



A Publication of the Association of Computer Technology Educators of Maine

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Fall Conference

actem

Association of Computer
Technology Educators

Maine

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actem

Business Meetings

All Members Welcome!

March 12, 2018

May 14th, 2018

July 16th, 2018

*Meetings run from 9-noon
Mondays in Room 103A/B, 1st
Floor, Cross Office Building,
Augusta.*

*Remote sites are generally
available for these meetings.
Check actem.org for meeting
details.*

actem is...

- is the State of Maine's affiliate to ISTE (International Society for Technology in Education).
- sponsors an annual fall statewide conference each October that typically attract 600+ educators.
- sponsors a Spring Leadership Conference for technology staff and leaders in Maine schools.
- publishes a quarterly newsletter for members - the "Connected Educator."
- sponsors advanced professional development trainings for members.
- annually recognizes outstanding Maine educators and their schools through the ACHIEVE Awards Program.
- offers reimbursement opportunities to members for professional development expenses.
- offers school district with an Institutional membership significant price reductions on software, subscriptions and other items offered through our purchasing consortium.

The mission of ACTEM (the Association of Computer Technology Educators of Maine) is to enhance and influence education in Maine through the use of technology. For more

information visit:
[www.
actem.org](http://www.actem.org)



The ACTEM ACHIEVE Award

Each year exceptional Maine educators are recognized by ACTEM through our ACHIEVE award. This ACHIEVE award includes cash prizes for both the individual winner/s and their schools.

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 stakeholders. They realize that teacher and student empowerment is the key element to technology integration. ACHIEVE Educators expect success and motivate through awareness and access to information.

Have you considered nominating a colleague? If not, you should! See the website for more information: <http://actem.org/AchieveAward>



Affiliate Member

OCTOBER

Save the Date

11-12

**ACTEM 2018
Conference**

Cheryl Oakes *ACTEM 2018 Conference Chair*

Long-time ACTEM member Cheryl Oakes, an enthusiastic and visionary technology educator, recently retired from the Wells-Ogunquit CSD this past December. During her 27-year-career, she served her district as an Elementary Computer Coordinator, District Technology Coordinator, and Special Education Teacher.

In ACTEM's last newsletter, Cheryl stated that her plans for retirement would include, "skiing 100 days this winter and still maintaining her ties to technology and the learning community. Next year I plan to return to the ACTEM conference as a volunteer."

Cheryl is more than volunteering at the ACTEM conference, she will help coordinate the event by serving as Conference Chair. We assured Cheryl that the conference chair role should not impede on that goal of skiing 100 days!

Thank you Cheryl, for stepping in and serving a critical role in the success of our annual ACTEM conference!



The ACTEM 2018 Conference Committee

Mike Arsenault, Yarmouth Schools

Will Backman, ACTEM VP, AOS 92

Jason Bersani, Winslow Schools

Stephanie Cheney, Lincoln Academy

Dennis Crowe, ACTEM President, Gorham Schools

Jaime Ela, Kingfield Elementary School

Barbara Greenstone, Retired

Rachel Guthrie, SMCC

Dennis Kunces, Retired

Anne MacDonald, Falmouth Schools

Sean Malone, RSU 26

Jon Pratt, Foxcroft Academy

Crystal Priest, Cornwall Regional Chartered School

Michael Richards, Wells-Ogunquit Schools

Julie St. Hilaire, Leeds Central School

Amy Tucker, Maranacook Community Middle School

Vince Vanier, Madawaska Schools

Richard Vickers, RSU 14

Andy Wallace, South Portland Schools

Deb White, Asa C. Adams School

Individual Membership **\$20 ANNUALLY**

- Quarterly newsletter, "The e-Educator"
- Lunch at quarterly business meetings
- Discounted registration fees at the annual ACTEM conference & other sponsored PD
- Opportunity to apply for Professional Development reimbursement of up to \$300 per year
- Educational discounts on software & other items (as permitted by vendor)

Institutional Membership **\$50 ANNUALLY**

- (\$25 for small, single school districts)
- Gives school and districts the opportunity to purchase software and other items at our low educational, volume pricing.
 - Some of ACTEM's vendor partners also provide special benefits to our institutional members
 - One free fall conference registration for an approved district/school administrator - See website: <http://www.actem.org/Institutional-Memberships>

Membership year is July 1 to June 30.
Memberships are up for renewal July 1 each year.

Membership can be renewed by sending a PO or check to the ACTEM office at P.O. Box 187, Gorham, ME 04038. Members may also renew online with a credit card or PayPal at <http://actem.wildapricot.org/join>.

You Rock

Share your
knowledge and skills

ACTEM 2018 Workshop Proposals Now being Accepted

The goal of the ACTEM Conference is to provide a wide-ranging professional development experience for Maine educators that will energize our attendees and encourage them to enhance their teaching & learning with new knowledge and skills.

A call for workshop proposals for the 31st Annual ACTEM Education Technology Conference is now open. ACTEM will accept workshops proposals through April 30, 2018. Workshop proposals should address the needs of today's learners, educators, and administrators by focusing on innovative and emerging trends as well as current practices. We are looking for a wide variety of presentations and presenters who are up to the challenge! The following types of presentations are:

1-HOUR BREAKOUT SESSION

These are the traditional conference

sessions where a presenter introduces and discusses an idea, shares something that has worked for him or her, or inspires the participants to try something new. There may or may not be a hands-on component, but audience participation is encouraged.

HALF-DAY, HANDS-ON SESSION

- These are hands-on workshops where participants can dig deeply into a topic, try out new ideas, and create or develop something they can use in their schools.

