AUGUSTA CIVIC CENTER
OCTOBER 12-13, 2016
TIER ONE SPONSORS:
APPLE, PROAV SYSTEMS,
EPLUS, MICROSOFT AND HP
Thursday October 13th

7:00  Registration Breakfast
8:00  Opening Keynote on the stage in Exhibit Area
      Sponsored by ACTEM
9:15-10:15  Session One (Half day to 11:30)
10:15-10:30  Morning Break
10:30-11:30  Session Two
11:00-12:30  Lunch in Exhibit Area Sponsored by Diamond Assets
11:30-12:30  Lunch Sessions
12:40-1:40  Session Three (Half day sessions to 3:30)
1:40-2:30  Dessert in the Exhibit Area Sponsored by Bright Bytes
2:30-3:30  Session Four
3:30-5:00  Exhibitors’ Reception
            Bar Sponsored by Bright Bytes
5:00-6:00  Awards Ceremony & DOE Announcement
6:30-9:00  BrewCUE sponsored by Pro AV

Friday October 14th

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

In true surf form the conference team, led by this duo have carved out a great selection
of speakers and presenters for ACTEM 2016
The Impact Zone: Augusta Civic Center, where
we hope to find you amped, in the soup,
and kickin’ out. Check out the sessions we’ve
grouped into strands for your specialty,
pages 8-10 for Thursday and
pages 30-32 for Fridays.

So you think you know surf...
Thursday’s keynoter is Jennie Magiera, one of the founders of the Playdate conference concept. She has penned a new book that is expected to be released this summer or early fall just in time for the conference. *Courageous Edventures*, according to Magiera, charts a course to “navigate around obstacles so everyone can find the courage to journey into the limitless possibilities of the unknown -- and discover their own version of classroom innovation.” Packed with real-world, immediately applicable solutions to the problems teachers face in their classrooms every day, *Courageous Edventures* shows how technology can be a fun and easy tool to improve classroom management and student learning! It can be preordered from Corwin Press.

Carl Hooker, the founder of iPadalooza, is Friday’s keynoter, and he has recently released the first two books in his six-book *Mobile Learning Mindset* series. This series serves as a guide to implementing and supporting a mobile device initiative with each book focusing on one element of a successful program. Book 1: *The District Administrator’s Guide to Implementation* is a handbook for district leaders to inspire and guide them through planning, implementing, and evaluating a 1:1 program. Book 2: *The Principal’s Guide to Implementation* concentrates on the building-level leader’s role. Future books in the series will focus on the roles of instructional coaches, teachers, parents, and the school’s IT department. The *Mobile Learning Mindset* series is available from ISTE.
The ACTEM Awards Committee is excited to announce the 2017 ACHIEVE award. 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.

Award co-chairs, Deb White & Jaime Ela

Congratulations Mia Morrison

Mia teaches and works with faculty as the Instructional Technology Specialist in a 1:1 iPad environment at Foxcroft Academy. She is a certified Technology Integrationist and Educational Technology Coordinator. Mia also teaches undergraduate and graduate courses at the University of Maine in the College of Education and Human Development as well as through the Maine Educators Consortium. All her courses emphasize incorporation of tech tools and digital resources to promote curiosity, customize the learning experience, and inspire student ownership and growth. Mia believes that students should drive the learning.

Mia was named an Apple Distinguished Educator (ADE) in 2013 and collaborates with a global community through her work with the international advisory board for Apple’s ADE leadership council. She also serves on the advisory boards for the Center for Innovation in Education, Maine DOE’s iLearn Maine, and organizational board for the Moosetech regional technology conference. Mia was Piscataquis County Teacher of the Year in 2015. She is excited to advance technology utilization across Maine to inspire teachers, foster innovation, and deepen learning.
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.

**ADMINISTRATORS**
If you’re an administrator, you may want to spend all morning in Interactive Learning Challenges: Winning the Amazing APP Race, where you will hear and experience some new ideas for PD for your staff. If you prefer a one-hour session, check out Digital Signage - Where Do I Start? Here you will learn how to set up and format digital signs for your school. If your school uses Infinite Campus, you may want to spend the second session in Online Registration with IC, learning about how to set up an efficient, paperless registration system. Otherwise, check out Competing Tech Grants: How to Make Your Proposal Win and start writing that winning grant proposal. If you like a working lunch, we have two good choices. Grab your food and head to a Perfect Passel of Personalized PD (a self-explanatory and strangely alternative title) or Building Instructional Design Community to meet other folks who share your interests. After lunch, it’s time for Session 3 where you might choose to learn about something cool for your school office in Use iPad Kiosks to Track Visitors, Dismissals, etc., or pick up some more PD ideas in Blended PD in Mashpee. If your school is a 1:1 iPad school, you won’t want to miss Session 4’s Classroom App where you’ll become familiar with how teachers can manage devices and guide learning in their classrooms. If that’s not for you, check out PD Playground - Personalize & Gamify Staff PD for even more ideas for engaging your staff in professional development.

**LIBRARIAN**
If you are a librarian (as if you think like a librarian), Thursday’s program has many excellent choices for you. If you have a 1:1 printer in your library, or you just want to learn more about digital 3-D modeling, spend the whole morning in 3-D Printing in the Classroom With or Without a Printer. If that’s not your cup of tea, check out the one-hour session, MakerSpaces on a Dome to try out some tools and materials that you can use to start a maker space in your school. For your Session 2 choice, how can you resist BREAKOUT From the Library? Once you’re broken out, it’s time for lunch. If you like to eat and learn, grab your food and go to one of the lunch sessions. Two good choices are Going on a Virtual Field Trip through the Center for Interactive Learning & Collaboration or Student Film. Both sessions will give you ideas you can take back to your school and share with teachers. Many librarians are creating maker spaces within their libraries, media centers, or learning commons. If you are one of them, plan to spend the whole afternoon in Meaningful MakerEd. If not, podcasts and Podcasting in the Classroom will give you some great content resources to share with teachers and some ideas for collaborating with them in creating podcasts. For your last session of the day, try Creating and Using QR Codes where we’re sure you’ll find plenty of ideas for creating interactive shelves in your library.

**TECH COORDINATORS**
Session 1 on Thursday has several good choices for tech coordinators. What You Need to Know About Security may be just the ticket for helping you make decisions about your school’s network, or Chrome Device Management and GoGuardian may suit your needs. In Session 2, if you are from a small school where you are expected to oversee all things technical, you might enjoy IT Department of One. If that’s not for you, head over to Online Registration with IC to learn about some features of Infinite Campus that may be useful to your school. Lunch is the time to expand your human network, but if you want to learn more about your school network, grab a box lunch and check out the Great ACTEM Trivia Challenge. After lunch, it’s time for Session 3. If you manage iPads, try JAMF + iPad: MDM for Mobile First Education, or go to Promethean New Product Update to learn what’s new from Promethean. End your day in Session 4. You might learn more about various wireless networking products in Let’s Have a Wireless Bake-off or, if you have a deployment of Macs to manage, go to JAMF + Mac: Device Imaging vs. MDM.

