

POWER ME!

OCTOBER 15 & 16, 2015

ACTEM'S 28TH ANNUAL EDUCATION TECHNOLOGY CONFERENCE



Sponsored by Apple Inc., ePlus, Hewlett-Packard, Microsoft, ProAV Systems

SCHEDULE AT-A-GLANCE

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MICHAEL RICHARDS**

actem

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Through Technology Team

Announcement: Recognizing growth and
legitimizing bragging rights, we Promise: a
teacher tease and developers' rollout.

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ACTEM Conference Co-Chair
Digital Presence, Social Media



All half
day and full day sessions
require preregistration. Extra tickets
for these sessions may be available at
the front desk, please see me.

**ACTEM
EXECUTIVE
DIRECTOR,
GARY LANOIE**

THURSDAY

OCTOBER 15, 2015

7:00 Registration Breakfast
8:00 Opening Keynote on the stage in the Exhibit Hall
9:15-10:15 Session I (Full Day to 3:30, Half day to 11:30)
10:15-10:30 Morning Break
10:30-11:30 Session II
11:00-12:30 Lunch in Ballroom #4, no ticket required
11:30-12:30 Lunch Sessions
12:40-1:40 Session III (Half day sessions to 3:30)
1:40-2:30 Dessert in the Exhibitions
2:30-2:30 Session IV
3:30-5:30 Exhibitors' Reception in the Exhibit Hall
5:30-6:00 DOE Announcements
6:00-7:00 Awards Ceremony

FRIDAY

OCTOBER 16, 2015

7:00 Registration Breakfast
7:45 Opening Keynote: 2nd floor
9:15-10:15 Session I (Full Day to 3:30, Half day to 12:00)
10:15-11:00 Morning Break: Exhibits & Door Prizes!
11:00-12:00 Session II
11:30-1:00 Lunch in Ballroom #4, no ticket required
12:10-1:10 Lunch Sessions
1:20-2:20 Session III
1:30-3:30 Half Day Sessions
2:30-2:30 Session IV
3:30 Closing Keynote
3:45 Door Prizes (You must be present to win!)

#actem15

CONFERENCE CHAIRS

Roy Litchenstein, who influenced the graphic look of this program, said, "I like to pretend that my art has nothing to do with me." It's a humble statement that is reflective of our conference committee and presenters. This conference is a huge undertaking by so many dedicated ACTEM members, people who all act like it's no big deal, giving their time to make sure you all have a great experience. Well, it is a big deal. It's Paul Bunyan big, and we'd like to recognize them here and thank them for all of their hard work.

Crystal and Gwyneth

PROGRAM GUIDE

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David Bridges, ACTEM Vice-President
Crystal Priest, Conference Co-Chair
Gwyneth Maguire, Conference Co-Chair
Gary Lanoie, ACTEM Executive Director
Michael Richards, ACTEM President
Mike Arsenault, Yarmouth Schools
Jason Bersani, AOS 92, Winslow
Maya Crosby, Lincoln Academy
Jaime Ela, MSAD #74
Barbara Greenstone, Boothbay Schools
Rachel Guthrie, SMCC
Dennis Kunces, Retired
Anne MacDonald, Falmouth Schools
Julie St. Hilaire, MSAD #52
Vince Vanier, Madawaska Schools
Sherry Wyman, DOE

CONFERENCE CHAIRS
CRYSTAL PRIEST &
GWYNETH MAGUIRE

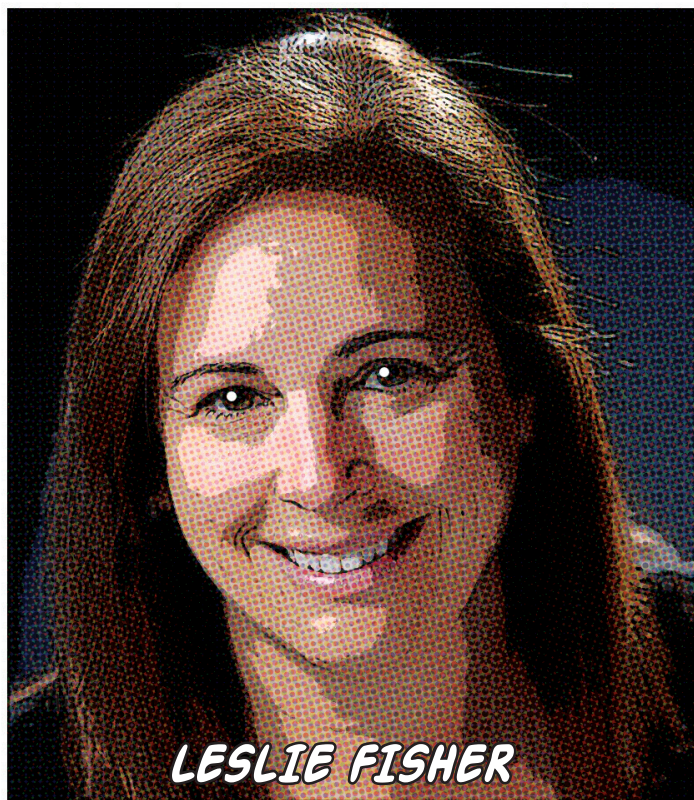
THURSDAY'S KEYNOTE SPEAKER

Leslie Fisher's interest in technology began while studying music at the University of Southern California. She quickly realized the value of utilizing computers for music mixing and recording. She grabbed her 300 baud modem, jumped on the Internet (before anyone really called it the Internet), and started looking for music resources. She soon realized she was spending more time discovering technology than playing music so she changed her major and tried to figure out what geeky thing she could do for the rest of her life.

After graduating from USC with a Business and Marketing degree in 1989 and a quick stint as a Trainer, Leslie joined Apple Computer in 1992. When the Internet took off in 1994, Leslie was one of the first Apple employees assigned to study Internet growth and implementation.

In 1997, Leslie was roadkill on Apple's road to recovery and part of their massive lay off. Leslie planned to spend most of her huge severance package golfing and waiting a few months to look for a job. The day after her layoff, her phone began to ring with Apple customers requesting consulting, training and presentation services. Before she could say, "Fore," Fisher Technologies, Inc. was created to help educators with their technology implementations and decisions.

Fisher Technologies, Inc. is now a worldwide company (meaning one employee named Leslie gets to travel the world teaching) specializing in presenting emerging and exciting technology solutions to educators all over the world.



LESLIE FISHER

FRIDAY'S KEYNOTE SPEAKER

Jaime Casap is the Chief Education Evangelist at Google, Inc. Jaime evangelizes the power and potential of the web, technology, and Google tools as enabling and supporting capabilities in pursuit of creating powerful learning models. In his eight years at Google, Jaime was part of the original team that launched Google Apps for universities, launched Google Apps into K12, and helped get Chromebooks off the ground and into schools. Today he is responsible for working across all internal teams that impact education, and he works with educational organizations around the world, helping them find ways to improve the quality of education through the use of technology.



Jaime states, "I am responsible for helping reform K12 education systems by representing the power that technology can play in that reform effort. As part of the Google Apps for Education Team, I manage our K12 global strategy and approach. We are currently focused on the US and I work with states and large school districts that are working on bringing those 21st Century tools into the classroom. I am also working with our teams in Africa to help realize the power of technology in the school systems in various countries in Africa."

Jaime was born and raised as a first generation American to a single mother on welfare in Hell's Kitchen, New York. Jaime understands and appreciates the power education has on changing the destiny of a family in just one generation.

ACHIEVE AWARD BACKGROUND



**DO YOU HAVE A
COLLEAGUE WHO
DESERVES AN AWARD?**

Do you have an innovative coworker?
To nominate someone today visit
www.actem.org, click the
resources tab before
May 27th, 2016.

**AWARD
CO-CHAIRS,
DEB WHITE
& JAIME ELA**

The ACTEM Awards Committee is excited to announce a new annual award recognizing educators that ACHIEVE:

ACTEM Commends Highly Innovative Educators that Value Excellence.

Since educators' and leaders' roles are increasingly blurred, our new awards will not distinguish between the two categories of teacher and leader. Anyone in the education field, PreK to HigherEd is eligible for the new ACTEM ACHIEVE Award! ACTEM wants to celebrate and honor those educators that are highly innovative.



ACHIEVE
Award winners are professionals who effectively apply available technology now. They

move forward utilizing current best practices and cutting-edge approaches. They see students as real people by activating student voice and choice in education. They teach through relationships, inspiring, encouraging, and nurturing. These professionals also recognize that further change is necessary but understand that it is a process for all.

ACHIEVE AWARD WINNER, SHANA GOODALL

Shana S. Goodall is recognized as the 2015 ACHIEVE Award winner. Goodall is an enthusiastic teacher of social studies - where she weaves history, analytical skills, and technology to develop passionate and inquisitive learners at Orono High School. Technology has always been a part of her life since she was introduced to Oregon Trail, in the fourth grade, on the TRS-80. Despite never making it to Oregon "on the trail," Shana worked for five years in IT as a systems administrator, programmer, help-desk specialist, and trainer with Bryn Mawr College, Bowdoin College, and the Brunswick School Department. She combines her proclivity for technology with her enthusiasm for education and young adults. Shana is a lifelong learner and graduate of Richmond High School, Bryn Mawr College, and the



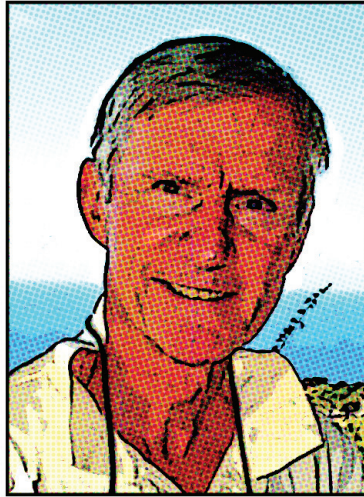
University of Maine.

Shana works tirelessly to know each of her students on a personal level, learning their needs and struggles, strengths and passions. She teaches via multiple modalities so all learners have the opportunity to access information and to inspire and excite students about the social sciences and history. Jessie Walker, OHS 2018, notes "She is very relatable to her students, and makes sure to help them improve their individual weaknesses as well as promote their individual strengths. In her class I always appreciated her kind and understanding attitude, as well as her ability to trust her students to accomplish their work in a timely manner." Shana also helps her colleagues incorporate technology into their classrooms at their own level and pace. Jim Chasse, OHS Principal, considers Shana a Swiss Army knife of technology. "Ms. Goodall works well with our district-wide initiatives by managing our Gmail domain, assisting colleagues with our student information system, serving on our technology committee, and promoting our student experts through our "Geek Squad." Visit her website at www.shanagoodall.com.

ABOUT THE JOHN LUNT FRIEND OF TECHNOLOGY AWARD

PREVIOUS WINNERS

2006 JOHN LUNT & GOVERNOR
ANGUS KING
2008 FLOYD CALDERWOOD
2010 DIANA & BOB SOMMERS
2012 BETTE MANCHESTER,
DENNIS KUNCES &
CRAIG DICKINSON
2014 DORETTA PRIOR
2015 BOB SPRANKLE



The John Lunt Friend of Technology award was established by ACTEM in 2006 as a way to recognize

individuals that have made a significant contribution to education and technology in Maine.

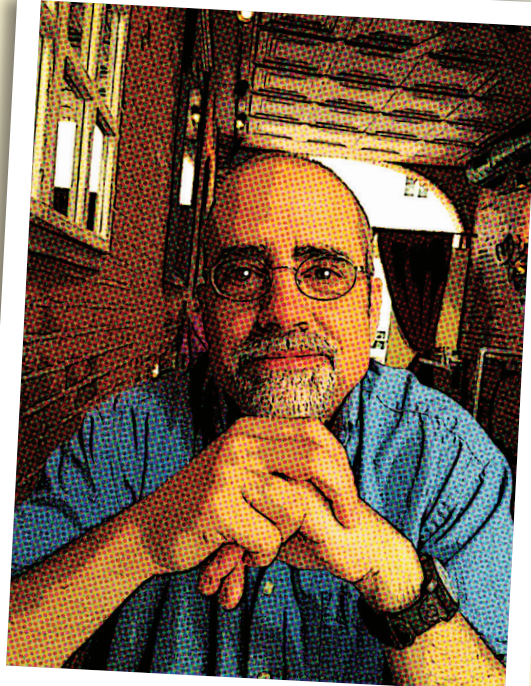
The award is named after John Lunt, one of the founding members of ACTEM. John served as president of ACTEM for six years and also chaired the annual MAINEducation conference for over ten years. John Lunt and former Governor Angus King were the first recipients of the Friend of Technology award in 2006.

AWARD WINNER, BOB SPRANKLE

Mr. S! His superpower is Student Scholars! Bob Sprankle is a pioneer in the world of education technology. Early on he understood that student voice and technology were a powerful mix for learning. He is passionate about how technology positively impacts students and learning.

The year Bob co-won the ACTEM teacher of the year, he used his award to purchase audio equipment for podcasting. His students were writing newsletters at the time. Bob wondered if he could make an audio version of those newsletters. Bob saw the opportunity that technology could bring to his students to leverage their learning. He says, "The students just saw that this was part of their work. They had already found purpose to everything they were doing. They had listeners and this was part of learning-people engage with you and carry on the conversation."

FASTER THAN A SPEEDING NANOSECOND, the scholars of Room 208 sent breaking news over the airwaves and into homes and classrooms around the world. These third and fourth graders



went from being consumers to producers in lightspeed fashion. Technology helped Bob amplify their voices from Wells, Maine to a global audience - something that had never been done before. These students went from being consumers of content to producers of multimedia.

Bob's teaching style supported putting his students in charge of their learning. He believes that

STUDENTS ARE SUPERHEROS

perfectly capable of creating, editing and producing. He views them as authentic artists and authors whose work is to be valued and shared to a wide

audience. For example, the Superhero Scholars blogged poetry and artwork in a safe space created by Bob. He instituted protocols that are still in use in many classrooms around the world today and oh yes, this was all BEFORE GOOGLE.



DIFFERENT STROKES FOR DIFFERENT FOLKS

At any conference, choosing which sessions to attend can seem a daunting task. If you need a little help deciding where to go on Thursday, here are a few tips based on your role in your school.

**Compiled by
Barbara Greenstone**

All half day and full day sessions require pre-registration. Extra tickets for these sessions may be available at the front desk, please see Gary Lanoie.