IGNITE PRESENTATION

(5-MINUTE) - This is a fun and exciting way to share an idea. The presenter has 20 slides that are timed to change at 15-second intervals, for a total of five minutes. These are carefully designed, well-rehearsed presentations. For an example, check out this talk from Ignite Sydney: Prisoners Who Code.

Application Process

ACTEM is using a new system, CATALYST, to collect workshop proposals. You can go the website link below, create an account and then complete your workshop proposal submission.

- CATALYST Workshop proposals link: <https://catalyst.omnipress.com/#collection/308/submission>
- You'll get a confirmation email when a proposal is submitted successfully
- Notifications of **accepted proposals** are announced in early June after the Conference Committee reviews all submissions.

Help us make the 2018 edition of our ACTEM Technology Conference even better than ever! For additional information about applying to be a presenter, contact the ACTEM Conference Chair at: conference@actem.org

US DOE Looking for Stories

by Jennifer Orr,
NBCT, 3rd grade teacher

Jennifer approached us in the hopes that we might be able to recommend a few great examples of work happening in schools or districts that might fit into one of the topics listed below.

I am working with the Office of Educational Technology (OET) at the U.S. Department of Education to research and write a collection of stories for the OET Story Tool as part of a new pilot project and I was hoping ACTEM readers might be able to help us!

The OET has a Story Tool that collects and shares short narratives that describe exemplary educational technology policies and practices in schools across the country. See some example stories at: <https://tech.ed.gov/stories/?action=showall> Specifically, we are looking for stories on certain topics including:

- Technology use w/early learners
- Accessibility and universal design for learning
- Active use of technology (e.g. AR/VR, games, coding, media production, etc.)
- STEM/STEAM

Each story will identify a challenge faced by a school, district, or state as well as how the institution leveraged technology to address the challenge. In highlighting these stories, we hope to provide actionable examples that other schools, districts, or states might learn from and replicate.

If you have a story to tell, please contact Jennifer Orr directly at: jenorr@gmail.com.

Each collection will include ten stories, so it isn't guaranteed that every story will be highlighted in this round.

ACTEM 2018 Keynote Speakers

Dr. Joe Sanfelippo

Dr. Joe Sanfelippo is the Superintendent of the Fall Creek School District in Fall Creek, Wisconsin. The district was named an *Innovative District* in 2016 and 2017 by the *International Center for Leadership in Education*. Joe holds a BA in Elementary and Early Childhood Education from St. Norbert College, an MS in Educational Psychology from the University of Wisconsin-Milwaukee, an MS in Educational Leadership, and a PhD in Leadership, Learning, and Service from Cardinal Stritch University. He is also an adjunct professor in the Educational Leadership Department at Viterbo University. Joe has taught Kindergarten, 2nd Grade, and 5th Grade. He was a school counselor and high school coach prior to taking on an elementary principal position in 2005. He has served as a principal in suburban and rural Wisconsin.

Joe co-hosts the *Successful Schools Podcast*, and co-authored *The Power of Branding-Telling Your School's Story*, *Principal Professional Development: Leading Learning in a Digital Age* and *Hacking Leadership: 10 Ways Great Leaders Inspire Learning That Teachers, Students and Parents Love*.

He was selected as 1 of 117 Future Ready Superintendents in 2014 and 1 of 50 Superintendents as a Personalized Learning Leader in 2016 by

the US Department of Education.

Joe attended summits at the White House for both distinctions.

Joe has been a featured speaker in multiple states on the topics of: *Telling Your School Story*, *Advancing the Use of Social Media for School Leaders*, *Creating a Culture of Yes*, and *Personalized Professional Growth for Staff*.

Holly Clark is an Education Strategist

Holly Clark

from San Diego, California. She is a Google Certified Innovator, National Board Certified Teacher, and holds an MA in Technology in Education from Teachers College, Columbia University. She has been working with technology integration and 1:1 environments since the year 2000. Presently she consults with schools internationally on building both the culture and strategy to support and inspire innovative teaching- including powerful technology integration and design thinking protocols. Holly has taught in both independent and public schools and is the co-founder of

#CaEdChat. She authors a popular education blog:

hollyclark.org and

gives keynotes to audiences

world wide. You can follow her on twitter @HollyClarkEdu.

Holly is a proud member of the EdTechTeam and head of their publishing division.

In 2017, Holly published her first book *The Google Infused Classroom* which is available on Amazon.

THE INFUSED CLASSROOM

Tips & Tricks

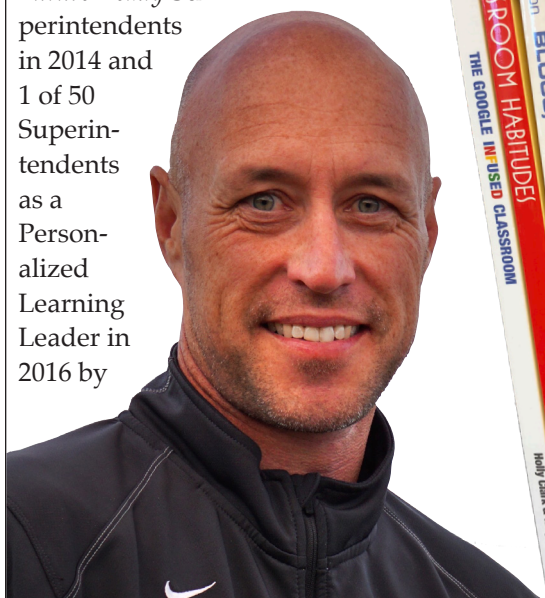
By Holly Clark

Holly Clark's book *The Google Infused Classroom* is available from the EdTech Team Press at <http://www.edtechteam.press/bookstore>.