**STEM TEACHERS**
If you are a STEM (Science, Technology, Engineering, and Mathematics) teacher, these Thursday sessions are for you, but we encourage you to try a few from the Humanities list too. In Session 2, if you are from a small school where you are expected to oversee all things technical, you might enjoy IT Department of One. If that’s not for you, head over to Online Registration with IC to learn about some features of Infinite Campus that may be useful to your school. Lunch is the time to expand your human network, but if you want to learn more about your school network, grab a box lunch and check out the Great ACTEM Trivia Challenge. After lunch, it’s time for Session 3. If you manage iPads, try JAMF + iPad: MDM for Mobile First Education, or go to Promethean New Product Update to learn what’s new from Promethean. End your day in Session 4. You might learn more about various wireless networking products in Let’s Have a Wireless Bake-off or, if you have a deployment of Macs to manage, go to JAMF + Mac: Device Imaging vs. MDM.

**TECH INTEGRATORS**
If you are a tech integrator, almost any session at the ACTEM Conference is relevant, but here are a few suggestions. You may want to spend all of Thursday morning in Unlink Innovation, a hands-on session about working with your peers and becoming a change agent in your school. If you prefer shorter sessions, try My Favorite Things for My Digital Classroom to learn about tools and services that you can take back and share with your colleagues. In Session 2, you can check out Learn to Code with Swift Playgrounds or Tinkering Making and Engineering. Either one could inspire you to design some engaging STEM lessons or units. Next, it’s time for lunch! You can spend lunch talking with colleagues, or you can go to a lunch session and make some new friends. If part of your job is to build web pages with students, you might like Tools for Teaching High School Web Design, or if you want to have some fun, go to The Great ACTEM Trivia Challenge. After lunch, you may decide to spend the whole afternoon in Automating Your Tech Life, or you can choose a one-hour session like Tech Integration + Growth Mindset = WOW! If you are looking for ways to engage students in coding, your final session for the day might be Learning Spaces… or, if you teach high school, try Tools for Teaching High School Web Design.

**FOR DIFFERENT FOLKS**
K-12 Coding Resources, Ideas, and More. Or, if you work in an iPad school, you really should check out the Classroom App.

Compiled by Barbara Greenstone
**HUMANITIES TEACHERS**

These sessions are good choices if you are a humanities (English, social studies, art, music, etc.) teacher, but we also encourage you to try a few sessions from the STEM teachers’ list. If you have an MTL device, you may want to spend the whole morning Thursday in Digital Storytelling where you can learn to develop a successful storytelling project that combines text and sound with still and moving images. If you would prefer a one-hour session, start the day with Creation Inspiration Adobe Voice & Slate. In Session 2, for something completely different, check out Write in 3D with Augmented Reality and learn to use the Aura360 app, or by Amplifying Student Voice Through Social Media. If you would like a working lunch, there are a couple good choices for you. Pick up a box lunch and go to Incredible Apple Resources - Collections, Books, Courses, and More. In the afternoon, you can spend three hours in Subtitles: an Active Language Learning Tool to hear about how Colby students subtitled videos in their language classes or check out Creating Visual Notes with Apple Tools. Round out your day with Session 4’s Augmenting Reality & Engaging Learning where you will explore free augmented reality apps and learn how to use them in your lessons.

**ELEMENTARY TEACHERS**

Most of the suggested sessions for STEM or humanities teachers will appeal to elementary teachers too, but we have some designed specifically for that grade span. If you are an elementary teacher who teaches with iPads, consider starting off with an all-morning session, Creating Digital Books on iPad with Book Creator where you will learn how you and your students can make and share media-rich digital books. If you prefer to break up the morning with one-hour sessions, check out Creation Inspiration Adobe Voice & Slate or have some fun in Learning to Code by Playing. Then move on to Session 2 where you can learn how to use Microsoft tools in Build a Collaborative Classroom and Increase Productivity, or go to Augmenting Reality & Engaging Learning! and start planning a Google Expedition. If you want a working lunch, pick up a box lunch and head to Scavenger Hunt Roll Out to learn about the accessibility and assistive features of Apple devices, or check out Exploring Early Literacy Opportunities with Tech. After lunch, if you teach with iPads, you won’t want to miss Managing Shared iPads in the Elementary Classroom, or you could join the folk in Learning Spaces… the Final Frontier and think about redesigning your classroom. End the day in Session 4 with Creating and Using QR Codes to learn how to help kids access and use digital materials individually, or for fun, check out Digital Breakouts.

**HIGHER ED**

If you teach in a college or are involved in educating or supporting pre-service or in-service teachers, any of the conference sessions may be helpful in increasing your awareness of technology education, but we have a few sessions designed specifically for the higher ed. audience. Start your Thursday sessions with Online Course Gamification or Effective Discussion Board Strategies. Either of these can help you design engaging online courses. In Session 2, learn more about the maker movement in Tinkering, Making, and Engineering. Lunchtime is a good time to connect with colleagues informally or in a group. If you’re looking for a group, grab your lunch and head on over to the Pre-Service Teacher Roundtable. After lunch, check out Rocks, Balloons, & Shiny New Things where you can learn how to reach adult learners online or in a blended classroom, or try Creating Interactive Online Instruction to learn how to make engaging instructional videos. For Session 4, head to Design and Manage Online Group Projects for ideas for helping students work together in asynchronous online courses.

After the sessions on Thursday, honor your colleagues at the ACHIEVE Award ceremony:

**5:00 - 6:00 ACHIEVE Award Ceremony**

Then join your friends at BrewCUE:

**6:30 - 9:00 BrewCUE**

follow @BrewCUEME for details

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**So You Think You Know Surf...**

2. WHO COINED THE PHRASE “SURFING THE INTERNET”?
   a. The FCC in the Children’s Internet Protection Act
   b. An obscure librarian in the Wilson Library Bulletin
   c. Mark McCahill in a Usenet post
   d. Oprah Winfrey in a 1998 broadcast with Dr. Phil

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**DIFFERENT FOLKS**

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More than 1,500 businesses throughout the Northeast trust DSCI to manage their mission-critical network services. Our customers represent many different industries, but they all have something in common: they rely on DSCI to provide hosted communications, managed IT, and connectivity services that are current, proven, highly personalized, and backed by 24/7/365 technical support.

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**DIFFERENT TRACKS**

**DIFFERENT STROKES FOR DIFFERENT FOLKS**

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**Panera Bread**

37 Xavier Loop, Marketplace at Augusta
THURSDAY WORKSHOPS

A.M. HALF DAY SESSIONS 9:15-11:30

3D PRINTING FOR THE CLASSROOM WITH OR WITHOUT A PRINTER 3D Printing is all the rage. We will examine how to use the Prototype and Design process to allow students to create their own 3D objects. Using free software (SketchUp, 123 apps, Tinkercad, Meshmisher, etc.) and 3D Printers take the virtual to the real and the real to the surreal. Learn how to use this technology in your classroom even if you don’t own a 3D printer. I will show you how I use iPads, Thingiverse, SketchUp, Google Earth and other tools to create projects. Keith Kelley, RSU 19 YOORK

CREATING DIGITAL BOOKS ON IPAD WITH BOOK CREATOR The powerful content production capabilities of iPad (text, still images, audio, and video), coupled with the Book Creator App make it possible to create any sort of digital book from a picture book to a student anthology to a physics lab report. Head here http://apple.co/29z0Hu6 for the free version of Book Creator or grab the full paid version, and then come to this session to learn how to use this technology in your classroom. Trey Bachner HOWARD