FOR ADMINISTRATORS

If you are an administrator, you may want to spend the whole morning learning about how students can create portfolios in **Evidence of Proficiency - Time to Create!** (requires advance registration). If you prefer one-hour sessions, try **The Power of a Proficiency-based Gradebook** for Session 1. Then, in Session 2, you can become a savvy social media user with **Power Using Twitter**. Lunch is a good time to meet new people and network, but if you prefer a working lunch where you can discuss assessment practices, try **(Rethinking Rigorous Assessment)**. For Session 3 check out **Create your own Digital Textbooks** to learn how to you can have customized textbooks for little or no cost in your classrooms. End your day in Session 4 with **How to Find \$\$ to Support Technology**.

FOR LIBRARIANS

If you are a librarian or a media specialist, you might start your day with the **AV Survival Course**, brought to you by the folks at Pro AV. Then move on to Session 2 and check out **Using Images for Lessons, Social Media, and More** where you can pick up some ideas for helping teachers and students find and use images effectively and ethically. Lunch is a good time for face-to-face chats with colleagues, but you

may want to learn about online chats over lunch with **Twitter for Professional Development**. For Session 3, try **Create Your Own Digital Textbooks** and learn a skill you can take back to share with teachers in your school. Your last session of the day could be your opportunity to become your school's expert in a cool technique if you attend **Utilizing QR Codes**.

FOR TECH COORDINATORS

If you are a Tech Coordinator, there's plenty for you to do on Thursday. If you want to really dig deeper into tech topics, the half-day sessions may be your best bet (advance registration required). Some good choices are **Making Do. "Leveraging Tech on a Shoestring"** or **All Things PowerSchool** for the morning. If you prefer shorter sessions, you can go to **Classroom Tools to Support a 1:1 Deployment** to learn about Chromebooks and then head to **Year One of a Student Tech Support Team** or check out **A Faster Way to do Business with HP**. Then pick up your lunch and head to the **MLTI Tech Lead Roundtable**. You can spend your whole afternoon in **Google Apps Admin - What's new and Going Beyond the Basics** (advance registration required) or try **Designing a Wireless Network** for Session 3 and **How to find \$\$ to Support Technology** for your last session of the day.

TIPS FOR PLANNING YOUR THURSDAY SCHEDULE

FOR STEM TEACHERS

If you are a STEM teacher (or interested in STEM topics), there are two full-day sessions on Thursday where you can focus on one topic for the whole day (advance registration required). Both **Intro to an Innovation Mindset!** and **3D Printers for the Classroom** will give you a full-day, hands-on experience. If you prefer half-day sessions, you can spend the morning in **Thinking Swiftly** where you will learn a new programming language, and spend the afternoon in **Tinkering and Engineering in the Classroom** or **STEAM Powered Design Thinking** (half-day sessions require advance registration). If you want to mix it up, check out these one-hour sessions. In Session 1, try **YouTube Basics for Blended Classrooms** and then move on to Session 2 for **Virtual Field Trips Through the Center for Interactive Learning & Collaboration**. If you like to eat your lunch and learn at the same time, try either **One Hour Game Design** or **Coding Options for the iPad**. Use Session 3 to learn about something new and cool in **iBeacons & the Apple Watch - What, How, and Why?** and then end your day with **iPad "App Smashing" in Science**.

FOR HUMANITIES TEACHERS

If you are a humanities teacher and you'd like to spend all of Thursday morning on one topic, **The Rosetta Stone Learner Experience**

may be for you. If you are looking for shorter sessions, start in Session 1 with **YouTube Basics for Blended Classrooms**, and learn how to put some of your content on line. Then go to Session 2 and check out **Using Images for Lessons, Social Media, and More**. Spend your lunchtime talking to other teachers or grab your lunch and head to **Creating Beautiful Documents with Pages iOS on Your Apple MLTI iPad** to learn how your students can publish professional looking documents. After lunch, you can learn a new note-taking strategy in **Visual Notetaking using your Apple MLTI iPad**. You can finish up your Thursday with **Making Global Connections**, a session where you will learn how to take your learning and your students' learning beyond the walls of the classroom.

FOR ELEMENTARY SCHOOL TEACHERS

If you are an elementary school teacher, you won't be disappointed by the Thursday session offerings. Check out these opportunities to learn from other elementary educators. Start your day in Session 1 with **Personalization of Learning Through iPads** where you'll hear about a 1:1 iPad program in grades 3-5. Next, make your way to Session 2 and **Mystery Skype**, one of the coolest activities for an elementary class. Then pick up your lunch and head over to **Online PLN's with "Just in**



Time" Professional Resources to learn how you can find online teaching materials and connect with educators around the world. After lunch it's time for Session 3 and you won't want to miss **Hands on, Minds On!**, a session about two fun, creative tools young children can use on their iPads. For your last session of the day, check out **Utilizing QR Codes** and learn how to create and use QR codes in your classroom.

FEATURED MAINE SPEAKERS

Our Featured Maine speakers are presenting an all day session: **Intro to an Innovation Mindset!** on Thursday and **Invention Convention Workshop** during session 1 on Friday. Both session workshops, are based on the Innovation Engineering curriculum at the University of Maine. These sessions will provide an introduction to the skills necessary to take action on ideas. See the specific session descriptions for more details.

THURSDAY WORKSHOPS



LESLIE FISHER

KEYNOTE
8:00 - 9:00 AM

FULL DAY SESSIONS

FROM 9:30-3:00

3D PRINTERS FOR THE CLASSROOM 3D Printing for the Classroom is all the rage. We will examine how

students use the Prototype and Design process to create 3D objects. Using free software and 3D Printers, take the virtual to the real and the real to the surreal. Learn how to use this next technology in your classroom even if you don't own a printer. Explore and use iPads, Thingiverse, Sketchup, and other tools to create projects. *Keith Kelley and Kids, Sebasticook & Somerset Valley Middle Schools* **MEETING ROOM C** Additional Fee Required

INTRO TO AN INNOVATION MINDSET! This workshop, based

on the Innovation Engineering curriculum at the University of Maine, provides an introduction to the

skills necessary to take action on ideas. Innovation Engineering teaches students the key elements of the engineering mindset: curiosity, discipline, and systems thinking. It teaches methods for problem solving existing challenges and creating new ideas. *Renee Kelly & James Beaupre, Featured Maine Speakers from The Foster Center at the University of Maine* **ACTEM**

MEETING ROOM 2

Additional Fee Required

MORNING HALF DAY

FROM 9:15-11:30

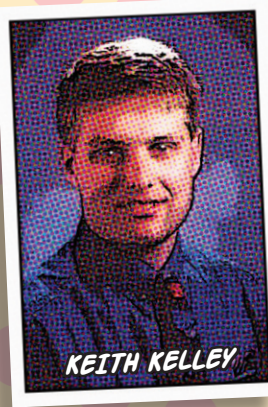
ALL THINGS POWERSCHOOL - FOR PS ADMINISTRATORS

Session covers three areas: database extensions, standards

and version 9. We'll demo and discuss

various migration topics, data types, things to watch out for, transcript standards object, standards entry, new features, and what we might see in 2015-2016. *Lynne Moulton, York Schools & Paula Roberts, Yarmouth* **MEETING**

ROOM 5 Additional Fee Required



KEITH KELLEY

EVIDENCE OF PROFICIENCY - TIME TO CREATE! In this

discussion and hands-on session, we will engage in a thoughtful exploration around proficiency. We will discuss what it means, and how students can demonstrate accomplishments through the use of Mac & iPad to capture, create, and curate durable digital evidence. We will then look at

creating portfolios that

not only hold these pieces of evidence, but also tell a compelling story of that learner's

journey to proficiency. *Jon Pratt, Foxcroft Academy & Jim Moulton, Apple, Inc.* **Apple, Inc. BALLROOM 5**

INTRODUCTION TO GOOGLE CLASSROOM If you use Google Apps with students you know collecting all those virtual assignments can get overwhelming. Good news, the recent addition of Classroom to the Google Apps suite streamlines the management of collecting, organizing and responding to student work within Google Apps for Education. *Kern Kelley, RSU #19* **MEETING ROOM 1** Additional Fee Required

ITUNES U COURSE MANAGER IPAD STYLE Hot off the press: Apple has released some impressive, new iTunes U Course Manager features and workflows

for the iPad. The new iTunes U has homework hand-in, an integrated grade book, and private discussions. Track progress with a simple glance. Built-in grading saves you time and creates an organized grade book and learning workflow.

Bring your current-issue MLTI iPad, running the latest software updates and updated apps. You must know your Apple ID and password. *Lindsey Carnes, Apple, Inc., MLTI* **MLTI**

BALLROOM 3



LYNNE MOULTON

MAKING DO. "LEVERAGING TECH ON A SHOESTRING"

This session will feature tips and strategies for making the most out of your current technology inventory. We'll talk about Chromebooks, Open 1 to 1 internet OS, and other methods



JON PRATT

to get technology into the hands of students. Got old machines? Learn ways to re-purpose them. Learn strategies for automating and simplifying. Find out what others are doing to add and breathe new life into technology for their schools. *David Trask & Bruce White, Vassalboro Community School* **MEETING ROOM 4** **Additional Fee Required**

TECH UP LESSONS WITH LESSON FLOWS Many teachers find integrating technology into lessons a little overwhelming. Lesson Flows is a framework - and resource - that helps teachers integrate technology while adhering to their lesson goals. Teachers think with purpose about where, why, and how to integrate technology. Through the lens of the SAMR model, learn how to design tech-rich lessons that support higher-order thinking. *Teri Caouette, Common Sense Education* **MEETING ROOM 3** **Additional Fee Required**

THE ROSETTA STONE LEARNER EXPERIENCE Review in detail the key components of the Rosetta Stone solution and best practices for implementation. *Rosetta Stone* **MEETING ROOM 6**

THINKING SWIFTLY Swift is Apple's powerful new programming language for iOS, OS X, and watchOS. While Swift is great for writing apps, it can also be used to practice skills needed in the 21st century. In this session, be introduced to programming with Swift and harness computational and critical thinking skills to solve a series of challenges. No previous programming experience required. Bring updated Apple MLTI MacBook Air running Xcode. *Tim Hart, Apple, Inc., MLTI* **BALLROOM 2**



FROM 12:40-3:30

AUGMENT YOUR REALITY

One of the fastest growing technology practices, augmented reality, takes places, locations and materials and adds an additional dimension of content and learning that has never been experienced before. Augmented reality

is not just being used in the classroom, but the boardroom, bill boards, magazines, city and much, much more. We will also show you how easy it is to create your own augmented reality. *Leslie Fisher, Keynote Speaker* **ACTEM BALLROOM 6** **Additional Fee Required**

CHROMEBOOK

DEPLOYMENT Come and learn the ins and outs of deploying Chromebooks for your schools, including everything from planning considerations to enrollment and configuration printing. *Chris Russo, Noble & Marshwood* **MEETING ROOM 3** **Additional Fee Required**

GOOGLE APPS ADMIN - WHAT'S NEW AND GOING BEYOND THE BASICS Are you the administor for a Google Apps Domain or just have questions about how it works? This session will provide a walk through of the Admin Console and help you better understand how to manage your domain. We will discuss provisioning users, Organizational Units and additional Services. *Kern Kelley, RSU #19* **MEETING ROOM 1** **Additional Fee Required**

MONITORING AND MANAGING LEARNER PROGRESS Access and review Automated Reports from the Administrator Tool to effectively monitor and manage learner study based on defined benchmarks. *Rosetta Stone* **MEETING ROOM 6**



STEAM POWERED DESIGN THINKING

This interactive workshop provides participants the opportunity to apply the principles of design thinking (people-centered,

empathy-fueled problem solving) to STEAM-oriented challenges. Users of all levels of experience with DT and STEAM are welcome. Experience a mix of high, low, and no tech approaches to making meaningful solutions. You are encouraged to bring phones, cameras, laptops, tablets, and a growth mindset! *Dan Ryder, Mt. Blue Campus* **MEETING ROOM 5** **Additional Fee Required**



TINKERING & ENGINEERING IN THE CLASSROOM

Using constructivist educational philosophies, students need to interact with their educational experiences. In Maker Movement and DIY education, constructivist learning is essential. In this workshop, we will cover and tinker with lo/hi tech tools (clay, wooden blocks, CAD Software tools, Makey Makey,) to give students the tinkering and engineering experience in education. *Sean Malone, SeDoMoCha Middle School* **MEETING ROOM 4** **Additional Fee Required**



FROM 9:15-10:15

A FASTER WAY TO DO BUSINESS WITH HP

The HP Business to Business site is dedicated to Maine Education and available at anytime. Come learn how to access and navigate through this site, see your discounts, place orders, check status, and more! *Ralph Giandomenico & Amy Dupuis* **HP BALLROOM 7**

AV SURVIVAL COURSE A session focused on the ins and outs of AV in the classroom from the audio visual specialists at Pro AV. Topics in this session: connecting, wireless, audio, and resolution. We'll have a Q & A on specific classroom setups including interactive classrooms. Bring questions about specific devices, including document cameras, or bring any pictures of your classroom to help us see your setup. *Adrienne Blasioli & David Bishop, Pro AV* **MEETING ROOM A**

CLASSROOM TOOLS TO SUPPORT A 1:1 DEPLOYMENT

This session will focus on tools to address a number of issues when preparing for a 1:1 laptop, tablet, or Chromebook deployment. We will look at mobile device management solutions, how to design your wireless network, as well as a host of interactive tools available to enhance the classroom experience. We will close the session with an overview of possible grant funding opportunities to support your 1:1 project. *ePlus Technologies* **MEETING ROOM D**

PERSONALIZATION OF LEARNING THROUGH iPADS

We will share how we use iPads 1:1 in grades 3-5. In this hands-on session, we will present how we use the iPad in a variety of ways for learning, like personalization of learning and empowering students with technology in a safe environment. We will demonstrate through the app called Loilonote School. *Karen Fream & Mathew Brown, East End Community School* **BALLROOM 1**

THE POWER OF A PROFICIENCY-BASED GRADEBOOK

This session is for educators who are not familiar with JumpRope or wish more details about our proficiency-based gradebook. Participants will learn about JumpRope's curriculum creation process, its gradebook interface, the robust school- and district-wide reports that can be created with data inputted into JumpRope, the parent and student portal, and its integration with student information systems such as Infinite Campus and PowerSchool. *Abner Oakes, JumpRope* **JUMPROPE BALLROOM 6**



FROM 10:30-11:30

BUILD A COLLABORATIVE CLASSROOM AND INCREASE PRODUCTIVITY WITH MICROSOFT ONENOTE Want to go paperless?

Looking for a way to revolutionize teaching and learning? Technology is bringing a new dynamic to the classroom. Learn how you can use OneDrive, Skype for Business, and OneNote Class Notebooks to help incorporate blended learning.