We can't wait to share and learn with you during 2018! It's time for some of our best tips and tricks - but we want to start slowly - with a focus on making thinking and learning visible and two really simple tools that help teachers do this so well in the classroom.

My personal teaching word for 2018 is SIMPLICITY.

If an app is not simple: easy to use for students and a truly effective way to gather rich information about student



learning and growth - I don't want to use it! This should be the case for every teacher.

Listed here is a showcase of two simple apps that can help all teachers make student thinking visible in quick and easy ways! Resources are also included below with blog posts, tutorials and webinars.

FLIPGRID

FlipGrid is a video response tool that allows students to leave quick video responses that give them a chance to articulate their learning and it is so simple to use! Blog Post of Ideas on How to Use: 17 Ways to Use FlipGrid in the Classroom

<http://www.hollyclark.org/2017/05/28/15-ways-to-incorporate-flipgrid/>

Tutorial Video: Flipgrid How To

<https://www.youtube.com/watch?v=p1f992gNBec>

Webinar of Ideas: Watch this free webinar of The Student Voice

InfusedClassroom on FlipGrid's Webinar Series

<https://help.flipgrid.com/hc/en-us/articles/360000863574-Webinar-5-The-Student-Voice-Infused-Classroom>

SEESAW

SeeSaw is a tool that allows teachers to capture student learning and share that learning in a safe social learning environment.

BLOG POST Seesaw The Making Thinking Visible Machine

<http://www.hollyclark.org/2017/06/18/seesaw-the-making-thinking-visible-machine/>

TUTORIAL SeeSaw How To

<https://www.youtube.com/watch?v=ZjAOAIVtzSI>

UPCOMING WEBINAR Featuring us on Using SeeSaw & Google Drive

<https://register.gotowebinar.com/register/6411346148246993665>



Supporting Apple environments in schools across Maine

impero education pro

Impero Education Pro is a cross-platform software solution, combining a suite of features into one consolidated super tool for a school's network management, classroom management and online safety needs. Compatible with not only Windows and Chrome but also iOS and Mac OSX, Impero Education Pro enables schools to monitor and manage multiple different devices from a single view.

Classroom management – empowering teachers with classroom control tools, compatible with PCs, Macs, iPads and other mobile devices
Network management – supporting school IT teams with remote control and network management tools

Online safety – protecting students with state-of-the-art online safety technology that goes beyond blocking

impero

education pro

Our education-specific mobile device monitoring solution, Impero EdLink, is designed to work seamlessly alongside Impero Education Pro to support BYOD and 1:1 programs. Compatible with iOS, ChromeOS and Android, schools and districts can manage an assortment of school-owned and student-owned mobile devices effectively.

Find out more by booking onto one of our free demos on March 20th

at: 13:00-14:00, 14:00-15:00 Eastern Standard Time
Contact Bradley Wing at 877-883-4370 or email bwing@imperosoftware.com.

ACTEM - Eduporium Partnership

ACTEM is pleased to announce a partnership with Eduporium beginning this school year. ACTEM members will receive extra discounts on all products offered by Eduporium through this partnership by using our online portal. All orders will be placed directly with Eduporium through this portal.

ABOUT EDUPORIUM

Eduporium is a company with the belief that technology can truly, effectively help children learn and grow. Eduporium researches and curates innovative technology from all over the globe that is suitable for learning environments. It tests the technology according to an educational rubric (including safety, skills applicability,



age appropriateness, educational value), and negotiates with vendors for competitive pricing.

Eduporium is a full-scale partner of the entire school community that views technology as a fundamental literacy in the 21st century. They work directly with teachers, schools, and districts to provide meaningful and discounted technologies that enhance experiential learning and help students develop crucial, modern STEM/STEAM skills. Cooperative partner-

ships help expand schools' access to STEAM technologies, increase affordability of educational tools, and enables customize tech bundles and activities for students and teachers in all grade levels. Their services include advisory on Makerspace products selection, customizable EdTech bundles, a Lending Library, an Educator Discount, and EdTech grants – all of which are designed to increase student future-readiness and simulate real-world challenges.

ONLINE PORTAL

Eduporium is developing an online portal that will be available on the ACTEM website in early December. The online portal will provide a link to the many educational tools, customize tech bundles and activities for students. When ACTEM members use this portal, they will receive extra discounts on Eduporium products over and above the regular educational pricing. Also, feel free to reach out to them directly to have a conversation about the planning you are doing for grants or Makerspace developments. They will help you with suggestions of products, supporting grant documents and the best pricing for which you are eligible.

This portal will support ACTEM's current purchasing program by broadening its selection with tech-rich Maker tools and STEAM/FabLab hardware including 3D printing, CNC machinery, tablets, etc. – all of which are designed to meet evolving learning goals, NGSS standards, and adapt to current and changing educator and student comfort and competence in the area of technology.

The portal will also provide a place to publish and distribute lessons, activities, projects and other materials and to share their learning and questions about the use of these tools as well as a communication platform to enable the more effective use of these tools.

The portal is available to schools, districts, teachers, parents and students. All are invited to use the ACTEM Eduporium portal to purchase quality technology products for themselves or their classroom.

ACTEM WeVideo Offering



ACTEM and CDWG have partnered to offer special pricing on WeVideo for Maine schools. Here are the details about this program beginning on May 1, 2018:

1. This is a one-year program. Ending October, 11th, 2018.
2. ACTEM member pricing is \$4.00 per seat
3. This pricing is for new sales only. If a school or district is already a customer, this price does not apply to their renewal.
4. There is a 50-seat minimum purchase for this price. For orders over 700
5. Program buy in period:
2018 Buy-in window opens on May 1st, 2018 and end the program on October, 11th, 2018

Orders should be placed directly with CDWG for this special ACTEM Member Pricing.