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

FOUNDATIONS IN 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. We will work hands on in the terminal dis-covering how to command OS X from the terminal and write reusable scripts. Please bring your MacBook. Topics to be covered: what is a shell, navigating the command line, overview of common UNIX commands, overview of UNIX permissions, creating a script, executing your script. Trey Bachner HOWARD

INTERACTIVE LEARNING CHALLENGES: WINNING THE APPMAZING RACE Tired of old “sit n get” PD where you sit and listen to someone yammer on while you start to lose feeling in your lower extremities? We all have multimedia studios and high-powered computers in our pocket, why don’t we take them out and use them during PD? There is a revolution afoot that combines the concepts of PB/ game-based learning/maker movement with the mobile device and applies it to PD. The great part is, these challenges can happen on any platform and with any topic while promoting teamwork, problem-solving, leadership and perseverance. In this session, we’ll do one of these challenges live! Game ready to move and have some fun while you learn! Carl Hooker, Eanes Ind. S.D. ACTEM Keynote Speaker FORT WESTERN

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

AUGMENTED REALITY & ENGAGEMENT LEARNING Attendees will explore free augmented reality apps including Seene, Quiver, Aurora, Ellipar, and Cardboard. Learn to incorporate AR in the SAMR model. Discover how to incorporate Google Expeditions into your content instruction. A demo of Google Expeditions will be given with options to view the demo from both the student and teacher side of the lesson. Beth Goodwin, Wells, Annette Slone, & Eric Lawson, York KIDS - VENDOR FLOOR

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

DIGITAL SIGNAGE - WHERE DO I START? Are you interested in pursuing digital signage in your school? We will go over how to set up your first digital sign and some best practices for formatting the signage in your school. Tyler Patten & Rich Peterson, SAD 6 FRANKLIN

CREATION INSPIRATION ADOBE VOICE & SLATE Technology tools thoughtfully incorporated into your instruction can transform learning in your classroom. This session will introduce the content creation tools Adobe Voice and Slate (for iPads and Chromebooks). See examples of student work, make content area connections and leave with ideas and inspiration to energize teaching and learning! Monica Burns, Class Tech Tips, LLC AUGUSTA

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

LEARNING TO CODE BY PLAYING There are many great “toys” available today that can teach coding skills. Come try some of them out during this session and see how you can incorporate them into a coding class or club. Some of the “toys” that will be available include Bee-Bots, Pro-Bots, Blue-Bots, Dash and Dot, Makey Makey, Rover, and more. Julie Williams, Willard Library MASL ARNOLD

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

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

ONLINE COURSE GAMIFICATION This is a 2-part presentation on gamifying online post-secondary courses. The first part will address the history and theory behind gamification and higher education. The second part will demonstrate simple gamification techniques that can implement in an online course. Christine Baumgartner & Sarah Cochran, UNE HANCOCK

PUT GOOGLE FORMS ON A ROCKET SHIP Odd are you are already using Google Forms in your classroom. But are you using it to its fullest potential? From response validation to ensure you are getting the type of answers you want to form add ons and using tools to make understanding the responses easier, I’ll show you how to take Google Forms to the next level quickly and easily. Susie Simmons, Bonny Eagle CAPITAL

WHAT YOU NEED TO KNOW ABOUT SECURITY This session is geared for the IT Director, Network Administrator or anyone interested in learning more about how to protect their district from security threats. We will examine industry trends, new technologies and look at what other school districts are doing to protect themselves. The goal will also be to look at what is available in the market to determine what tools are most cost-effective to provide the maximum protection for school districts without breaking the bank. ePlus Technologies Staff ePlus Technologies ANDROSCOGGIN AROOSTOOK

REIMAGINE 21ST CENTURY TEACHING AND LEARNING WITH WINDOWS IN THE CLASSROOM Foster learning! Learn how Windows 10 and the Microsoft Education resources help schools prepare for 21st Century Learning. Using Windows 10, you’ll explore tools and technologies that energize and engage students. You’ll learn how to get more out of the software you use every day. And you’ll discover how the latest devices and software work together to unleash 21st century learning. Jill Pierce, McMinn County Schools MLT PINETREE

AMPLIFYING STUDENT VOICE THROUGH SOCIAL MEDIA Learn how to harness social media tools to amplify student voices and empower them to share their thinking with the world. In this session we will explore how to scaffold social media use and show students how to use it for good and not evil. From school-wide movements to classroom-based activities for K-12, participants will walk away with ideas for all ages and situations Jennie Magiera, Des Plaines ACTEM Keynote Speaker PINETREE
THURSDAY WORKSHOPS

teacher side of the lesson. Beth Goodwin, Wells, Annette Stone, & Eric Lawson, York
Kiosk - Vendor Floor

BREAKOUT FROM THE LIBRARY! Have you heard about Breakout EDU? It is a plat-
form for exciting learning games that can combine any content area skill with critical
thinking and teamwork. Work together to solve a hands-on mystery then debrief and
learn about other pre-made games for all levels. Games can be adapted to meet the
needs of your students and setting (library or classroom). Jillie Willums, Williard School MAS
Arnold

BUILD A COLLABORATIVE CLASS
ROOM AND INCREASE PRODUCTIVITY
Technology is bringing a new dynamic to
the classroom. Learn about new tech tools
and increase your skill. Swift Playgrounds
is a revolutionary new app for iPad that makes
learning Swift programming interactive and
fun. Solve puzzles to master the basics and
increase your skill. Swift Playgrounds requires no coding knowledge, so it’s
perfect for beginners. It also
provides a unique way for sea-
soned developers to quickly
bring ideas to life. And
because it’s built to take full advantage of iPad, it’s a
first-of-its-kind learning
experience. We will explore
the app and associated
resources as well as discuss
how to bring

Swift Playgrounds to the classroom. Make
sure to bring iPad with iOS 10.
Mike Muir, DOE MLTI - Capital

ONLINE REGISTRATION WITH IC STILL
using paper registration? OLR allows the
parent to register on-line at any time and
then just come in to provide the necessary
documentation. See how using Online
Registration with Infinite Campus can save
you paper, reduce the parent meeting time
and duplication of information in IC, and
reduce the need for inputting all but the
enrollment screen data into the system.
Tonya Muchemore, SAD 6 - Waldo

STUDENTS STUDY SEAS; IN-CLASS
ROOM STEM; Providing students oppor-
tunities to experience leading real-world
science experiments allows international
connection through multidisciplinary
learning, STEM exposure, and traveling the
oceans from their classrooms. The 2016
Atlantic Ocean Relations and Research
Regatta is an authentic oceanographic
opportunity which supports students’
meaningful learning experiences in
science, engineering, and arts.
Bob Asselin, Windham/Raymond &
Ariandne Dimoulas, Educational
Passages Franklin

NETWORK DEFENSES FOR THE
RELENTUANT VOLUNTEER
Are you the reluctant volunteer, the network
conscript, or the unfortunate heir to the
accounting? You might be interested in
learning a little about cybersecurity in a
way that makes sense for your role as
network defender. Carrie Barbosa, South
Portland HS - Augusta