Edwin Guarin, Microsoft **MICROSOFT BALLROOM 7**

MYSTERY SKYPE A Mystery Skype or Mystery Hangout is an educational game used to connect students of all ages with classrooms around our country and the world. Students ask questions and use the clues and maps to identify the location of the other class. Learn the game's format, questions used, job roles, and descriptions, as well as links that will lead to classroom connections. Experience the benefits first hand by participation in a live Mystery Skype! *Cherrie MacInnes, Brewer Community School* **BALLROOM 1**



POWER OF USING TWITTER Sure, you have tweeted and maybe even snapped a photo and sent it to the Twittverse; but, are you using Twitter to its full potential? Explore the advanced features of Twitter. Learn about lists, archiving tweets, what happens when you send (an at) a reply, and hash tag searches. These items and many more will be discussed and demonstrated! *Leslie Fisher, Keynote Speaker* **ACTEM BALLROOM 6**

USING IMAGES FOR LESSONS, SOCIAL MEDIA, AND MORE

Visual imagery is a powerful tool for learning. We remember more when there is an image. Where can you find powerful images to support your lessons? How do you use images appropriately? Better yet, how might you easily create them yourself? Learn how to find and create images for use in classroom presentations and social media explorations. Strategies for managing images, citation information, and efficient searches will be explored. *Laura Girr, Hewlett-Packard, MLTI* **MLTI MEETING ROOM B**

VIRTUAL FIELD TRIP THROUGH THE CENTER FOR INTERACTIVE LEARNING & COLLABORATION (CILC)

This session will take you on an adventure via Video Conferencing. Explore the many types of virtual content available to enhance classroom curriculum via Distance Learning. A sampling of virtual field trips coordinated with the Center for Interactive Learning and Collaboration (CILC) and an

overview of possible grant funding opportunities to support your 1:1 project will be demonstrated. *ePlus & CILC* **ePlus Technologies & CILC MEETING ROOM D**

THURSDAY WORKSHOPS



FROM 11:30-12:30

CODING OPTIONS FOR THE

iPAD The Hour of Code is a worldwide movement to get kids coding: a skill that all students should have access to and experience with in some way. There are so many options out there that this digital skill is easier than ever to get to and explore. Hear and share your own options available for the iPad to get kids coding! Bring your iPad to download apps and try our suggestions. *Julie York & Ben Pinault, South Portland High School* **MEETING ROOM 5**

CREATING BEAUTIFUL DOCUMENTS WITH PAGES

ON YOUR IPAD Explore the many features of Apple's iOS word processor, Pages, and learn how to make your word processing and page layout content look beautiful. Apple Templates are professionally designed so your documents look great right from the start. Find the look you want. Literacy is text and beautiful images. Explore adding multimedia, tables and charts along with your professionally styled font. *Ann Marie Quirion Hutton, Apple, Inc, MLTI* **MLTI BALLROOM 3**

HP Q & A AND OPEN CHAT Join Laurie Underwood for a lunch time chat about HP/Microsoft and MLTI items of interest. This is an informal session designed to help you out. *Laurie Underwood, Hewlett-Packard* **HP BALLROOM 7**

INFINITE CAMPUS USERS ROUND TABLE Here's a chance to have lunch with a bunch of Infinite Campus users to talk about all things Infinite Campus. *Will Backman, Waterville* **MEETING ROOM 1**

MLTI TECH LEAD ROUNDTABLE Please join us for a discussion about all 3 MLTI Solutions. Let's talk about what works, what doesn't, and any recommendations we may want to make to DOE or Apple, as well as any other topics that anyone feels are important. *Jim Crick, Bonny Eagle MS & Michael Nash, Gorham MS* **MEETING ROOM A**

ONE HOUR GAME DESIGN Whether it is solitaire or MineCraft, everybody plays games. Scratch is an easy to use programming language that gives everyone the chance to create what they can imagine. In this session, participants will learn about games and how to make them come to life using Scratch. *Tim Hart, Apple, Inc., MLTI* **MLTI BALLROOM 2**

ONLINE PLN'S WITH "JUST IN TIME" PROFESSIONAL

RESOURCES Where do I find resources and ideas for my classroom, content and instruction? How do I engage with other teachers to find activities and share ideas? What professional resources are available beyond the school day? Explore several on-line content resources to assist you in advancing your work with various instructional strategies and digital classroom applications. Learn how to customize your needs and engage with educators around the globe. *Laura Girr, Hewlett-Packard, MLTI* **MLTI MEETING ROOM B**

(RETHINKING) RIGOROUS ASSESSMENT In order to effectively formatively measure student learning, "tests," "quizzes," and "projects" simply won't cut it any more. Students need to prove deep levels of mastery, fluency, and proficiency, and to do this we need to "unlearn what we have learned" (Yoda, 1980). Let's design & rethink assessment in terms of Rigor (Cognitive Complexity & Student Autonomy), not just content. *Matthew Drewette-Card, AOS #94* **MEETING ROOM 3**

TWITTER FOR PROFESSIONAL DEVELOPMENT

Educators are only 140-characters away from powerful professional development. This panel of "Connected Educators" will share how to leverage Twitter into PLNs and generate opportunities for students at the same time. First time Twitter users and Experienced Tweeps alike are all welcome and encouraged to attend! *Thomas Charltray, Pond Cove Elementary School & Billy Corcoran, Loranger School* **BALLROOM 1**

WHAT'S NEW AT APPLE - RAPID FIRE Change is the constant at Apple. In this session we move quickly through hardware, software, management, and other feature sets of the Apple ecosystem. You'll learn about Apple Watch, Apple Music, and more. If it's new, we'll highlight it - get ready to learn a lot in a little bit of time. Sure, other sessions may go deeper, but in this session, you'll see it all. Hold onto your hat! *Clif Hirtle, Apple, Inc.* **Apple, Inc. BALLROOM 5**



FROM 12:40-1:40

HP CLASSROOM MANAGER

Classroom control, management, and collaboration at the click of a mouse. Take control of the classroom and manage student PCs, Chromebooks, Android and iOS devices with HP Classroom Manager 2.0. Enjoy an intuitive, easy-to-use experience with an array of digital tools designed to redefine the digital class- room, prevent unwanted distractions, and enhance student learning. *Charles Radman & Amy Dupuis, Hewlett-Packard* **HP BALLROOM 7**

CREATE YOUR OWN DIGITAL TEXTBOOKS Curate free-to-use material and assemble activities and assignments using iBooks Author to create tailor-made, updatable, and targeted textbooks that students can access and download any time. This workshop will use an example project to show the triumphs and pitfalls as a group of teachers took the matter of textbooks into their own hands, and how you can do the same. *Jim Wells, Oxford Hills HS* **BALLROOM 1**

DESIGNING A WIRELESS NETWORK This session is geared for the IT Director, Network Administrator or anyone interested in learning more about how to design a wireless network. We will look at industry trends, new technologies, and case studies of recent K-12 wireless deployments. *ePlus Technologies* **MEETING ROOM D**

GOOGLE FORMS & FLUBAROO = SELF GRADING ASSIGNMENTS Learn how to use Google Forms and the script Flubaroo to create self-grading assignments. Bring any worksheets, quizzes and tests along with a laptop to create self-grading assignments. *Amanda Ruel, Old Orchard Beach High School* **PRO-AV DEMO CLASSROOM**

HANDS ON, MINDS ON! The kinesthetic way the iPad works is a game changer for kids' learning. In this session you will be introduced to 2 tools, Osmo & Tiggly, that move even further into the tactile world and encourage collaborative problem solving and bring social learning to the classroom. Come experience a smarter way to play and discover a world of creativity & fun. *Mauri Dufour, Auburn & Osmo & Tiggly, Apple, Inc.* **Apple, Inc. BALLROOM 5**

iBEACONS & THE APPLE WATCH - WHAT, HOW, AND WHY? This is an introduction to iBeacons and the Apple Watch. We will discuss what iBeacons are, review how they work, and discuss potential uses in the classroom/throughout the school. Participants will have the chance to try their hand at creating content for iBeacons. We'll also review the Apple Watch and how it might be used in the classroom. *Julie Willcott* **BALLROOM 2**



INCREASING ENGAGEMENT WITH TECHNOLOGY Discover apps and websites that you can use to increase engagement in writing and reading. You'll also discover simple strategies for single iPad classrooms. *Brittany Munson, SeDoMoCha* **MEETING ROOM B**

VISUAL NOTETAKING USING YOUR APPLE MLTI IPAD Explore how visual notes support learning. Discover techniques to create, share and integrate visual notes into your instructional practice. Digital literacy is more than just words. It also can involve understanding and creating images. Participants should bring their updated Apple MLTI Devices with the latest version of Notability installed. *Ann Marie Quirion Hutton, Apple, Inc., MLTI* **MLTI BALLROOM 3**



FROM 2:30-3:30

CLASSCRAFT - INTERACTIVE GAMING FOR THE CLASSROOM

Classcraft is a unique, customizable gaming program that you can use in your classroom to draw student interest in. There are rewards, random events, experience, and even shopping! Students are rewarded through test grades, positive behaviors, game events, and can earn gold or experience. Rewards can be lost for negative unwanted behaviors as well, all at the teachers discretion! *Teresa Sinclair, SeDoMoCha* **MEETING ROOM B**

CREATING DIGITAL LESSONS TO

FLIP YOUR CLASSROOM Flip your classroom quickly with Office Mix! Learn how to create digital lessons in PowerPoint with simulations, quizzes, discussions, and more. Share your Office Mix with students for viewing on any device and differentiate instruction by using Mix analytics. Or mix it up- have students create Mixes for authentic assessment *Edwin Guarin,*

Microsoft **Microsoft BALLROOM 7**

DRAWING AND PAINTING WITH ACORN Need a quick drawing to illustrate that lab report? What about a painting to go with a book report? Or perhaps a drawing to help better explain your project? Acorn has

all the tools necessary to help aspiring and advanced artists draw and create. Roll your sleeves up and get ready to make art with your MLTI MacBook Air as Acorn is included, just open Self Service and download it before this session begins. *Ann Marie Quirion Hutton, Apple, Inc., MLTI* **MLTI BALLROOM 3**

HOW TO FIND \$\$ TO SUPPORT TECHNOLOGY Gain valuable knowledge on technology grant opportunities and grant resources available to help your district apply for grants. This session focuses on a wide variety of grant funding programs available for education. We will look at tools available to help you narrow in on funding opportunities that are right for your district and how to determine your eligibility as well as resources available to help you apply. *Grant Sponsorship Program, ePlus* **ePlus Technologies MEETING ROOM D**

iPAD "APP SMASHING" IN SCIENCE Need "App Smashing" ideas? This session focuses on work flow models in the science classroom. All ideas are kid tested and teacher approved! Come and see work flows (from planning through assessment) to help you develop new ideas for app usage in teaching and learning. *Sherrie Hersom, Boothbay Region HS* **BALLROOM 1**

MAKING GLOBAL CONNECTIONS Experience how elementary and high school teachers are helping students build their Student Learning Network beyond the state of Maine. During this session you will learn how to make connections across the globe and how these connections foster learning with technology and digital citizenship. Global connections are a great way to build your Professional Learning Network to keep lessons fresh and ideas current. *Mauri Dufour, Fairview Elementary & Julie Willcott* **BALLROOM 2**

ORGANIZING YOUR DIGITAL LIFE In this session we'll explore and demo the tips, tricks, and tools to 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 to help you stay digitally organized! *David Trask, Vassalboro Community School*

MEETING ROOM A

PREPARE FOR ONLINE ASSESSMENT BY USING YOUR APPLE DEVICES

Discover ways to support the healthy development of the technical skills required in current online test-taking environments through routine use of Apple tools.

Participants will also be brought up to date around how routine use of digital assessment techniques can help support deeper learning and prepare students for online summative assessments. *Kate Kemker, Apple, Inc.* **APPLE, INC. BALLROOM 5**

UTILIZING QR CODES Ever need a quick response to a survey? Want an easy way to share information, videos or photos with a large group of people? Want to make sure students go to the EXACT website for the given task? IFYES, then this is the session for you! Learn what a QR code is, how to create QR codes, and the various uses in and out of the classroom. Bring your iPad/laptop and something you'd like to make into a QR code. *Amanda Ruel, Old Orchard Beach High School* **PRO-AV DEMO CLASSROOM**

EXHIBITOR RECEPTION

3:30 - 5:30

5:30 - 6:00

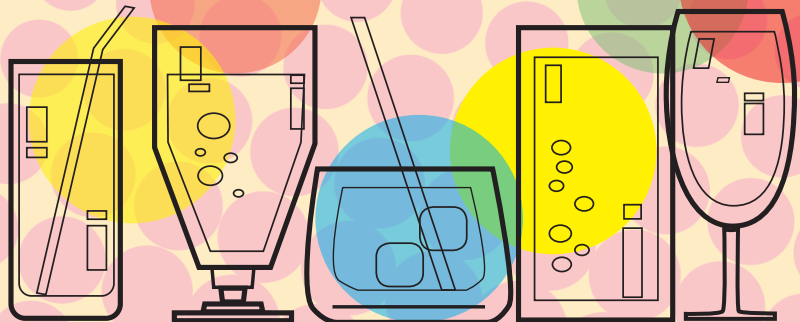
DOE Announcement

Learning Through Technology Team

Announcement: Recognizing growth and legitimizing bragging rights, we Promise: a teacher tease and developers' rollout.

6:00 - 7:00

Awards Ceremony



As of the 15th, there are only 70 days until Christmas! Check out the ACTEM store on pages 28-29 for some really great products.



A Vision Statement defines the optimal desired future state - the mental picture - of what an organization wants to achieve over time; it provides guidance and inspiration as to what an organization is focused on achieving in five, ten, or more years. The Board of Directors at ACTEM has carefully crafted the ACTEM vision statement to reflect the goals and ideas that we believe reflect the ways in which our members, Educators in Maine, will achieve the greatest benefit. Membership is just \$20 a year, to join ACTEM visit www.actem.org.

ACTEM, an independent, dynamic professional organization, strongly influences quality teaching and learning through the effective use of technology.

ACTEM supports its members by providing relevant professional development opportunities and resources, by aiding schools with State and local education technology initiatives, and by functioning as a purchasing consortium.