ACTEM 2018 Workshop Proposals Open now through April 30th

1. Go to the following website:
<https://catalyst.omnipress.com/#collection/308/submission>
2. Create an account
3. Complete all information and submit your workshop
4. The catalyst system will send you an email confirming receipt of the

submission

Acceptance notifications will come out in June after the conference committee reviews submissions.

BE AT THE CORE OF LEARNING TRANSFORMATION

Register today for #ISTE18.

LEARN MORE

15th Annual MLTI Student Conference Update

You've probably already marked your calendars, but if you haven't, make sure Thursday May 24, 2018 has a circle around it - it is the date of the 15th Annual MLTI Student Conference.

We will be back on the UMaine campus, filling the Hutchins Concert Hall in the Collins Center for the Arts for the opening and the Über Session. In addition, we will spill out over the campus for Block 1 & 2 Sessions and lunch. It's a great way for your kids to get a feel for a college campus, and to begin to see themselves in their next round of learning.

As always this will be a time for celebration and, as Seymour Papert would want all to seek out - Hard Fun. From the opening Student Keynote through the Block 1 & 2 sessions across the campus, to lunch the "college way," and on to an amazing Über Session, this day will be another of what so many folks have called the event over the past decade-and-a-half - "Our favorite day of the year!"

Once again, music & coding will drive the opening and the Über Session, with Block 1 & 2 Sessions providing opportunities for participants to create and learn in a variety of ways - through coding, audio, video, images, text, and more. Sessions throughout the day will be optimized for current MLTI devices, and session listings will specify device requirements by session.

Registration will be run a tad differently this year. Here is what you need to know:

DATES: Monday March 12, 2018 - Registration opens, and is limited to schools participating in the current MLTI Apple and HP solutions (cohorts 2 through 4), with a maximum of 45 students and 9 chaperones per school.

Monday April 9, 2018 - All remaining spaces become available for all schools with no limits on the number of students registered - the ratio of one chaperone for five students remains. Friday May 11, 2018 - Registration closes.

REGISTRATION COST: The cost for each participant (student or adult) is \$15, the same as last year. This fee includes all event activities, lunch for each registrant, and a 2018 MLTI Student Conference T-Shirt for each student.

The call for student team presentations will be going out shortly, so if you and your students have a session in mind, get ready to submit. As with all sessions, the planners will be looking for sessions that engage participants in learning by creating.

QUESTIONS? Please don't hesitate to reach out to the planning team at mlti.project@maine.gov, and we look forward to seeing you and a team of students from your school in Orono on May 24th!

hackME 2018

*Falmouth High School •
April 28, 2018, 8:00 AM –
8:00 PM*

hackME is Maine's first high school hackathon, hosted by the Falmouth High School Computer Programming Club.

FAQ

What is a hackathon?

A hackathon is an event where like-minded computer enthusiasts meet to work together on computer programming. Teams collaborate to build and code something original

in the form of websites/apps. Hackathons foster an environment for self-expression through technology.

What should I bring? Bring your computer and its charger. Food, drinks, and Wi-Fi are provided.

How do teams work? A team usually consists of 3 - 5 people who collaborate on a project for the entire event. You can come with a team, or make one with new friends you meet at hackME during registration! Please note that the max team size is 5 to be eligible for prizes.

Can I be a mentor? Yes! Please email hackmecontact@gmail.com.

Who can attend? hackME is open to all Maine high school students.

How does scoring work? One project should be submitted by each team to qualify for demos and prizes. Experienced judges will critique each submission based on function, ability, creativity, and technical difficulty.

Is the event free?

hackME is a free event thanks to our sponsors.

- IDEXX Laboratories
- Project Login
- Tyler Technologies
- Maine Technology Institute
- Maine Accelerates Growth Initiative

What if I do not know

how to code?

Whether you're an experienced programmer or you've never written a line of code before, you are welcome at hackME. Going to a hackathon like hackME is a fantastic way to learn coding.

Do we need to bring a coach?

It is highly recommended that your team bring a coach, responsible adult, or mentor.



HOLD THE DATES!

Leveraging Learning 2018

Leveraging Learning Planning Committee



Plans are underway for Leveraging Learning 2018 in Auburn, Maine! November 8 & 9, 2018 will be the dates for the 8th annual Leveraging Learning institute.

Feedback from LL2017 includes phrases such as, "I gained a lot of ideas for how to better implement my classroom iPads," "Learned so many new things and really like being given time to use new knowledge during sessions," and "...really enjoyed the breakouts! It gave us the opportunity to get up and move around, sit with new faces, choose the the topic we were most interested in, and network with others."

Once again the clear focus will be on effective use of iPad in Elementary Grades, and once again all sessions will be designed in a uniform way in an effort to assure the ability of participants to actively use what they learn at LL2018 when they return to their classrooms.

The Planning Committee is in consideration around an Apple Distinguished Educator "from away" to help power the event, and they are excited, once again, by the quality of educators they are speaking with. By bringing in these voices from beyond

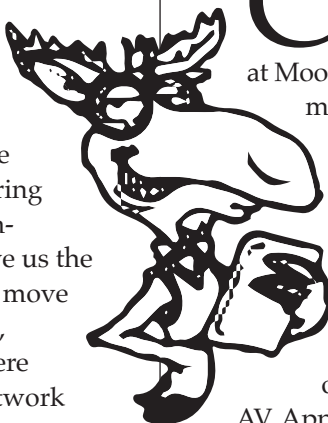
Maine, they know they are helping to enrich the conversation around effective iPad implementation practices.

