30th
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2017
TECHNOLOGY
EDUCATION
CONFERENCE
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Tier1 Sponsors: Apple, Inc., ePLus Technologies, HP/Intel, Pro AV Systems

ACTEM BOARD & Schedule at a Glance

Gary Lanoie and Dennis Crowe

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Conference Co-Chairs

Thursday, October 12th

7:00	**Registration Breakfast**
8:00	**Opening Keynote** on the stage in the Exhibit Area *Sponsored by ACTEM*
9:15-10:15	**Session One** AM Half Day to 11:30
10:15-10:30	**Morning Break** *Sponsored by Connection*
10:30-11:30	**Session Two**
11:00-12:30	**Lunch in Exhibit Area**
11:30-12:30	**Lunch Sessions**
12:40-1:40	**Session Three** PM Half Day sessions to 3:30
1:40-2:30	**Dessert in the Exhibit Area**
2:30-3:30	**Session Four**
3:30-4:30	**Exhibitors' Reception** *Open Bar sponsored by Connection Public Sector Solutions*
4:30-6:00	**Awards Ceremony**
6:30-9:00	**BrewCUE** *Sponsored by Pro AV, McGraw Hill, and Pear Deck. Check* @BrewCUEME for details

Friday October 13th

7:00	**Registration Breakfast**
7:45	**Opening Keynote** on the stage in the Exhibit Area Sponsored by JAMF Software & ACTEM
9:15-10:15	**Session One** Half Day to 12:00
10:15-11:00	**Morning Break** Sponsored by Pro AV
11:00-12:00	**Session Two**
11:30-1:00	**Sit Down Lunch** in Exhibit Area
12:00-1:00	**Lunch Sessions**
1:10-2:10	**Session Three**
1:10-3:20	**Half Day Sessions**
2:20-3:20	**Session Four**
3:20	**Door Prizes** Keynote Stage, Exhibitor Area *You must be present to win!*

#actem17

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CONFERENCE COMMITTEE

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Andy Wallace, SPSD
Amy Tucker, RSU 38
Jon Pratt, Foxcroft Academy
Sean Malone, RSU 26

Committee Co-Chairs Barbara Greenstone and Crystal Priest

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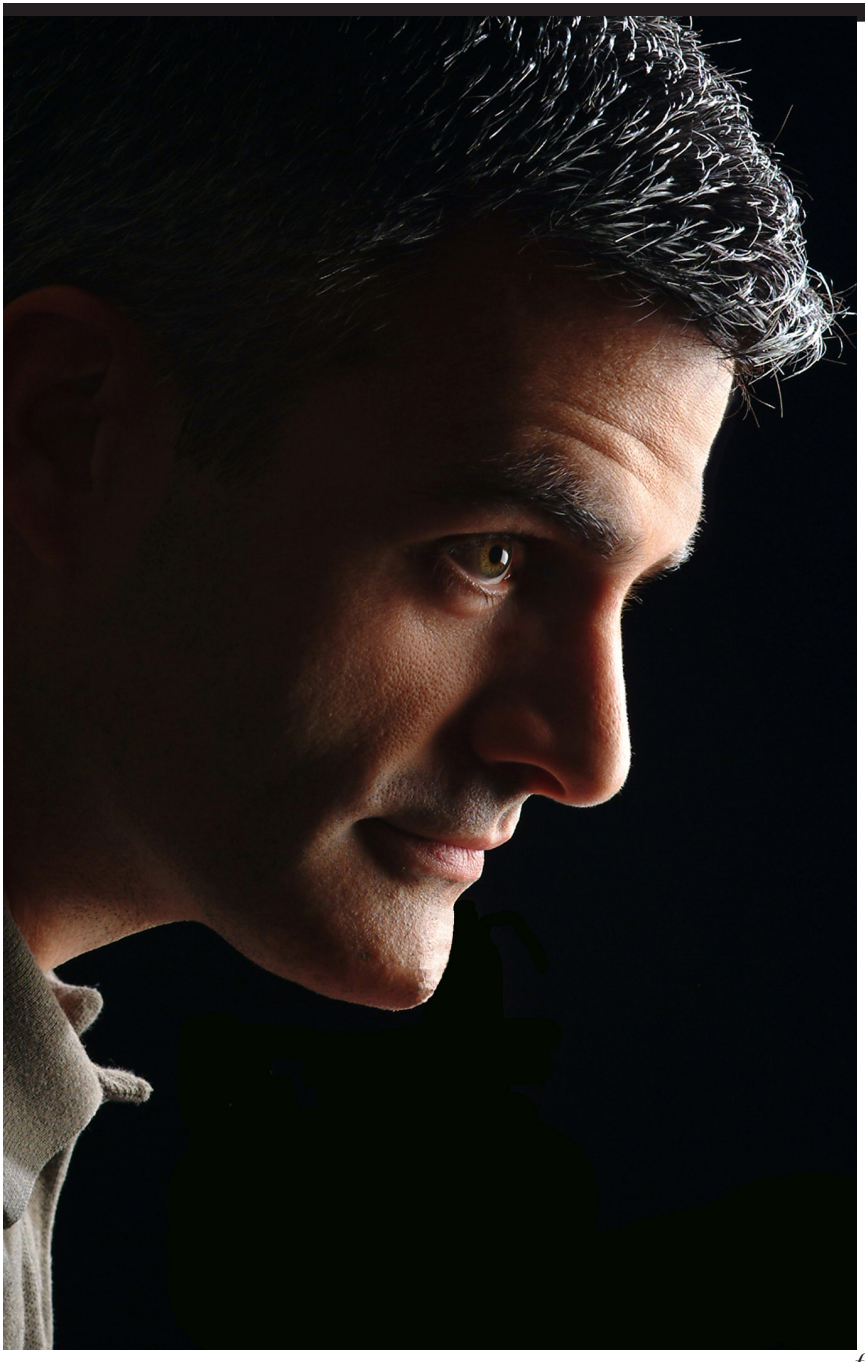
ACTEM 30th Anniversary Trivia

QUIZ

This year marks the thirtieth anniversary of the ACTEM Conference, but how much do you really know about the number 30?

The Power of Voice in the Digital Age

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



Making Your School Something Special

Technology allows us to re-imagine how we take our schools from good to great, enhancing learning activities, building staff morale and confidence, and communicating effectively with the larger community. In this talk, we will look at how we can move our teaching toward the powerfully memorable, build an exploratory culture, foster and share successes, and strengthen individual confidence in our students and our colleagues

Barbara Greenstone John Lunt friend of Technology Award

In 1995, Barbara was a library aide in her son's elementary school in Brunswick. Through a Network Infrastructure for Education grant the internet arrived and she saw it experienced it, and did what she has now done for over 22 years.

She imagined how technology could improve learning experiences for all members of a school community.

Barbara Greenstone

First through the Community of Learners and then, when the time came, on into the Maine Learning Technology Initiative, her imaginings have become actions as she has tirelessly worked to help others comprehend and leverage what technology makes possible.
All accomplished without ever losing sight of her original goal. Improved learning experiences for all.

Learner, writer, leader. Inspired and inspiration both. Thank you, Barbara.

Jeff Bailey, Alice Barr, & Dan Ryder ACHIEVE Award Winners

To mark ACTEM's 3 decades of service to Maine's students, the Awards committee has chosen 3 amazing

Jeff Bailey

educators to receive the ACTEM ACHIEVE Award of 2017. Each one of these professionals epitomize the mission of ACTEM in their daily practice.

Anyone in the education field Pre-K through Higher Ed is eligible for this Awards! ACTEM wants to celebrate and honor those highly innovative Maine educators. Please nominate an educator today!

Jeff Bailey is a High School Technology Teacher at Mountain Valley High School in Rumford. He began his career as an English teacher in 1998 and eventually moved into teaching technology electives like Architectural Design, Engineering and AP Computer Science Principles. "The best part of teaching is the variety, getting to learn new things and meeting new people has always motivated me to keep going" Jeff likes the challenge of finding the right fit between teaching, learning and technology and is always searching for the right tool for the right situation. This year Jeff is looking forward to expanding his computer science course and introduce more robotics

in his classroom. In his spare time, Jeff performs improv with his comedy group Teachers Lounge Mafia.

Alice Barr has lived, taught and traveled on five continents. She is the Instructional Technology Coach for Yarmouth High School, an Apple Distinguished School in Yarmouth, Maine. Alice also teaches at The University of Southern Maine and provides professional development sessions during the year. Alice was a founding member of the SEEDlings Podcast along with Cheryl Oakes, and Bob Sprankle. A semi-finalist for the 2011 Maine Teacher of the Year, Alice is also a Google Certified Innovator and co-organizer of EdCamp Maine.

Alice Barr

Alice says, "The primary focus of technology in school should be about improving student learning and teacher practice, not hardware. As the Instructional Technology Coach at Yarmouth High School, I am passionate about how using technology in the classroom supports great teaching and learning. The best part of my job is collaborating with students, teachers, and the technology team. I love what technology can do for us in our work and play. It is one thing to use the computer, it's quite another to know how to learn with it. By having access to the laptops and other tools, students are able to find their own passion about learning."

Dan Ryder

High school English teacher by title, idea wrangler, design thinker, improviser and educator by practice, Dan Ryder has taught for nearly 20 years at Mt. Blue Campus in Farmington, Maine. After 19 years as an English teacher, he is now the Education Director of the brand new Success & Innovation Center at Mt Blue, a Gear Up Research Grant funded program to explore multiple pathways to student success. He has presented his work on critical creativity, empathy fueled problem solving, and the improviser's mindset at numerous conferences and workshops, including SXSWedu and Stanford d.School's K12 Summit. Intention: Critical Creativity in the Classroom, his book with co-author, Amy Burvall, was recently published by EdTechTeam Press. In the book, Dan advocates for the end of dumpster projects -- long term learning experiences that just end up in the trashcan because they lack authenticity and purpose. He asks, "What if students and teachers focused on using their knowledge to solve project-oriented problems, rather than to complete projects for the sake of them?" Co-founder of education consultancy, Wicked Decent Learning, and an advocate for online tribe finding, Dan can be followed @wickeddecent across the social media edu-sphere. He lives with his brilliantly beautiful librarian wife and their two creatively hilarious kids in western Maine.

Choosing the right sessions

...takes time and research. Our experts have put a lot of thought into creating strands for you, just find your interest here, and follow the strand.

For Administrators

If you're an administrator, you may want to spend all morning in **Digital Signage-Hands On!**, to learn how to set up and format digital signage for your school. If you prefer a one-hour session, don't miss **Skills for Innovative Leadership**, a session hosted by a former principal who is now a district technology leader. If you're interested in how you can use social media to promote your school, you may want to spend the second session in **Design Think Your Social Media Presence**, or if you'd rather discuss privacy issues, head over to **Student Data Privacy Consortium: Operational Resources to Address Privacy Issues**. If you like a working lunch, we have two good choices. Grab your food and head to **Micro-credentials 101** to discuss how digital badging can enhance your school's professional development efforts, or if your school uses HP devices, try **HP Q & A and Open Chat**. After lunch, it's time for Session 3 where you might choose to learn about how to encourage more girls to take STEM classes in **Designing for Gender Inclusion**, or if your school is facing some network decisions, check out **The Myths and Realities of Wi-fi**. If you are a Special Ed. Director or if you want to take something back to share with your Special Ed. Director, you won't want to miss Session 4's **Apple Inc. Supports Autism Awareness**. If that's not for you, check out **Seesaw: Student Driven Digital Portfolios** to learn about portfolio assessment and a tool that can help your teachers get started with portfolios in their classrooms.

For Librarians

If you are a librarian (or if you think like a librarian), Thursday's program has many excellent choices for you. You won't want to miss **Research Pathfinders in the Digital Age** where you will explore ways to guide student inquiry and research. Or, if you're an elementary school librarian, check out **Robotics in the Library!** to hear about how one school introduced robotics into their Learning Commons. After the morning break, head over to **Information Literacy, Media Literacy, and Google Search** with keynoter Ken Shelton. Next, it's time for lunch so If you like to eat and learn, grab your food and go to one of the lunch sessions.

Two good choices are **Going on a Virtual Field Trip through the Center for Interactive Learning & Collaboration, and The Making of MakerSpaces**. Both sessions will give you ideas you can take back to your school and share with teachers. Many librarians are creating maker spaces within their libraries, media centers, or learning commons. If you are one of them, and your maker space includes a 3D printer, plan to spend the whole afternoon in **Enhancing STEM Curriculum with 3D Printing**. If not, **What Is All the Hype About Skype?** will give you some ideas for using Skype to connect teachers and students with experts or with other classrooms around the world. For your last session of the day, try **Preparing Students to Navigate a Digital World** where we're sure you'll find plenty of ideas for teaching digital citizenship concepts in your school.

For Tech Leaders and Other Tech Staff:

If you're a Tech Leader or a member of your school's tech staff, you may want to spend Thursday morning with Trey Bachner in **Customizing and Extending JAMF Pro Use for MacOS Management**. If you prefer a one-hour session, choose **Infinite Campus Admin Round Table**, or **PowerSchool Admin Users Roundtable**, or **Google Admin Console**, whichever meets your needs. In Session 2, there are three good choices that might help you do what needs to be done: **Mobile Device Management Solutions by Meraki**, **Using Spiceworks to Streamline IT Workflows**, or **Setting up Google GAM**. Lunch is the time to connect with colleagues, so grab a box lunch and check out **My Favorite Things for My Digital Classroom** or **Edupoint Synergy Roundtable**. If your school has a 3D printer, after lunch you may decide to spend the afternoon in **It's EASY! Fix and Upgrade a 3D Printer**. If you're looking for one-hour sessions, check out **Apple Deployment 2017 State of the Union**, or head on over to **Promethean Interactive Classroom Update** to learn what's new from Promethean. Pick up some dessert in the vendor area, and then end your day in Session 4 with **Comparing Wireless Technologies and Vendors**, or if you manage iPads, try **Deploy iPads with JAMF, LDAP, and PowerSchool.**

For Tech Integrators

If you are a tech integrator, almost any session at the ACTEM Conference is relevant, but here are a few suggestions. If you are an iPad user, you may want to spend all of Thursday morning in **Learn to Code with Swift Playgrounds**, a hands-on session where you will gain skills and resources to share with your teachers and students.

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1. What do you call a 30-sided polygon?

A. a tridecagon
B. a triacontagon
C. a decatriangle
D. close enough to a circle for government work

Answers on page XXX

If you prefer shorter sessions, try **Zoom Into the Future Using Video Collaboration Technology**, or **Engage Students and Enhance Problem-Based Learning with Free Microsoft Tools**. After the morning break, it's time to learn about some creativity tools. You might choose **Getting to Know Apple's Pro Tools** to learn more

Thursday Exhibitors Reception

3:30–4:30 p.m.

Sponsored by

about high end tools for creating video and music or, if you use Chromebooks, you can check out **Chromebook Creativity: We Video**. If neither of these floats your boat, join your colleagues at the **Tech Integrators' Round Table**. Next, it's time for lunch! You can spend lunch talking with colleagues, or you can go to a lunch session and make some new friends. You could join Jim Moulton for **Everyone Can Code**, or try your luck at **The Great ACTEM Trivia Challenge**. After lunch, if you haven't had your fill of coding today, you may decide to spend the whole afternoon in **Maine Can Code** where you'll dive into xCode. Otherwise, you can hone your photography skills at **iPad for Photography: How to Shoot Images** or join Susie Simmons and Mike Arsenault for **Tech Update with About TIME** and Beyond! If you're ready for more coding, your final session for the day might be **Help our Kids (and Yourself) Learn to Code!**

For STEM Teachers

If you are a STEM (Science, Technology, Engineering, and Mathematics) teacher, these Thursday sessions are for you, but we encourage you to try a few from the Humanities list too. If you are interested in the flipped classroom model, plan to spend the whole morning in **Flipping - Start Where You Are** where you can learn about tools and methods for flipping as well as share your own experiences. If you prefer shorter sessions, you may be interested in **Engage Students and Enhance Problem-Based Learning with Free Microsoft Tools** where you'll be introduced to over 30 free tools you can use with students. In Session 2, if you are a Windows user, head over to **Reimagine 21st Century Teaching and Learning with Windows in the Classroom** or check out **My Google Classroom is Set Up - Now What?** At lunchtime, if you are looking for virtual content to enhance your curriculum, grab your food and head to **Going on a Virtual Field Trip Through CILC**. After lunch, you may choose to spend the whole afternoon in **Maine Can Code**, where you will learn about app development with Apple's xCode. If you want a one-hour session instead, check out **Sktch2Lrn: Making Learning Visible** to become familiar with some classroom practices you may not have tried before. Then

finish out the day with Session 4, when you might go (with your smart phone) to **Using Aurasma in the Classroom** to learn about this augmented reality app, or try **Coding Perspectives from a Student and Teacher**.