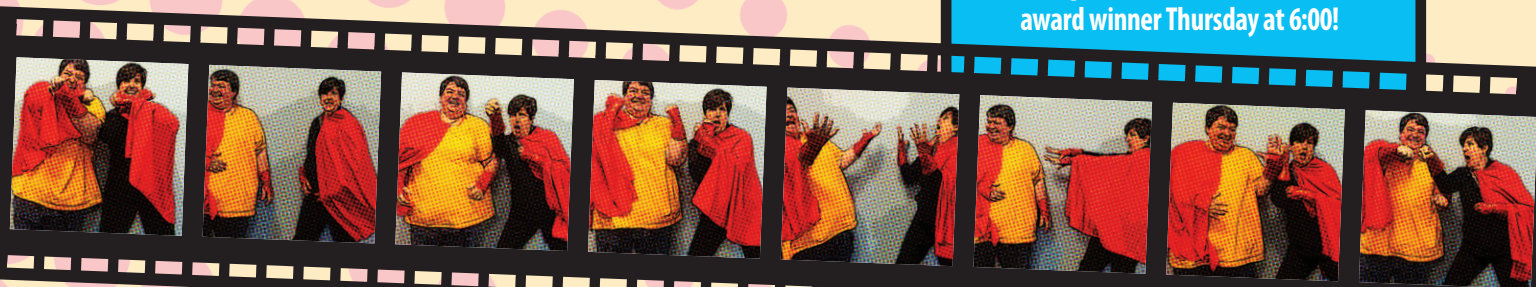
ACTEM empowers its members to leverage new and existing technology innovations to meet educational goals by facilitating communications among educators, technology leaders, vendors, policy makers, and educational visionaries.

ACTEM advocates for its members as a proactive voice in State and National discussions on education technology policy and initiatives.

...so it makes sense, that ACTEM is now honoring an education innovator with a new annual award, the ACTEM ACHIEVE award.

**ACTEM
COMMENDS
HIGHLY
INNOVATIVE
EDUCATORS THAT
VALUE
EXCELLENCE**

Winners receive a complimentary ISTE membership, and are automatically entered into the ISTE "Making it Happen" award. Don't miss the ceremony honoring our first ever ACTEM ACHIEVE award winner Thursday at 6:00!



The co-chairs of the ACTEM 2015 conference committee, Crystal Priest and Gwyneth Maguire had some fun at the last ACTEM board meeting

LOCATION	Meeting Room A	Meeting Room B	Meeting Room C	Meeting Room D	Meeting Room 1	Meeting Room 2	Meeting Room 3	Meeting Room 4	Meeting Room 5	Meeting Room 6	Ballroom 1	Ballroom 2	Ballroom 3	Ballroom 5	Ballroom 6	Ballroom 7	Pro AV Dem Classroom		
Registration - 7-8 am																			
Morning Keynote Leslie Fisher 8 - 9 am																			
Session 1 9:15 - 10:15	Pro AV AV Survival Course	YouTube Basics for Blended Classrooms <i>Vicki Decker</i>	3D Printers for the Classroom <i>Keith Kelley and Kids Full Day session</i>	ePlus Classroom Tools to Support a 1:1 Deployment	Intro to Google Classroom <i>Kern Kelley</i> 3 hour session	Tech up Lessons with Lesson Flows <i>Terri Caouette</i> 3 hour session	Making Do. "Leveraging Tech on a Shoestring" <i>David Trask & Bruce White</i> 3 hour session	All Things PowerSchool - for PS Administrators <i>Lynne Moulton & Paula Roberts</i> 3 hour session	Rosetta Stone The Rosetta Stone Learner Experience 3 hour session	Personalization of learning Through iPads <i>Karen Fream & Matthew Brown</i>	APPLE MLTI Thinking Swiftly <i>Tim Hart</i>	APPLE MLTI iTunes U Course Manager iPad Style <i>Lindsey Carnes</i>	Apple Evidence of Proficiency-Time to Create! <i>Jon Pratt & Jim Moulton</i>	JumpRope The Power of a Proficiency Based Gradebook	HP/Microsoft A Faster Way to do Business with HP <i>Ralph Giandomenico & Amy Dupuis</i>		POW Be sure to check out the Keynote and Featured Speaker sessions		
10:15 - 10:30 Morning break/networking																			
Session 2 10:30-11:30		HP/MLTI Using Images for Lessons, Social Media, and More			ePlus Virtual Field Trip Through the Center for Interactive Learning & Collaboration (CILC)						Mystery Skype <i>Cherrie MacInnes</i>				Power Using Twitter <i>Leslie Fisher</i>	Build a Collaborative Classroom with MicroSoft One Note <i>Ed Guarin</i>			
Thursday Lunch 11:00 - 12:30																			
Lunch Session 11:30-12:30	MLTI Tech Lead Round Table <i>Jim Crick</i>	HP/MLTI Online PLNs with "Just in Time" Professional Resources			ePlus	Infinite Campus Users Round Table <i>Will Backman</i>	Intro to an Innovation Mindset! <i>Renee Kelley</i> Foster Center for Innovation Full Day Session Hands On	(Rethinking) Rigorous Assessment <i>Matthew Drewette Card</i>		Coding Options for the iPad <i>Julie York</i>	Twitter for Professional Development <i>Thomas Charltray & Billy Corcoran</i>	Apple MLTI One Hour Game Design <i>Tim Hart</i>	Apple MLTI Creating Beautiful Documents with Pages on Your iPad <i>Ann Marie Quirion Hutton</i>	Apple What's New at Apple Rapid Fire <i>Clif Hirtle</i>		HP/Microsoft Q&A and Open Chat <i>Laurie Underwood</i>			
Session 3 12:40- 1:40		Increasing Engagement with Technology <i>Brittany Munson</i>			ePlus Designing a Wireless Network	Google Apps Admin What's New and Going Beyond the Basics <i>Kern Kelley</i> 3 hour session		Chromebook Deployment <i>Chris Russo</i> 3 hour session	Tinkering and Engineering in the Classroom <i>Sean Malone</i> 3 hour session	STEAM Powered Design Thinking <i>Dan Ryder</i> 3 hour session	Rosetta Stone Monitoring and Managing Learner Progress 3 hour session	Create your own Digital Textbooks <i>Jim Wells</i>	iBeacons & the Apple Watch - What, How, & Why? <i>Julie Wilcott</i>	APPLE MLTI Visual Notetaking Using Your Apple MLTI iPad	Apple Hands On, Minds on! <i>Mauri Dufour</i>	Augment your Reality <i>Leslie Fisher</i> 3 hour session	HP Classroom Manager <i>Charles Radman & Amy Dupuis</i>	Google Forms & Flubaroo =Creating Self-Grading Assignments <i>Amanda Ruel</i>	
Dessert in vendor area - 1:40 - 2:30																			
Session 4 2:30 - 3:30	Organizing your Digital Life <i>David Trask</i>	Classcraft - Interactive Gaming for the Classroom <i>Teresa Sinclair</i>			ePlus How to Find \$\$ to Support Technology						iPad Smashing in Science <i>Sherrie Hersom</i>	Making Global Connections <i>Mauri Dufour & Julie Wilcott</i>	APPLE MLTI Drawing & Painting w/ Acorn <i>Ann Marie Quirion Hutton</i>	Apple Online Assessment Using Apple Devices <i>Kate Kemker</i>		Creating Digital Lessons to Flip Your Classroom <i>Ed Guarin</i>	Utilizing QR Codes <i>Amanda Ruel</i>		
3:30 - 5:30 Exhibitors' Reception 5:30 - 6:00 DOE Announcements 6:00 - 7:00 Awards Ceremony																			
<div><div>Don't miss the</div><div>actem</div><div>ACHIEVE AWARDS</div><div>ACTEM Commends Highly Innovative Educators that Value Excellence</div></div>																			

3:30 - 5:30 Exhibitors' Reception
5:30 - 6:00 DOE Announcements
6:00 - 7:00 Awards Ceremony



Don't miss the
actem

ACHIEVE AWARDS

ACTEM Commends Highly Innovative Educators that Value Excellence

FRIDAY SCHEDULE

LOCATION	Meeting Room A	Meeting Room B	Meeting Room C	Meeting Room D	Meeting Room 1	Meeting Room 2	Meeting Room 3	Meeting Room 4	Meeting Room 5	Meeting Room 6	Ballroom 1	Ballroom 2	Ballroom 3	Ballroom 5	Ballroom 6	Ballroom 7	Ballroom 4 Main Ballroom	Pro-AV Demo Classroom				
<div>POW</div> <div>Be sure to check out the Keynote and Featured Speaker sessions</div> <div>Registration - 7-8 am</div> <div>Morning Keynote Jaime Casap 8 - 9 am</div>																						
Session 1 9:15- 10:15	Flipped Learning for our Youngest Learners <i>Nadene Mathes</i>	A Classroom of Augmented Reality <i>Sean Malone</i>	Customize Instruction with QR Codes <i>Stephanie Smith</i>	ePlus Designing a Wireless Network	Programming Robots Using Mindstorms <i>Thomas Bickford & Ben Goff</i> 3 hour session	Foundations of Shell Scripting <i>Trey Bachner</i> 3 hour session	Create Choose Your Own Adventure Videos <i>Suzane Simmons</i> 3 hour session	Chromebooks and Accessibility <i>John Brandt</i> Maine Cite	Code Studio K5 Courses <i>Michael Harvey</i> Full Day Session	Transform Learning with Zulama <i>Norma Jean Audet</i> 3 hour session	Helping Parents Raise Good Digital Citizens <i>Terri Caouette</i>	APPLE MLTI Tech Wagon Derby <i>Lindsey Carnes</i>	Apple iOS App Creation for the Rest of Us <i>The Robots and Pencils Team</i> 3 hour session	Apple Online Assessment Using Apple Devices <i>Kate Kemker</i>	Keynote Continued: An Informal Discussion with Jaime Casap	Build a Collaborative Classroom with MicroSoft One Note <i>Ed Guarin</i>	Invention Convention Workshop <i>Angela Marcolini Foster Center for Student Innovation</i>	Blogs: Breaking Through your Class's 4th Wall <i>Erin & David Bridges</i>				
Morning break/networking - 10:15 - 11:00																						
Session 2 11:00- 12:00	A Virtual Tour of a Tech Savvy 2nd Grade Classroom <i>Jacquiline Durant & Joanne Gauley</i>	Hour/s of Code <i>Sean Malone</i>	Student Collaboration on Steriods: Smart Amp <i>Randy Welch and Ross Bertrand</i>	ePlus Is the Cloud Right for Me?								Yes You Can! 1:1 Devices in Elementary School <i>Virginia Drouin</i>			Helping Students Navigate Digital Decisions <i>Terri Caouette</i>	APPLE MLTI Struggling Readers? Struggling Writers? <i>Lindsey Carnes</i>		Apple Yours, Mine, Ours Apple Devices in a Shared Environment <i>Clif Hirtle</i>	Tools You Can Use Tomorrow <i>Leslie Fisher</i>	HP/Microsoft HP Self Maintainer Program <i>Gerry O'Connor & Amy Dupuis</i>		From Library to Media Commons <i>John Werner & Andrew Wallace</i>
Friday Lunch 11:30 - 1:00											Friday Lunch 11:30 - 1:00											
Lunch Session 12:10-1:10	Assignment Scaffolding with Web Tools <i>Chris Malmberg & Susan Barrett Hyde</i>	ePortfolios and Assessment <i>Roger Fuller and Ron Armontrout</i>	The End of Sit and Get - PD Ideas That Work <i>Johnathan Werner</i>	ePlus How to find \$\$ to Support Technology	Apple MLTI Painting on Your Apple MLTI iPad Without the Mess! <i>Ann Marie Quirion Hutton</i>	Conversations with Trey <i>Trey Bachner</i>	Apple MLTI App Talk <i>Tim Hart</i>			Evaluating Competency-based Learning Systems <i>Aaron Brady</i>	OMG! When Did They Do All That? <i>DOE Team</i>	APPLE/ MLTI Flexible Learning Environment Lunch Chat <i>Lindsey Carnes</i>	Apple Incredible Apple Resources, Collections, Courses, & More <i>Jim Moulton</i>	Apple PBL & Standards <i>Billy Corcoran & Cynthia Nye</i>	Geek of the Week <i>Alice Barr, Cheryl Oakes</i>	HP/Microsoft Q&A and Open Chat <i>Laurie Underwood</i>						
Session 3 1:20- 2:20	Pro-AV AV Survival Course	Using Flipagram to Enhance Learning <i>Paul Wallace</i>	Killing them Softly with Keynote <i>Dyan McCarthy-Clark</i>	ePlus Network Security 101	Advance Robot Programming - Mindstorms <i>Thomas Bickford & Ben Goff</i> 3 hour session	The TransParentSEE Project: Flip the Classroom <i>Jessica Dunton</i> 3 hour session	Beyond the Basics of Google Classroom <i>Suzanne Simmons</i> 3 hour session	iPads for Giving and Receiving Feedback <i>Barbara Greenstone</i>		Accessibility in Online Education <i>Cynthia Curry and Olga Laplante</i>	Getting Back to It's All About Learning <i>Mike Muir</i>	APPLE/ MLTI More Cowbell <i>Tim Hart</i> 3 hour session	Apple 9 Essentials of iOS 9 in Education <i>Clif Hirtle</i>	Apple Digital Data - Apps to Capture Scientific Data <i>Julie Wilcott</i>	Photo and Video on Your Mobile Devices - Tips, Tricks and Apps <i>Leslie Fisher</i> 3 hour session	Creating Digital Lessons to Flip Your Classroom <i>Ed Gaurin</i>		PBE on the Cheap <i>Dan Ryder & Jeff Bailey</i>				
Session 4 2:30 - 3:30	Early Learning with iPads K and Pre K <i>Bonnie Blagojevic & Juana Rodriguez</i>	Creating Online Lessons with EdPuzzle <i>Paul Wallace</i>	Using Apps to Close the Gaps <i>Libby Curran</i>	ePlus Virtual Field Trip Through the Center for Interactive Learning & Collaboration (CILC)						Engaging Students with PBS Learning Media <i>Kimberli Bryant</i>			Creating a Buzz with Bee-Bots <i>Julie Williams</i>	HP MLTI Engaging Students with 21st Century Writing			Apple X Essentials of OS X El Capitan in Education <i>Clif Hirtle</i>	Apple Bookmaking with a Purpose - Book Creator on iPad <i>Jim Moulton</i>	HP/Microsoft Microsoft Agreement Through ACTEM <i>Ed Gaurin</i>	iPad Apps for Middle/ Secondary Students: Poster Session <i>Theresa Overall and UMF students</i>		Step into STEM <i>Jeff Bailey</i>
<div>...in the Keynote Area •</div> <div>Doorprizes - 3:45 - 4:00...</div> <div>YOU MUST BE PRESENT TO WIN!</div>																						



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Pro AV Systems is New England's leading Audio Visual Integrator and proud supporter of ACTEM and MainED. We design, install and engineer some of the most innovative and exciting spaces in K12 today – and focus on the latest and greatest technology in the market that really works for schools. From interactive whiteboards and projectors to digital signage, emergency alert and streaming, Pro AV Systems understands the technology that schools are looking for today and can help you plan to implement that into your facility. Visit our booth to learn more about our products and solutions and how we can help you create a 21st century learning environment today!