Last year's institute drew participation from across New England and south to Pennsylvania. And where all the participants are looking to make the most of iPad in the classroom, conversations at meals and during transitions can be as valuable as the sessions!

Watch for LL2018 registration to open in late spring, with an affordable Early Bird price available throughout spring and summer. But register early, as registration will once again be held to 100 participants. Plan on your team being part of LL2018.

Questions? Don't hesitate to reach out to the LL2018 Planning Committee at: levlearn@auburnschl.edu

MooseTech 2018



Come participate in day of technology integration and celebration at MooseTech, the 6th annual multi-district educational technology integration conference happening at Ridge View Community Center in Dexter, Maine on March 16, 2018. We have sessions from organizations like Pro AV, Apple, Inc., MLTI, the Maine Geographic Alliance, and Gear Up. Also joining us will be Bogdan Zamfir, Director of the Center for Educational and Assistive Technology for Southern Connecticut State University, Maine edu-rockstars Dan Ryder and Audrey O'Clair, and a host of other educators from across the region and state sharing their best practices and edu-genius. MooseTech is a collaborative effort to share resources and bring districts together to increase our collective knowledge and application of effective technology integration, and due to its collaborative spirit, the best part is the price: only \$25/

person (morning coffee and lunch included)! You won't find a better deal for an AMAZING day of professional learning and connection for that low of a price.

To register, go to www.moose-tech.org <<http://www.moosetech.org/>>. Spaces are limited, so if you are interested in bringing a team I highly recommend signing up quickly.

We hope to see you there!

TECH & LEARNING L I V E BOSTON

FRIDAY, APRIL 27, 2018

For any tech initiative to not just survive but thrive, IT and curriculum leaders must share the same goals. Tech & Learning Live Boston will focus on the question: "Curriculum & IT: Can This Marriage Be Saved?". This one-day conference for school leaders will address this issue through workshops, demonstrations, and panel discussions that can help both sides better understand each other's challenges, improve collaboration, and support a district's instructional goals through powerful uses of technology.

In a recent report by Innovative Educator Lisa Nielsen's *The Innovative Educator*, she writes, "Successful adoption of technology into the curriculum requires a happy marriage between curriculum and technology. There are four key components that can lead to a successful marriage: active engagement, group participation, frequent interaction and feedback, and connection to real-world experts. The key to staying out of divorce court is remembering that it's not about technology. It's about learning. These are not tech programs. They are

learning programs. We don't want tech committees. We want learning committees. (Read Lisa's full report [HERE](#).)

At Tech & Learning Live Boston, you won't just dive into this question through high-level conversations with your peers. You'll walk away with specific strategies and techniques you can put into action right away to help your school's marriage between curriculum and IT not just survive, but thrive.

Highlights of the day include

- Keynote by the always-entertaining Carl Hooker: Becoming a Marriage Counselor for IT & Curriculum
 - Choose from three tracks -- curriculum, tech, and leadership -- where you can discuss the challenges of your specific role and brainstorm with your colleagues.
 - Learn about and test drive some of the latest edtech tools for K-12 through new hands-on workshops & demonstrations.
 - In the closing session where we'll bring it all together: what lessons have you learned today and how can you better collaborate with all school communities? What action items can you put into place right away, and what longer-term plans can help your school improve teaching and learning through better collaboration?
 - Plus: plenty of opportunities to network with your peers.
- Register Here: <https://www.techlearninglive.com/techlearninglive/tllRegister/> Use Code: ACTEM to get \$100 off your registration



UMaine Summer Registration Open

Here are the graduate courses being offered through the collaborative Master's in Instructional Technology. You can also see the full list here:

<https://goo.gl/WvnH51>

Non-Degree and Certificate Student Registration Information here:

<https://umaine.edu/graduate/apply/cert-nd-app-info/>

UM Degree Students Registration Information:

<https://studentrecords.umaine.edu/home/enrollment-checklist/>

EDT 537 FLIPPED, BLENDED, AND ONLINE LEARNING

Instructor: Jessica Ludders

Class Number: 4155

Dates: 6/25/2018 - 8/03/2018

100% Online with some synchronous meetings. Advancements in technology have led to exponential growth in opportunities for innovative education for all learners. Participants will explore what it means to create a flipped, blended, or online learning environment. These philosophies and strategies can be applied in K-12 classrooms, higher education contexts, and workplace settings. Participants will consider how format, technologies, and modalities may impact the learner and learning community. Participants will explore historical context of adopting technologies to enhance and expand learning opportunities, and how best practices are determined. Participants will conduct research on various aspects of flipped, blended, and online learning and be actively engaged in the application of effective methods for designing and delivering learning experiences online.
Prerequisite: EDT 520

EDT 540 INSTRUCTIONAL DESIGN AND PROJECT MANAGEMENT (Section 1)

Instructor: Dr. Ashley Montgomery from University of Maine at Farmington
Class Number: 3936

Dates: 6/18/2018 - 8/10/2018

100% Online with some synchronous meetings. In this hands-on, project-based course, students will design and develop an authentic technology-based learning experience based in sound instructional design principles. Students will present several iterations of their designs to the class, participate in peer critiques, and continually improve their projects over the semester. As instructional designers work in a team, each student contributes to, and benefits from consulting with peers. They use their skills to help others and improve their own projects. Students will also explore additional instructional design frameworks and learning theories to improve fluency and flexible thinking while managing instructional design projects. This is a class that embraces creativity, active learning, social learning, and design thinking. *Prerequisite: None*

EDT 540 INSTRUCTIONAL DESIGN AND PROJECT MANAGEMENT (Section 2)

