple, Inc. - Sponsored By: Apple, Inc.

Shared use used to be a story of carts and cables. This year's announcements around Shared iPad, Managed Apple IDs, and all new Apple Configurator have changed the rules considerably. Come experience walkthroughs of Shared iPad and Configurator 2, while taking a deeper look at the increasingly central role mobile device management (MDM) plays in the setup and management of elementary school shared devices.

Portfolios using an iPad and Blogger Jr - Jacqueline Durante-Harthorne & Joanne Gauley, Gorham

Come see just how easy it is to teach even a kindergartner how to post to their digital portfolios using Blogger Jr and an iPad. In this session, we will take you from setting up your students in the app to how to connect Blogger Jr to your classroom blog. Come learn what has taken me years to evolve.

STEM/STEAM Learning in the Classroom - Juli Willcott, KVCC

Come find out what integrated science learning, aka STEM (Science-Technology-Engineering-Math) and STEAM (Science-Technology-Engineering-Art-Math), can be in a technology-rich classroom. This session will include ideas for using hands-on learning and digital tools for all ages/grade levels.

The Cloud Wars: Transform 21st Century Collaborative Projects - Jill Pierce, McMinn County Schools - Sponsored By: MLTI

What is the Cloud, and how do I ride? This session will explore several educational and instructional options using cloud technology. Pros and Cons of a variety of educational cloud technologies will be shared as well as how cloud technologies can transform the classroom for collaborative projects.

Using Instagram in the Classroom - Paul Wallace, MSAD 31

Instagram is a social media platform that most students and parents are on. So why not use what they are already using to an advantage in the classroom? Students get engaged in the material because they know their audience is going to be their peers, not just teachers. This session covers how Instagram works, many practical ideas for classroom use in all content areas at different grade levels, adding knowledge via video, and the power of hashtags.

AASL's Best Apps for Teaching & Learning - Cathy Potter, Falmouth - Sponsored By: MASL

Each year the American Association of School Librarians (AASL) releases the list of Best Apps for Teaching and Learning. Find out which apps made the 2016 list in this fast-paced session. Participants will learn about innovative apps in the areas of content creation, STEM, books, organization & management, and humanities. We'll explore the features of each app and how the apps can be used in classrooms.

Augmenting Reality & Engaging Learning - Beth Goodwin, Wells, Annette Slone, & Eric Lawson, York ** *This session will be on the Vendor floor and will be repeating during every session on both days - stop by and see them!*

Attendees will explore free augmented reality apps including Seene, Quiver, Aurasma, Blippar, and Cardboard. Learn to incorporate AR in the SAMAR model. Discover how to incorporate Google Expeditions into your content instruction. A demo of Google Expeditions will be given with options to view the demo from both the student and teacher side of the lesson.

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Build a Collaborative Classroom and Increase Productivity - Yamin Chevallard, Technology Strategist - Sponsored By: Microsoft

Technology is bringing a new dynamic to the classroom. Learn how to integrate 21st Century skills with Microsoft tools that will excite, engage, and elevate your students to uncommon levels. This overview will feature easily adopted pedagogical uses of free Microsoft tools like Snip, Sway, and Skype for Business, and OneNote Class Notebooks to help incorporate blended learning.

Classroom App - Ann Marie Quirion Hutton & Curtis Armstrong, Apple, Inc. - Sponsored By: MLTI - Apple Primary Solution

Classroom is powerful new iPad app that helps teachers guide learning, share work, and manage student devices. In order for a teacher to use the app, the configuration of Classroom is done within your Mobile Device Management (MDM) system by the MDM administrator. In this session, we will show you how both sides: teacher and MDM administrator, work together to guide learning through the use of Classroom app. We will go through the steps required to configure Classroom app in MDM and then demonstrate the features teachers will use in the classroom, including:
Opening an app
Locking an app open on an iPad
Opening a webpage or iBook chapter
Locking an iPad
Viewing an iPad screen
Resetting a student's password
AirPlay an iPad to Apple TV

Critical Creativity: Meaningful Making - Dan Ryder, Mt. Blue HS

We've the opportunity to turn our classrooms and impact areas into studios where students can transform whimsical ideas into purposeful action and meaningful products. In this session, participants will explore how creative endeavors from sketchnoting to soundtracking, blackout poetry to digital color palettes, Little Bits to LEGO bricks can lead to deeper learning and understanding of content area learning. Imagination is the only prerequisite.