For Humanities Teachers

These sessions are good choices if you are a humanities (English, social studies, art, music, etc.) teacher, but we also encourage you to try a few sessions from the STEM teachers' list. If you have an MLTI device with Keynote, you may want to spend the whole morning Thursday in **MoveIt, MoveIt, MoveIt** where you can learn how to animate Shapes in Keynote to explain or clarify concepts. Another excellent half-day choice is **The Power of Images and Audio** with keynoter Rushton Hurley. If you would prefer a one-hour session and you have Chromebooks, start the day with **Chromebook Creativity: Soundtrap** and try some audio recording. In Session 2, one good choice is **TeacherTube and YouTube with PhotoBooth** where you will learn to make video and create your own YouTube channel , or if you're a Chromebook user try **Chromebook Creativity: WeVideo**. If you would like a working lunch, there are a couple good choices for you. Pick up a box lunch and go to **Creating Stories Using Mark Up in Photos** or for fun try The **Great ACTEM Trivia Challenge**. In the afternoon, you can spend three hours in **Visual Storytelling: A Spotlight on Creativity and Expression** with keynoter Ken Shelton, or go to two one-hour sessions. In Session 3, consider attending **Four Fun and Powerful Activities for Starting Class Strong** with keynoter Rushton Hurley. Round out your day with Session 4's **WEO in the Classroom** where you will learn how to use a free online worksheet/quiz/assignment tracker, or for something different, try **Podcasts and Podcasting in the Classroom** where you'll discuss how to use existing podcasts or original ones produced by you or your students. Another good choice is **Drive Your Instruction** where you'll learn how to better use digital tools for active teaching and learning.

2. What does -30- indicate?

A. The end of a newspaper story
B. The # of M&Ms in a bag
C. The height of a doorknob
D. The maximum number of people in an elevator

Answers on page XXX

For Elementary Teachers

Most of the suggested sessions for STEM or humanities teachers will appeal to elementary teachers too, but we have some designed specifically for that grade span. If you are a primary teacher who teaches with iPads, consider starting off with **Engaging Primary Learners with iPad - Literacy Focus** where you will learn about apps and practices for promoting literacy in the youngest learners. Other Session 1 choices are **Innovating Literacy with Keynote** and **My Top Digital Tools for the Elementary Classroom**. Then move on to Session 2 where you can hear about personalized learning in **Using What You Got: Classroom Innovative Ideas That Work Across ALL Student Learners**, or check out **TeacherTube**

and YouTube with PhotoBooth and start thinking about setting up your own video channel . If you want a working lunch, pick up a box lunch and head to The **Making of MakerSpaces** to hear how four elementary schools have implemented MakerSpaces. After lunch, you won't want to miss **Three-Act Task, Giving Every Kid a Voice**, where you will learn about how to use three-act tasks and Explain Everything in your math lessons. End the day in Session 4 with **Customizing Instruction with Showbie**, a hands-on session that will help you create a paperless workflow for your classroom, or go to **Engaging Primary Learners with iPad** if you missed it in the first session.

For Higher Ed

If you teach in a college or are involved in educating or supporting pre-service or in-service teachers, any of the conference sessions may be helpful in increasing your awareness of K-12 technology education, but we have a few sessions designed specifically for the higher ed audience. If you'd like to spend the whole morning in learning about creating and using video content, try **Flipping - Start Where You Are**. If you prefer to start with shorter sessions, try **Zoom into the Future Using Video Collaboration Technology** to learn about a tool for integrating distance learning into your curriculum. In Session 2, learn more about how to leverage social media for teaching and learning in **Design Think Your Social Media Presence**. Lunchtime is a good time to connect with colleagues informally or in a group. If you're looking for a group and something to keep your mind occupied while you eat, grab your lunch and head on over to **Everyone Can Code - Yes, Even YOU and Your Students!** After lunch, check out **Building Accessible Content for Online Courses** where you can learn how to make sure your online content is accessible to students with disabilities.

For Session 4, head to **Building Foundational Knowledge** for ideas for using digital notebooks created with Microsoft OneNote, or check out **Podcasts and Podcasting in the Classroom** to learn more about finding and producing podcast resources.

3. What is the traditional gift for a 30th anniversary?

A. Rubies
B. Sapphires
C. Pearls
D. An Apple Watch

Answers on page XXX

Thursday Exhibitors Reception

3:30-4:30 pm

Connection™
PUBLIC SECTOR SOLUTIONS
we solve IT™

BrewCUE

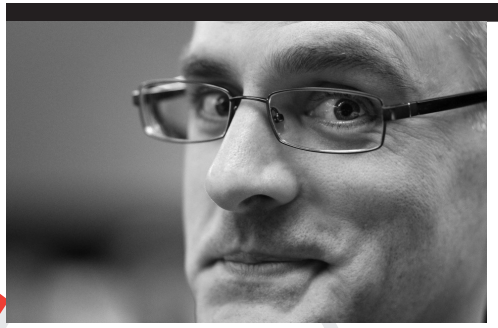
6:30-9:30 pm
Sponsored by
ProAv, McGraw Hill, and Pear Deck

ACTEM is excited to host our first ever

IGNITE SESSIONS

at lunch on Thursday in the Pro AV classroom. Come see five brave New England educators launch their auto-advancing slides and deliver rapid fire presentations.

Mike Arsenault (Yarmouth), Suzy Brooks (Mashpee MA), Eric Butash (Highlander Insititute, RI), Eric Lawson (York Schools) & Dan Ryder (Mount Blue)



THURSDAY MORNING
HALF DAY SESSION
9:15 - 11:30

THE POWER OF IMAGES AND AUDIO Simple activities with images and audio tools can make learning more effective and more engaging. We'll explore how using Creative Commons-licensed images can better involve your quiet ones, as well as prepare all students for higher levels of work. Planning for all sorts of academic efforts can be better through the use of audio tools, and we will also take time to use online recording tools for that purpose. This workshop is best for those with laptops or Chromebooks. *Rushton Hurley, Next Vista for Learning* ***Sponsored by: ACTEM - Keynote Speaker*** ***FORT WESTERN***

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

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

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

FLIPPING - START WHERE YOU ARE During this fast-paced hour, we will show you some of the many ways that we have flipped a message, lesson, or whole unit. You will not be seeing shiny, polished, professionally-produced instructional videos, but a wide variety of methods and tools that we've tried in our classroom. We hope that our experience will be useful and non-intimidating to any teacher wanting to start flipping lessons and that our efforts serve to trigger some ideas of your own.

Bring your own successes and attempts, and we'll leave some time and/or space to share your ideas with the group. *Sarah Glatz & Cidney Mayes, South Portland Schools* ***SAGADAHOC***

DIGITAL SIGNAGE - HANDS ON! This session will provide an in-depth look at deploying digital signage in your schools, including creating a presentation, deployment, and management of displays. *Tyler Patten & Richard Peterson, MSAD 6* ***YORK***

THURSDAY SESSION 1
9:15 - 10:15

MY TOP DIGITAL TOOLS FOR THE ELEMENTARY CLASSROOM During this presentation I will discuss my top five can't-live-without digital tools that are the foundation of my kindergarten classroom. I will discuss how I incorporate Twitter, ESGI, Easyblog, QR Codes, and our class Blog daily into our classroom to assist me with parent communication, student assessment, and math and literacy centers, so I can work more effectively and efficiently with my students and families. *Jacqueline Durant-Harthorne, Gorham Schools* ***AUGUSTA***

WHAT YOU NEED TO KNOW ABOUT WIRELESS SECURITY This session is geared to anyone interested in learning more about how to protect their wireless network from security threats. We will examine industry trends, new technologies and look at what other schools 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. *ePlus* ***Sponsored by: ePlus ANDROSCOGGIN AROOSTOOK***

ROBOTICS IN THE LIBRARY! Moving from library to learning commons, we struggled with some of our curricular bands, especially creative problem solvers and collaborative contributors. Solution: introduce the use of robotics. In this session, we will share how we brought a classroom set of Ozobots into our Learning Commons and used them with students in grades K-5. You will have a chance to try out a lesson and get hooked on these little guys just like we did. *Kate Greeley, MSAD 75* ***ARNOLD***

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

ENGAGE STUDENTS AND ENHANCE PROBLEM-BASED LEARNING WITH FREE MICROSOFT TOOLS Come for a whirlwind ride through over 30 free tools from Microsoft available for your classroom and students. Learn about Photosynth, Photo Gallery, Sway, Microsoft Math, AutoCollage, Songsmith and many more. Explore how these tools and technologies designed to engage and energize your students in learning. *Laurie Underwood, HP & Jasmine Tullis, Intel* ***Sponsored by: HP & Intel CUMBERLAND***

INFINITE CAMPUS ADMIN ROUND TABLE Join Will as he facilitates the Infinite Campus Round table session for admin users. Bring your questions, ideas, and discoveries and add to the conversation of IC users around the state. *William Backman, AOS 92* ***FRANKLIN***

POWERSCHOOL ADMIN USERS ROUND TABLE Join Peter as he facilitates

the round table. Bring your questions, ideas, as well as successes and connect with other tech integrators around the state. *Peter Robinson, Auburn Schools* ***HANCOCK***

ENGAGING PRIMARY LEARNERS WITH IPAD - LITERACY FOCUS Learn how educators are leveraging iPad to develop young learners' literacy skills and practices. Explore developmental appropriate practices using built-in features as well as creativity and productivity apps to support early reading, writing, numeracy, listening, and speaking skills. *Katie Van Sluys, Apple, Inc.* ***Sponsored by: Apple, Inc.*** ***PENOBSCOT***

GOOGLE ADMIN CONSOLE Deep dive into the admin console for those who are new to Chromebook management. Session attendees must have device management and user management admin privileges in their domain. We will go setting-by-setting thought the user management options and the device management settings, and discuss implications and best practices. *Chris Russo, MSAD #60* ***PINETREE***

INNOVATING LITERACY WITH KEYNOTE Would you like to learn more abut the use of Keynote to enhance early literacy? In this session learn how Keynote will help you create rigorous routines to enhance phonemic awareness, phonics, fluency, vocabulary, & reading comprehension. Keynote slides can be used as a teacher tool and can be given to students as exercises to demonstrate literacy knowledge and can even be used to capture learning over time. Join this session to find out how. *Mauri Dufour, Apple, Inc.* ***Sponsored by: MLTI*** ***PISCATAQUIS***

ZOOM INTO THE FUTURE USING VIDEO COLLABORATION TECHNOLOGY Video conferencing technology has experienced tremendous shifts in accessibility and affordability. We will share how schools are using video communications to improve outcomes, foster collaborative learning, and extend the ability to draw upon external resources. With interactive applications like Video Collaboration Powered by Zoom, a versatile and user-friendly video collaboration solution, educators can integrate distance learning opportunities into their curriculum, host online meetings, and communicate and collaborate with their peers in professional learning communities. *Monica Cougan - Senior Product Marketing Professional, Education Networks of America* ***Sponsored by: Education Networks of America*** ***SOMERSET***

SKILLS FOR INNOVATIVE LEADERSHIP Supporting digital learning and innovation in schools is challenging. Join the presenter, a veteran building principal who recently moved into a district technology leadership role, to identify key elements critical to putting innovative leadership into action. An innovative leader should try to create new ideas, but it is more important that they create a culture of innovation. Explore methods to empower your teachers with a shared vision and a safe and supportive environment of risk taking, trust, and swift implementation.Innovative leaders not only "think" differently, but they "act" differently. Now is the time to act and put these innovative characteristics into action. This session will empower YOU to build a culture of innovation *Matthew Joseph, Milford, MA Public Schools* ***WALDO***

RESEARCH PATHFINDERS IN THE DIGITAL AGE The Pathfinder has long been a foundational learning activity for guiding students through the initial stages of inquiry and research. Similar to an annotated bibliography, the Pathfinder focuses on

topic and question development, search strategies, source evaluation, and citations. In this session, school Librarian Amanda Kozaka will share advice and techniques for revitalizing the Pathfinder for our students' 21st Century learning needs. *Amanda Kozaka, Cape Elizabeth MS* ***Sponsored by: Maine Association of School Libraries (MASL)*** ***WASHINGTON***

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at lunch on Thursday in the Pro AV classroom. Come see five brave New England educators launch their auto-advancing slides and deliver rapid fire presentations.

Mike Arsenault (Yarmouth), Suzy Brooks (Mashpee Mass), Eric Butash (Highlander Insititute, Rhode Island), Eric Lawson (York Schools) & Dan Ryder (Mount Blue)

THURSDAY SESSION 2 10:30 - 11:30

MOBILE DEVICE MANAGEMENT SOLUTIONS BY MERAKI This session will take a look at Meraki's Mobile Device Management solution and how it can help you unify management and control of thousands of mobile and desktop devises in a secure, browser-based dashboard. This solution supports virtually all user platforms including Apple IOS, Windows, and Chrome. *ePlus & Meraki* ***Sponsored by: ePlus*** ***ANDROSCOGGIN AROOSTOOK***

MY GOOGLE CLASSROOM IS SET UP - NOW WHAT? Want to find a great way to collaborate, collect, and organize student work? Create an environment for students to view, share, and give feedback on fellow classmates' work or a location to collect, organize and distribute information for your staff? Come and find out how easy Google Classroom is to use and how it will revolutionize your work environment! *Mary Beth Bourgoin & Katy Jones, AOS 92* ***AUGUSTA***

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

REIMAGINE 21ST CENTURY TEACHING AND LEARNING WITH WINDOWS IN THE CLASSROOM 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. *Laurie Underwood, HP & Jasmine Tullis, Intel* ***Sponsored by: HP & Intel*** ***CUMBERLAND***

SETTING UP GOOGLE GAM The first hurdle to accessing the power of automation and reporting through Google's command line tools is setting up the access. If you are a Google Apps for Education (now called G Suite) Administrator and have never used their command line tools, join us for a quick guided workshop on setting up

your account to take advantage of these powerful tools. Note: This is a 15-Minute Mini-Session that will repeat four times in this block. *William Backman, AOS 92* ***FRANKLIN***

GETTING TO KNOW APPLE'S PRO TOOLS - BEGINNING WITH FINAL CUT PRO The special Pro Apps Bundle for Education is a collection of five industry-leading apps from Apple that deliver powerful creative tools for video editors and musicians. iMovie and GarageBand are great tools. Come see how skills learned in your classroom can transfer directly into the Pro Tools counterparts, and help prepare your students to be next-generation video professionals. *Vin Capone, Apple, Inc.* ***Sponsored by: Apple, Inc.*** ***PENOBSCOT***

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

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

USING WHAT YOU GOT: CLASSROOM INNOVATIVE IDEAS THAT WORK ACROSS ALL STUDENT LEARNERS This session will focus on how to incorporate a learning space environment though the educational philosophy of "personalized learning." Attendees will listen and view ideas that have been used in a behavioral school-type setting as well as work cooperatively with one another on how to further re-create their own classrooms. *Langston Ware, Good Will-Hinckley* ***SOMERSET***

TECH INTEGRATORS' ROUND TABLE Join Michael as he facilitates the round table. Bring your questions, ideas, as well as successes and connect

4. Born 30 years ago? You are old enough to…

A. be a U.S. Senator
B. drink in bars in Andorra
C. sit in the front seat
D. know better

Answers on page XXX

with other tech integrators around the state. *Michael Hart, SMMC* ***HANCOCK***

STUDENT DATA PRIVACY CONSORTIUM: OPERATIONAL RESOURCES TO ADDRESS PRIVACY ISSUES The Department of Education is excited to announce their membership in the Student Data Privacy Consortium (SDPC). Come learn how the Student Data Privacy Consortium (SDPC) can help districts and vendors in day to day operational issues around meeting student data privacy concerns and requirements. Current projects include; A Common Contracting Framework, Digital Tools Governance, and Application Profiles. How can SDPC assist your organization in dealing with student data privacy issues? *Steve Smith, Cambridge MA Public Schools, Larry Fruth II, PhD, Acces 4 Learning Community, & Charlotte Ellis, Maine DOE* ***WALDO***

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

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

THURSDAY LUNCH SESSIONS 11:30 - 12:30

GOING ON A VIRTUAL FIELD TRIP THROUGH THE CENTER FOR INTERACTIVE LEARNING & COLLABORATION (CILC) 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. *ePlus & CILC* ***Sponsored by: ePlus*** ***ANDROSCOGGIN AROOSTOOK***