Instructor: Alana Margeson from University of Maine at Presque Isle
Class Number: 3937

Dates: 6/18/2018 - 8/10/2018

100% Online with some synchronous meetings

EDT 543 PRACTICUM IN INSTRUCTIONAL DESIGN

Instructor: Dr. Peter Schilling from University of Maine
Class Number: 4292

Dates: 5/14/2018 - 08/17/2018

100% Online with some synchronous meetings. This capstone course is designed to allow participants focusing on instructional design to engage in the full life-cycle of such a design project. The work will include analysis, design, development, implement-

tation, and evaluation to create an original instructional project. Participants will work in one or more of the principle program domains: Learning Environments, Teaching/ Learning Strategies & Assessments, Digital Citizenship, Professional Practice, and Leadership. Students will work collaboratively with peers, field experts, and the faculty members. As appropriate for the content and approach of projects, mentors and/or the practicum supervisor may recommend a research review for areas ranging from pedagogical approach, appropriateness for settings, and technical feasibility. Student teams will present their projects at the end of the term. *Prerequisite Program Approval (Must have taken EDT 540, EDT 541 and EDT 542)*

EDT 545 LEGAL, ETHICAL AND SECURITY ISSUES IN EDUCATIONAL TECHNOLOGY

Instructor: Andrew Wallace from University of Maine. Class Number: 4109 Dates: 6/25/2018 - 07/27/2018 100% Online with potential for some synchronous meetings. This course is designed to give educators, and emerging technology leaders a foundation with the following domains of digital citizenship: law, risks and responsibilities, and security. Students will engage in readings on existing frameworks, conduct analysis of policies, review case studies to learn more about the importance of legal, social and ethical concerns of standards and policy development in the classrooms of today and tomorrow. In addition, students will plan for collaboration with stakeholders in their organization to work towards legal, secure, safe, and ethical implementation of educational technology. *Prerequisite: EDT 520 or Permission of Instructor*

EDT 580 SUMMER TECHNOLOGY INSTITUTE

Instructor: Dr. Johanna Prince from University of Maine at Farmington

CRN: 4091. Dates: Online 7/23-8/17 *Face-to-face 8:30-4:00 8/6-8/10 at UMF. Online and Mandatory Face-to-face Meetings 8/6-8/10 at UMF* This course is for educators seeking to enhance their knowledge and skills with using educational technology to support teaching and learning. Students will engage in online study, and complete an in-person residence. Course will include strands to allow for focused study of literature, research, and practices with regards to educational technology. Students will participate in both individual and collaborative projects. The focus will be pedagogically driven practices for technology in virtual, blended, and in-person environments. The course is designed for a wide variety of educators and educational technology skill levels. *Prerequisite: None. Please note there is a \$50.00 Institute Fee that will be billed separately by UMaine. More Information Here <https://sites.google.com/maine.edu/edtech207>*

EDT 598 CREATIVE & CONNECTED LEARNING ENVIRONMENTS

Instructor: Mia Morrison from University of Maine CRN: 4093 Dates: 6/25/2018 - 07/27/2018 100% Online with potential for some synchronous meetings. This course is designed for K-12 educators who are ready to move from learner engagement to learner empowerment. Participants will understand the vital role that creativity plays in problem solving, collaboration, and learning. The course will provide foundational knowledge on strategies to teach and assess creativity across content areas. Participants will work in depth with the ISTE Standards for Students and plan new learning experiences that focus on benefits of creativity and using digital tools to connect beyond the traditional boundaries of classroom walls. *Prerequisite: None*

For more information contact:

Johanna Prince, University of Maine at Farmington - Director of Graduate Programs in Education
University of Maine - Faculty & Program Coordinator MEd in Instructional Technology
johanna.prince@maine.edu
[@johannaprince](#) on twitter



NEISTE 2018 Free Webinar Series

Coding in the Classroom with the Tech Sherpas

by Kern Kelley and the Tech Sherpas Tuesday, March 27, 2018

Why is it important for students to learn to code? Coding is a mindset that exposes students to critical thinking, troubleshooting, and especially problem solving. Not only do students need to dissect the problem they are motivated to come up with the most efficient solution. And when something inevitably doesn't work as planned, they need to iterate, iterate, iterate because that's how coding works. It's important for student to develop the patience to unpack a problem and make thoughtful adjustments and methodically test the results of their changes. This is a difficult skill that is important for kids to develop. If you are worried your students may not have the background needed, if your students have basic math skills they're ready to get started. Like anything, it's the application of the knowledge that is important.

ARCHIVE OF PAST WEBINARS

Writable/NEISTE Pilot

Video: <https://goo.gl/QB3dYV>

Pearson-Connexus

Building an Online Solution for Your

Lifelong Learner
Video: <https://goo.gl/uMSw1E>

Filewave

Go Beyond Managing Devices & Engage Your Users - Bao Tran and Ashlee Jamison
Video: <https://goo.gl/JeCmfu>

OverDrive Education

Digital Reading Platform - shared eBook and audio book option - Karen

Libby and Tiffany Wincek
Video: <https://goo.gl/aJUYTo>

Renaissance: Student Agency - Are we looking in the right folder? - Dr. Gene Kerns. Video: <https://goo.gl/fyQfda>

CDW-G: Student Directed Learning - Put Your Students First - Dave Andrade. Video - <https://goo.gl/USZS14>

Alan November

Transformational 6
Video - <https://goo.gl/TI2RPj>

Katie Novak and Kristan Rodriguez
What is UDL Anyway and How Is it Different from Differentiated Instruction (DI)? Video - <https://goo.gl/40EnpP>

McGraw Hill Education

Blended Learning/Personalized Learning/Student Agency - Presented by Jill Olson. Video - <https://goo.gl/TT2tTd>

Kathy McClaskey's Webinar, "Setting the Stage for an Effective Personal Learning Plan" was not recorded due to my user error. I am sorry, it was fantastic! Do go ahead and use the discount code N169O6 to purchase Kathleen and Barbara's book How to Personalize Learning at Corwin Press.