TINKERING, MAKING, AND ENGINEER-
ING With all the hype and coverage sur-
rounding the Maker Movement, why not
come find out what the Maker Movement
is all about? Think of constructivism in the
21st century (thatconcept in education
methods once covered in lecture.) Come
for a session to create a Maker Movement
lesson plan/unit with MakerEd. The goals for
this session is to create a lesson you can use
Monday not someday and to relax and have
fun. Sean Malone, DOE Washington

WRITE IN 3D WITH AUGMENTED
REALITY Join me in the third dimension
where writing comes alive using augment-
ed reality technology. Learn how students can
use the app Aurasma to create a digital
layer that links a real world material object
to a virtual animation. AR can redefine the
way an audience experiences a piece of writing. Par-
ticipants will need the
app Aurasma to explore
its functionality and to
look at work samples.
Carrie Barbosa, South
Portland HS - Augusta

THURSDAY WORKSHOPS

CONQUERING TECH GRANTS: HOW TO
MAKE YOUR PROPOSAL WIN
Learn about top tech opportunities and
grant resources available to help make your
application successful. This session
focuses on a wide variety of steps to take
to ensure you receive a win. We will also
look at tools available to help you narrow in
on funding opportunities right for
your district and how to determine your
eligibility as well as a look at resource
available to help you apply. ePlus Spon-
sorship Program Staff ePlus Technolo-
gies ANDROSCOGGIN AROOSTOOK

ENGAGE STUDENTS AND ENHANCE
PROBLEM-BASED LEARNING WITH
FREE MICROSOFTWARE TOOLS
Come for a whirlwind ride through over 30 free tools
from Microsoft available for your classroom and
students. Learn about Photosynth, Photo-
gallery, Sway, Microsoft Math, AutoCol-
lage, Songsmith and many more. Explore how these tools and technologies are
designed to engage and energize your students in learning. Jill Pierce, McMinn County
Schools MLTI - Piscataquis

GAMING SECONDARY ED:
LEVEL 1 This session will introduce participants to
concepts and tools to
allow them to
unlock oth-
ers’ passion
through game-based learning. Partici-
pants will explore the ways that gam-
ification is changing our students, our
classrooms, and our communities. This
workshop will feature a mix of lecture,
discussion, and gameplay and will intro-
duce attendees to resources for gaming
their classrooms including Classcraft,
Kahoot, Moodle and more. Attendees
should bring their own internet-ready
device. Ready Player One? Benjamin
Brigham, Sheed HS - Hancock

LEARN TO CODE WITH SWIFT PLAY-
GROUNDs Swift Playgrounds is a
revolutionary new app for iPad that makes
learning Swift programming interactive and
fun. Solve puzzles to master the basics and
increase your skill. Swift Playgrounds requires no coding knowledge, so it’s
perfect for beginners. It also
provides a unique way for sea-
soned developers to quickly
bring ideas to life. And
because it’s built to take full advantage of iPad, it’s a
first-of-its-kind learning
experience. We will explore
the app and associated
resources as well as discuss
how to bring
work in teams to solve a problem or the classroom to enhance how students familiar with Minecraft: Education Edition. Attend this session to get your collaborative learning environment. ePlus & CILC staff ePlus Technologies ANDROSCOGGIN AROOSTOOK INCREDIBLE APPLE RESOURCES - COLLECTIONS, BOOKS, COURSES, AND MORE. Apple makes great content available to support teachers to support their use of iPad and Mac in the classroom. Curated content in iTunes U. In the iBooks Store Apple Distinguished Educators from around the world have created a powerful collection - the "One Best Thing" series that provides powerful ideas that can be used... anywhere! In this session we will highlight great books, collections, and landing pages that allow streamlined access to great content. Jim Moulton, Apple, Inc. Apple, Inc. PENOBSCOT EXPLORING EARLY LITERACY OPPORTUNITIES WITH TECH. With passions for early literacy and technology and skill sets in creating specially designed instruction, presenters in this session will provide concrete examples for connecting all three areas to build meaningful learning opportunities for learners of all ages and ability levels. Participants will work to build a deeper understanding of strategies in technology in primary and elementary classrooms. Audrey O'Clair, RSU 3 & Stephanie Weber, Auburn SOMERSET IPADS IN GRADE 1 - WHAT DO WE VALUE? As we add iPads to stations, carts or using 1:1 configurations, we need to keep questioning what we are doing and why. What value do the iPads bring to reading, writing, or learning math concepts? How do we set up our classrooms to be creative, inquiry-based learning settings including iPads? The session will include participation and conversations about what is happening in attending schools. Cathy Wolinsky, & Terry Lincoln, Yarmouth PINETREE LIKE PROJECT BASED LEARNING, LIKE INQUIRY? TRY STUDENT FILM. We will explore how student film making can have many of the same attributes as inquiry and/or project based learning. You will learn how Falmouth High School built a thriving film program which supports both independent student films and video projects for classes. We will discuss how we manage equipment, space, and students. We will also discuss teaching resources and our year ending film festival. Participants will be expected to share how student film is working at their schools. Dan Wolotsky, Falmouth HS FORT WESTERN MEDIA AS TEXT We live in a world of media. We're surrounded by it. Come to see an example of and discuss methods of using literary strategies with media. This session will help any teacher, parent, or student learn to think more analytically about the media around them. There will be examples and discussion, as well as several resources provided for further exploration. Julie York, South Portland HS WALDO PICK A PERFECT PASSEL OF PERSONALIZED PD Especially when it comes to technology integrating, the time for large group, lecture-style, not-so-interesting-or-applicable-to-me Professional Development is OVER. This session will examine several strategies and numerous digital online resources for personalizing PD and for getting the most out of the extremely limited time we have to focus on our own growth as educators. Jonathan R. Werner, Cape Elizabeth PISCATAQUIS PRE-SERVICE TEACHER ROUND TABLE Calling all pre-service teachers! This workshop is an opportunity to discuss all things tech and tell us what you'd like to learn. There will be plenty of time for questions and discussion. Come network with each other and find resources to help you teach. Nadene Mathes, Consultant & Gary Waldron, Brewer SAGADAHOC SCAVENGER HUNT ROLL OUT Think you know your special education assistance technology accommodations and modifications? Arrive at this session to take the challenge. Team up and compete!
THURSDAY WORKSHOPS

against fellow ACTEM participants in this fun, interactive session. Responses don’t even have to be in the form of a question. Team play is most welcome. Bring a connected device so you can buzz in. Tim Hart, Apple, Inc. MLTI - Apple Primary Solution Lincoln Oxford

begin exploring App Development. We will also review opportunities and resources available to Maine schools as they begin to bring coding into the curriculum. Make sure to install xCode on your Mac ahead of time. Tim Hart, Apple, Inc. MLTI - Apple Alternate Solution Lincoln Oxford

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

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

MEANINGFUL MAKERED
The MakerED movement is all about hands on learning and creating in a variety of ways, both technological and otherwise. But how can we make “meaning” out of our creative works? Come join two experienced educators as they explore how design thinking, empathy fueled problem solving, app development, and 3D printing can converge to make learning more meaningful. Jeff Bailey, Mountain Valley & Dan Ryder, Mount Blue Howard

GET IT TOGETHER: USING GOOGLE DRIVE
Explore how Google Drive can be used for much more than just storage of files. This online environment can be used by teachers, librarians, educational technicians, students, and parents as a place for collaboration. Learn how student work can be discreetly differentiated online in real time. Maria Reinstein & Zachary Steinbeck, UNE