MY FAVORITE THINGS FOR MY DIGITAL CLASSROOM In this session I'll show and demo my favorite tips, tricks, and tools that help you be more productive and organized as an educator, classroom teacher, or IT professional. I'll share my secrets for using your laptop, tablet, and smartphone to keep everything at your fingertips and ready to go. Learn about great apps, services, and devices to help make your classroom or school a fun place to work and learn! Think of it as "Tech Show 'n' Tell!" *David Trask & Bruce White, AOS 92* ***HOWARD***

MICRO-CREDENTIALS 101 What's all the fuss about micro-credentials and digital badging? What are they and how do I earn them? What do they have to do with professional development? What are these new Micro-credentials programs from Digital Promise and Maine? Attend this session and not only discover answers to these questions, but get a head start on figuring out which micro-credentials you might like to earn! *Mike Muir, Gear Up Me* ***CAPITAL***

HP Q & A AND OPEN CHAT Join Laurie Underwood, HP Program Manager for a lunch time discussion about all things HP. This is an informal session designed to provide an opportunity for collaborative interaction among participants. *Laurie Underwood, HP & Jasmine Tullis, Intel* ***Sponsored by: HP & Intel*** ***CUMBERLAND***

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

THE GREAT ACTEM TRIVIA CHALLENGE 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. *Tim Hart, Apple, Inc.* ***Sponsored by: MLTI*** ***LINCOLN OXFORD***

EVERYONE CAN CODE - YES, EVEN YOU AND YOUR STUDENTS! Coding is an essential skill that teaches problem-solving, develops teamwork, and inspires creativity. Join Apple to learn how you can engage elementary and middle school students in the world of coding on iPad with visual-based apps, Swift Playgrounds, and Everyone Can Code resources designed for teachers. *Jim Moulton, Apple, Inc.* ***Sponsored by: Apple, Inc.*** ***PENOBSCOT***

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

EDUPOINT SYNERGY ROUND TABLE Join other Edupoint Synergy users in a round table to discuss tips, tricks and problems. *Mark Wilson, Edupoint* ***Sponsored by: Edupoint*** ***WASHINGTON***

THE MAKING OF MAKERSPACES We will be discussing the implementation of MakerSpaces at four elementary schools in a mostly rural district. We have two different stories to tell about the challenges and ultimately successes in introducing MakerSpaces in our very different schools. We will have some hands-on activities and resources we have used during our research and design of our MakerSpaces. *Charlie Cianciolo & Maggie Boemmels, RSU 57* ***YORK***

THURSDAY AFTERNOON HALF DAY SESSIONS 2:40 - 3:30

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

ENHANCING STEM CURRICULUM WITH 3D PRINTING 3D Printers and STEM are hot topics in education right now. How do you use them to enhance what you are already doing in the classroom without sacrificing time to teach your current curriculum? Participants will engage in a sample 3D printing challenge and leave with a number of ideas and resources. *Dan Knott & Heidi Lachapelle, RSU 16* ***CAPITAL***

IT'S EASY! FIX AND UPGRADE A 3D PRINTER David has been using 3D printers in his classroom for a few years now. He's designed several upgrades for them as well as learned how to fix and maintain them for optimal efficiency. If you've ever wondered about how to fix problems with your classroom 3D printer, this session is for you. You'll learn how to make things print better and how to fix printing problems. We'll even show you how easy it is to take one apart to repair it! *David Trask & Bruce White, AOS 92* ***HOWARD***

MAINE CAN CODE 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. *Tim Hart, Apple, Inc.* ***Sponsored by: MLTI*** ***LINCOLN OXFORD***

METDA MEETING This is the monthly meeting for the Maine Technology Director's Association. *Andy Wallace, South Portland* ***Sponsored by: METDA*** ***WASHINGTON***

THURSDAY SESSION 3 12:40 - 1:40

TECH UPDATE WITH ABOUT TIME & BEYOND! What's new in technology integration? From the latest updates and releases from Google to what ideas are trending on Twitter, join Susie and Mike from About TIME & Beyond! as they do a live broadcast of their monthly YouTube show. We cover as many tips, tricks, and tools as we can while inspiring you to go deeper with your technology integration. Log on to abouttimeandbeyond.com to see more from of their episodes! *Susie Simmons, MSAD 6 & Mike Arsenault, Yarmouth Schools* ***SOMERSET***

PROMETHEAN INTERACTIVE CLASSROOM UPDATE: As we shape the modern classroom of the 21st century, we are focused on providing teachers with tools for creating a highly collaborative learning environment that is inclusive of all. This session will provide a hands-on demo of Promethean's latest technology offering including a look at the

new ActivPanel offerings and how ClassFlow Connect allows you to connect multiple end-user devises into one presentation solution. *Promethean* ***Sponsored by: ePlus*** ***ANDROSCOGGIN AROOSTOOK***

THE MYTHS AND REALITIES OF WI-FI Today's learning environments require seamless connectivity. Simply adding more APs isn't the answer. Join ENA as we explore Wi-Fi myths and realities. From assessment and design to implementation and activation, we'll outline steps you need to consider when evaluating your current Wi-Fi service or deploying a new Wi-Fi solution. *Michael McKerley, Vice-President & CTO, Education Networks of America* ***Sponsored by: Education Networks of America*** ***ARNOLD***

THE MANY USES OF GOOGLE CLASSROOM Google Classroom can change the way you run your class or even your school. You'll learn how three educators are using Google Classroom's features in different ways. Whether you are just learning about Google Classroom, or you just want to learn how to get more out of it, this session is for you. This session is best for participants who already have Google Apps for Education at their school but want to know how to get started. This session is focusing on middle and high school teachers. *Mary Gamble, Deb Carver & Jeff Bailey, RSU 10* ***AUGUSTA***

WHAT IS ALL "THE HYPE ABOUT SKYPE?" USE SKYPE TO CONNECT YOUR CLASSROOM WITH EXPERTS AND RESOURCES BEYOND THE SCHOOL WALLS How do you incorporate two-way interactive sessions in your classroom? What types of mcontent are available to enhance my curriculum via Skype? How does Skype support 21st Century Learning for my students? During this session you will learn how connecting with an expert might be the springboard for a lesson that branches out into individualized lessons or the real-life example needed to solidify a content concept. Students learn how to interact and communicate with others at a distance, as well as the etiquette of asking questions to peers in a different culture, and may extend their skills to manage a project with peer students in different locations nationally and globally *Laurie Underwood, HP & Jasmine Tullis, Intel* ***Sponsored by: HP & Intel*** ***CUMBERLAND***

FOUR FUN AND POWERFUL ACTIVITIES FOR STARTING CLASS STRONG Ever heard someone complain about not having enough time for what needs to be taught? Well, not all class minutes are created equal, and getting the most out of class time requires starting classes as engagingly and effectively as possible. We'll look at several ways that teachers can get their classes going in the right gear, and use these to have teachers see more possibilities in themselves. *Rushton Hurley, Next Vista for Learning* ***Sponsored by: ACTEM - Keynote Speaker*** ***FORT WESTERN***

DESIGNING FOR GENDER INCLUSION Mentors, teachers, and advocates are essential if we want to include girls and women in the tech field. The statistics are staggering: females are less than 20% of those taking the AP Computer Science test, being awarded less than 15% of Computer Science bachelor's degrees, and twice as likely to leave the tech industry. Join this session to share, learn, and network with others who are designing learning opportunities that engage girls and women in tech. *Johanna Prince, UMF & Andrea Staples, RSU 18* ***FRANKLIN***

BUILDING ACCESSIBLE CONTENT FOR ONLINE COURSES The goal of this workshop is to increase awareness about digital accessibility for stu-

dents with disabilities. You'll learn the basics of creating accessible Word and PDF documents, selecting accessible videos, and creating accessible courses. *Michael Hart, SMMC* ***HANCOCK***

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

APPLE DEPLOYMENT 2017 STATE OF THE UNION: ASM, JAMF, AND THE NEW DEPLOYMENT REALITY From a major overhaul of Apple School Manager to new releases across Jamf Pro, macOS, and iOS much has changed in the landscape of Apple device management in 2017. Stop by this rapid-fire rundown of what's new, need-to-know, and now available to make your sysadmin life easier than ever before. *Clif Hirtle, Apple, Inc. & Trey Bachner, JAMF* ***Sponsored by: Apple, Inc.*** ***PENOBSCOT***

SKTCH2LRN: MAKE LEARNING VISIBLE Matt & Dan will lead a fun and informative romp down learning lane, exploring and sharing the power of visual learning. Sharing practices like sketch noting, improvisation, model building, and design thinking, this dynamic duo will provide participants with authentic and applicable examples of how anyone can take learning beyond memorization and into deeper levels of analysis. *Matthew Drewette-Card, AOS 94 & Dan Ryder, Mt. Blue RSD* ***PISCATAQUIS***

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

ecosystem. *Sarah Connell, Auburn* ***PRO AV BOOTH***

THREE-ACT TASKS- GIVING EVERY KID A VOICE In this session you will explore the features of Explain Everything and Three-Act Tasks math lessons. You will dive deeper into helping students share their thinking with the use of open math app tools and Explain Everything. Come away with a better understanding of mathematical practices and how to foster conceptual understanding with all students from grades K-8. *Stephanie Weber & Lisa Coburn, Auburn Schools* ***SAGADAHOC***

DESIGN & MAKING Design and making are the new norm. Technology gives us opportunities to create

a basic design from our mind, transport it to a 2D platform, and make a 3D real object. What took months to create, design, and make can be achieved in hours. Lets create, tinker, and make real world objects one can use in their everyday lives. If you want to solve real world problems, come visit our Design & Making space. *Sean Malone, Orono* ***WALDO***

STARTING A STUDENT-LED MEDIA TEAM FROM SCRATCH A student-led media team cultivates leadership skills, promotes digital citizenship, and requires professional collaboration. This workshop explores how a media team can improve school culture, strategies to personalize instruction to create a meaningful experience for students with diverse technology skills and career goals, and pathways for sharing work with an authentic audience. On a budget? Not a problem. This session will include tips for starting a media team using the tools you already have. *Becca Redman & Nolan Potter, Wells HS* ***YORK***

THURSDAY SESSION 4
2:30 - 3:30

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

DRIVE YOUR INSTRUCTION Being a teacher can feel like driving on the highway everyday. There are fast moving cars, slow lane drivers, vehicles in the breakdown lane, and some that are lost. Those same descriptors likely students in your classrooms. In the 21st century, learning environments increasingly incorporate digital learning into varied instructional contexts. We need to prepare students to adapt and apply the skills they are learning to the tools we provide. The focus of this session will be pairing ideas with tools to shift from a presentation instructional format to one of active teaching and learning. Together we will explore the effective combination of different modes of delivery, models of teaching and styles of learning. Come calibrate your teaching GPS to Drive your Instruction! *Matthew Joseph, Milford, MA Public Schools* ***ARNOLD***

HELP OUR KIDS (AND YOURSELF) LEARN TO CODE! Don't think you can learn to code? Join me for a session for beginners on how to get started with some great resources for you and your classroom. The session will be hands on and highlight resources for using coding in various subject areas and with different grade levels. We will be using resources from Code.org, Scratch and other coding apps like Hopscotch. Bring your device and a sense of adventure. *Jeff Bailey, RSU 10* ***AUGUSTA***

BUILDING FOUNDATIONAL KNOWLEDGE AND PROVIDING TIMELY STUDENT FEEDBACK USING DIGITAL NOTEBOOKS WITH ONENOTE Learn to create digital notebooks that support academic standards by building foundational knowledge for students across disciplines and tasks, such as writing, reading, mathematics, science, history, CTE, and elective courses. Students may use digital notebooks across content areas and grade levels to compile and organize unstructured information, research and content. Microsoft OneNote supports re-

search, collaboration, information management, communication, note taking, journaling, reflective writing, and academic requirements which education outcomes *Laurie Underwood, HP & Jasmine Tullis, Intel* ***Sponsored by: HP & Intel*** ***CUMBERLAND***

PREPARING STUDENTS TO NAVIGATE A DIGITAL WORLD In this highly interactive session, we discuss the awareness of digital footprint, privacy, big data, modeling social media, and copyright as it relates to our students. We expose deficiencies and promote excellent examples of digital citizenship education in our community, allowing participants to leave with a greater understanding of their role in preparing students to navigate our digital world safely. *Eric Butash, Highlander Institute* ***FORT WESTERN***

CODING PERSPECTIVES FROM A STUDENT AND TEACHER We are going to be covering the challenges of being a young coder with minimal access to devices, and some things that teachers can do to help. We will talk about the strategies that students can use to program independently without access to take-home devices. We will also discuss the perspective of a teacher who is working with many students from beginner to advanced level and how best to support them. *Charlie Cianciolo & Ryan Topham, RSU 57* ***FRANKLIN***

USING AURASMA IN THE CLASSROOM Aurasma is an augmented reality app that has great potential for learning and assessment. In this session, we'll learn how Aurasma works by making our own auras and explore potential uses for K-12 classrooms. To participate fully, you will need to install Aurasma on a smartphone or tablet prior to the workshop. *Jennifer Adams & Eric Huntington, Scarborough Public Schools* ***HANCOCK***

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

ENGAGING PRIMARY LEARNERS WITH IPAD - LITERACY FOCUS Learn how educators are leveraging iPad to develop young learners' literacy skills and practices. Explore developmental appropriate practices using built-in features as well as creativity and productivity apps to support early reading, writing, numeracy, listening, and speaking skills. *Katie Van Sluys, Apple, Inc.* ***Sponsored by: Apple, Inc.*** ***PENOBSCOT***

WEO IN THE CLASSROOM Weo is a FREE online worksheet/quiz/assignment tracker. It automatically grades for you. It allows you to immediately return work for corrections and understanding. Students do the work from their desks, submit it to you, and you are able to finish other things in the meantime. There is a huge collection of already created assignments available for you to use - FREE!! *Teresa Sinclair, RSU 64* ***PISCATAQUIS***

SEESAW: STUDENT DRIVEN DIGITAL PORTFOLIO Do you want to empower students with their learning? Would you like to collaborate with other Seesaw classes globally? Are you interested in streamlining communications with parents? Join us as we showcase how we use Seesaw, a powerful content

creation-to-curation tool with iPads and Chromebooks. Bring your laptops. During the latter part of the session we will help you setup your own class and highlight the teacher dashboard. *Pauline McCarthy, Lisbon, Nikki Remsen & Debbie Chapman, South Portland Schools* ***PRO AV BOOTH***

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

WHAT IS THIS GO OPEN (OER) THING ALL ABOUT ANYWAY? Digital conversion impacts all facets of school systems. As teachers change their practice and students use new devices and applications in their learning, curriculum and educational resources change as well. This participant-driven workshop will seek to share ideas and understandings of openly licensed educational resources in K-12 schools as a part of a new overall digital content district strategy. The workshop will focus on how transitioning to openly licensed educational resources in place of static, traditional textbooks will impact student learning, professional learning for educators, and digital systems and infrastructure. Participants will hear about school system technology/education leaders who have started or made this transition, learn from their examples and insight, and leave with a draft strategy to take action in their respective schools. *Leo Brehm, Central Mass Collaborative* ***SOMERSET***

DEPLOY IPADS WITH JAMF, LDAP, AND POWERSCHOOL Use JAMF and LDAP along with PowerSchool to create a simplified iPad deployment. Automate app and eBook assignments using LDAP groups, API scripts and DEP to achieve a two-step iPad setup. Empower teachers to scope apps and eBooks to their classes by using automated Smart Groups. *Robert Brown, Foxcroft Academy* ***WALDO***

PODCASTS & PODCASTING IN THE CLASSROOM 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. *Jon Graham, RSU 4* ***YORK***

Thursday Exhibitors' Reception

3:30–4:30 p.m.