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BOOTHS LB3 + LB4



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Digital Signage • Control Systems
Interactive Whiteboards • IP Streaming*

AV SURVIVAL COURSE

Presented by: Dave Bishop and Adrienne Blasioli

MEETING ROOM A

THURSDAY: 9:15-10:15AM, FRIDAY: 1:20-2:20PM

A session focused on the ins and outs of AV in the classroom from the audio visual specialists at Pro AV. Topics in this session: connecting, wireless audio, and resolution. We'll have a Q&A on specific classroom setups including interactive classrooms. Bring questions about specific devices, including document cameras, or bring any pictures of your classroom to help us see your set up.

DIFFERENT STROKES FOR DIFFERENT FOLKS

Too many
choices?
Feeling
overwhelmed?

Here are some
suggestions
for planning
your Friday
schedule,
based on
your role in your
school
or district.

Compiled by
Barbara Greenstone

All half day and full day sessions require pre-registration. Extra tickets for these sessions may be available at the front desk, please see Gary Lanoie.

FOR ADMINISTRATORS

If you are an administrator, you can begin with a Session 1 offering, **Prepare for Online Assessment by Using Your Apple Devices** to learn more about how to help your teachers and students get ready for state tests. Then, in Session 2, you can turn your attention to digital citizenship with **Helping Students Navigate Digital Decisions**. If you are looking for a dine-and-discuss opportunity at lunchtime, try **Evaluating Competency Based Learning Systems**. After lunch you may opt to spend the whole afternoon in **The TransParentSEE Project - Flip the Classroom!** to experience how one school made their work visible to everyone. If you want shorter sessions go to Session 3 and check out **PBE on the Cheap** to learn how your school's technology can be used in a proficiency-based learning program. End your day in Session 4 considering how to help your special needs students with **Using Apps to Close the Gaps**.

FOR LIBRARIANS

If you are a librarian or a media specialist and you're looking for a hands-on experience where you can make something you'll use, check out **Create Choose Your Own Adventure Videos** (requires advance registration). If you prefer shorter sessions, start with **Helping Parents Raise Good Digital Citizens**. Then move on

to Session 2 and check out **From Library to Learning Commons** for advice on how to re-design your library for today's learners. Make the most of your lunchtime by attending **Incredible Apple Resources - Collections, Courses, and More** where you will discover high-quality content to curate and share with your staff and students. In Session 3, learn some media production skills with **Using Flipagram to Enhance Learning**. In your last session of the day learn about the vast collection of PBS resources in **Engaging Students with PBS LearningMedia**.

FOR TECH COORDINATORS

If you are a Tech Coordinator, you could start your Friday with a half-day session, **Foundations of Shell Scripting** (advance registration required). If you prefer shorter sessions, try **Designing a Wireless Network** for Session 1 and then head over to **Is the Cloud Right for Me?** to learn about the pros and cons of various cloud storage options. Be sure not to miss the lunch session **Conversations with Trey** where you can pick Trey Bachner's brain and benefit from his expertise. After lunch, your Session 3 choice could be **Network Security 101** and then finally, in Session 4 learn all about Apple's new operating system in **X Essentials of OS X El Capitan in Education** or check out **Microsoft Agreement** through ACTEM.

FOR STEM TEACHERS

If you are a STEM teacher (or interested in STEM topics), there is plenty for you to do on Friday. If

TIPS FOR PLANNING YOUR FRIDAY SCHEDULE

PLAN IT

you teach elementary school (K-5) you may opt to spend the whole day in **Code Studio K5 Courses** (advance registration required). If you want to spend the whole morning on one topic, try **iOS App Creation For the Rest of Us** or **Programming Robots Using Mindstorms**. If you prefer shorter sessions, in Session 1 try **Invention Convention Workshop** and then move on to Session 2 for **Hour/s of Code** or **HP Self Maintainer**. If you are looking for a lunch session, either **HP Q & A** and **Open Chat or App Talk** would be a good choice depending on your school's computing platform. Your choice for Session 3 could be **Digital Data - Apps to Capture Scientific Data**, and then end your day in Session 4 with **Step into STEM**.

FOR HUMANITIES TEACHERS

If you are a humanities teacher, start your Friday in Session 1 with **Blogs: Breaking Through Your Class's Fourth Wall** where you will learn how your students can write for a real audience. Then go to Session 2 and check out **Creating**

Digital Lessons to Flip Your Classroom, a session that could be useful for all teachers. Spend your lunchtime in creative mode with **Painting on your Apple MLTI iPad Without the Mess!** After lunch, there are two Friday

afternoon half-day sessions you might like. If you are interested in visual art and storytelling, try **Photo and Video on Your Mobile Device: Tips, Tricks and Apps** and if you are a music teacher, don't miss **More Cowbell** where you will learn how to use Garageband. If you prefer shorter sessions in the afternoon, go to Session 3, **Using Flipagram to Enhance Learning** where you will learn a new way to create videos for the classroom. Then end your day in Session 4 learning how to promote student writing with social media in **Engaging Students with 21st Century Writing**.

FOR ELEMENTARY SCHOOL TEACHERS

If you are an elementary school teacher, you could spend the whole day Friday in one session, **Code Studio K5 Courses**, learning how to bring the coding experience to your young students. If you are looking for shorter sessions, start in Session 1 with **Invention Convention Workshop** to learn about a curriculum and competition for grades 5-8. If you teach younger grades, opt for **Flipped Learning for our Youngest Learners**. Then, in Session 2, go see what technology

integration looks like in **Virtual Tour of a Tech Savvy Second Grade Classroom** or **Yes You Can! 1:1 Devices in Elementary School**. Then pick up your lunch and head over to **Flexible Learning Environment** Lunch Chat. You may be inspired to redesign your classroom. After lunch, check out **Using Flipagram to Enhance Learning** and learn an easy way to make videos for your classes. Session 4 offers three good choices for elementary teachers. You can learn how you and your students can make digital books in **Bookmaking with a Purpose** - Book Creator on iPad, learn about technology for very young students in **Early Learning with iPads**: PreK and K, or end your day having fun with **Creating a Buzz with Bee-Bots**.

FEATURED MAINE SPEAKERS

OUR FEATURED MAINE SPEAKERS ARE PRESENTING **INVENTION CONVENTION WORKSHOP** DURING SESSION 1 ON FRIDAY. The Invention Convention is a hands-on program for grades 5-8 that allows students to explore the concepts of innovation through an interdisciplinary curriculum. Students compete locally in their schools and winners are invited to compete in the state competition at the University of Maine. In this workshop, you will have the opportunity to try some tools and methods used in classrooms to teach research, ideation, and technical writing.

FRIDAY WORKSHOPS



JAIME CASAP

KEYNOTE
8:00 - 9:00 AM

FULL DAY SESSIONS

FROM 9:30-3:00

CODE STUDIO KS COURSES

An introduction of computer science basics in a format that's fun and accessible to the youngest learners (grades K-5). Explore computer science, pedagogy, overview of the online curriculum, teacher dashboard, and strategies for teaching "unplugged" classroom activities. Printed curriculum guide with lesson plans as well as supplies for the unplugged activities will be shared. *Michael Harvey, Code.org* **Code.org MEETING ROOM 5**

MORNING HALF DAY

FROM 9:30-12:00

CREATE CHOOSE YOUR OWN ADVENTURE VIDEOS

We'll look at how you and your students can start recording mov-ies and transform them into "Choose your own adventure videos" with and without YouTube. Use your new skills to boost engagement and customize learning! Leave this hands-on session

with CYOA videos you can start using right away. *Suzanne Simmons, Bonny Eagle* **MEETING ROOM 3**
Additional Fee Required

FOUNDATIONS OF SHELL SCRIPTING This session is intended for beginners looking to add to their OS X experience by getting under the hood and learning to work in the UNIX shell environment. Includes hands on time in the terminal discovering how to command OS X from the terminal and write reusable scripts. Please bring your MacBook. *Trey Bachner, JAMF* **MEETING ROOM 2** **Additional Fee Required**

IOS APP CREATION FOR THE REST OF US iOS app development can feel out of reach for many teachers. Meet PencilCase. In this hands-on workshop, discover how to transform ideas and content into native apps for the iPad and iPhone. You'll create your very first PencilCase app and have the know-how to apply app development into your classroom. Come see what you can do! Bring Mac laptop with Mac OS X Yosemite, Xcode and PencilCase: Studio installed AND iPad with PencilCase: Player installed. *Robots and Pencils Team, Apple, Inc.* **Apple, Inc. BALLROOM 3**

PROGRAMMING ROBOTS USING MINDSTORMS

Using pre-built LEGO robots, learn some basic tools of programming to turn a bunch of plastic parts into a sensing, moving robot. No experience is needed to start off your career as a programmer or roboticist. You'll see why this can be a powerful tool for engaging logic and planning into your students' experiences. *Thomas Bickford & Ben Goff, Maine Robotics* **Maine Robotics MEETING ROOM 1** **Additional Fee Required**

TRANSFORM LEARNING WITH ZULAMA Zulama is an Innovative Entertainment Technology Program. The Zulama program provides opportunities that make students want to learn and meet standards, and prepare students for the careers of tomorrow. Learn

about Zulama and how RSU4 is changing their curriculum, environment, and instruction to provide a brand new educational experience for their students. *Norma-Jean Audet, Oak Hill High School* **MEETING ROOM 6** **Additional Fee Required**

AFTERNOON HALF DAY

FROM 1:20-3:30

ADVANCED ROBOT PROGRAMMING - MINDSTORMS

So you've been using robotics in your classroom but want to take it farther? This workshop

will use the LEGO MindStorms kits to introduce variables, conditional pathways, data display, timers, mathematical calculations, and data logging. If you already have the latest MindStorms installed on your computer (EV3 software) bring it along so you can work on your own computer. *Thomas Bickford & Ben Goff, Maine Robotics* **Maine Robotics MEETING ROOM 1** **Additional Fee Required**

BEYOND THE BASICS OF GOOGLE CLASSROOM

You know (and love) Google Classroom. But there has to be more! We'll look at how to grade work with rubrics, leverage different collaboration methods, give feedback beyond text, and much more as we dig in and go beyond the basics of Google Classroom. *Suzanne Simmons, Bonny Eagle* **MEETING ROOM 3** **Additional Fee Required**

MORE COWBELL Playing and composing songs on your own is a blast for some, however there's something special about making music in collaboration with folks that just can't be beat. In this hands-on session, participants will use GarageBand to learn the basics of song writing and music production. Musicians of any and all skill levels are welcome. Make sure to bring your Mac and/or iOS device with GarageBand installed. *Tim Hart, Apple, Inc., MLTI* **MLTI BALLROOM 2**

PHOTO AND VIDEO ON YOUR MOBILE DEVICE: TIPS, TRICKS AND APPS

When was the last time you took a really nice photo at night with your mobile device? You probably had to think about it. This class is designed to show you some tips and tricks on how to take effective digital photographs and video with your app based phone or tablet no matter the time of day or conditions. We will also preview many of the various photo and video apps available today. *Leslie Fisher, Keynote Speaker ACTEM BALLROOM 6* Additional Fee Required

THE TRANSPARENTSEE PROJECT: FLIP THE CLASSROOM! Explore the TransParentSEE Project, a hub for professional development, and learn workflows for recording classroom lessons for use by parents, students, and colleagues for pre-review, review, and flipped classroom. This project was designed and developed to empower teachers and school districts to provide students and families with anytime access to what's happening in the classroom. *Jessica Dunton, SeDoMoCha Elementary School MEETING ROOM 2* Additional Fee Required

SESSION ONE

FROM 9:15-10:15

A CLASSROOM OF AUGMENTED REALITIES Imagine being able to create a digital game using pencils and paper or a virtual world with physical photography, a world where digital and physical realities meet. This is possible in today's classrooms using technology devices to create classroom where maker movements and technology integration meet. Using Floors and other apps we will create augmented realities in the real world. *Sean Malone, SeDoMoCha Middle School MEETING ROOM B*



ERIN BRIDGES

BLOGS: BREAKING THROUGH YOUR CLASS'S FOURTH WALL Keeping parents informed, encouraging students to reflect upon their day, and documenting learning as it is happening: these are a few of the many benefits of a classroom blog. Bring your computer, iPad, and active Gmail address, and use Blogger to create a classroom blog. Also learn about Kid Blog. *Erin Bridges, PCES & David Bridges, SeDoMoCha PRO-AV DEMO CLASSROOM*



JESSICA DUNTON

BUILD A COLLABORATIVE CLASSROOM AND INCREASE PRODUCTIVITY WITH MICROSOFT ONENOTE Want to go paperless? Looking for a way to revolutionize teaching and

learning? Technology is bringing a new dynamic to the classroom. Learn how you can use OneDrive, Skype for Business, and OneNote Class Notebooks to help incorporate blended learning. Microsoft OneNote is a free tool that takes digital notebooks to the extreme while keeping everything together on all of your devices. *Edwin Guarin, Microsoft MICROSOFT BALLROOM 7*

CHROMEBOOKS AND ACCESSIBILITY Google Chromebooks are becoming increasingly popular in schools. But can Chromebooks be used with students with disabilities? In this session, we will discuss and demonstrate some of the accessibility features of the Chromebook and how they can work with assistive technology (AT) and accessible educational materials (AEM). *John Brandt, Maine CITE & Hillary Goldthwait-Fowles, RSU 21 Maine CITE MEETING ROOM 4*

CUSTOMIZE INSTRUCTION WITH QR CODES Find out the many ways QR codes can be used in the classroom and explore how QR codes can help customize instruction for students. In this session participants will learn how to create QR codes and also, explore creating their own lessons and linking them to QR codes for easy students access. Participants will learn to create a YouTube account and create playlists to help supplement instruction for students. *Stephanie Smith, Washburn School MEETING ROOM C*

DESIGNING A WIRELESS NETWORK This session is geared for the IT Director, Network Administrator or anyone interested in learning more about how to design a wireless network. We will look at industry trends, new technologies, and case studies of recent K-12 wireless deployments. *ePlus Technologies MEETING ROOM D*

FLIPPED LEARNING FOR OUR YOUNGEST LEARNERS Come see how to create and use Flipped Learning for our youngest learners. Not only will we explore and share resources, but also learn how to create your own flipped experiences specific to your classroom needs. Bring your iPad and a laptop, and let's flip! *Nadene Mathes MEETING ROOM A*