Eduporium

Maker Mindset and Tools – Bringing Them to the Classroom. Video: <https://goo.gl/UwmgXp>

ISTE's 5 Tech Trends to Watch This School Year

By Team ISTE

ISTE offered in August 2017 the following top five trends to watch this school year. Where is your school or district on these trends?

1. Coding for All Students

Coding is the international language of problem-solving. Young people need to learn the basics of computer science in order to be the effective problem-solvers of tomorrow. Teachers are helping students attain problem-solving skills by infusing coding and computational thinking into courses across the curriculum and encouraging students to become digital content creators. In fact, ISTE author and educator Heidi Williams and educator makes the case that

ISTE 2018, in Chicago, registration and housing are now open!

A banner for ISTE 2018 in Chicago. It features a night view of the Chicago skyline with the Willis Tower prominent. The ISTE 2018 logo is in the upper left, with 'JUNE 24-27' below it. The text 'Registration and housing are open!' is in yellow. Below that, in white, is the text: 'What's at the top of your holiday to-do list? We hope it's making plans for ISTE 2018, June 24-27 in Chicago, because registration and housing are now open!'.

The ISTE Conference & Expo is where educators like you gather to be inspired and learn about proven strategies and trusted resources to accelerate innovation in your classrooms, schools and districts. It's truly the epicenter of edtech!

NEW this year is a **premium registration** option that adds two days of unlimited hands-on workshops and topical learning academies. We can only accommodate a limited number of premium registrations, so act fast.

REGISTER TODAY

Housing is also open, so don't forget to book your room in Chicago today!

BOOK NOW

the foundation for computer science should occur as early as kindergarten in “No-Fear Coding: Computational Thinking Across the K-5 Curriculum.”

2. Real-Time Learning Feedback For too long, educators have had to rely on end-of-unit or end-of-year tests to know if their teaching had really reached students and increased their knowledge. If tests revealed that a student needed more help to master the concepts, it was often too late to intervene, and the student could fall further behind. In an era when we have electronic devices that can measure everything from heart rates to calories burned, education is catching up with real-time learning feedback.

“Tools that can visualize student progress in real time and recommend learning activities based on individual student progress are just becoming available. This will allow teachers to intervene and adjust more quickly when students are struggling to comprehend difficult subjects,” Culatta says.

3. VR is Coming to Town This school year will likely be the year virtual reality (VR) and augmented reality (AR) make a real impact in the classroom. At ISTE 2017, teachers and education leaders experienced how these platforms can put students in places they would otherwise not be able to experience, such as the Roman Colosseum or inside a water molecule. The key will be ensuring teachers continue to first consider what their learning goals are for students, and then design a learning experience that uses the unique capabilities of these tools to serve that goal, as laid out in the ISTE Standards.

4. Media Literacy to Combat Fake News This year more than ever, there’s a great need to build our muscle around deciphering between accu-

rate and false information online. As more and more information is consumed online, we hope to see an increased focus on media literacy, particularly around recognizing credible sources and valid interpretations of data. “Media Literacy in the K12 Classroom” author Frank Baker provides resources designed to help teachers provide students with the media literacy skills they need to be successful in school and life.

5. Redefining Digital Citizenship Traditionally, digital citizenship has been about the don’ts of online activities, with a lot of hazard signs thrown up in front of students and a focus on online safety. While online safety is critical, it’s only a small subset of digital citizenship. This school year we think we’ll see a shift in the conversation around digital citizenship to focus on encouraging students to harness tech tools to do good in the world and incite change. When students take a positive view of using online tools, they become more active citizens and community members. The ISTE Standards define digital citizenship as recognizing both the responsibilities and opportunities of an interconnected digital world.

ABOUT ISTE

The International Society for Technology in Education (ISTE) is a membership organization serving educators and education leaders committed to empowering connected learners in a connected world. ISTE serves more than 100,000 education stakeholders throughout the world.

Reprinted from: ISTE Newsroom - <https://www.iste.org/about/newsroom>



Teach Wonder Initiative

By Jeff Mao, Wonder Workshop

ACTEM is excited to announce the *Teach Wonder Initiative*, a teacher professional development partnership with Wonder Workshop, Inc. (www.MakeWonder.com). The *Teach Wonder Initiative* provides teacher professional development for K-8 teachers to integrate computer science into their classroom via a 10-14 hour online course plus a Dash or Cue robot from Wonder Workshop. The course is designed to support any classroom teacher. Beginning on March 20, 2018, the partnership will provide special pricing for Wonder Workshop’s *Teach Wonder Elementary* bundle that includes the *Teach Wonder* online course for K-5 teachers and a Dash robot are \$125 (normally \$350). The *Teach Wonder Middle School* bundle for 6-8 teachers includes a Cue robot and will be launch this summer, pricing to be determined.

“Naturally, when we brainstormed which state organizations should take the lead with the Teach Wonder Initiative, ACTEM and Maine was my first thought.

I am excited to be directly supporting ACTEM and Maine kids and educators again,” said Wonder Workshop’s Jeff Mao.

It has been well-researched that money and time for education technology professional development are in short supply in most school districts, but investments in both are necessary to create a professional learning community around computer science, coding and robotics as the “new literacy” required by

edcamp Western Maine



February 3, 2018 Farmington, ME

both students and teachers. A lack of teacher training and professional development emerged in many tech surveys from 2017. Education Week's annual Technology Counts survey even found a digital divide between teachers serving high- and low-income schools in terms of education technology training.