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ROOM	Androscoggin Aroostook	Franklin	Hancock	Lincoln Oxford	Cumberland	Kennebec	Penobscot	Piscataquis	Sagadahoc	Somerset	Waldo	Washington	York	Fort Western	Howard	Arnold	Augusta	Pine Tree	Capital	Pro AV classroom
Morning Keynote 8:00a.m. to 9:00a.m. "The Power of Voice in the Digital Age" *Ken Shelton*																				
Session One 9:15 - 10:15	What Your Need to Know About Security *ePlus*	Infinite Campus Admin Round Table *Will Backman*	PowerSchool Admin Users Round Table *Peter Robinson*	Learn to Code with Swift Playgrounds *Tim Hart*	Enhance Problem-Based Learning w/ Free Microsoft Tools *Laurie Underwood & Jasmine Tullis*	Moveit, Moveit, Moveit *Ann Marie Quirion Hutton*	Enaging Primary Learners with iPad - Literacy Focus *Katie Van Sluys*	Innovating Literacy with Keynote *Mauri Dufour*	Flipping - Start Where You Are *Sarah Glatz & Cidney Mayes*	Zoom Into the Future using Video Collaboration Technology *Monica Cougan*	Skills for Innovative Leadership *Matthew Joseph*	Research Pathfinders in the Digital Age *Amanda Kozaka*	Digital Signage - Hands On! *Tyler Patten & Richard Peterson*	The Power of Images and Audio *Rushton Hurley*	Customizing and Extending JAMF Pro use for MacOS Management *Trey Bachner*	Robotics in the Library! *Kate Greeley*	My Top Digital Tools for the Ele. Classroom *Jacqueline Durant-Harthorne*	Google Admin Console *Chris Russo*	Chromebook Creativity: Soundtrap *Tracy Williamson*	
10:15-10:30	***MORNING BREAK***			Learn to code with Swift Playgrounds *Tim Hart*						***MORNING BREAK***						***MORNING BREAK***				
Session Two 10:30 -11:30	Mobile Device Management Solutions by Meraki *ePlus*	Setting up Google GAM *Will Backman*	Tech Integrators' Round Table *Michael Hart*		21st Century Teaching & Learning with Windows *Laurie Underwood & Jasmine Tullis*		Getting to know Apple's Pro Tools - Beginning with FInal Cut Pro - *Vin Capone*	TeacherTube and YouTube with Photo Booth *Lindsey Carnes*		Using What You Got: Classroom Innovative Ideas that Work Across ALL Student Learners *Langston Ware*	Operational Resources to Address Privacy *Issues Steve Smith, Larry Fruth, Charlotte Ellis*	Using Spiceworks to Streamline IT Workflows *Ken Worster*				Design Think your Social Media Presence *Julie Willcott*	My Google Classroom is set up, now What? *Mary Beth Bourgoin & Katy Jones*	Information Literacy, Media Literacy, and Google Search *Ken Shelton*	Chromebook Creativity: WeVideo *Tracy Williamson*	
LUNCH 11:00 - 12:30																				
Lunch Session 11:30 - 12:30	Going on a Virtual Field Trip through the CILC *ePLus*			The Great ACTEM Trivia Challenge *Tim Hart*	HP & Intel Q & A and Open Chat *Laurie Underwood & Jasmine Tullis*	Creating Stories: Mark Up in Photos *Ann Marie Quirion Hutton*	Everyone Can Code *Jim Moulton*	Apple Teacher Time *Lindsey Carnes*				Edupoint Synergy Round Table *Mark Wilson*	The Making of MakerSpaces *Charlie Ciancolo & Maggie Boemmels*		Favorite things for my digital classroom *David Trask & Bruce White*				Micro-credentials 101 *Mike Muir*	IGNITE! Presentation Session
Session Three 12:40 - 1:40	Promethean Interactive Classroom *Update Jeff Mann*	Designing for Gender Inclusion *Johanna Prince, Andrea Staples*	Building Accessible Content for Online Courses *Michael Hart*	Maine Can Code *Tim Hart*	What is all "The Hype about Skype?" *Laurie Underwood & Jasmine Tullis*	iPad for Photography: How to Shoot Images *Lindsey Carnes*	Apple Deployment 2017 State of the Union *Clif Hirtle & Trey Bachner*	Sktch2Lrn: Make Learning Visible *Matthew Drewette-Card & Dan Ryder*	3 Act Tasks- Giving Every Kid a Voice *Stephanie Weber & Lisa Coburn*	Tech Update with About Time & Beyond Susie Simmons & Mike Arsenault	Design & Making *Sean Malone*	METDA Meeting *Andy Wallace*	Starting a Student-Led Media Team from Scratch *Becca Redman & Nate Potter*	Four Fun and Powerful Activities for Starting Class Strong *Rushton Hurley*	It's EASY! "Fix & upgrade a 3D Printer" *David Trask & Bruce White*	The Myths and Realities of Wi-Fi *Michael McKerley*	The Many uses of Google Classroom *Mary Gamble, Deb Carver & Jeff Bailey*	Visual Storytelling - A Spotlight on Creativity and Expression *Ken Shelton*	Enhancing STEM Curriculum with 3D Printing *Dan Kott & Heidi Lachapelle*	Building Apps that Activate Space *Sarah Connell - Auburn*
Session Four 2:30 - 3:30	Comparing Wireless Technologies & Vendors *ePlus*	Coding Perspectives from a Student and Teacher *Charlie Cianciolo & Ryan Topham*	Using Aurasma in the classroom *Jenifer Adams*		Using Digital Notebooks with OneNote *Laurie Underwood & Jasmine Tullis*	Apple, Inc. Supports Autism Awareness *Lindsey Carnes*	Enaging Primary Learners with iPad *Katie Van Sluys*	WEO in the Classroom *Theresa Sinclair*	Customizing Instruction With Showbie *Stephanie Weber & Abbey McLaughlin*	What is this Go Open (OER) thing all about anyway? *Leo Brehm*	Deploy iPads Deployment w/ JAMF, LDAP, PowerSchool *Robert Brown*		Podcasts & Podcasting in the Classroom *Jon Graham*	Preparing Students to Navigate a Digital World *Eric Butash*		Drive your Instruction *Matthew Joseph*	Help our kids (and yourself) learn to code! *Jeff Bailey*		Seesaw: Student Driven Digital Portfolio *Pauline McCarthy, Nikki Remsen & Debbie Chapman*

EXHIBITORS' RECEPTION SPONSORED BY Connection

FRIDAY Schedule

Morning Keynote 7:45a.m. to 9:00a.m. "Making Your School Something Special" *Rushton Hurley*

ROOM	Androscoggin Aroostook	Franklin	Hancock	Lincoln Oxford	Cumberland	Kennebec	Penobscot	Piscataquis	Sagadahoc	Somerset	Waldo	Washington	York	Fort Western	Howard	Arnold	Augusta	Pine Tree	Capital	Pro AV classroom
Session One 9:15 - 10:15	Comparing Wireless Technologies & Vendors *ePlus*	Breakout EDU *Amy Tucker & Sonja Abbot*	It's Not a Crutch: It's UDL! *Hillary Goldwait-Fowles*	Maine Can Code *Tim Hart*	Bring Teaching to Life with O365 *Laurie Underwood & Jasmine Tullis*	Engaging Primary Learners with iPad *Jim Moulton*	Data Here, Data There, Data, Data, Everywhere! Let's use it Better! *Mia Roop*	Creating your own apps with TinyTap *Ellen Weber*	Creating with Shapes in Pages, Keynote and Numbers *Ann Marie Quirion Hutton*	Data Teams: Product + Process = Success *Matthew Wilson*	Bring Cyber-Awareness to your School *Page Lennig*	Playground for Building 21st Century skills *Irina Tuule*	Digital Storytelling for our Youngest Learners *Nadene Mathes*	Computer Science Discoveries and Principles *Sean Wasson & Michael Harvey*	Google Sites for Teaching and Learning *Alice Barr*	Customizing and Extending JAMF Pro Use for iOS Management *Trey Bachner*	Free Tools to Connect Students with the World *Gretchen Hartley & Corinne Altham*	Virtual Fieldtrips in a Snap *Eric Lawson & Thomas Rupp*	Making Student Thinking and Learning Visable *Ken Shelton*	Swivl Powered Observations *Susie Simmons*
10:15-11:00	***Morning Break***								***Sponsored by***				***PRO AV***							
Session Two 11:00 -12:00	Promethean Interactive Classroom Update *Jeff Mann*	Build Your Own BreakoutEDU - Tips & Tricks *Amy Tucker & Sonja Abbott*	Making PDFs into AEM *John Brandt & Cynthia Curry*		What is All the Hype About Skype? *Laurie Underwood & Jasmine Tullis*	Applying Design Thinking *Dan Ryder & Julie Willcott*			Creating Visual Notes with Apple MLTI Tools *Ann Marie Quirion Hutton*	Engaging Elementary Readers with iPads *Laurie Delanie & Nicole Gleason*	Protecting Your Online Privacy *Paul Wallace*		3 Free Tools for formative Assessment *Beth Goodwin*	Much Better Staff and Team Meetings *Ruston Hurley*	Computer Science For all *Anne Macdonald & Laura Johns*		VR Creation with CoSpaces and Blockly *Terri Dawson*	Did you see that? Digital Signage w/ Google *Eric Lawson & Thomas Rup*		Online tools to Support Solving Ration Problems with Visual Representations *Peter Tierney-Fife & Pam Buffington*

LUNCH 11:30 - 1:00

Lunch Session 11:30 - 1:00	Mobile Device Management Solutions by Meraki *ePlus*	Technology Leadership in Schools *David Fournier*	Create Character: Art, Literacy & Design *M. Blakemore & M. Burman*	The Great ACTEM Trivia Challenge *Tim Hart*	HP & Intel Q & A and Open Chat *Laurie Underwood & Jasmine Tullis*	Explore the Classroom App for iPad *Jim Moulton*	Fitting in and Standing Out: Google & Microsoft Integration *Clif Hirtle*		Office Hours *Lindsey Carnes*	DOE Updates and Q&A *Deb Friedman*		Creating Stories using Marke Up in Photos *Ann Marie Quirion Hutton*	Round Table Discussion preK-2 *Nadene Mathes & Margaret Davis*	Rapid Fire Apps & Tools *Susie Simmons & Dan Tompkins*		Putting Data Into Action *G.Zollman, M.Schneidman & Alicia Sorensen-Biggs*				
Session Three 1:10 - 2:10	Conquering Tech Grants: How to Make your Proposal WIN *ePlus*		Create Character: Art, Literacy & Design *M. Blakemore & M. Burman*	Learn to Code with Swift Playgrounds *Tim Hart*	Digital Notebooks with OneNote *Laurie Underwood & Jasmine Tullis*	STEAM - Learning in Action *Matt Brooks*	iOS 11 & macOS High Sierra *Clif Hirtle, Vin Capone & Jim Moulton*	Fun, Families, & Flipping the Classroom *Jessica Dunton*	Manga, Comics and movies all rolled into one! *Lindsey Carnes*	Use of zSpace Virtual Reality in the Classroom *Jullie Willcott*	Umaine Learn to Mod Project is Recruiting *Ami Gaspar*	Set the Stage for Learner Agency *Kathy McClaskey*	Storytime! PreK, K & Family Partnerships *Bonnie Blagojevich & Loyann Worster*	Simple Video and Sharing Classroom and School Successes *Rushton Hurley*	Teaching with Formative assessment tools *Amanda Nguyen*	Online Pro Dev. and the Integration of Technology *Thomas Maher & Richard Frisenda*	WEO in the classroom *Teresa Sinclair*	Chasing Geese: Digital Scavenger Hunts for All *Suzy Brooks & Colleen Terrill,*	Storytelling, Creativity, & Communication through Effective Presentation Design *Ken Shelton*	
Session Four 2:20 - 3:20	Going on a Virtual Field Trip through the CILC *ePLus*	Planning a Micro-Credential Program *Mike Muir*	Effective Digital Signage Techniques *Richard Peterson & Ryan Croteau*		Enhance Problem-Based Learning with Free MS Tools *Laurie Underwood & Jasmine Tullis*	Final Cut Pro - Apple's Pro Tools have a place in K-12! *Vin Capone*	What's New with Apple File System (APFS)? *Clif Hirtle*			Creating a Workflow that Works for Ele. Classrooms *Katie Vetro & Anna Bennett*	Moving on with SeeSaw Portfolios *Cathy Wolinsky & Heather Boutin*	Promoting Student Agency with Genius Hour *Johanna Prince & Mia Morrison*	Google Tools for Primary Students *Marty Cryer*		Lessons from the Google Apps Guidebook *Kern Kelley & Connor Verault*	Ozobot in Action *Aaron Rog & Sean Wasson*	Learning with iPad Apps: Middle & High School *UMF Students*	Authentic Online Learning & Assessments *Susan Hyde & Rob Callahan & Lesley Herschlag*	Effective Strategies for Blended Learning Leaders *Eric Butash*	

DOOR PRIZES 3:20 - 3:45 Keynote Stage, Exhibitor Area, you must be present to win!

Thursday night BrewCUE

The wilder cousin of @CoffeeEDU, #brewcue is a miniunconference imagined as a networking opportunity for educators to meet at local pubs/coffee-houses/breweries to discuss education topics of interest. Join us Thursday night, the bus will make multiple runs to the Quarry starting at 6:30p.m. from the Augusta Civic Center. It will keep looping back and forth for an hour or two. It will then begin loop back to the Best Western Plus and the Comfort Inn at 9:30 with the last run at 11:00pm. Space is limited. To register and FMI please visit: https://sites.google.com/site/brewcueme. *Sponsored by Pro AV, McGraw Hill and Pear Deck.* **@BrewCUEME**

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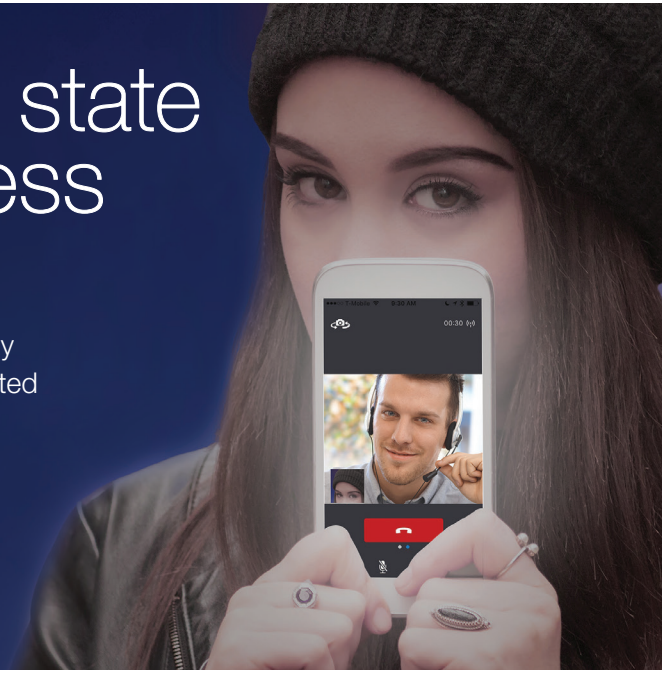


Choosing the right sessions

...takes time and research. Our experts have put a lot of thought into creating strands for you, just find your interest here, and follow the strand.

For Administrators

If you're an administrator, you may want to spend all morning in **Data Here, Data There, Data, Data Everywhere! Let's Use It Better!** where will learn how to use Filemaker Pro for organizing and analyzing data. If you prefer a one-hour session, try **It's Not a Crutch; It's UDL**. Here you will learn how you can help your teachers understand how Universal Design for Learning can help them provide meaningful learning experiences for all students. Or, if you're looking for a tool for recording classes, check out **Swivl Powered Observations**. You may want to spend the second session in **Much Better Staff and Team Meetings** with keynoter Rushton Hurley where you can learn to use technology to transform your meetings into more powerful experiences for everyone. If you like a working lunch, there are several options for lunchtime learning. Grab your food and head to **Apple Professional Learning Office Hours** to find out how APL can support your school, or catch up with on what's new in **DOE Updates and Q & A**. After lunch, you might choose to spend the whole afternoon learning about the power of video for telling your school's stories in **Simple Video and Sharing Classroom and School Success**. If you prefer a shorter session, **Conquering Tech Grants: How to Make Your Proposal WIN** may help you find grant opportunities and write a successful grant for your school, or you can learn about a new project in **UMaine LearnToMod Project is Recruiting**. In Session 4, check out **Effective Digital Signage Techniques** for effective school communication ideas, or if you're starting to think about digital portfolios, don't miss **Moving On with Seesaw Portfolios**.

For Librarians

If you are a librarian (or if you think like a librarian), here are suggestions for Friday's schedule. You could decide to spend the whole morning in **Playground for Building 21st Century Skills** where you will learn how to create a maker space in your school. If you'd like a shorter session to start the day, and if you work with very young students, check out **Digital Storytelling for Our Youngest Learners**. Another good choice is **BreakoutEDU**, for experiencing a learning activity that you may wish

Answers: 1. **B**, 2 **A**, 3. **C**, 4 **A**, 5. **B**, 6. **A**, 7. **C**, 8. **D**, 9. **D**, 10. **B**

to bring to your school. Then, if you loved the BreakoutEDU game, stick around for **Build Your Own BreakoutEDU - Tips & Tricks** to learn how to make your own. Or, to gain some important information to share with your teachers and students, head to **Protecting Your Online Privacy**. Then, grab your lunch and grab a friend and have some fun with **Creating Stories Using Mark Up in Photos**. After lunch, you may decide to spend the whole afternoon in **Manga, Comics, and Movies All Rolled Into One**, especially if you've been promoting graphic novels in your library. If you prefer a one-hour session, and you're looking for another fun library activity, check out **Chasing Geese: Digital Scavenger Hunts for All**. You might also like **Create Character: Art, Literacy, and Design**. In Session 4, check out **Going on a Virtual Field Trip** if you missed it yesterday.