HELPING PARENTS RAISE GOOD DIGITAL CITIZENS Many parents struggle to understand how to guide kids to behave safely and participate responsibly in the digital world. Learn how to implement Connecting Families, a free program from Common Sense Education, to educate parents about topics such as social

media, online privacy, safety, and more. Endorsed by the National PTA, the research-based program includes everything schools need to support parents. *Teri Caouette, Common Sense Education BALLROOM 1*

INVENTION CONVENTION WORKSHOP The Invention Convention is a hands-on program for grades 5-8 that allows students to explore the concepts of innovation through an interdisciplinary curriculum. Students compete locally in their schools and winners are invited to compete in the state competition at the University of Maine. In this workshop, you will have the opportunity to try some tools and methods used in classrooms to teach research, ideation, and technical writing. *Angela Marcolini, Featured Maine Speaker from The Foster Center at the University of Maine ACTEM BALLROOM 4*

KEYNOTE CONTINUED... AN INFORMAL CONVERSATION WITH JAIME CASAP Jaime will be in Ballroom 6 to continue the conversation about his Keynote Session. *Jaime Casap, Google, Keynote Speaker ACTEM BALLROOM 6*

PREPARE FOR ONLINE ASSESSMENT BY USING YOUR APPLE DEVICES Discover ways to support the healthy development of the technical skills required in current online test-taking environments through routine use of Apple tools. Participants will also be brought up to date around how routine use of digital assessment techniques can help support deeper learning and prepare students for online summative assessments. *Kate Kemker, Apple, Inc. Apple, Inc. BALLROOM 5*

TECH WAGON DERBY Sick of sitting during PD? Not at this session! Bring your sneakers and prepare to set off to find QR codes and to explore "mission stations". Alongside all the fun, you'll be learning how to use

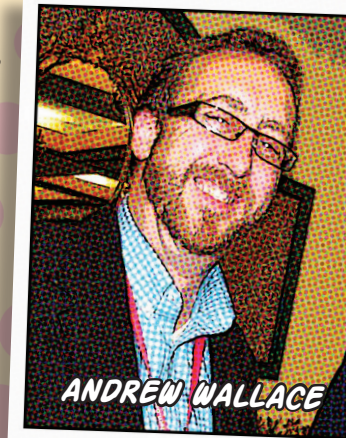
apps to create classroom projects like infographics, infopics, string symphonies, WolframAlpha queries, iBooks Study Cards, iCloud Photo Stream, iOS9 features, Apple TV tricks, and much more! *Lindsey Carnes, Apple, Inc., MLTI MLTI BALLROOM 2*

SESSION TWO

FROM 11:00-12:00

FROM LIBRARY TO LEARNING COMMONS

How South Portland & Cape Elizabeth have redesigned school library spaces as Learning Commons and reimagined the mission/function of libraries for the digital age. Learn how CE and SP are leveraging technology, staff and physical spaces to create engaging environments that respond to changing needs and transform libraries into 24/7 resources. Follow us on Twitter at: Jonathan: @maineschooltech, Andy: @andrewtwallace *Jonathan R. Werner, Cape Elizabeth School District & Andrew Wallace, South Portland School District PRO-AV DEMO CLASSROOM*



ANDREW WALLACE

HELPING STUDENTS NAVIGATE DIGITAL DECISIONS

Add variety to your digital citizenship curriculum with Digital Compass - an animated, choose-your-own-adventure interactive app designed for middle school. Invite students to explore digital dilemmas, make decisions, and try out solutions through stories and mini-games, all without risking their real-world reputations. It's available from Common Sense Education as a FREE app on iOS, Android, and Edmodo. *Teri Caouette, Common Sense Education BALLROOM 1*

HOURLS OF CODE In 2014, over 95 million students participated in the Hour of Code. Computer Science has 100's of programming languages to choose from. Programming & coding will be necessary for the jobs of tomorrow which our students are preparing for today. In this session we will explore programming applications and resources in all content areas that can integrate into classrooms. *Sean Malone, SeDoMoCha Middle School MEETING ROOM B*

HP SELF MAINTAINER PROGRAM Save time and money on your IT maintenance by directly managing your own warranty service on HP products. The HP Self-Maintainer Program is provided at no additional cost to eligible customers who qualify by meeting an annual purchase volume threshold and by completing HP's technician training and service qualification process. In this session we'll discuss and explore the HP web site, CSN, and the application process. *Gerry O'Connor & Amy Dupuis, Hewlett-Packard HP BALLROOM 7*

IS THE CLOUD RIGHT FOR ME? Geared for the IT Director, Network Administrator or anyone interested in learning more about how to decipher the pros and cons of moving to the cloud. This session will look at industry trends, new technologies and various deployment models, including an examination of a variety of models public cloud, private cloud, to hybrid models. We will also explore the nuts and bolts of what is involved with these various deployment models. *ePlus Technologies MEETING ROOM D*

STRUGGLING READERS? STRUGGLING WRITERS? Reaching all learners is a challenge for every teacher. Join this session to explore ways to meet your students' needs using the built-in accessibility tools on your Apple MLTI iPad. Explore Switch Controls, VoiceOver, Dictation, Text-to-Speech, Speak Screen, Safari Reader and much more. Bring your current-issue MLTI iPad, running the latest software updates and updated apps. *Lindsey Carnes, Apple, Inc, MLTI MLTI BALLROOM 2*

FRIDAY WORKSHOPS

STUDENT COLLABORATION ON STERIODS: SMART AMP A demonstration of Smart Amp, which allows every student to collaborate in real time onto a shared workspace, anytime, anywhere, with their W-Fi-enabled device and web browser. Amp works with all interactive/non-interactive projectors and displays. Amp harnesses the power of BYOD, enhances any style of learning, engages students who are normally reluctant to contribute, and allows for assessment of student progress in real time. *Randy Welch, Smart Technologies & Ross Bertran, Headlight Audio Visual, Smart Technologies/Headlight Audio Visual* **MEETING ROOM C**

TOOLS YOU CAN USE TOMORROW What a fantastic time to be using technology in the classroom. The amount of free, affordable and downright cool solutions is amazing! This class will introduce you to some of the top Websites, Apps and Tools that you can start using in your classroom tomorrow. We will also take a peek into the future at some technology that might be part of your classroom in the future. *Leslie Fisher, Keynote Speaker* **ACTEM BALLROOM 6**

VIRTUAL TOUR OF A TECH SAVVY SECOND GRADE CLASSROOM Come learn my secret; my students' reading achievement increased 39% from previous years. Learn ways to better leverage your technology through the use of iPads, Apple TV, and MacBooks. A digital tour of a typical day (entering our classroom using QR Codes to end of the day Tweet). Learn how second graders experience integrated technology in their learning with one iPad per two students and a bank of six laptops. *Jacqueline Durant-Harthorne, Narragansett School & Joanne Gauley, Gorham Schools* **MEETING ROOM A**

YES YOU CAN! 1:1 DEVICES IN ELEMENTARY SCHOOL We'll discuss the story of a small elementary school which started with 1 device and has developed to having 1:1 iPads in K-5 classrooms and 1:1 Kindles in 3-5 grades while transforming technology integration into an Apple Distinguished program in 4 years.

Virginia Drouin & Charlie Cianciolo, Alfred & Lyman Elementary Schools **MEETING ROOM 4**

YOURS, MINE, OURS - APPLE DEVICES IN A SHARED ENVIRONMENT A shared digital environment is different than 1:1. If a shared environment is your reality, then come to this session to learn best practices for deploying and managing Apple devices in your classrooms. *Clif Hirtle, Apple, Inc. Apple, Inc.* **BALLROOM 5**



FROM 12:10-1:10

APP TALK Apps are expanding the learning experience both inside and outside the classroom, making it more interactive, immersive, and engaging, and we know that when students are more engaged, they are learning. In this session we will discuss best practices for finding and choosing apps. Participants will also learn from each other by sharing their favorite apps. *Tim Hart, Apple, Inc., MLTI* **MLTI MEETING ROOM 3**

ASSIGNMENT SCAFFOLDING WITH WEB TOOLS

"Scaffolding" is the process of staging assignments over a series of activities. In this workshop, we outline the untapped potential of uniting well-scaffolded course design with online tools. We discuss how web scaffolds benefit administrators, teachers and students. Finally, we will demonstrate a process of scaffolding for the technological present so you will have the tools to incorporate scaffolding into your course/class design. *Chris Malmberg, University of New England* **MEETING ROOM A**

CONVERSATIONS WITH TREY Grab lunch and hang out with Trey Bachner. He'll be discussing a variety of random topics. Bring your questions and see what he has for answers! *Trey Bachner, JAMF* **MEETING ROOM 2**

E-PORTFOLIOS AND ASSESSMENT This session will look at best practices in e-portfolio assessment by examining the features of two unique e-portfolio

programs available as a service from Gryphon-dale Education Services. *Roger Fuller, Gryphon-dale Education Services & Ron Armontrout, Oak Hill Gryphon-dale Education Services* **MEETING ROOM B**

EVALUATING COMPETENCY BASED LEARNING SYSTEMS After being awarded a CBE grant from the Gates Foundation, UNE's College of Graduate and Professional Studies evaluated six information management systems. Come learn about our review process and rubric. Find out which model and system was a clear leader for UNE's new programs participating in the US Department of Education's Experimental Sites Initiative. *Aaron Brady & Corey Butler, University of New England* **MEETING ROOM 6**

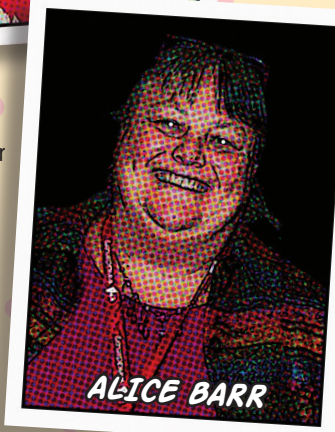
FLEXIBLE LEARNING ENVIRONMENT LUNCH CHAT

Make the most of your 2016-2017 classroom space. Enjoy tons of FLE examples including MakerSpaces and standing desks. Come see what the FLE pros are doing: engage in conversations around designing spaces where learners can utilize technologies like text-to-speech, dictation or multimedia areas. You will leave this session wanting to redesign every inch of your room to maximize student engagement *Carnes, Apple, Inc., MLTI* **MLTI BALLROOM 2**

GEEK OF THE WEEK Annual Geek of the Week Lunch. This is a "bring and brag" session. Bring your bag lunch; brag about (or share) your favorite tools and apps that you use with your students and in your work. You'll leave this session with a whole new set of technology tips for your classroom. *Alice Barr, Yarmouth High School & Cheryl Oakes, Wells High School* **BALLROOM 6**



CHERYL OAKES



ALICE BARR

HOW TO FIND \$\$ TO SUPPORT TECHNOLOGY Gain valuable knowledge on technology grant opportunities and grant resources available to help your district apply for grants. This session focuses on a wide variety of grant funding programs available for Education. We will look at tools available to help you narrow in on funding opportunities that are right for your district and how to determine your eligibility as well as resources available to help you apply. *Grant Sponsorship Program ePlus Technologies* **MEETING ROOM D**

HP Q & A AND OPEN CHAT Join Laurie Underwood for a lunch time chat about HP/Microsoft and MLTI items of interest. This is an informal session designed to help you out. *Laurie Underwood, Hewlett-Packard* **HP BALLROOM 7**

INCREDIBLE APPLE RESOURCES - COLLECTIONS, COURSES, AND MORE There is so much great content in iTunes U. And in the iBook Store. In fact, there is so much that it can sometimes get overwhelming! How does one begin the search for the right resources? In this session we will highlight great collections and landing pages that will allow you to streamline your searches for great content. *Jim Moulton, Apple, Inc.* **BALLROOM 3**

OMG! WHEN DID THEY DO ALL THAT? What are the latest developments from the Learning Through Technology Team and MLTI? What are these new projects and initiatives and how are they designed to help schools? Who are all these new team members? Can they really help my school with Proficiency Based Diploma, Teacher Effectiveness, and the increased rigor of MLRs and testing? You might never know without attending this session! *DOE Learning Through Technology Team, MLTI* **BALLROOM 2**

PAINTING ON YOUR APPLE MLTI IPAD WITHOUT THE MESS! Want to create a new avatar? Need an image for a school project? Want to print your art work to hang on your refrigerator? ArtStudio is a professional drawing and painting tool for iOS. This session will introduce ArtStudio tools by directing you through various steps to create a masterpiece. All levels of artistic ability and interest are welcome. Bring your iPad with the ArtStudio App installed and your imagination. *Ann Marie Quirion Hutton, Apple, Inc., MLTI* **MLTI MEETING ROOM 1**

PBL & STANDARDS What if you taught in a classroom where students wanted and needed to master content because they had important work to do that mattered to them? Come learn how students can do real things and accomplish real learning that is powerful, engaging, and effective. In this session you'll hear how a 4th Grade classroom leveraged Apple tools to make very real contributions to the Old Orchard Conservation Commission's Milliken Mills Trails Project. *Billy Corcoran & Cynthia Nye, Old Orchard Beach Apple, Inc.* **BALLROOM 5**

THE END OF SIT & GET: PD IDEAS THAT WORK Too often, Professional Development (PD) is synonymous with lecture. We forget about pedagogy and good

teaching and ask teachers to passively Sit and Get. Explore ways to develop a differentiated technology PD model, a model that recognizes the importance of accommodating your staff's range of learning styles and the need to refocus our PD on teaching and learning, NOT on the technology itself. *Jonathan R. Werner, Cape Elizabeth School Department* **MEETING ROOM C**

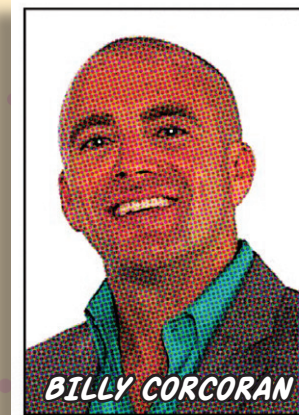


FROM 1:20-2:20

9 ESSENTIALS OF IOS 9 IN EDUCATION iOS 9 brings with it a treasure trove of new capabilities, particularly targeted at bringing iPads into a new era of engagement and productivity in the classroom. What are the top 9 features of iOS 9 in education? How can you best prepare and leverage these capabilities in your classrooms? From split-screen multitasking to personalized news feeds, we'll cover the gamut of 9 essential capabilities of iOS 9 in education. *Clif Hirtle, Apple, Inc Apple, Inc.* **BALLROOM 3**

ACCESSIBILITY IN ONLINE EDUCATION Online education has become commonplace, but students with disabilities continue to face barriers to successful access and completion. We'll discuss common accessibility issues; relevant federal legislation; technical and pedagogical solutions; and guidelines for selecting and purchasing accessible products. *Cynthia Curry & Olga LaPlante, UNE* **MEETING ROOM 6**