Going on a Virtual Field Trip Through the Center for Interactive Learning & Collaboration (CILC) - ePlus & CILC staff - Sponsored By: ePlus Technologies

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.

iPads in Elementary Literacy Instruction - Mauri Dufour - ADE & Auburn School Dept. - Sponsored By: Apple, Inc.

Literacy. That one word drives so much of the work that goes on in the elementary classroom. In this session participants will discover effective strategies for using iPads to support literacy development for all their students. From the basics of vocabulary development and gaining control over sight words to creating multitouch books that can be shared around the globe, this session will have you going back to class armed with new ways to help your students learn.

iPads in the Kindergarten Classroom - Christine White & Theresa LaPage, Alfred Ele.

Looking for a way to incorporate iPads into your everyday classroom activities? Discover ways to keep children engaged and active in learning by using a variety of apps during whole group as well as small group activities. We will be looking at activities which will help the child see the iPad as a learning tool rather than a gaming device.

JSS Extension Attributes: Secret Sauce for the Advanced Casper Chef - Clif Hirtle, Apple, Inc. & Trey Bachner, Jamf Software - Sponsored By: Apple, Inc.

Ever dream of elegant reports and conditional polices based off machine data just not available in your JSS? Come discover how to leverage one of the secret ingredients of advanced Casper administrators: how to create custom inventory information to automate deployments, feed proactive policies, and ensure accurate reporting for leadership and learning alike.

Nearpod in the Elementary School - Marty Cryer & Donna Longley, Wells Ele.

Nearpod is an engaging and useful tool for delivering content, assessments, and activities to help student learning and teacher productivity. Students ask if they can have a Nearpod lesson! Access lessons as a whole group or individuals, in class or at home, over an internet connection. Include lesson information, videos, virtual reality images, websites, several types of quizzes, and other activities easily and quickly.

Robots as Assistive Technology - John Brandt, Maine CITE - Sponsored By: Maine CITE

The role of robotics is growing in many areas and their use as Assistive Technology will only increase in the future. In Maine schools, robots are currently being used for remote "telepresence," allowing students with disabilities or health needs to continue to participate in classroom activities. This workshop will showcase two vendors of these devices (VGo and Double Robotics) and will provide information on how schools may acquire a device.

Seesaw, Step-by-Step Basics - Pauline McCarthy, South Portland

Seesaw, the Learning Journal. Bring your devices and join us in this hands-on session to experience the many ways your students will be able to show what they are learning. We will walk through the steps to set up your own class, tour the teacher dashboard, and access resources for follow-up support. Seesaw supports iOS, Android, Chromebooks, Computers, and Kindle Fire. I will use an iPad and MacBook for the demo. Resources will be posted on my website @ https://goo.gl/1keu7S

Use Plickers To Instantly Check Learning - Paul Wallace, MSAD 31

This interactive session guides participants through the sign up, set up, and application of Plickers, an app that allows teachers to instantly check student learning. Unlike other programs requiring 1-on-1 devices, it uses a set of coded cards students hold up to answer questions. The teacher scans the room with a phone/tablet which scores and records student responses. It's a great app for formative assessment for any level in any subject area.

What's the Deal with Fantasy Sports? - Jason Bersani, Winslow

When we're all staring at the list of presentations and we're like, "Dang we need something fluffy for a Friday afternoon," consider this: Fantasy Sports is growing in interest year after year, and it might just be that thing that gets tech-hesitant people to spend more time in front of their computer using it. What does it have to do with school? How about statistics? Research? Budgeting? Negotiating skills?