For Tech Coordinators and Other Tech Staff

If you manage iPads, you may want to spend all of Friday morning with Trey Bachner in **Customizing and Extending JAMF Pro Use for iOS Management**. Otherwise, Session 1 on Friday has several good choices for tech folks. If you missed it yesterday, you may want to catch **Comparing Wireless Technologies and Vendors** for information about various wireless networking products. Another good choice is **Data Teams: Product + Process = Success**. In session 2, check out **Promethean Interactive Classroom Update** or, if you went to that yesterday, try **Protecting Your Online Privacy**. You may also be interested in **Did You See That? Digital Signage with Google**. If you're interested in a working lunch, there are a a few sessions you might like. You can join the roundtable discussion in **Technology Leadership in Schools**, or check out **Mobile Device Management Solution by Meraki** or **DOE Updates and Q & A.** After lunch, it's time for Session 3. You can learn about Apple's new OS releases in **It's a New Day at Apple - iOS 11 & macOS High Sierra**, or go to **Conquering Tech Grants: How to Make Your Proposal WIN**. Then, for Session 4, end the day with **What's New with Apple File System (APFS)** or if that's not for you, and you want to know even more about digital signage, check out **Effective Digital Signage Techniques.**

For Tech Integrators

Again, if you are a tech integrator, almost any session at the ACTEM Conference is relevant, but here are a few suggestions. If you want to start with a longer, hands-on session, you might try **Maine Can Code** where you will dive into xCode. If your school is interested in digital portfolios, another all-morning choice for you is **Making Student Thinking and Learning Visible**. If you want a shorter session, try **Google Sites for Teaching and Learning** where you'll see what's new in Google Sites and get some good ideas to take back to your teachers. In Session 2, check out **Making PDFs into AEM** to learn how you can help teachers make sure their teaching materials are accessible to everyone, or go to **Build Your Own BreakoutEDU: Tips & Tricks** and make a cool activity for your teachers or students. At lunchtime, grab your food and head to **Rapid Fire Apps and Tools** to share your favorites and learn what other folks are using, or go to **Explore the Classroom App for iPad**. After

lunch, there are two all-afternoon sessions that might appeal to you. The first is **Fun, Families, and Flipping the Classroom** where you will hear some ideas for classroom instruction and/or professional development. The other is **Simple Video and Sharing Classroom and School Successes** where keynoter Rushton Hurley will share ideas for using video to tell the world about the great things your school is doing. If you are looking for a one-hour session after lunch, head to **STEAM - Learning in Action** or, for something different and really cool, try **Use of zSpace Virtual Reality in the Classroom**. End your day in Session 4 with **Final Cut Pro: Apple's Pro Tools Have a Place in K-12**, or **Engage Students and Enhance Problem-Based Learning with Free Microsoft Tools**.

For STEM Teachers

If you are a STEM (Science, Technology, Engineering, and Mathematics) teacher, these Friday sessions are for you, but we encourage you to try a few from the Humanities list too. There are two morning-long sessions you might like if you are interested in app development. One is **Maine Can Code** where you will dive into xCode. The other is **Creating Your Own Mini-Apps with Tiny Tap** where you will learn how to get started with this free tool. If you're looking for a shorter session and you teach Computer Science (or want to), try **Computer Science Discoveries and Computer Science Principles**, or check out **Creating with Shapes in Pages, Keynote, and Numbers** for some ideas for using the new Shapes in iWorks. After the break, head to **Applying Design Thinking via iOS: STEAM, MakerSpaces, Creativity, and Proficiency**, or check out **Online Tools to Support Solving Ratio Problems with Visual Representations**. (The title says it all.) For lunchtime conversation, make your way to **Rapid Fire Apps and Tools** where there's sure to be something for everyone, or have some fun with **The Great ACTEM Trivia Challenge**. After lunch, if you're looking for another coding experience, plan to spend the whole afternoon in **Learn to Code with Swift Playgrounds**. Otherwise, good choices for Session 3 are **STEAM - Learning in Action** and **Set the Stage for Learner Agency** where you will learn about Personal Learning Plans. Finally, end your day with the UMaine Farmington pre-service teachers who will share what they know about **Learning with iPad Apps: Middle and High School**, or check out **Engage Students and Enhance Problem-Based Learning with Free Microsoft Tools**.

For Humanities Teachers

These sessions are good choices for humanities teachers, but we also encourage you to try a few sessions from the STEM teachers' list. You may want to spend your morning in **Making Student Thinking and Learning Visible** where you will learn about digital portfolios. If you are looking for shorter sessions, start with **Google Sites for Teaching and Learning** and start a class website, or take this opportunity to learn about Google Explorations in **Virtual Field Trips in a Snap**. For Session 2, check out **3 Free Tools for Formative Assessment**, or if you teach with iPads, try **Creating Visual Notes with Apple MLTI Tools**. It's lunch time, so grab some food and head to **Creating Stories Using Mark Up in Photos**, or check out **Rapid Fire Apps and Tools**. After lunch, if you're looking for an engaging and creative ac-

tivity, you may want to spend the afternoon in **Manga, Comics, and Movies All Rolled Into One!** If you prefer one-hour sessions, start the afternoon with **Storytelling, Creativity, and Communication through Effective Presentation Design** or **Teaching with Formative Assessment Tools**. You could end your day with P**romoting Student Agency with Genius Hour**, but if that's not your cup of tea, check out **Lessons from the Google Apps Guidebook** or **Learning with iPad Apps: Middle and High School**.

For Elementary Teachers

Most of the suggested sessions for STEM or humanities teachers will appeal to elementary teachers too, but we have some designed specifically for that grade span. If you are a primary grades teacher, your Session 1 choice could be **Engaging Primary Learners with iPad** or **Digital Storytelling for our Youngest Learners**. An alternative choice is **Virtual Field Trips in a Snap** where you will learn about using Google Cardboard with Google Explorations. If you teach with iPads, consider spending Session 2 in **Engaging Elementary Readers with iPads**, or you could check out **Computer Science for All**. If you like working through lunch, grab your food and head to either **Roundtable Discussion PreK-2** or **Growing Design Thinking and Maker-Education Pedagogy.** After lunch, head over to **WEO in the Classroom** to create online materials for your class, or if you teach very young learners, try **Storytime! PreK, K & Family Partnerships.** There are three great choices for elementary teachers in Session 4. End your day with **Creating a Workflow That Works for Elementary Classrooms**, or **Moving On With SeeSaw Portfolios**, or check out **Google Tools for Primary Students**.

For Higher Ed

If you teach in a college or are involved in educating or supporting pre-service or in-service teachers, any of the conference sessions may be helpful in increasing your awareness of K-12 technology education, but we have a few sessions designed specifically for the higher ed audience. For your first session on Friday, try **Bring Teaching to Life with O365** for ideas for teaching and learning with Microsoft Office 365. Then head to **Making PDFs into AEM** to learn how to make your teaching materials accessible to all students. If you want to attend a lunchtime session, you might like **Rapid Fire Apps and Tools**, or go have some fun with The **Great ACTEM Trivia Challenge**. In the afternoon, try **Building Foundational Knowledge** to discuss using OneNote to create digital notebooks. Then, for your final session, you might choose **Authentic Online Learning and Assessments**, or check out **Effective Strategies for Blended Learning Leaders**.

Door Prizes at 3:20 in the Exhibit Area

You must be present to win!

FRIDAY MORNING HALF DAY SESSIONS 9:15 - 12:00

MAKING STUDENT THINKING AND LEARNING VISIBLE As we begin working in more digitally rich environments, students have the opportunity to create, and in some cases are creating, phenomenal artifacts of learning. But where are these artifacts going? Where should they go? Who's seeing them and are they being used to add to the global knowledge base when appropriate? In this digitally rich age, schools everywhere are beginning to see the value of having student work housed in one location to help students to reflect and grow as learners. In this session, we will discuss the importance of student-created digital portfolios. From why they are important - to how we can use the power of Google tools to help students showcase and OWN their learning. Digital student portfolios should be the goal of every educator/school currently and beyond. In this workshop, participants will leave with strategies for digitizing, uploading and publishing student work in portfolios - with a focus on the best apps that make this possible for all teachers. Participants will also learn the importance of including reflection as part of the portfolio process and leave with strategies for doing this effectively. The added focus on reflection in this session will include, looking at methodologies that help fuel effective reflection in students who have, in most cases, not done this before. The big ideas of this session will include the following: Portfolios help redefine what assessment should look like and how we encourage students to own their learning and reflect on the process. Digital Portfolios help build a strong digital citizenship foundation. Digital Portfolios allow students to reflect on their learning and take their learning with them (expand on this work or show it as part of a resume) Digital Portfolios are student centered and give students a voice, and pride in their work - motivation through work not a grade. *Ken Shelton, EdTechTeam* ***Sponsored by: ACTEM - Keynote Speaker*** ***CAPITAL***

CUSTOMIZING AND EXTENDING JAMF PRO USE FOR IOS MANAGEMENT In this session, let's discuss changes to iOS management and ways to improve the efficiency of your deployment of iPads. Items to be covered will include iOS configuration enhancements, restrictions best practices, using Self-Service, VPP app deployment, Pre-Stage, smart groups and conditional access of resources, and much more! *Trey Bachner, Jamf* ***ARNOLD***

MAINE CAN CODE 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. *Tim Hart, Apple, Inc.* ***Sponsored by: MLTI*** ***LINCOLN OXFORD***

DATA HERE, DATA THERE, DATA, DATA EVERYWHERE! LET'S USE IT BETTER! Every MLTI MacBook Air has access to the world-class application creator FileMaker Pro. In this session we will begin with the basics of FileMaker Pro, and then provide hands-on opportunities that will help you grow your understanding of the possibilities FileMaker brings to Apple MLTI schools. Rookie or experienced, come spend time with a FileMaker professional, and begin asking your data to tell stories in a whole new way. *Mia Roop, FileMaker, Inc.* ***Sponsored by: Apple, Inc.*** ***PENOBSCOT***

CREATING YOUR OWN MINI-APPS WITH TINYTAP This is a hands-on BYOD workshop where participants will learn how to use the free app TinyTap to create their own interactive lessons, quizzes, homework, learning centers, interventions, games, and more. We will also cover free options for image curating, editing, and storing. Please bring a fully charged iOS or Android tablet, with TinyTap downloaded and your profile set up prior to the session in order to begin creating a project. www.tinytap.it *Ellen Weber, Cobb County, Georgia* ***PISCATAQUIS***

PLAYGROUND FOR BUILDING 21ST CENTURY SKILLS Student-centered tech-rich makerspace is a playground for building 21st century skills, but it takes courage for teachers to foster an environment that enables creativity. In this hands-on session, you will learn how to create a comfortable student-centered makerspace fueled by collaboration, overcome the inner conflicts teachers face in student-centered learning, select empowering tech, and build a plan to transform uncertainty into growth. *Irina Tuule, Eduporium* ***Sponsored by: Eduporium*** ***WASHINGTON***

FRIDAY SESSION 1
9:15 - 10:15

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

SOMETHING OLD, SOMETHING NEW: USING FREE TOOLS TO CONNECT STUDENTS WITH THE WORLD Two educators will demonstrate how to use free and simple tools to connect with experts in the field, or classrooms around the world. Video conferencing is fun and engaging, reinforces content knowledge, teaches questioning & critical thinking skills, and opens up the world to our students.Learn how you can enhance your science curriculum with SafariLive for Schools. Take your K-12 class to Africa and interact with real

guides on a real safari in the African bush in real time. Your students can ask questions of live guides, and safaris can focus on mammals, insects or ecology, or a topic of your choice.Don't forget the tried and true Mystery Skype/ Hangout experience. Learn how to find a partner school, prepare for a session, and embed content skills such as geography and civics. *Gretchen Hartley & Corinne Altham, South Portland Schools* ***AUGUSTA***

BRING TEACHING TO LIFE WITH O365 Powerful communication and collaboration tools are critical elements to support teaching learning. Learn how you can support your teaching by building lessons and designing digital notebook tools for your students. Using online collaborative tools makes sharing content resources with your students and managing student work more efficient. Teachers and educators are using Microsoft Office 365 for learning, teaching and helping to make their classroom administration more streamlined and efficient. You will be surprised at the many ways in which Office 365 can be a great tool for education and for enhancing learning and teaching. *Laurie Underwood, HP & Jasmine Tullis, Intel* ***Sponsored by: HP & Intel*** ***CUMBERLAND***

COMPUTER SCIENCE DISCOVERIES AND COMPUTER SCIENCE PRINCIPLES Calling all CSD and CSP teachers! Come hang out and network with each other and share resources to help you teach. There will be plenty of time for questions and discussion! *Sean Wasson, Portland Schools & Michael Harvey, Falmouth Schools* ***FORT WESTERN***

BREAKOUTEDU Bring the Escape Room into the classroom! Collaborate with other session participants to find and solve all of the puzzles to open the locked box before time runs out. *Amy Tucker, Maranacook & Sonja Abbot, Auburn* ***FRANKLIN***

IT'S NOT A CRUTCH; IT'S UDL! Are tech supports a crutch that impedes learning or a tool to empower learning? Can a one-hour training in Universal Design for Learning (UDL) improve teacher lesson plans? Does a one-hour training in UDL help to better provide access to ALL students? Learn how a one-hour training in UDL can empower teachers to create meaningful learning experiences with Universally Designed curriculum and assessments that support ALL students. *Hillary Goldwait-Fowles, RSU 21* ***HANCOCK***

GOOGLE SITES FOR TEACHING AND LEARNING With the ability to connect with other GAFE tools, Google Sites helps organize a collaborative platform for learning. This tool can help enhance the curriculum to be relevant and engaging for students. Embedding media, connecting to Drive, and using Add-ons are some of the tools that will be shown. *Alice Barr, Yarmouth Schools* ***HOWARD***

ENGAGING PRIMARY LEARNERS WITH IPAD Learn how educators are leveraging iPad to develop young learners' literacy skills and practices. Explore developmental appropriate practices using built-in features as well as creativity and productivity apps to support early reading, writing, numeracy, listening, and speaking skills. *Jim Moulton, Apple, Inc.* ***Sponsored by: Apple, Inc.*** ***KENNEBEC***

VIRTUAL FIELDTRIPS IN A SNAP Come by and take a look at the new tours and explorations you can take your students on, all without leaving your classroom. Google Explorations uses Google Cardboard and free apps to transform

your learning space into far off lands and cultures. Learn how to navigate around these landscapes and guide your students on an adventure they will not forget.