AV SURVIVAL COURSE A session focused on the ins and outs of AV in the classroom from the audio visual specialists at Pro AV. Topics in this session: connecting, wireless, audio, and resolution. We'll have a Q & A on specific classroom setups including interactive classrooms. Bring questions



BILLY CORCORAN

FRIDAY WORKSHOPS

about specific devices, including document cameras or bring any pictures of your classroom to help us see your setup. *Adrienne Blasioli & David Bishop, Pro AV* **MEETING ROOM A**

DIGITAL DATA - APPS TO CAPTURE SCIENTIFIC DATA In this session, we will look at the iBook Digital Data - Apps to Capture Scientific Data, which makes use of a variety of apps for inquiry-based learning. Try out the data collection processes described in the book and learn how students can easily collect and analyze lab data with the iPad. We will also consider other One Best Thing books to enliven your classroom. *Julie Willcott, Apple, Inc. Apple, Inc.* **BALLROOM 5**

GETTING BACK TO "IT'S ALL ABOUT LEARNING" Early in MLTI, we worked hard to be a learning initiative, and not just another tech buy. Over time, we have drifted to a primary focus on providing devices and equity of access. It is time to return to MLTI's roots and refocus (vigorously!) on learning. This session will look closely at the MLTI project doing this work. Session designed to assist schools addressing other initiatives, such as Proficiency-Based Learning. *Mike Muir, DOE, MLTI* **MLTI BALLROOM 1**

CREATING DIGITAL LESSONS TO FLIP YOUR CLASSROOM FLIP YOUR CLASSROOM Flip your classroom quickly with Office Mix! Learn how to create digital lessons in PowerPoint with simulations, quizzes, discussions, and more. Share your Office Mix with students for viewing on any device and differentiate instruction by using Mix analytics. Or mix it up; have students create Mixes for authentic assessment *Edwin Guarin, Microsoft* **MICROSOFT BALLROOM 7**

IPADS FOR GIVING AND RECEIVING FEEDBACK Feedback is an essential element of formative assessment and iPads are effective tools for teachers and students to give/receive feedback on work. In this session we will demonstrate several iPad apps and web-based tools for feedback. We will also share specific examples of how these apps and tools are used in classroom and online settings. *Barbara Greenstone, Boothbay Region HS & Lisa Hogan, Freeport High School* **MEETING ROOM 4**

KILLING THEM SOFTLY WITH KEYNOTE Are your Keynotes lulling learners into a coma, despite the gripping content? This session will introduce you to visual literacy and the impact of imagery on the learning. We'll explore the elements of slide design, transition tips, and

effective use of Keynotes in the classroom. Leave the glaze for the doughnuts, instead of your students' eyes. *Dyan McCarthy-Clark, SeDoMoCha Middle School* **MEETING ROOM C**

NETWORK SECURITY 101 For the IT Director, Network Administrator or anyone interested in learning more about how to protect their district from network security threats. We will examine industry trends, new technologies and look at what other school districts are doing to protect themselves. See what is available in the

market and determine what tools are most cost-effective to provide the maximum protection for school districts without breaking the bank. *ePlus Technologies* **MEETING ROOM D**

PBE ON THE CHEAP Proficiency based education learning expands into districts, schools and classrooms, having cheap and easy technology tools to help design, manage, and assess authentic student achievement becomes that much more important.

This session provides an introduction to some new resources as well as a revisiting of tools that may be used in new ways. *Dan Ryder, Mt. Blue Campus & Jeff Bailey, Mt. Valley HS* **PRO-AV DEMO CLASSROOM**

USING FLIPGRAM TO ENHANCE LEARNING

Flipgram is an app that allows users to make short videos out of pictures pulled from Instagram and other social media, or your photo stream. Videos are short to match student attention spans, they help

students to categorize knowledge, and they provide the repetition that students need. Participants will have an opportunity to create a video and learn many ways to use this app across the curriculum. *Paul Wallace, Enfield Station School & Hichborn Middle School* **MEETING ROOM B**



MIKE MUIR



BARBARA GREENSTONE



JEFF BAILEY

FRIDAY WORKSHOPS



FROM 2:30-3:30

BOOKMAKING WITH A PURPOSE - BOOK CREATOR ON IPAD

Come to this session with an idea and your iPad! Learn how easy it is to create ebooks on iPad.

Using the Book Creator app we'll learn how to begin a book, add different types of content like text, audio, images, and video. We'll learn how to open the book in iBooks on our own iPad, or to share it with a whole class or a single individual. Have Book Creator installed before you arrive.

Jim Moulton, Apple, Inc. Apple, Inc. BALLROOM 5

CREATING A BUZZ WITH BEE-BOTS

Bee-Bots provide a fun, hands-on approach to introductory coding that is motivating to students. In addition to coding, Bee-Bots can be used to reinforce skills in literacy, math, and critical thinking as well as working cooperatively and solving problems. In this session you will learn how Bee-Bots are being used at Willard School and have a chance to play with them yourself.

Julie Williams, Willard School MEETING ROOM 6

CREATING ONLINE LESSONS WITH EDPuzzle

EDPuzzle is a free site that allows teachers to take any video from several sources and customize it by editing, cropping, recording their own voice, and adding questions to make an engaging lesson for any content area. EDPuzzle is great and easy to use for creating classroom centers, flipping your classroom, enrichment, remediation, and formative assessments. Come learn how to create interactive online lessons in this session. *Paul Wallace, Enfield Station School & Hichborn Middle School MEETING ROOM B*

EARLY LEARNING WITH IPADS: PREK & K Look at a variety of ways technology can be used in early

education settings: preschool, Kindergarten, and at home. An early-learning, home-based program for parents increases access to early learning, provides opportunities to be creative, and supports family engagement. Early learning activities using iPads to promote school readiness and research and resources related to the developmentally appropriate use of technology with young children will be discussed.



Bonnie Blagojevic, Morningtown Consulting & Juana Rodriguez, Comienza en Casa MEETING ROOM A

ENGAGING STUDENTS WITH

PBS LEARNING MEDIA

Join Kymberli Bryant, a classroom teacher and PBS LearningMedia

LEAD Digital Innovator, as she shares how to use PBS LearningMedia in your classroom. With over 100K standards-aligned resources, PBS LearningMedia is THE destination for educators to access high-quality, trusted digital content and solutions that will inspire students and transform learning. *Kymberli Bryant, PBS LearningMedia Digital Innovator 2015 RSU 73 MEETING ROOM 4*

ENGAGING STUDENTS WITH 21ST CENTURY WRITING

Students are engaged with social media. How can teachers leverage that to teach writing skills? Social networks, blogging, and web-based communication are important career skills. Learn strategies to (safely) teach students to be productive with their 21st century writing. Participants will leave knowing how to use several social writing tools, modern writing strategies to use with students, and strategies for engaging students through writing. *Laura Girr, Hewlett-Packard, MLTI MEETING ROOM 1*

IPAD APPS FOR MIDDLE/SECONDARY STUDENTS In this poster session, future teachers from University of Maine Farmington will share iPad apps for teaching and learning in grades 6-12. A variety of apps in English, math, social studies, science, and



school health, plus general purpose & productivity apps were researched and reviewed for usefulness, accuracy, user interface, and engagement. Come explore the best apps they found. *Theresa Overall & Michael Bottai, Kally Bowen, Riley Chickering, Benjamin Davis, Thomas Fiske, Elizabeth Foley, Emily Gray, Connor Lynch, John McCullagh, Nicholas Pinkham, Justin Power, Luke Quirion, Jacob Vining, Costa Pollak University of Maine Farmington BALLROOM 4*

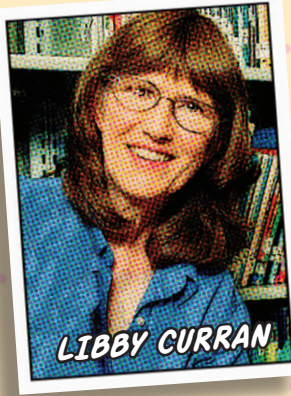
MICROSOFT AGREEMENT THROUGH ACTEM

This session will discuss how states like Maryland have leveraged a Microsoft program to provide free Office 365 Pro Plus for Students and faculty. The new Microsoft agreement through ACTEM supports this exciting program. During the session, we can check if your school is eligible and walk through the steps for you to download Microsoft Office on one of your devices right on the spot at the session. *Edwin Gaurin, Microsoft Microsoft BALLROOM 7*

STEP INTO STEM There is a big push for teachers and schools to focus on STEM (Science, Technology, Engineering and Math). But how do you get started in ways that can engage students? Come get a taste of 3D printing, beginning coding, and even some fun with simple circuits. No previous knowledge necessary. Come experience some of the fun of STEM and feel free to dip your toes in. *Jeff Bailey, Mountain Valley HS PRO-AV DEMO CLASSROOM*

FRIDAY WORKSHOPS

**DOOR PRIZES
IN THE
KEYNOTE
AREA
3:45-4:00**



LIBBY CURRAN

USING APPS TO CLOSE THE GAPS

The iPad is a powerful educational tool but sifting through thousands of apps in the App Store can be a daunting task. This hands-on workshop will demonstrate how to: find/

use exceptional apps, to differentiate instruction and remove barriers to learning. Explore the most effective reading, writing and math apps for PreK-3rd Grade, Special Needs and ELL students. *Libby Curran, Dothan Brook School* **MEETING ROOM C**

VIRTUAL FIELD TRIP THROUGH THE CENTER FOR INTERACTIVE LEARNING & COLLABORATION (CILC)

This session will take you on an adventure via Video Conferencing. Explore the many types of virtual content available to enhance classroom curriculum via Distance Learning. A sampling of virtual field trips coordinated with the Center for Interactive Learning and Collaboration (CILC) and an overview of possible grant funding opportunities to support your 1:1 project will be demonstrated. **ePlus Technologies & CILC MEETING ROOM D**

X ESSENTIALS OF OS X EL CAPITAN IN EDUCATION What new enhancements does OS X El Capitan bring to help you remain master and commander of your Mac? A Smarter Spotlight that speaks your language? A better notebook for chronicling your lessons? A split view window to the world to be 2x as productive? Join us for a fun and informative run down of the latest edition of OS X. *Clif Hirtle, Apple, Inc.* **Apple, Inc. BALLROOM 3**



Visit us at booth 25!

Have Apple devices in your school?

Used by five of the top 10 U.S. K12 school districts, the Casper Suite helps your IT staff inventory, deploy, and secure your Mac and iPad devices.

JAMF
software

Andy Zweig
Regional Account Executive
JAMF Software
(845) 596-3800
andy.zweig@jamfsoftware.com

Trey Bachner
Systems Engineer
JAMF Software
(207) 252 8034
trey.bachner@jamfsoftware.com

Find out why more than 5,000 schools and businesses rely on JAMF Software to manage over 4,500,000 Apple devices around the globe at www.jamfsoftware.com/actem

WIFI PASSWORD: crossquest30 ACTEM2016 CONFERENCE 27

THE ACTEM STORE

THE MISSION

of the Association of Computer Technology Educators of Maine is to enhance and influence education in Maine through the use of technology. We use our buying power to purchase products for educators at deep discounts and pass those savings along to you. The items pictured on these pages are a few that are on display here at the ACTEM 2015 conference. Other items, such as software, memory and hard drives, are also available. Visit the ACTEM booth on the exhibit floor for more information. The prices listed include tax.

Great Selection
of T-Shirts
\$10⁰⁰



Gel Pads
Sticky Phone Mat
\$7⁰⁰



Power
Bank USB
\$10⁰⁰



Stylus Laser
Pointer Flashlight
Pen **\$8⁰⁰**

USB
Charger
Car Outlet Adapter
\$10⁰⁰



\$10⁰⁰
Waterproof Bluetooth
Speakers



16GB
Flash
Drive
\$8⁰⁰ plus
shipping

**Mag Safe 2
Power
Adapter**
\$46⁰⁰



**Multi
Adapter** USB
CHARGER
\$8⁰⁰



**Great
Selection
of T-Shirts**
\$10⁰⁰

**Python Cord
Protector**
\$6⁰⁰



**GREAT
STOCKING
STUFFERS**

**Max Extreme
MB Air Shell 13"**
\$30⁰⁰



LEARNING BOOTHS ON THE EXHIBIT FLOOR

What's a Learning Booth? It is a place where you can find out how to integrate presented products into your own education solution. Stop by these booths for demonstrations and sessions targeted to your needs. Each representative has planned their displays with you mind.

LEARNING BOOTH 1: MASL SANDBOX MAINE ASSOC. OF SCHOOL LIBRARIES

Hosted by the Maine Association of School Libraries, and staffed by savvy Librarians from throughout the state, the MASL Sandbox is a place to explore, brainstorm, experiment and innovate. Whether you're a kid at heart looking for a place to play, or a technician looking for a

test environment, time in a sandbox allows us to get messy, be creative, and think proactively. The MASL Sandbox is designed to provide an unstructured yet supportive environment to play around with the apps you are hearing about, or sift through intriguing resources. Bring your own device(s) and get ready to dig in!

LEARNING BOOTH 2: EPSON

Engage. Enlighten. Inspire. Epson projectors with 3LCD technology can captivate even the most restless student audience. Epson will be showing their latest interactive projectors as well as auditorium and short throw projectors and document cameras.

LEARNING BOOTHS 3-5 : PRO AV

ProAV specializes in enhancing your current classroom setting by integrating the newest technology, products and services - so come check out what's new in our booth and how you can use that in your school. We've been in the business of technology integration and training in Maine for over 5 years, and will continue to support your schools with the latest and greatest technology, making it work for you and your specific needs. We will be showcasing lots of products in our booth, including but not limited to: Interactive Whiteboards, Interactive Projectors, Document Cameras, Projectors, IPTV, Digital Signage and Flat-Panel Displays. Come stop by and meet our staff to find out what Pro AV can do to help you this school year!

LEARNING BOOTH 6: COLLABORATIVE WORKING/GAMING WITH KERN'S KIDS

Kern Kelley of RSU 19 has some students that will run this session on collaborative working/gaming. The game is limited to eight people per session and will ongoing throughout the conference. Stop by and give it a try! Offered on Friday only.