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

THURSDAY WORKSHOPS

THE GREAT ACTEM TRIVIA CHALLENGE
Do you what it takes to win at trivia? Compete with fellow ACTEM members and gain points along the way. Pick up brain break challenges wins a coveted prize. Bring your MLTI devices. Lindsey Carnes, Apple, Inc. MLTI - Both Apple Solutions Howard

Both Apple Solutions Howard

AUTOMATING YOUR TECH LIFE
Do you find yourself doing the same tasks over and over again? Are you beginning to feel like a robot could do more of the work for you? In this session, I’ll show you a wide range of tools from Automator to Zapier and how you can use them to start doing more work for you. Automating can be scary when you get started, but soon you won’t know how you ever got anything done without it! Suzanne Simmons, Bonny Eagle York

CODEME Technology has a language. It’s called code and it is becoming an essential skill. Learning to code teaches you how to solve problems and work together in creative ways. Maine is especially poised to learn to code thanks to MLTI. In this session we will dive into xCode, Apple’s premier development tool and use it to develop exploring App Development. We will also review opportunities and resources available to Maine schools as they begin to bring coding into the curriculum. Make sure to install xCode on your Mac ahead of time. Tim Hart, Apple, Inc. MLTI - Apple Alternate Solution Lincoln Oxford

SESSION THREE 12:40-1:40
AUGMENTING REALITY & ENGAGING LEARNING Attendees will explore free augmented reality apps including Seene, Quiver, Aurasma, Blippar, and Cardboard. Learn to incorporate AR in the SAMR model. Discover how to incorporate Google Expeditions into your content instruction. A demo of Google Expeditions will be given with options to view the demo from both the student and teacher side of the lesson. Beth Goodwin, Wells, Annette Slone, & Eric Lawson, York Kiosk - Vendor Floor

BLENDED PD IN MASSEPE Meeting the needs of an entire district when integrating technology into classrooms can be overwhelming with such diverse learners. The one and done model is ineffective and leaves many teachers feeling lost and left behind. Great professional development should mirror what we need to see in classrooms. Offering ideas and suggestions to design a blended PD model for the benefit of teacher, and ultimately, student learning. Suzy Brooks & Colleen Terrill, Mashpee Public Schools Somerset

INSTRUCTIONAL DESIGNER CASE STUDY: HOW CAN I MAKE ONLINE CLASSROOMS MORE INTERACTIVE?
Session participants will take part in a brainstorming session to address the question, “what are the limitations of online learning?” Participants will then brainstorm ideas for solutions. Participants will then conduct a small group brainstorm with peers who have similar needs. Group members will present their findings to the larger group. Core materials needed: Two 12”x18” flip chart, markers, big sticky notes. Aurasma, Blippar, and Cardboard. Learn to incorporate AR in the SAMR model. Discover how to incorporate Google Expeditions into your content instruction. A demo of Google Expeditions will be given with options to view the demo from both the student and teacher side of the lesson. Beth Goodwin, Wells, Annette Slone, & Eric Lawson, York Kiosk - Vendor Floor

CREATE VARIOUS DOCUMENTS TO SUPPORT LEARNING
In this hands-on session, attendees will learn about the various tools and resources available to Maine schools as they begin to bring coding into the curriculum. Make sure to install xCode on your Mac ahead of time. Tim Hart, Apple, Inc. MLTI - Apple Alternate Solution Lincoln Oxford

CRITICAL THINKING IN THE DIGITAL AGE
In this session, students will experience the various tools and resources available to Maine schools as they begin to bring coding into the curriculum. Make sure to install xCode on your Mac ahead of time. Tim Hart, Apple, Inc. MLTI - Apple Alternate Solution Lincoln Oxford

SESSION TWO 12:40-1:40
AUGMENTED REALITY: GET IT TOGETHER
Explore how Google Drive can be used for much more than just storage of files. This online environment can be used by teachers, librarians, educational technicians, students, and parents as a place for collaboration. Learn how student work can be discreetly differentiated online in real time. Maria Reinstein & Zachary Steinbeck, UNE

IT DEPARTMENT OF ONE: If you are the only technology person in your school or district, then this is for you. We’ll be discussing the unique challenges (and
LEARNING SPACES...THE FINAL FRONTIER Houston, we have a problem. We’ve figured out how to get learning in the hands of kids via mobile devices, laptops, BYOD, etc. We see that learning is best done if it’s learner-centered and authentic which results in teachers changing their instructional practices. However, when you go into classrooms of modern schools, something looks eerily familiar to classrooms of yesteryear. Despite the influx of technology and the re-imagining of pedagogy, the physical spaces remain the same. In this session we’ll look at ways we are making classroom space a living, breathing part of learning in our district. We’ve discovered these new teaching and learning tools. FREE evaluation products will be offered to those who would like to provide feedback on their fit in their environment.

PROMETHEAN NEW PRODUCT UPDATE As we shape the modern classroom of the 21st century, we are focused on providing teachers with tools for creating a highly collaborative learning environment that is inclusive of all. Toward that mission, we’re very pleased to announce the launch of the all-new Promethean ActivPanel which was recently awarded Tech & Learning’s Best of Show at ISTE 2016. Join us and discover these new teaching and learning tools. FREE evaluation products will be offered to those who would like to provide feedback on their fit in their environment.

PROMETHEAN Staff ePlus Technologies ANDROSCOGGIN AROOSTOOK ROCKS, BALLOONS, & SHINY NEW THINGS This workshop approaches the use of technology in presenting course content for the adult learner in an asynchronous and synchronous online format. The main points being addressed are the use of simple technology tools to create active student participation and engagement that promotes better comprehension of the subject matter being presented. It will cover blending custom classroom technologies with online activities. 

JEFF GLENN, NOVA COLLEGE WASHINGTON 

SUBTITLES: AN ACTIVE LANGUAGE LEARNING TOOL Subtitling videos is a comprehensive way to reinforce vocabulary, phrases, and grammar students learn in their classes and is an authentic learning approach. The main advantage is motivation. Combining audio, visual, and textual information, students increase their interest because they play an active roll in a specific context and their language acquisition is enhanced. This presentation will demonstrate how Colby students used computer applications to subtitle films in their French and Chinese classes. Quidi Wang, Colby College

HANCOCK 

TECH INTEGRATION + GROWTH MINDSET = WOW! Frequently the greatest barrier to meaningful tech integration isn’t the tech. It’s the mindset of those using the tech. In this session, attendees will gain an understanding of Growth vs Fixed Mindset through experimentation and problem solving activities. We will explore both the 4Cs of 21st Century Learning and DEEP Thinking and apply these to analog and digital design challenges. Amanda Kozaka & Johnathan R. Werner, Cape Elizabeth

PISCATAQUIS 

THE CLOUD WARS: TRANSFORM 21ST CENTURY COLLABORATIVE PROJECTS What is the Cloud, and how do I ride it? We will explore several educational and instructional options using cloud technology. Pros and Cons of a variety of educational cloud technologies will be shared as well as how cloud technologies can transform the classroom for collaborative projects. Jill Pierce, McMinn County Schools HP

CUMBERLAND 

USE IPAD KIOSKS TO TRACK VISITORS, DISMISSAL, ETC. No more clipboards! We will show how easy it can be to track visitors, student dismissals, etc using iPads and existing software. Names will now be time stamped and on the receptionist’s login the subject matter being presented. It will cover blending custom classroom technologies with online activities. 