5. Which albums have just 30 tracks?

A. Frank Sinatra's Come Fly with Me"
B. The Beatles' "White Album"
C. Springsteen's "Born in the USA"
D. Crystal and Barbara's "Easy Listening Conference Duets"

Answers on page XXX

Along with links and resources, we will bring the Google Expedition Kit for hands on opportunities to take participants on virtual field trips. *Eric Lawson & Thomas Rup, York Schools* ***PINETREE***

SWIVL POWERED OBSERVATIONS Self, peer-to-peer, and formal observations can be made much more powerful thanks to the latest technology to hit our classrooms. Come check out how you can harness the power of Swivl robotic bases to create high-quality, easy-to-hear recordings of your classes when combined with your favorite mobile device. You can even record from multiple devices and/or microphones for a more valuable observation! *Susie Simmons, MSAD 6* ***PRO AV BOOTH***

CREATING WITH SHAPES IN PAGES, KEYNOTE AND NUMBERS Apple's latest updates to iWork have introduced 500 new Shapes. Join this hands on session to explore and create with these tools. Construct meaning, show understanding, and develop thinking as you manipulate, build, and create new shapes in ways to better communicate your ideas. Please bring your updated MLTI device with the apps Pages, Keynote and Numbers installed. *Ann Marie Quirion Hutton, Apple, Inc.* ***Sponsored by: MLTI*** ***SAGADAHOC***

DATA TEAMS: PRODUCT + PROCESS = SUCCESS LinkIt! partners directly with data teams, allowing data-driven instruction to become a reality. Learn how specific analytical frameworks, activities, and protocols can make all the difference for your data team. Learn how to most effectively warehouse students' data, employ data-driven exercises, leverage professional development throughout the school year, and understand which custom analyses are possible with your students' data. *Matthew Wilson, Director of Educational Programs, LinkIt!* ***Sponsored by: LinkIt!*** ***SOMERSET***

BRING CYBER-AWARENESS TO YOUR SCHOOL Cyber threats are in the news everyday and it seems like only a matter of time before it affects you or your school. Come learn about the different threats affecting schools and what you can do to avoid them. Learn how to educate your users in order to prevent the major threats that can take down your network without spending a dollar. Join the conversation to share what you are doing and learn what others have found successful. *Page Lennig, Waynflete* ***WALDO***

DIGITAL STORYTELLING FOR OUR YOUNGEST LEARNERS Digital storytelling is a wonderful way to increase literacy skills. Watch your learners' eyes light up as they create, illustrate, and share their own stories using easy-to-use sites and apps. Children love creating books, and we'll also ex-

plore creating your own digital books tailored specifically to your students' needs. *Nadene Mathes, Consultant* ***YORK***

FRIDAY SESSION 2 11:00 - 12:00

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

VR CREATION WITH COSPACES AND BLOCKLY In this one-hour, hands-on session, participants will explore and create their own personalized VR Experience. A quick one-step Google sign—in process allows users to create their own FREE virtual reality and make it come to life using CoSpaces on any device. New coding options also allow users to become creators through critical thinking at all grade levels. Imagine the possibilities ! *Terri Dawson, Gorham Schools* ***AUGUSTA***

WHAT IS ALL "THE HYPE ABOUT SKYPE?" USE SKYPE TO CONNECT YOUR CLASSROOM WITH EXPERTS AND RESOURCES BEYOND THE SCHOOL WALLS How do you incorporate two-way interactive sessions in your classroom? What types of meaningful content are available to enhance my curriculum via Skype? How does Skype support 21st Century Learning for my students? During this session you will learn how connecting with an expert might be the springboard for a lesson that branches out into individualized lessons or the real-life example needed to solidify a content concept. Students learn how to interact and communicate with others at a distance, as well as the etiquette of asking questions to peers in a different culture, and may extend their skills to manage a project with peersin different locations nationally and globally *Laurie Underwood, HP & Jasmine Tullis, Intel* ***Sponsored by: HP & Intel*** ***CUMBERLAND***

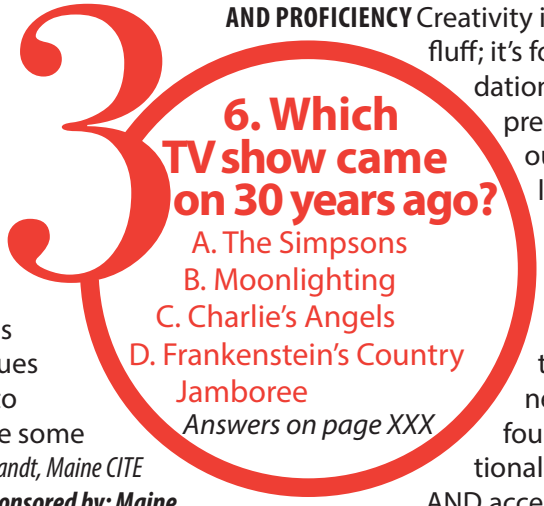
MUCH BETTER STAFF AND TEAM MEETINGS Digital media tools can serve as a powerful vehicle for having staff meetings that inspire teachers to work together in new ways, see new possibilities for school improvement, and launch new initiatives. In this session, we will use current technologies to revamp how you can work with your teams to make your meetings far more powerful experiences for everyone. *Rushton Hurley, Next Vista for Learning* ***Sponsored by: ACTEM - Keynote Speaker*** ***FORT WESTERN***

BUILD YOUR OWN BREAKOUTEDU-TIPS & TRICKS Have you participated in an escape room or a BreakoutEDU session? Are you hooked? If you want to learn how to create your own game (physical or digital), this session is for you! We will share resources and tips and tricks to customize games for your content and your students. *Amy Tucker, Maranacook & Sonja Abbott, Auburn* ***FRANKLIN***

MAKING PDFS INTO AEM Many digital materials including PDFs are not Accessible Educational Materials

(AEM) and are inaccessible to learners with disabilities. In this session, we will discuss the importance of making all education materials accessible, how to ensure your PDFs "make the grade," and various tools and techniques that can be used to help fix and rescue some documents. *John Brandt, Maine CITE & Cynthia Curry, CAST* ***Sponsored by: Maine CITE*** ***HANCOCK***

COMPUTER SCIENCE FOR ALL Interested in teaching computer science but don't know where to start? Join us in this workshop to learn about two exciting new computer science curriculums from Code.org (Computer Science Discoveries and Computer Science Principles). Come prepared to hear information about each curriculum and participate in some "hands-on" activities. Your students will thank you! *Hannah Walden, Falmouth & Laura Johns, Union 93* ***HOWARD***



APPLYING DESIGN THINKING VIA IOS: STEAM, MAKERSPACES, CREATIVITY, AND PROFICIENCY Creativity is not fluff; it's foundational. In preparing our learners to be leaders, they need foundational skills AND access to creative tools. In this session participants will discover how iPad can be the foundation for your high school learning spaces (classrooms, makerspaces) meeting the needs of today in terms of proficiency-based graduation requirements, and the promise of being prepared to lead the future. Oh, and we'll also have FUN! *Dan Ryder - Mt. Blue Success and Innovation Center Education Director and Apple Distinguished Educator & Julie Willcott - EdTech Consultant and Apple Distinguished Educator* ***Sponsored by: Apple, Inc.*** ***KENNEBEC***

DID YOU SEE THAT? DIGITAL SIGNAGE WITH GOOGLE Learn about an affordable way to move to a 21st century school. Google Apps and Google products can help you install digital signage. Digital signage can give you an edge in getting information to your students! *Thomas Rup & Eric Lawson, York Schools* ***PINETREE***

ONLINE TOOLS TO SUPPORT SOLVING RATIO PROBLEMS WITH VISUAL REPRESENTATIONS Engage with free tools and strategies related to grades 6-8 ratio and proportional relationships content. Session activities will include online Desmos and GeoGebra activities incorporating visual representations such as tape diagrams and double number lines‹and strategies to encourage student communication and use of visuals as thinking tools. We will also explore ways to use worked examples to support student learning. Content is from a NSF-funded yearlong graduate course developed for teachers of students who are English learners. *Peter Tierney-Fife & Pam Buffington, EDC* ***PRO AV BOOTH***

CREATING VISUAL NOTES WITH APPLE MLTI TOOLS (APPLE MLTI PRIMARY SOLUTION) Studies show that sketching leads to better retention of information and helps clarify ideas. Explore how visual

notes support learning. Discover techniques to create, share and integrate visual notes into your instructional practice. Bring your updated MLTI iPad with Notability installed. *Ann Marie Quirion Hutton, Apple, Inc.* ***Sponsored by: MLTI*** ***SAGADAHOC***

ENGAGING ELEMENTARY READERS WITH IPADS We'll share the best FREE apps we've used to get our K-5 students excited about reading. From book snaps to monthly reading groups to progress monitoring, this session will be filled with examples of how teachers in our district are using iPads to engage students in reading. Participants will walk away with tons of exciting and easy-to-implement ideas that have been a huge success in our elementary classrooms. Apps that we'll highlight and focus on will be: PicCollage Kids, ChatterPix Kids, Buncee, Shadow Puppet Edu, Padlet, Epic!, Tellagami, Spark Video, Sock Puppets, AudioBoom, NEWSELA/Front Row articles, and Seesaw. *Laurie Delaney & Nichole Gleason, Bonny Eagle* ***SOMERSET***

PROTECTING YOUR ONLINE PRIVACY Think you are anonymous online? Think again. Internet service providers and websites that you visit are collecting your person information and your browsing history. This information is sometimes sold to third parties for marketing purposes to customize ads based on your activity. This session will cover ways of protecting your privacy and reduce what information can be collected. Examples for both adults and students will be shown and discussed. *Paul Wallace, MSAD #31* ***WALDO***

3 FREE TOOLS FOR FORMATIVE ASSESSMENT Want students to use tech to support their learning? Interested in exploring tech tools for formative assessment? Join this hands-on session for the basics of formative assessment, then get busy with free, student-driven, highly engaging tech tools including Recap, Seesaw, PicLits, and others. Leave with an understanding of how to use tech tools for formative assessment with your students. BYOD. *Beth Goodwin, Wells-Ogunquit* ***YORK***

FRIDAY LUNCH SESSIONS 12:00 - 1:00

APPLE PROFESSIONAL LEARNING OFFICE HOURS Join APL Specialists to see how APL can support your school and classroom. Arrive early to reserve one of the few remaining APL spots for the 2017-2018 school year. This event is intended for current Apple MLTI participants. *Lindsey Carnes, Apple, Inc.Sponsored by: MLTI* ***SAGADAHOC***

MOBILE DEVICE MANAGEMENT SOLUTIONS BY MERAKI This session will take a look at Meraki's Mobile Device Management solution and how it can help you unify management and control of thousands of mobile and desktop devises in a secure, browser-based dashboard. This solution supports virtually all user platforms including Apple IOS, Windows, and Chrome. *ePlus & Meraki* ***Sponsored by: ePlus*** ***ANDROSCOGGIN AROOSTOOK***

PUTTING DATA INTO ACTION TO CREATE 21ST CENTURY LEARNING ENVIRONMENTS BrightBytes has been honored to partner with MLTI and the school districts and educators throughout Maine for the past 4 years. During that time we've had the pleasure of working with hundreds of educators and have seen tremendous progress in the work toward the use of technology in creating 21st Century learning environments. During this session, we will highlight some of the experiences of Scar-

borough School District and talk about how they've utilized the data they've collected to drive their work around the integration of technology for instruction. We'll also discuss some of the new features of the BrightBytes Clarity platform and plans for the work we will be engaging in this year with districts in Maine. *Glen Zollman & Matt Schneidman, BrightBytes, Alicia Sorensen-Biggs, Scarborough Public Schools* ***BrightBytes*** ***ARNOLD***

HP & INTEL Q & A AND OPEN CHAT Join LJoin Laurie Underwood and Jasmine Tullis for a lunch time discussion about all things HP and Intel. This is an informal session designed to provide an opportunity for collaborative interaction among participants. *Laurie Underwood, HP & Jasmine Tullis, Intel* ***Sponsored by: HP & Intel*** ***CUMBERLAND***

RAPID FIRE APPS AND TOOLS Bring your "A-Game" and your favorite apps and tools to this interactive gathering sharing as many ideas as possible before the time is up, just like a game of hot potato! *Susie Simmons, MSAD 6 & Dan Tompkins, RSU 2* ***FORT WESTERN***

7. Which President famously uttered "tear down this wall" thirty years ago?
A. Jimmy Carter
B. Donald Trump
C. Ronald Regan
D. Dennis Crowe
Answers on page XXX

TECHNOLOGY LEADERSHIP IN SCHOOLS This round table discussion is a chance for technology leaders to meet, share, and discuss issues, challenges, and successes that are faced in leading and supporting technology in schools. This session is open to anybody who leads technology, formally or informally. *David Fournier, RSU 71* ***FRANKLIN***

GROWING DESIGN THINKING AND MAKER-EDUCATION PEDAGOGY Interested in growing design thinking/maker education teaching and learning in your school or district? Join a discussion about generating enthusiasm and buy-in with colleagues and administrators around these impactful pedagogical approaches Discussion points will include identifying curriculum links, seeking funding, and managing space/materials. *Elizabeth Fowler & Megan Blakemore - South Portland Schools* ***HANCOCK***

EXPLORE THE CLASSROOM APP FOR IPAD Apple's Classroom app turns your iPad into a powerful teaching assistant. In this hands-on session, you'll experience new Classroom app features as a student, then as a teacher. You'll learn how to set up classes on the fly, launch apps on student devices, view student screens, share documents with the class, and more. *Jim Moulton, Apple, Inc.* ***Sponsored by: Apple, Inc.*** ***KENNEBEC***

FITTING IN AND STANDING OUT: GOOGLE & MICROSOFT INTEGRATION The "either/or" days are gone! Learners and teachers need to be in a "yes, and!" world. In this session we'll highlight how Google and Microsoft tools prosper in the Apple ecosystem, and how using all resources together can benefit both learners and teachers. *Clif Hirtle, Apple, Inc.* ***Sponsored by: Apple, Inc.*** ***PENOBSCOT***

THE GREAT ACTEM TRIVIA CHALLENGE 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. *Tim Hart, Apple, Inc.* ***Sponsored by: MLTI*** ***LINCOLN OXFORD***

DOE UPDATES AND Q&A *Deb Friedman, DOE* ***SOMERSET***

CREATING STORIES USING MARK UP IN PHOTOS (IPAD & MAC) Using the new MarkUp tools in Photos on the Apple MLTI devices, students can create digital stories that deepen understanding and develop skills in visual literacy. Teachers from all grade levels and all content areas can learn to leverage the exciting possibilities for incorporating digital storytelling with Photos into the classroom. Please bring your updated MLTI device. *Ann Marie Quirion Hutton, Apple, Inc.* ***Sponsored by: MLTI*** ***WASHINGTON***

ROUND TABLE DISCUSSION PREK-2 Come join other elementary teachers and share your successes and frustrations with technology in your classroom. We'll explore favorite applications, websites, and project ideas and discuss classroom management of technology along with integration of technology into the curriculum. Share your ideas, and come learn something new! *Nadene Mathes & Margaret Davis* ***YORK***

FRIDAY AFTERNOON HALF DAY SESSIONS 1:10 - 3:20

SIMPLE VIDEO AND SHARING CLASSROOM AND SCHOOL SUCCESSES Digital video tools now make it incredibly easy to create and share the stories of your the successes of your classroom and your campus. This is important for building students' confidence, as a PR tool, and as a framework for building the morale and professional focus of the entire campus team. In this session, you'll learn how to plan for, create, and share the video stories of successes. This workshop is geared toward both classroom teachers and campus and team leaders. *Rushton Hurley, Next Vista for Learning* ***Sponsored by: ACTEM - Keynote Speaker*** ***FORT WESTERN***

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

FUN, FAMILIES, AND FLIPPING THE CLASSROOM Looking to better differentiate instruction or Professional Development opportunities? Fun and engaging, this hands-on session will focus on using video to flip both instructional and PD content, making it available to kids, families, and teachers anytime. We'll look at what tools work best, demonstrate some sample workflows, and then create flipped lessons. Begin to build your library of content today. Pick-Flip-Share! *Avery Thomas SAD #4* ***Sponsored by: TransParent-SEE Project*** ***PISCATAQUIS***

MANGA, COMICS, AND MOVIES ALL ROLLED INTO ONE! Bring your artistic

creativity to design a character in Acorn and then turn it into an animation using Magic Move in Keynote. Finally, export your art as a movie. Think of manga, comic con, and movies all rolled into one! Please arrive with Acorn and Keynote installed on your MLTI MacBooks. This event is intended for current Apple MLTI participants. *Lindsey Carnes, Apple, Inc.* ***Sponsored by: MLTI*** *SAGADAHOC*

8. How many months of the year have 30 days?

A. four
B. five
C. six
D. all except February

Answers on page XXX

FRIDAY SESSION 3 1:10 - 2:10

CONQUERING TECH GRANTS: HOW TO MAKE YOUR PROPOSAL WIN 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 resources available to help you apply. *ePlus Grant Sponsorship Program* ***Sponsored by: ePlus*** *ANDROSCOGGIN AROOSTOOK*

ONLINE PROFESSIONAL DEVELOPMENT AND THE INTEGRATION OF TECHNOLOGY IN THE MODERN CLASSROOM Join Teq's Thomas Maher and Richard Frisenda for a guided discussion on the use of technologyin the classroom, the impact technology has on student learning outcomes, and the need forpersonalized professional development for the modern educator. The session will alsointroduce attendees to the Teq Online PD platform—Teq's on demand professionaldevelopment platform that provides Maine educators with over 500 courses on today's mostpopular technologies and best practices. *Thomas Maher & Richard Frisenda, Teq* ***Sponsored by: Teq*** *ARNOLD*

WEO IN THE CLASSROOM Weo is a FREE online worksheet/quiz/assignment tracker. It automatically grades for you. It allows you to immediately return work for corrections and understanding. Students do the work from their desks, submit it to you, and you are able to finish other things in the meantime. There is a huge collection of already created assignments available for you to use - FREE!! *Teresa Sinclair, RSU 64* *AUGUSTA*