LEARNING BOOTH 7: EPLUS

ePlus inc., is a leading integrator of technology solutions. We enable organizations to optimize their IT infrastructure and supply chain processes



building on the past...



reaching for the future

Lecture Halls	Projectors
Digital Signage	AV Furniture
Staging & Rentals	Audio/PA Solutions
Hearing Assistance	Video Conferencing
AV Control Systems	Document Cameras
Student Response Systems	Interactive White Boards



headlight
audio visual video
www.headlightav.com

LEARNING BOOTHS ON THE EXHIBIT FLOOR

by delivering world-class IT products from top manufacturers, managed and professional services, flexible lease financing, proprietary software, and patented business methods and systems. With our core focus areas in data center/cloud computing, collaboration, IT infrastructure, services capabilities, and security—complemented by leasing and software—ePlus can develop and deliver innovative, scalable, and financially sound solutions. This broad offering truly sets us apart from our competition. We call it the ePlus Advantage™. With extensive experience implementing cost-effective solutions for K-12 school districts and some of the country's leading universities, ePlus can help you deliver a first class learning experience to your students. Our team will work with faculty and staff to streamline operations within your school enabling your teachers to focus on what matters most — teaching.

LEARNING BOOTH 8: HP/MICROSOFT

Two giants of the technology world teamed up to present a MLTI solution option for Maine schools. Come stop by and meet our staff and learn about our solution.

HP has a long tradition of supporting innovation in education, beginning with our founders, Bill Hewlett and Dave Packard. For years, HP has worked to change the equation in education. We're aiming our efforts inside and outside the classroom, working with students, teachers, and entrepreneurs to redesign and complement the learning process, wherever it takes place.

At Microsoft, our mission and values are to help people and businesses throughout the world realize their full potential. Microsoft wants to help inspire and prepare all students to learn and

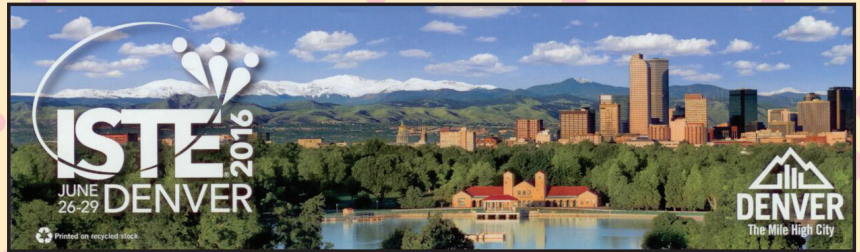
innovate by providing quality tools and resources. Microsoft has partnered with ACTEM to offer cost effective EES subscription licensing to Maine Schools.

LEARNING BOOTH 9: CDWG

CDW is a leading provider of integrated information technology solutions in the U.S. and Canada. We help our 250,000 small, medium

and large business, government, education, and healthcare customers by delivering critical solutions to their increasingly complex IT needs.

CDWG has partnered with ACTEM to provide discounts on their products and services to our members. As an added bonus, ACTEM members also receive free shipping on all orders.



**EVERY ORDER.
EVERY CALL.
EVERY TIME.**



For more than 25 years, CDW-G has been helping schools revolutionize the classroom by implementing technology that helps students communicate and collaborate more effectively, while keeping networks safe and data center efficiency on high. We're here to help you.

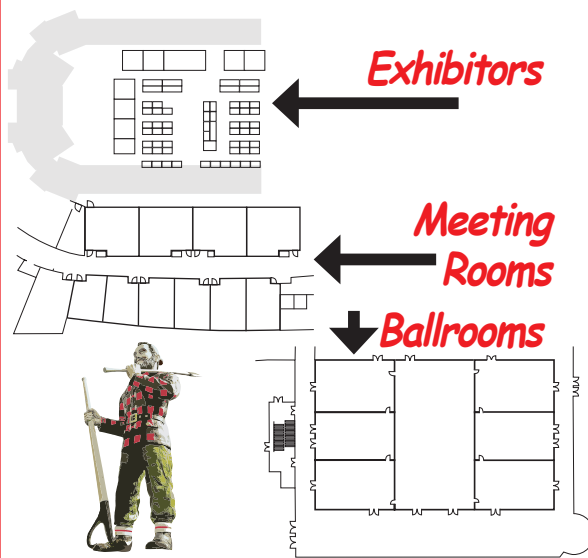
Discover the solution that's right for you. CDW offers free standard shipping to all schools that are Actem members.

For more information contact Sarah Hegan
sarah.hegan@cdw.com or 1-866-849-5197



SPONSORS AND EXHIBITORS

This tiny map will help you get your bearings at the Cross Center. See pages 34 and 35 for a closer look at room locations and the exhibitors' map.



The Paul Bunyon Statue is nested between the Ballrooms and the Meeting rooms, while the exhibitors' floor is beyond the meeting rooms.

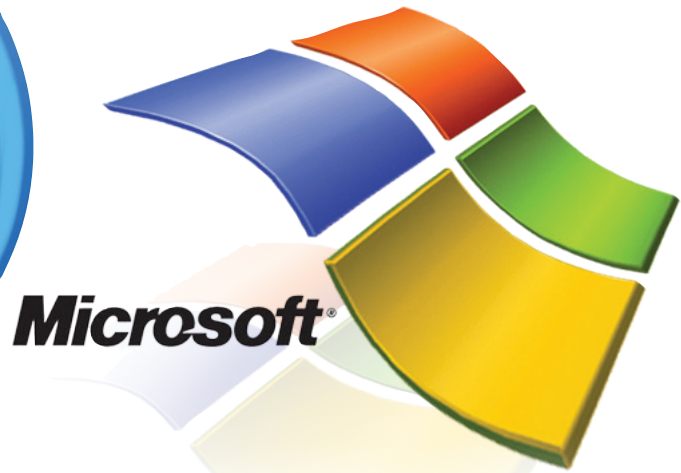
ACTEM gratefully acknowledges our sponsors:
Apple, ePlus, HP/Microsoft, and PRO AV Systems. A special thanks to Diamond Assets for sponsoring Thursday's lunch.

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|----------------------------|-------------------------------|
| LB1 MASL Sandbox | 26 Diamond Assets |
| LB2 Epson | 25 JAMF |
| LB4 ProAV Systems | 27 Apple |
| LB6 Kern's Kids | 28 Apple |
| LB7 ePlus Technologies | 29 Pine Tree Society |
| LB8 Microsoft/HP | 32 Chris Downs' Computer Room |
| LB9 CDWG | 38 Data Memory Systems |
| SB2 Infinite Campus | 41 LightSpeed Technologies |
| SB3 Networkmaine | 42 Maine CITE |
| SB5 Headlight Audio Visual | 45 Instructure |
| SB6 ByteSpeed | 47 PowerSchool |
| SB7 DSCI | 48 North Coast Services |
| 1 Zulama Entertainment | 49 AET Labs |
| 2 Integrated Classroom | 50 Kensington |
| 3 MLTI | 51 Whalley Computer Assoc. |
| 4 AT&T | 52 Technology Ed Concepts |
| 5 The Learning Curve | 54 School Improvement Network |
| 6 Lego Education | |
| 7 Budget Document | |
| 8 JumpRope | |
| 9 Ruckus Wireless | |
| 10 Kajeet, Inc, | |
| 11 Soundzabounds | |
| 12 Asset Refresh LLC | |
| 13 eBackPack | |
| 14 LightSail Education | |
| 15 Edgenuity | |
| 17 LoLo | |
| 18 Spectrum Industries | |
| 19 FirstLight Fiber | |
| 20 i4Class | |
| 21 eRate 360 Solutions | |
| 22 Hapara | |
| 23 Ipevo Inc. | |
| 24 Diamond Assets | |



THURSDAY LUNCH
SPONSORED BY

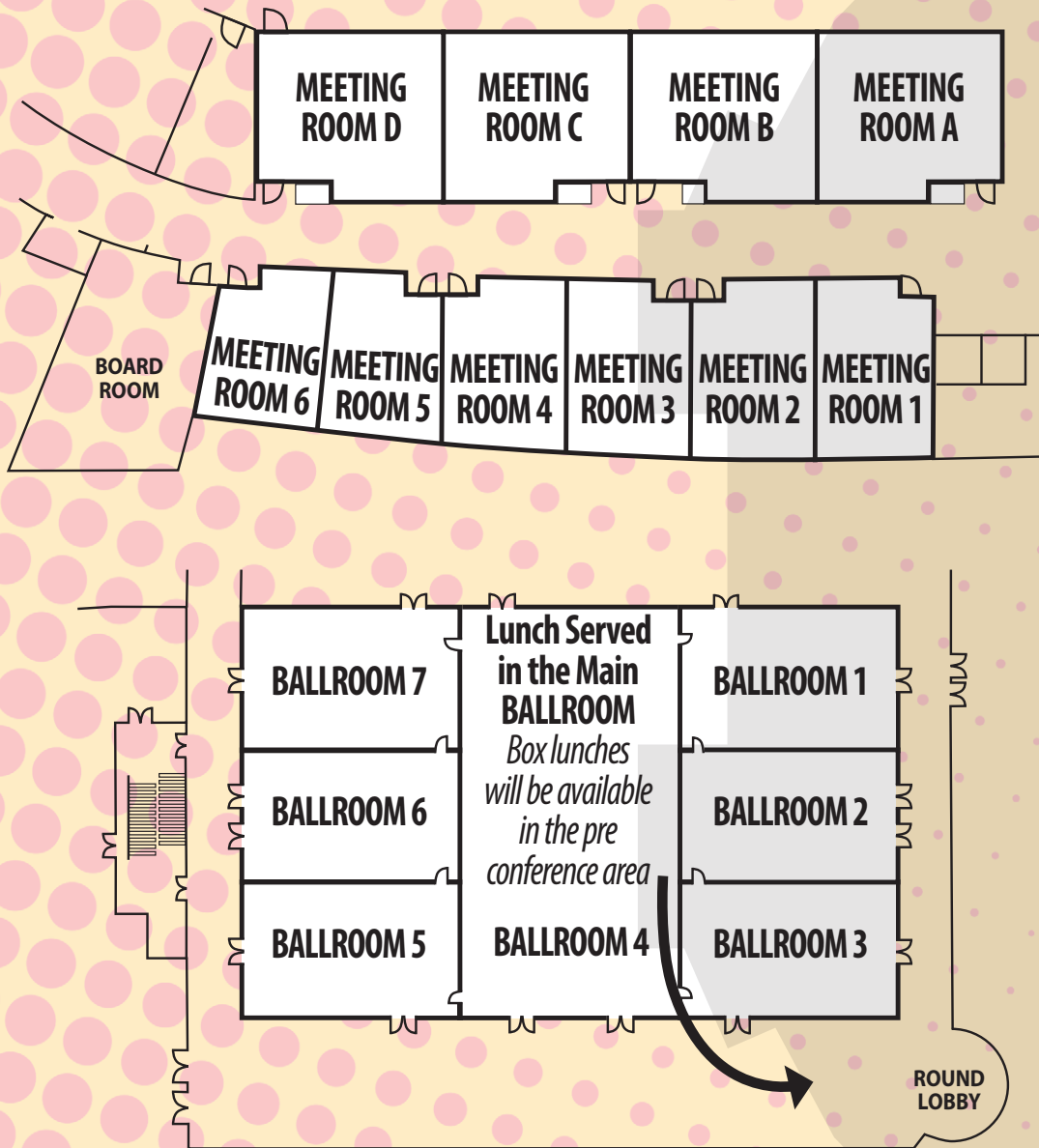




HP and Microsoft are working together and combining our respective strengths to deliver innovative technologies for education.

**Together we take familiar platforms you know and own - from mobile devices and desktops to data center and cloud - and build integrated solutions; services and support that help amplify the speed and effectiveness of your business, grow your competitive edge, and deliver tangible results.
Visit us at Learning Booth 8 on the Exhibit Floor.**

SESSION ROOM LOCATIONS



- LB1 MASL Sandbox
- LB2 Epson
- LB4 ProAV Systems
- LB6 Kern's Kids
- LB7 ePlus Technologies
- LB8 Microsoft/HP
- LB9 CDWG
- SB2 Infinite Campus
- SB3 Networkmaine
- SB5 Headlight Audio Visual
- SB6 ByteSpeed
- SB7 DSCI
- 1 Zulama Entertainment
- 2 Integrated Classroom
- 3 MLTI
- 4 AT&T
- 5 The Learning Curve
- 6 Lego Education
- 7 Budget Document
- 8 JumpRope
- 9 Ruckus Wireless
- 10 Kajeet, Inc.
- 11 Soundzabounds
- 12 Asset Refresh LLC
- 13 eBackPack
- 14 LightSail Education
- 15 Edgenuity
- 17 LoiLo
- 18 Spectrum Industries
- 19 FirstLight Fiber
- 20 i4Class
- 21 eRate 360 Solutions
- 22 Hapara
- 23 Ipevo Inc.
- 24 Diamond Assets
- 26 Diamond Assets
- 25 JAMF
- 27 Apple
- 28 Apple
- 29 Pine Tree Society
- 32 Chris Downs Computer Room
- 38 Data Memory Systema
- 41 LightSpeed Technologies
- 42 Maine CITE
- 45 Instructure
- 47 PowerSchool
- 48 North Coast Services
- 49 AET Labs
- 50 Kensington
- 51 Whalley Computer Associates
- 52 Technology Ed Concepts, Inc.
- 54 School Improvement Network

ACTEM GRATEFULLY ACKNOWLEDGES OUR EXHIBITORS

MASL Sandbox LB1	Epson LB2	Pro AV LB3, LB4	Pro AV Demo Classroom LB5	Kern's Kids LB6 <i>Friday Only</i>
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STAGE Opening Session & Keynotes

CDWG LB9
Microsoft And HP LB8
ePlus Technologies LB7
ACTEM Booth & Store

Super Booth SB1	Infinite Campus
Headlight Audio Visual	ByteSpeed

Networkmaine
DSCI

Zulama	Integrated Classroom	MLTI
AT&T	Learning Curve	Lego Education

Budget Document	JumpRope	Ruckus Wireless
Kajeet, Inc.	Sondz- abouts	Asset Refresh

eBackPack	Lightsail Education	Edgenuity
	LoiLo	Spectrum Industries

Firstlight Fiber	i4Class
Solutions	Hapara
Ipevo	Diamond Assets
JAMF	
Apple	

Pine Tree Society
Chris Downs

Maine CITE
Data Memory

LightSpeed
Instructure

Additional Lunch Tables

Power School	North Coast	AET Labs	Kensington	Whalley Computer	Technology Ed Concepts	School Improvement
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Main
Entrance
to Exhibit
Hall

To
Ballroom
(Lunch)
&
Workshop
Rooms



**SO SAD
TO SAY
SO LONG..**

MARK YOUR CALENDARS FOR ACTEM 2016:

OCTOBER 13-14, 2016

JANUARY 11-MARCH 18, 2016 CALL FOR PROPOSALS

MAY 27, 2016 NOMINATIONS FOR ACHIEVE AWARDS

AUGUST 1, 2016 REGISTRATION OPENS