Amanda Kozaka & Johnathan R. Werner, Cape Elizabeth

PISCATAQUIS 

WELCOME TO GOOGLE CLASSROOM Want to find a great way to collaborate, collect, and organize student work? Want to create an environment for students to view, share and give feedback on fellow classmates work? Come and find out how easy Google Classroom is to use and how it will revolutionize your teaching! Mary Beth Bourgouin & Katy Jones, Winslow

AUGUSTA 

SESSION FOUR 2:30-3:30 

AUGMENTING REALITY & ENGAGING LEARNING Attendees will explore free augmented reality apps including Seene, Quiver, Aurasma, Blippar, and Cardboard. Learn to incorporate AR in the SAMR model. Discover how to incorporate Google Expeditions into your content instruction. A demo of Google Expeditions will be given with options to view the demo from both the student and teacher side of the lesson. Beth Goodwin, Wells, Annette Stone, & Eric Lawson, York KIOSK - VENDOR FLOOR 

THURSDAY WORKSHOPS 

Discovering a PRACTICAL IPAD KIOSK for Mobile FIRST FLOOR From leveraging Lost podcasts (those that exist) as a rich information source. A well-produced podcast can be the basis of a lesson, a way to engage and get you thinking about the content. A well-produced podcast can be the basis of a lesson, a way to engage and get you thinking about the content. Amanda Kozaka

THURSDAY WORKSHOPS
In order for a teacher to use the learning, share work, and manage student class use. We will highlight techniques and admin-level implementation to day-to-day in the classroom. Topics will range from effective educational technologies, in this session Chromebooks are one of the hottest.

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**CHROMEBOOKS IN THE CLASSROOM**

**THURSDAY**

**12 DIGITAL PLAYGROUNDS FOR K-12**

Join us as we explore technology-infused, hands-on learning across the curriculum and for all ages. We will bring Osmo, Sphero, BB-8, Oobot, Tiggly, and more as well as ideas for classroom implementation. You bring curiosity and a willingness to play. Julie Willcott, AVCC & Mauri Dufour, Auburn AUGUSTA

**INCORPORATING LANGUAGE LEARNING APPS**

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

**JAMF + MACS: DEVICE IMAGING VS. INCORPORATING LANGUAGE LEARNING APPS**

We will look at the leading vendors and technologies and what is right for your school. We are also hoping to hear what other districts and reclaimed time away by your e.

**FORT WESTERN**

**24**

**CREATE & USING QR CODES**

We’ll be exploring the use and creation of QR codes and YouTube videos to individualize and enhance learning in classrooms. QR codes are a great stepping stone for increasing technology usage in the classroom and leveraging learning across the curriculum. Come join us; gain and share ideas and create your own QR code! Michelle Scribner, Cornville Charter SOMERSET

**DESIGN AND MANAGE ONLINE GROUP PROJECTS**

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

**DIGITAL BREAKOUTS**

Can you find the clues and enter the codes before time runs out? Use your web searching and content skills to open the locks! Amy Tucker, Maranacook MS & Sonja Abbott, Auburn MS ARNOLD

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**CLASSROOM APP**

Classroom is powerful and useful. In this session, JAMF + MACS: DEVICE IMAGING VS. INCORPORATING LANGUAGE LEARNING APPS, we will take a look at the leading vendors and technologies and what is right for your school. We are also hoping to hear what other districts are doing. Find out how and when to make the most of your devices and software work for 21st Century Learning. Using Windows Education resources help schools prepare for 21st Century Learning. Using Windows 10, you’ll explore tools and technologies that energize and engage students. You’ll learn how to get more out of the software you use every day. And you’ll discover how the latest devices and software work together to unleash 21st Century learning. Jill Pierce, McMinn County Schools HP CUMBERLAND

**PISCATAQUIS**

**LET’S HAVE A WIRELESS BAKE-OFF**

This session is geared for the IT Director, Network Administrator or anyone interested in learning more about today’s wireless technologies and what is right for your school. We will look at the leading vendors and do a comparison of different architectures, models, and feature sets. This session will also include demos of some of the leading solutions to provide an opportunity to see these solutions in action to help you determine what is right for your environment.

**PD PLAYGROUND: PERSONALIZE & GAMIFY STAFF PD**

We will share our tools and techniques to provide an opportunity to see these solutions to provide an opportunity to see these solutions in action to help you determine what is right for your environment.

**PD PLAYGROUND: PERSONALIZE & GAMIFY STAFF PD**

Clif Hirtle, Apple, Inc. & Trey Bachner, JAMF Software Apple, Inc. PENOBSCOT

K-12 CODING RESOURCES, IDEAS AND MORE! Let’s discuss ideas and ways RSU57 mode elementary through high school kids involved in coding. Listen to students at the MS and HS levels discuss what resources they use and find helpful for their age group. We are also hoping to hear what other schools are using and doing. Vicky Decker & Charlie Gianciola, RSU 57 WALDO

**STORYTELLING MAPS (ARGIS)**

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

**SOMERSET**

**SANCTUARY**

**REIMAGINE 21ST CENTURY TEACHING AND LEARNING WITH WINDOWS IN THE CLASSROOM**

Learn how Windows 10 and the Microsoft Education resources help schools prepare for 21st Century Learning. Using Windows 10, you’ll explore tools and technologies that energize and engage students. You’ll learn how to get more out of the software you use every day. And you’ll discover how the latest devices and software work together to unleash 21st Century learning. Jill Pierce, McMinn County Schools HP CUMBERLAND

**WORKSHOPS**

**25**

**PD PLAYGROUND: PERSONALIZE & GAMIFY STAFF PD**

Clif Hirtle, Apple, Inc. & Trey Bachner, JAMF Software Apple, Inc. PENOBSCOT

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**TOOLS FOR TEACHING HIGH SCHOOL WEB DESIGN**

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

**YOU ARE THE GAME MASTER**

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

**ATTEND**

**24**

**follow**

**ACTEM16**

**25**

**WILL NETWORK**

**ACC PUBLIC 25**
THURSDAY WORKSHOPS

5:00-6:00 ACHIEVE Award Ceremony

6:30-9:00 BrewCUE - follow @BrewCUEME for details

THURSDAY SCHEDULE

Morning Keynote 8 to 9 AM "Courageous Edventures" Jennie Magiera

5:00-6:00 ACHIEVE Award Ceremony

6:30-9:00 BrewCUE - follow @BrewCUEME for details
<table>
<thead>
<tr>
<th>Time</th>
<th>Session Title</th>
<th>Speaker(s)</th>
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<tbody>
<tr>
<td>Morning</td>
<td>“Surviving the Zombie Apocalypse” 7:45 to 9 AM</td>
<td>Carl Hooker</td>
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<td>Morning Keynote</td>
<td>Sponsored by JAMF Software and ACTEM</td>
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<td>9:15 - 11:00</td>
<td>Session One</td>
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<td>11:00 - 12:00</td>
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<td>12:00 - 2:00</td>
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<td>Tuesday Breakfast</td>
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<td>11:00 - 12:00</td>
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**Thursday, August 24th**

**Morning Keynote** 7:45 to 9 AM

“Surviving the Zombie Apocalypse”

Carl Hooker

Sponsored by JAMF Software and ACTEM

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**Session One** (11:00 - 12:00)

- Sandaker DISD

**Session Two** (11:00 - 12:00)

- Sandaker DISD

**Session Three** (11:00 - 12:00)

- Sandaker DISD

**Session Four** (11:00 - 12:00)

- Sandaker DISD

Doorsprize - 3:30 - 3:45

You must be present to win!
Too many choices? Feeling overwhelmed? Here are some suggestions for planning your Friday schedule, based on your role in the school.