STORYTELLING, CREATIVITY, AND COMMUNICATION THROUGH EFFECTIVE PRESENTATION DESIGN This fun-filled, engaging, and interactive presentation is designed to provide all attendees the strategies, techniques, and methodologies for producing effective presentations as well as design projects. The methodologies, design principles, and examples covered are applicable to any presentation or design format and can be utilized on a variety of platforms. Since this is an interactive session please be sure to bring along your laptop or iPad in order to full participate. *Ken Shelton, EdTechTeam* ***Sponsored by: ACTEM - Keynote Speaker*** *CAPITAL*

BUILDING FOUNDATIONAL KNOWLEDGE AND PROVIDING TIMELY STUDENT FEEDBACK USING DIGITAL NOTEBOOKS WITH ONENOTE Learn to create digital notebooks that support academic standards by building foundational knowledge for students across disciplines and tasks, such as writing, reading, mathematics, science, history, CTE, and elective courses. Students may use digital notebooks across content areas and grade levels to compile and organize unstructured information, research and content. Microsoft OneNote supports research, collaboration, information management, communication, note taking, journaling, reflective writing, and academic requirements which education outcomes *Laurie Underwood, HP & Jasmine Tullis, Intel* ***Sponsored by: HP & Intel*** ***CUMBERLAND***

CREATE CHARACTER: ART, LITERACY, AND DESIGN Can you use design thinking to engage students in literacy? An art teacher and a librarian will share how they worked with elementary students to activate knowledge of character traits, use the elements of art to design their own characters, and bring the characters to life using tech tools such as 3D design and printing, clay handbuilding techniques, and stop motion animation. Digital storytelling apps let them share their character's stories. *Megan Blakemore & Margaret Burman, South Portland Schools* ***HANCOCK***

39. What is the correct way to write the number thirty?

A. 30
B. 30.0
C. 30.00
D. 11110

Answers on page XXX

TEACHING WITH FORMATIVE ASSESSMENT TOOLS There are lots of formative assessment tools for teachers to choose from today. Which will gather the best evidence of student learning? This workshop includes a demo lesson to model a few specific tools, a review of some other tools, and strategies to integrate formative assessment into everyday lessons. *Amanda Nguyen, Digital Learning Specialist, DOE* ***Sponsored by: Maine Department of Education*** ***HOWARD***

STEAM - LEARNING IN ACTION In this hands-on session, you'll see how educators can use Mac and iPad to create and deliver engaging STEAM content. We'll use a wide range of engaging STEAM "anytime learning" apps on iPad, and look at Multi-Touch textbooks and iTunes U. You will learn what it means to be a citizen scientist, programmer, and STEAM coach with our interactive playground of tools. Don't be bashful, don't be shy - we'll be moving and shaking for this entire hour! *Matt Brooks, Apple, Inc.* ***Sponsored by: Apple, Inc.*** ***KENNEBEC***

IT'S A NEW DAY AT APPLE - IOS 11 & MACOS HIGH SIERRA Apple's new OS releases bring new capabilities to both the technical and the curricular sides of education. In this session we'll highlight the most important new features and engage in conversations around their implications in K-12 education in Maine. *Clif Hirtle, Vin Capone, & Jim Moulton, Apple, Inc.* ***Sponsored by: Apple, Inc.*** ***PENOBSCOT***

CHASING GEESE: DIGITAL SCAVENGER HUNTS FOR ALL! Have you been "searching" for ways to engage your staff in PD, or your students in lessons? Have you been on a "goose-chase" of sorts, looking for engaging, hands-on, high-energy methods of lesson delivery? Find fun ways to present content and creative strategies for demonstrating understanding.

This session will be spent on your feet, collaborating with others (and laughing a LOT!) using an app called GooseChase. Discover just how fun learning can be for adults and kids alike! *Suzy Brooks & Colleen Terrill, Mashpee Public Schools* ***PINETREE***

USE OF ZSPACE VIRTUAL REALITY IN THE CLASSROOM Virtual reality can enhance learning while providing authentic, real-world learning experiences. In this session, participants will be introduced to zSpace, an immersive virtual reality system. Discussion will focus on use of virtual reality to connect with classroom learning. An overview of available content for all subject areas and online curriculum resources will be provided. Examples of classroom/learning lab use of zSpace will be included. *Julie Willcott, EdTech Consultant* ***Sponsored by: zSpace SOMERSET***

UMAINE LEARNTOMOD PROJECT IS RECRUITING Learn how the MLTM Project is raising interest in computer science and building computational and problem-solving skills among Maine's middle schoolers and teachers. You'll learn how LTM's badge-based platform teaches Blockly, a visual programming language, and Javascript, a syntactically complex language, to Mod(modify) the PC Minecraft experience. The project incorporates elements of graphic design and STEM to create a world of possibilities. Free for Maine schools. *Ami Gaspar, UMaine* ***Sponsored by: National Science Foundation & UMaine WALDO***

STORYTIME! PREK, K & FAMILY PARTNERSHIPS We will share stories from Maine PreK and K programs using iPads to strengthen STEAM and literacy learning goals and to partner more closely with families. We are exploring the use of technology to not only inform, but engage families with children's learning, strengthening home-school connections. During the concluding conversation, a collection of websites will be shared to extend the learning experience. *Bonnie Blagojevic, Morningtown Consulting & Loyann Worster, Veazie Schools* ***YORK***

SET THE STAGE FOR LEARNER AGENCY A Personal Learning Plan (PLP) needs to include goal setting and action planning so that every learner can develop the skills to be a learner with agency. Using the UDL Lens of Access, Engage and Express, discover a 3-step process to empower your learners to tell their story of who they are and how they learn. This sets the stage in developing a Personal Learning Backpack of tools and skills and an effective PLP so they become future ready. *Kathleen McClaskey, Make Learning Personal* ***WASHINGTON***

FRIDAY SESSION 4 2:20 - 3:20

GOING ON A VIRTUAL FIELD TRIP THROUGH THE CENTER FOR INTERACTIVE LEARNING & COLLABORATION (CILC) 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. *ePlus & CILC* ***Sponsored by: ePlus ANDROSCOGGIN AROOSTOOK***

OZOBOT IN ACTION Learn how to use Ozobot robots in all grade levels

to enhance computer science skills such as coding, problem solving, global collaboration, and more to be determined by you. These little robots are a great way to engage all ages in a STEM/ STEAM learning environment. We will show the participants how we are currently using Ozobots in our curriculum and they will have a hands on opportunity to use the Ozobots during the session. *Aaron Rog & Sean Wasson - Portland Schools* ***Sponsored by: Ozobot*** ***ARNOLD***

LEARNING WITH IPAD APPS: MIDDLE AND HIGH SCHOOL University of Maine Farmington pre-service teachers have researched a variety of social studies, health, English, science, mathematics, and productivity apps that support learning and engage students. The poster session format of this presentation allows you 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 100 app reviews. *Theresa Overall & Aleah Whitten, Benjamin Cloutier, Bradley Howes, Calista Hodges, Cody Campbell, Daniel Ferguson, Danielle Bowler, Haley Michienzi, Heather Leet, Jamie Dillon, Jordan Brotherton,, Joseph Menice, Joshua Carey, Kasey Erlebach, Kellen Strout, Kelly Toomey, Kristen Salley, Machaela Laramee, Margaret Pomerleau, McKayla Marois, Sarah Veilleux, Steffon Gales,UMF* ***AUGUSTA***

EFFECTIVE STRATEGIES FOR BLENDED LEARNING LEADERS This session will focus on the Highlander Institute's 10 Blended Learning Leadership Practices and Associated Tasks. School and district leaders will have the opportunity to share ideas with blended learning leaders, explore the Leadership Competencies and Associated Tasks in depth, and set goals for their own leadership development. *Eric Butash, Highlander Institute* ***Sponsored by: Highlander Institute*** ***CAPITAL***

ENGAGE STUDENTS AND ENHANCE PROBLEM-BASED LEARNING WITH FREE MICROSOFT TOOLS Come for a whirlwind ride through over 30 free tools from Microsoft available for your classroom and students. Learn about Photosynth, Photo Gallery, Sway, Microsoft Math, AutoCollage, Songsmith and many more. Explore how these tools and technologies designed to engage and energize your students in learning. *Laurie Underwood, HP & Jasmine Tullis, Intel* ***Sponsored by: HP & Intel*** ***CUMBERLAND***

PLANNING A MICRO-CREDENTIAL PROGRAM There is more and more interest in micro-credentials and digital badging. Educators are interested in what they are, how to earn them, and what they have to do with professional development. But what if your organization or school is planning on starting your own micro-credentials? What design components do you need to plan around? What are the considerations to explore before you get started? ***FRANKLIN***

EFFECTIVE DIGITAL SIGNAGE TECHNIQUES In this session we will explore various uses and effective design concepts of Digital Signage. *Richard Peterson & Ryan Croteau, MSAD 6* ***HANCOCK***

LESSONS FROM THE GOOGLE APPS GUIDEBOOK 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. *Kern Kelley & Connor Verrault, RSU 19* ***HOWARD***

FINAL CUT PRO - APPLE'S PRO TOOLS HAVE A PLACE IN K-12! The special Pro Apps Bundle for Education is a collection of five industry-leading apps from Apple that deliver powerful creative tools for video editors and musicians. iMovie and GarageBand are great tools. Come see how skills learned in your classroom can transfer directly into the Pro Tools counterparts, and help prepare your students to be next-generation video professionals. *Vin Capone, Apple, Inc.* ***Sponsored by: Apple, Inc.*** ***KENNEBEC***

WHAT'S NEW WITH APPLE FILE SYSTEM (APFS)? The Apple File System (APFS) is the next-generation file system designed to scale from an Apple Watch to a Mac Pro. Attend this deep dive about APFS to understand the features and benefits of the new file system and significant benefits to what we know about file systems and data storage. *Clif Hirtle, Apple, Inc.* ***Sponsored by: Apple, Inc.*** ***PENOBSCOT***

AUTHENTIC ONLINE LEARNING AND ASSESSMENTS Use technology to create engaging lessons and authentic assessments that also meet course competencies? Yes, please! In this interactive session, a UNE instructional designer, a literacy specialist, and a Technical Center administrator will provide tips for creating lessons and assessments that prepare students for the real world. *Susan Hyde, Rob Callahan & Lesley Herschlag, UNE* ***Sponsored by: University of New England Online*** ***PINETREE***

10. Which of these was a slogan of the '60s?

A. 30 is the new 20.
B. Don't trust anyone over 30.
C. At age 30, one receives strength.
D. It takes 30 years and 30 generations to make a computer geek.

Answers on page XXX

CREATING A WORKFLOW THAT WORKS FOR ELEMENTARY CLASSROOMS Discover techniques for establishing tech routines that work for you. Learn how to focus students with a few carefully curated apps for learning, growth, and feedback that improve class workflow. We will highlight how to choose and implement apps that focus whole-group instruction, guided/independent practice, and assessment. We will pay particular attention to our favorites: Classkick, Seesaw, FrontRow, Kahoot, and Explain Everything. *Katie Vetro & Anna Bennett, Bonney Eagle* ***SOMERSET***

MOVING ON WITH SEESAW PORTFOLIOS Seesaw is a portfolio option that can be used on any platform. We are using it with 1:1 iPads and would like to share the many ways we have used it for student reflection on their work and sharing learning with parents and families. We will be moving from using it in first grade to all grades through fourth grade and we have plans for how that will expand our use of this tool. *Cathy Wolinsky & Heather Boutin, Yarmouth Schools* ***WALDO***

PROMOTING STUDENT AGENCY WITH GENIUS HOUR Genius Hour and 20% time are buzzwords in education. Are you wondering how to start implementing these ideas in your classroom? Join us for a fast-paced introduction and a resource-full session. We'll explore the benefits to learners and strategies for addressing the most common challenges in getting started. This session is designed for educators working

Door Prizes at 3:30 an the Keynote Stage in the Exhibit Area

...you must be present to win !

in face-to-face, blended, and online environments with learners across the K-Higher Ed. spectrum. *Johanna Prince, UMF & Mia Morrison, Foxcroft Academy* ***WASHINGTON***

GOOGLE TOOLS FOR PRIMARY STUDENTS
We know how great Google tools are for older students. Now let's take a look at some fantastic ways to use them with younger children! We will look at resources by Eric Curts (http://www.controlaltachieve.com) and Christine Pinto (http://christinepinto.com/) that are designed specifically for the preK-2 set. I have used many of these resources and have been amazed at how students quickly learn to use and learn from them. *Marty Cryer, Wells-Ogunquit CSD* ***YORK***

Featured books from Keynote Speakers and Maine Authors

Making Your School Something Special, and **Making Your Teaching Something Special**
by Rushton Hurley

Hacking Leadership
by Joe Sanfelippo & Toni Saninis

Google Apps Guidebook
by Kern Kelly

Intention - Critical Creativity in the Classroom
by Amy Durvall & Dan Ryder

Mobile Learning Mindset
by Carl Hooker
- The IT Professional's Guide to Implementation
- The Coach's Guide to Implementation
- The Teacher's Guide to Implementation
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by Holly Clark & Tanya Avrith

The Google Cardboard Book
by Holly Clark, Jeffery Heil, David Hotler, Donnie Piercey, & Lisa Thumann

Learning First, Technology Second
by Liz Kolb

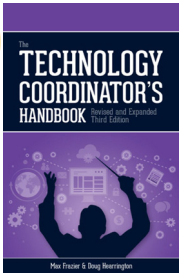
The Technology Coordinator's Handbook
by Max Frazier & Doug Hearrington

The HyperDocs Handbook
by Lisa Highfill,

Innovate with iPad Karen *by Lirenman & Kristen Wideen*

A Learners Paradise
by Richard Wells

Transforming Libraries
by Ron Starker



Dive Into Inquiry
by Trevor MacKenzie

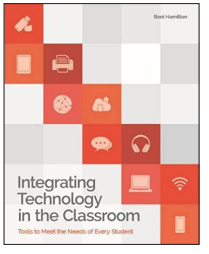
No Fear Coding
by Heidi Williams

Make, Learn, Succeed
by Mark Gura

Integrating Technology in the Classroom
by Boni Hamilton

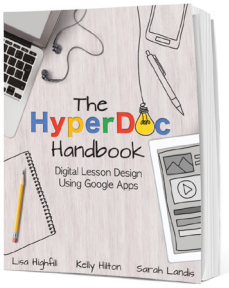
ISTE Standards for Educators *by Helen Crompton*

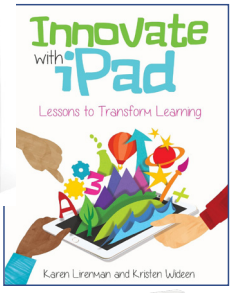
ISTE Standards for Students
by Susan Brooks-Young

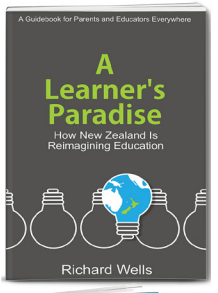


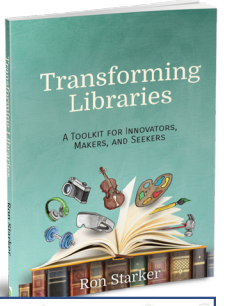
The Future-Ready Challenge
by L. Robert Furma

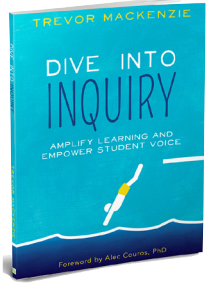
Security vs. Access
by LeAnne K. Robinson, Abbie H. Brown, and Tim D. Green

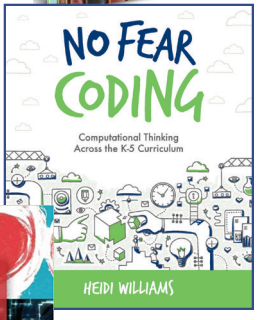


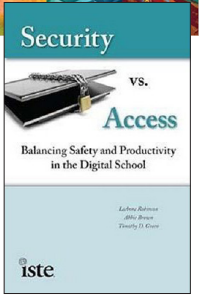


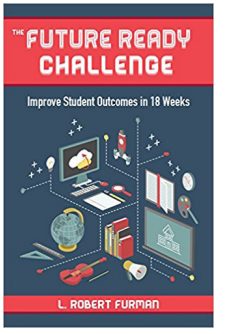












Gizmo Garden congratulates the recipients of its 2017 grants, which are worth a combined total of up to $96,000. The grants will empower Maine teachers, librarians, and after-school leaders to carry out gender-balanced projects in computer coding, electronics, and robotics.