"Coding is becoming a critical new literacy for our students. The Teach Wonder Initiative will offer Maine teachers the training along with a fun device to bring coding to life for our elementary & middle school students." Gary Lanoie,

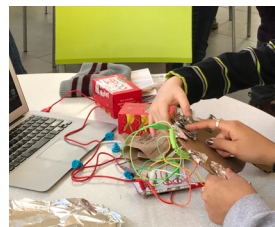
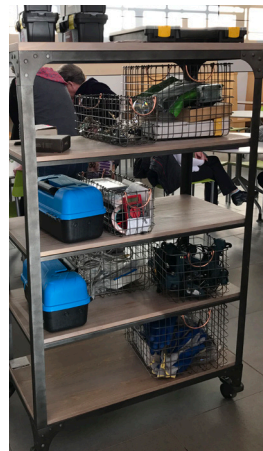
ACTEM Executive Director

ACTEM and Maine takes the lead again as one of the first state-wide education technology organizations to partner with Wonder Workshop to offer the Teach Wonder Initiative. This series of online professional development modules is designed to provide low cost, anytime accessible training in the fundamentals of integrating computer science into the classroom.

"Teachers wonder how they have time to learn something new when they're already asked to do so much" said Wonder Workshop founder,

Vikas Gupta, "they tell us the funding is increasingly scarce so we have to get really creative in the way we do things in order to get teachers and administrators excited and engaged."

To enroll in the Teach Wonder Initiative, please contact Gary Lanoie, glanoie@actem.org to receive a unique promotional code for ACTEM members to receive the special pricing. For more questions about the Teach Wonder Initiative and Wonder Workshop, please contact Jeff Mao, Senior Strategic Outreach Manager, Wonder Workshop, Jeff.Mao@Make-Wonder.com.



President's Message

(from cover)

gy?

First, as you may know, we have our second Spring Leadership Conference coming in April. Last year's conference was an incredible success. We hope to continue that success with this year's conference themed around security. See the article in this newsletter for more information. Our fall conference has a teacher/classroom focus, so the focus of the spring conference is leadership, specifically technology directors and other technology leaders. In an effort to make this conference affordable, the cost is \$30 person which includes snacks, lunch, and parking. The actual cost per person for this conference is \$65 per person which is a savings to you of \$35 per person. We thank our vendor sponsors for helping to fund this valuable PD for our members. Hope to see you there!

ACTEM has also shown support, both direct financial support and door prizes like swag and fall conference certificates, for many EdCamps. Ed-

camp Western Maine (Farmington), EdCamp Maine (Waynflete) and a new one EdCamp207 (Maranacook), all have received support from ACTEM this year. In addition, ACTEM provides door prizes to MooseTech, a regional technology based professional development that takes place in the Moosehead area schools. ACTEM is excited to support these exceptional efforts that provide a wide variety of professional development to Maine educators.

In the area of professional development, it is always important to mention ACTEM professional development assistance program where we reimburse educators up to \$300 for attending PD that is not paid for by your school. See <http://actem.org/ACTEM-PD> for more information and guidelines. We would love to see more members take advantage of this opportunity.

Planning to attend Tech & Learning in Boston in April? ACTEM members get a \$100 discount on registration. See the ACTEM website for information on how to register as an

ACTEM member.

Finally, ACTEM is committed to supporting local technology group meetings. A few years ago, the ACTEM executive committee decided to support, what some of us call, "Pizza and Tech." These are regional meetings of the "local geek like people" getting together to discuss and solve(?) current issues, get and offer support, or maybe just complain! These meetings have been taking place for a long time, and if you let Gary Lanoie know, ACTEM will help pay for lunch, breakfast or snacks at one of your meetings. We only ask that someone pay the bill and submit the receipt to Gary along with an attendance list. We haven't done many of these this year, so if you have a meeting scheduled, please, let ACTEM buy your lunch/breakfast/munchies!

These are just a few of the ways that ACTEM is supporting our mission!

Dennis Lanoie

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Upcoming
31
Events

March 3 *EdCamp
Maine* - Waynflete
School, Portland,
ME

March 9 *MassCUE
Spring Conference* -
College of the Holy
Cross

March 10 *EdCamp
207* - Maranacook
Community High School, Readfield, ME

March 12-15 *CoSN Annual Conference* •
<https://cosnconference.org> • Washing-
ton DC

March 14-15 *EdTech Advocacy and Poli-
cy Summit 2018* - Washington, D.C.

March 16 *MooseTech 2018* - Ridge View
Community School, Dexter, ME

April 5-7 *2018 Blend-
ed and Personalized
Learning Conference*
• [http://blended-
learningconference.
com](http://blended-learningconference.com) Providence, RI

April 24 *ACTEM
Spring Leadership
Conference*, Holiday
Inn by the Bay, Port-
land, ME

April 27 *Tech &
Learning Live@
Boston 2018* [http://
www.techlearning.
com/live/over-
view/Boston/46](http://www.techlearning.com/live/over-view/Boston/46) •
Boston Marriott,
Newton, MA

April 27 *First Annual*

3D Printing Expo, Thomas College, Wa-
terville, ME. [https://www.thomas.edu/
academics/cie/3dexpo/](https://www.thomas.edu/academics/cie/3dexpo/)

June 24-27, 2018 • *ISTE 2018* • [https://
conference.iste.org/2018](https://conference.iste.org/2018) Chicago, IL

Become an Apple Teacher [NEW] - [http://
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