**LIBRARIANS**

If you are a librarian (or if you think like a librarian), here are suggestions for Friday's schedule. You might want to spend the whole morning on creating Virtual Reality Experiences where you will learn all you need to know to create something that will amaze your students. If you'd like a shorter session to start the day, check out The Teen Brain and the Digital World or MakerSpaces on a Dime (if you missed it yesterday). Then move on to Brainbreaks: Using Improv to Open Up Thinking to experience some activities that you can use with students to unleash creativity. Or, if you work at an elementary school and are wondering of 3D printing is for you, try 3D Printing/Design can be Elementary! Then, grab your lunch and grab a friend and head to Tell Your School's Story on Social Media for tips on getting the word out about all the good things happening in your school, or catch up with on what's new in Learning Through Technology and MFLT Update! After lunch, you might choose to spend the whole afternoon learning about a model for technology integration in Swimming in the SAMR Pool. If you prefer a shorter session, Tech Integration + Growth Mindset = WOW! may give you some ideas for fostering technology integration in your school. In Session 4, check out Classroom App (if you missed it yesterday) or try Robots as Assistive Technol-

**TECH INTEGRATORS**

If you are a tech integrator, almost any session at the AASL's Best Apps for Teaching and Learning or, if you haven't tried a breakout activity yet, go to Breakout EDU.

**TECH COORDINATORS**

Session 1 on Friday has several good choices for tech coordinators. If you missed it yesterday, you may want to catch Let's Have a Wireless Bake-off where you can compare various wireless networking products. Another good choice is MakerSpaces on a Dime where you can spend some time tinkering. In session 2, check out hot new Maker Thing New Product Update if, or if you want to that yesterday, try 3D Printing can be Elementary! You may also be interested in Adaptive Learning about the latest OS - MacOS Sierra and iOS 10. If you're interested in a working lunch, there are a couple sessions you might like. You can head to Cloud Update to learn about different cloud solutions, or check out School's Out for Summer: Apple School Manager, Managed Apple IDs, and You. After lunch, it's time for Session 3. You have another opportunity to catch Conquering Tech Grants: How to make your proposal WIN or, go to The Cloud Wars: Transform 21st Century Collaborative Projects. Then, for Session 4, end the day with 555 Extension Attributes: Secret Sauce for the Advanced Caucus Chef or if you're not interested in Caucus, learn about how you can support students who cannot physically attend school in Robots as Assistive Technology.

**HUMANITIES TEACHERS**

These sessions are good choices for humanities teachers, but we also encourage you to try a few sessions from the STEM teachers' list. You may

**STEM TEACHERS**

If you are a STEM (Science, Technology, Engineer-

**DIFFERENT FOLKS**

**DIFFERENT STROKES, FOR...**
**SPECIALTY TRACKS**

**DIFFERENT STROKES, FOR**

want to spend your morning in Apps & AT Across the Curriculum, iOS & Google! where you will learn how to design lessons that are accessible to all students. If you are looking for shorter sessions, start with Utilize Google My Maps in Your Classroom and make an interactive map, or take this opportunity to learn more about your students in The Teen Brain and the Digital World. For your first session on Friday, try The Teen Brain and the Digital World where you will learn what the research tells us about adolescent brain development and student use of digital devices. Then head to Blended Learning: Online and Seat Time to learn about combining online and face-to-face learning opportunities. If you want to attend a lunchtime session, you might like Avoiding Textbook Costs with Online Resources, or you could go to the Lunch Date for Teacher Education Programs. In the afternoon, you can’t go wrong with Swimming in the SAMR Pool. This afternoon-long session will help you understand this model for technology integration and show you examples of what it looks like. If you’d like a shorter session, try STEM/STEAM Learning in the Classroom to get an idea of how teachers can integrate the arts with STEM subjects. Then for your final session, have some fun at Breakout EDU.

**ELEMENTARY TEACHERS**

Most of the suggested sessions for STEM or humanities teachers will appeal to elementary teachers too, but we have some designed specifically for that grade span. If you are an elementary school teacher, your Session 1 choice could be Coding and Robotics in Early Learning where you will explore ways young children can learn to code. An alternative choice is Tweeting with Young Learners, a session for getting started with a class Twitter account. If you teach with iPads, consider spending Session 2 in iPad in Elementary Instruction or Learning with iPads in PreK and Beyond! Otherwise, head on over to 3D Design/Printing can be Elementary! If you like working through lunch, grab your food and head to either Media as Text or Scavenger Hunt Roll Out. If you are an elementary teacher who is using or considering using iPads, you won’t want to miss iPads in Grade 1 - What Do We Value? After lunch, early elementary teachers may choose to spend the rest of the afternoon in Innovation in K-2 Classroom: Tech Petting Zoo. Otherwise, head over to Social Media for the Youngest or Dyslexia: AT, Accommodations & Literacy Strategies. There are three great choices for elementary teachers in Session 4. End your day with iPad in Elementary Literacy Instruction, or F-Pads in the Kindergarten Classroom, or check out NearPod in Elementary School.

**HIGHER ED**

If you teach in a college or are involved in educating or supporting pre-service or in-service teachers, any of the conference sessions may be helpful in increasing your awareness of K-12 technology education, but we have a few sessions designed specifically for the higher ed. audience. For your first session on Friday, try The Teen Brain and the Digital World where you will learn what the research tells us about adolescent brain development and student use of digital devices. Then head to Blended Learning: Online and Seat Time to learn about combining online and face-to-face learning opportunities. If you want to attend a lunchtime session, you might like Avoiding Textbook Costs with Online Resources, or you could go to the Lunch Date for Teacher Education Programs. In the afternoon, you can’t go wrong with Swimming in the SAMR Pool. This afternoon-long session will help you understand this model for technology integration and show you examples of what it looks like. If you’d like a shorter session, try STEM/STEAM Learning in the Classroom to get an idea of how teachers can integrate the arts with STEM subjects. Then for your final session, have some fun at Breakout EDU.

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**You Think You Know Surf...**

4. Before surfing the internet became popular, what other kinds of surfing did people do? A. wind surfing  B. body surfing  C. van surfing  D. all of the above
CREATING VIRTUAL REALITY EXPERIENCES: Virtual Reality is having a big year with devices like Oculus Rift and HTC Vive hitting the mainstream. While virtual environments are nothing new, today’s VR technology is delivering amazingly immersive experiences. Historically, creating VR spaces has been incredibly difficult. Today the tools for creating VR are accessible to all. In this session, we will create awesome virtual reality experiences using nothing more than a bit of HTML. Don’t know HTML? No problem, you will learn all you need. Start here to be part of the next big thing to hit the world of technology.

TIm Hart, Apple, Inc.