The funded projects will give students the opportunity to explore technology in a creative, non-competitive environment. For example, at Oceanside High in Rockland, the students will use VEX robots to create a prototype kinetic sculpture. At Windsor Elementary, students will use Lego robots to create a carnival. At St. John's in Brunswick, students will create Arduino-controlled Pope-Mobiles. At Edgecomb Eddy, students will build underwater ROVs as part of their science curriculum.

Other recipients of 2017 awards include Boothbay Harbor Memorial Library, Winslow Junior High, Kingfield Elementary, and Nobleboro Central School. More information is at gizmogardenfund.org. To be on the list to receive the Request for Proposals in 2018, send an email to grants@gizmogarden.org.

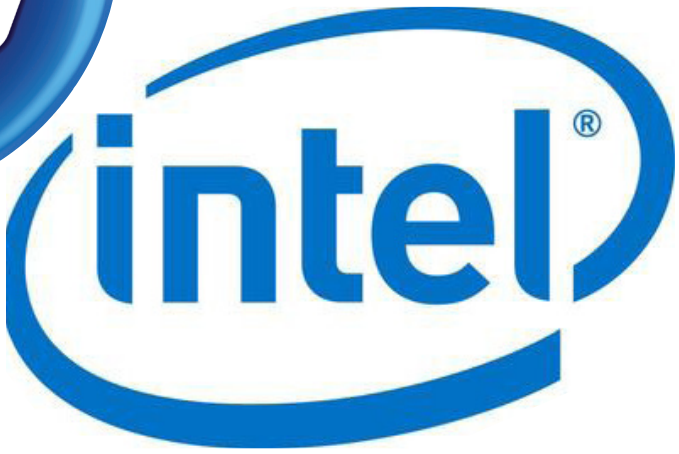
The mission of Gizmo Garden is to help reduce Maine's tech gender gap, which is significantly worse than that of the nation as a whole. In 2016, only 14% of Maine's Computer Science AP exam takers were female, compared to the national average of 23%.

Gizmo Garden has conducted gender-balanced school vacation programs at Skidompha Library in Damariscotta and at Upward Bound, Bowdoin College. Projects have included a Gizmo Parade and a Gizmo Water Park. More information on those programs is at gizmogarden.org.

Behind Gizmo Garden is a team of volunteers led by Judy & Bill Silver. Judy has a BS in physics from UNC-CH and has professional experience in marketing management. Bill is the co-founder of machine vision manufacturer Cognex Corporation, which now has a market cap of $8 billion. He has a masters' degree in electrical engineering from MIT and holds about seven dozen patents.

gizmo garden

Teaming up this year, Find us at Learning Booth 4 and come to a session in the Cumberland room!



Thursday,Session 1
Engage Students and Enhance Problem-Based Learning with Free Microsoft Tools

Thursday, Session 2
Reimagine 21st Century Teaching and Learning with Windows in the Classroom

Thursday, Lunch Session
Micro-credentials 101

Thursday, Session 3
What is all "The Hype about Skype?" Use it to Connect Your Classroom with Experts & Resources beyond School Walls

Thursday, Session 4
Building Foundational Knowledge and Providing Timely Student Feedback Using Digital Notebooks with OneNote

FRIDAY, Session 1
Bring Teaching to Life with O365

FRIDAY, Session 2
What is all "The Hype about Skype?" Use Skype to Connect Your Classroom with Experts and Resources beyond the School Walls

FRIDAY, Lunch Session
HP & Intel Q & A AND OPEN CHAT

FRIDAY, Session 3
Building Foundational Knowledge and Providing Timely Student Feedback Using Digital Notebooks with OneNote

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29 Fairpoint Communications
30 Belkin
31 EverFi
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33 McGraw Hill Education
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35 Jamf Software
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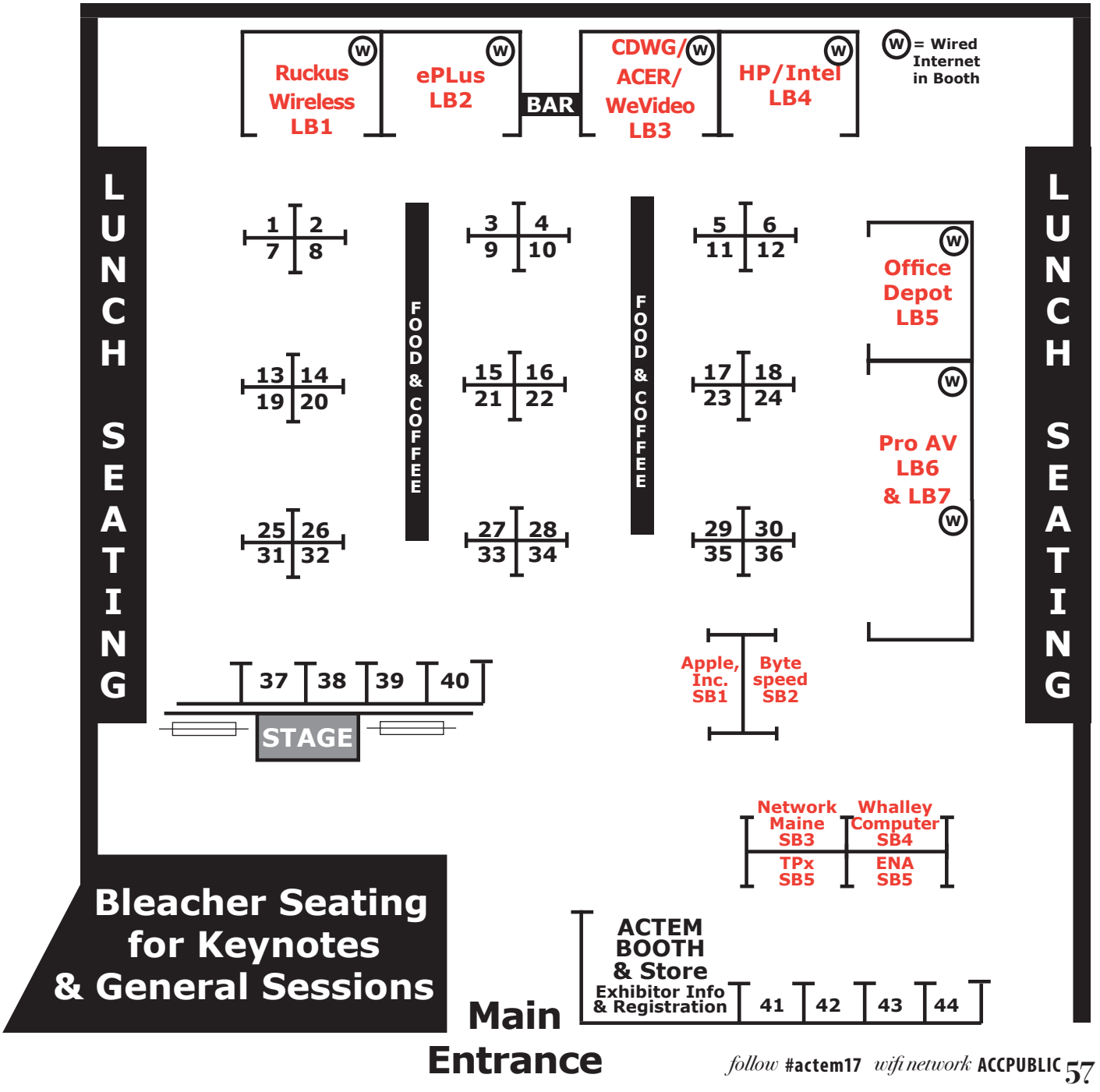
38
39 Teq
40 Link IT
41 Hoonuit [Formerly Atomic Learning]
42 Southern Maine Community College
43 SchoolMessenger (West)
44 Capstone


Ruckus Wireless LB1
ePLus LB2
BAR
CDWG/ ACER/ WeVideo LB3
HP/Intel LB4
W = Wired Internet in Booth
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1 2 7 8
3 4 9 10
5 6 11 12
FOOD & COFFEE
FOOD & COFFEE
Office Depot LB5
13 14 19 20
15 16 21 22
17 18 23 24
Pro AV LB6 & LB7
25 26 31 32
27 28 33 34
29 30 35 36
LUNCH SEATING
Apple, Inc. SB1
Byte speed SB2
37 38 39 40
STAGE
Network Maine SB3
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ENA SB5
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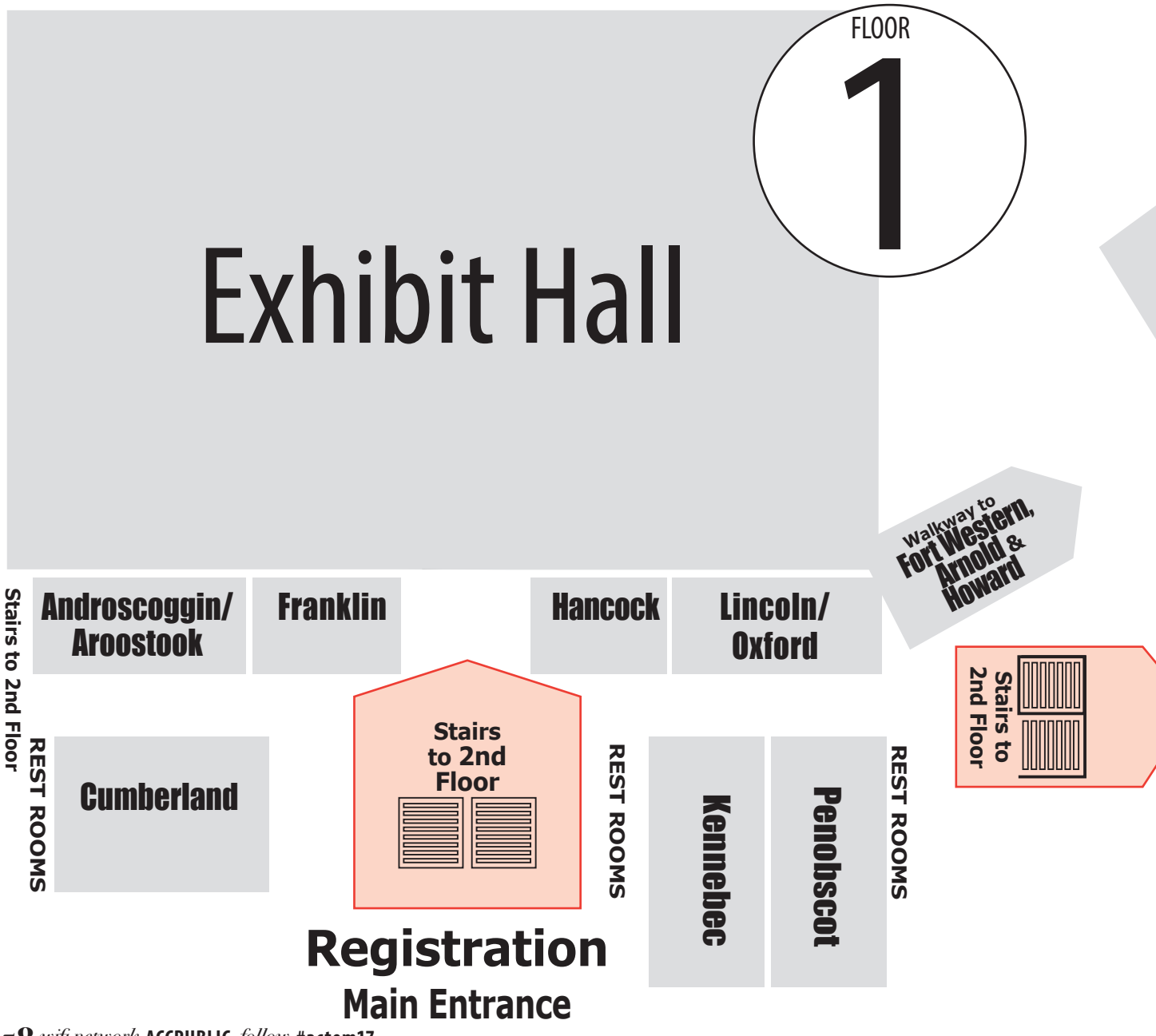
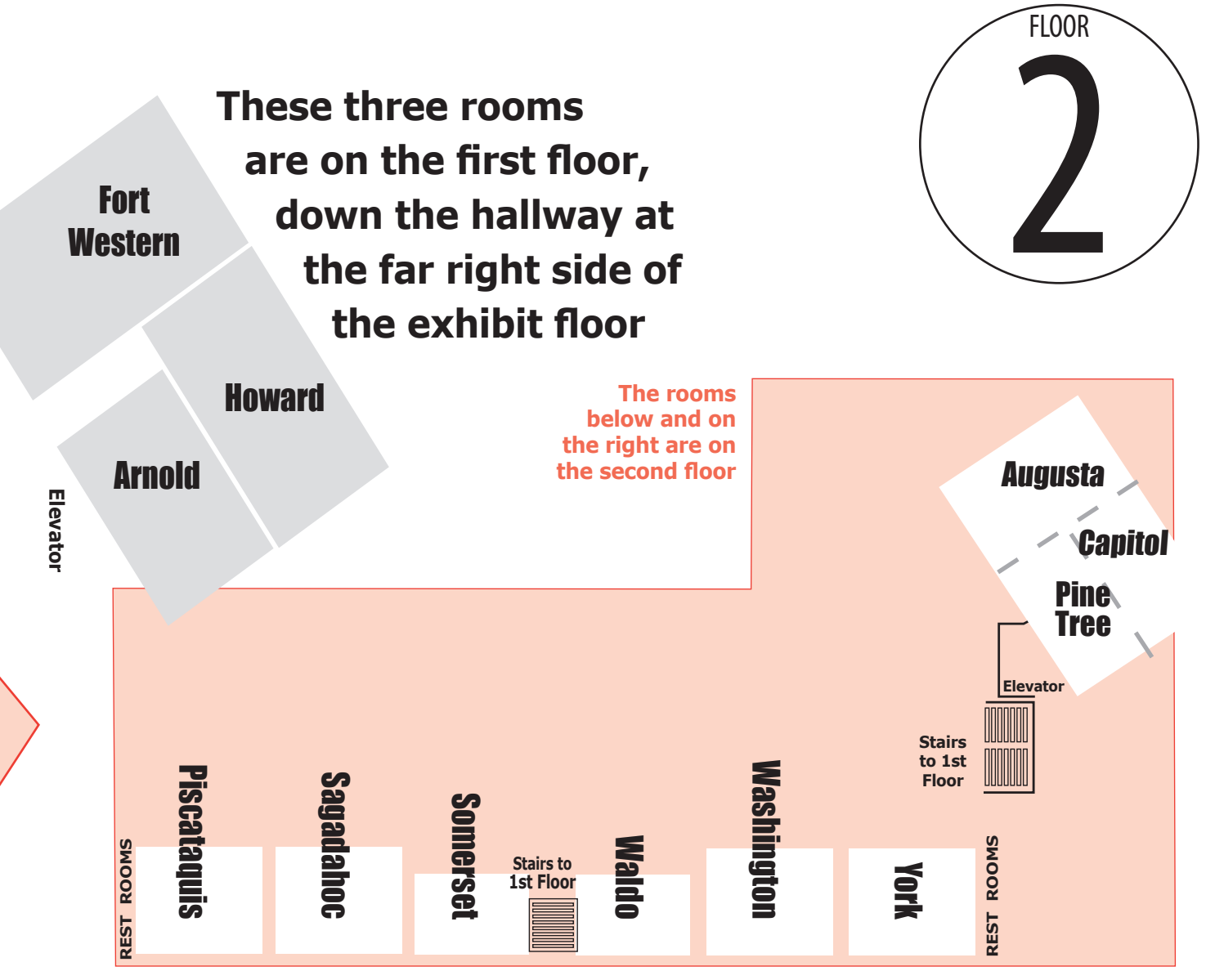
41 42 43 44
Bleacher Seating for Keynotes & General Sessions
Main Entrance


FLOOR
1
Exhibit Hall
Walkway to Fort Western, Arnold & Howard
Androscoggin/ Aroostook
Franklin
Hancock
Lincoln/ Oxford
Stairs to 2nd Floor
Stairs to 2nd Floor
REST ROOMS
Cumberland
Stairs to 2nd Floor
REST ROOMS
Kennebec
Penobscot
REST ROOMS
Registration
Main Entrance


FLOOR
2
These three rooms are on the first floor, down the hallway at the far right side of the exhibit floor
Fort Western
Howard
Arnold
Elevator
The rooms below and on the right are on the second floor
Augusta
Capitol
Pine Tree
Elevator
Stairs to 1st Floor
Piscataquis
Sagadahoc
Somerset
Stairs to 1st Floor
Waldo
Washington
York
REST ROOMS
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