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

Jill Pierce, McMinn County Schools

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

Kern Kelley & Students, RSU 19

CODING AND ROBOTICS IN EARLY LEARNING: How can coding and robotics be included in the PreK-4 classroom? This session will include discussion of what coding and robotics can be in an early learning environment. Ideas and lesson plans for implementing in the classroom will be included. There will be an opportunity to explore and experience using apps and Sphero robotic balls. Julie Willcott, ADE & NVCC Apple, Inc.

KENNEBEC

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

Jim Moulton & Clif Hirtle, Apple, Inc.

EASY TOOLS FOR FORMATIVE ASSESSMENT & MONITORING LEARNING: Monitoring learning of all students, not just those who raise their hands, is more important now with our shifts to proficiency-based learning models and new educator effectiveness systems. Come learn about three easy to use tools that can provide timely feedback.

Matt Chamberlain, Hancocks

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

CAPITAL

SESSION ONE: 9:15-10:15

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

Marie Ray & Seth Mitchell, RSU 2

HOWARD

SESSION TWO: 10:15-11:00

B.O.S.S. BREAKOUT CHANGE: This is your change to come learn some new ways to collaborate and discover ways these tools can be put to use in your classroom in purposeful and effective ways.

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MICRO-CREDENTIALS 101 What’s all the fuss about micro-credentials and digital badging? What are they and how do I learn them? What do they have to do with professional development? What’s this new LearnMaine Educator Micro-credentials program from ACTEM and DOE? Attend this session and not only discover answers to these questions but get a head start on figuring out which microcredentials you might like to earn! Mike Muir, DOE MTLI WALDO

MINES OF OUR STUDENTS LOVE IT! Minecraft is a widely popular, multi-platform computer game for students of all ages. Teachers all over the world are using Minecraft in classrooms as well as in extra curricular clubs. We have started a Minecraft server called EastCoastMiners. Come meet the miners and learn about the collaboration and learning happening within our world. This game is engaging, but is it educational? Come and decide for yourself. Mary O’Brien, RSU 38 & Blake Bourque YORK

TEACHING ROBOTICS WITH LEGO, SPHERO AND OLLIE This is a hands-on approach introducing basic concepts in the field of robotics. It is accomplished by implementing a multi-media curriculum based on the Carnegie Mellon Video Trainer and designed to teach behavior-based programming to students in a classroom setting using the MINDSTORMS Software. Teach robotics differently by using Spheros and Ollies. Students connect by Bluetooth using the apps to program and perform a number of tasks. Jason Lanoie & Joseph Bourdreau, Windham PISCATAQUIS

THE MANY USES OF GOOGLE CLASSROOM Google Classroom can change the way you run your class or even your school. You’ll learn how three educators are using Google Classroom’s features in different ways. Whether you are just learning about Google Classroom, or you just want to learn how to get more out of it, this session is for you. This session is best for participants who already have Google Apps for Education at their school as it allows you to participate actively. Mary Gamble, Deb Carver & Jeff Bailey, Mountain Valley HS AUGUSTA

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

TWEEETING WITH YOUNG LEARNERS Come see how using Twitter with your youngest learners can support and reinforce learning. We’ll look at creating a classroom account, discuss how to connect with other early childhood classrooms and teachers, and look at specific ways to use Twitter with our youngest learners. Nadene Mathes, consultant SOMERSET
BLENDED LEARNING: ONLINE AND SEAT TIME
This workshop is designed to explore other pathways for student success and to develop more resources to help improve student learning. These alternatives engage students with flipped classroom and face-to-face instruction. Participants will explore free pathways and resources for creating and finding content, using platforms such as Moodle, Google Classroom, iTunes University, EDPuzzle, and OpenEd to deliver content and assess content for traditional and non-traditional students. This session will combine presentation with hands-on learning. 

Speaker: Carl Hooker, Eanes Ind. S.D. ACTEM Keynote Speaker FORT WESTERN

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LEARNING WITH IPADS IN PREK AND BEYOND: How can we use iPads to provide additional learning opportunities for young children and partner with families and others in the community? When and how should we discuss media diet and balance? Why are “media mentors” important? Stories from a variety of early learning programs using iPads with young children, including a public Prek classroom, family engagement, and public library program will be shared. Bonnie Blogovic, Morningtown & Vicky Grotton, Glenburn SOMERSET

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

EDUCATION TODAY WITH MAINE PUBLIC BROADCASTING NETWORK: What does a student-centered classroom look like? Are we leveraging educational technology to the fullest? Have we made it indispensable to teaching and learning? The Maine Education Project is interested in hearing your thoughts on what it’s like in schools today in this conversational session sponsored by Maine’s public television and radio network. Come talk to us about challenges and successes in the classroom today. David Boardman, MPB Franklin

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

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FORTWESTERN
FRIDAY WORKSHOPS

provides many possibilities for creating illustrations, making drawing a part of the overall literacy experience. In this session we’ll see how easy it is to get students started with creating their own original illustrations, and discuss how adding illustration to writing can raise the rigor.

FRIDAY WORKSHOPS

LEARNING THROUGH TECHNOLOGY & MLTI FALL UPDATE The Learning Through Technology Team and MLTI are offering you even more resources this year. Join us if you are interested in our new team members, new tools for students and teachers, and new professional development that could help your school with Proficiency Based Diplomas, Teacher Effectiveness, and the increased rigor of MRls and testing. Mike Muir & DOE Learning Through Technology Team MLTI HOWARD

LUNCH DATE FOR TEACHER EDUCATION PROGRAMS This lunch gathering is for professors, adjunct faculty, classroom teachers who host preservice teachers, and students in education programs. Come share ideas for how teacher ed programs can work individually and collaboratively to improve the preparation of teachers to teach with technology. Conversation starters: How is your program using the ISTE Standards? Including technology in PreK Working with field placement sites? MLTI-Teacher Preparation Collaborative MLTI WASHINGTON

RAPID FIRE APPS & TOOLS Bring your “A-Game” and your favorite Apps to this interactive gathering sharing as many ideas as possible before the time is up just like a game of hot Potato! Southern Maine Integrators Group: Susie Simmons, Dan Tompkins, Anne MacDonnell, Cathy Wolinsky, Mike Arsenault, Lisa Hogan, Laura Girr, FORT WESTERN

SCAVENGER HUNT ROLL OUT Think you know your special education assistive technology accommodation and modifications? Take the challenge here! Team up to conquer special education stations and gain points along the way. Pick up brain break ideas as you go. Be prepared to move, think, and gain life changing knowledge to help individuals with disabilities.

The team with the most points at the end of the scavenger challenge wins a coveted prize. Bring your MLTI devices. Lindsey Carnes, Apple, Inc. MLTI - Both Apple Solutions SAGADAHOC

SCHOOL’S OUT FOR SUMMER: APPLE SCHOOL MANAGER, MANAGED APPLE IDS, AND YOU You have seen the Weiner’s. You know the capabilities. Bring your lunch box and tough questions for a consultative conversation around what the new world of organizational Apple IDs and role-based school portals means for you in the year ahead. Cliff Hirtle, Apple, Inc. Apple, Inc. PENOBScot

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

TELL YOUR SCHOOL’S STORY ON SOCIAL MEDIA Schools can either tell their own story or let someone else tell it for them. They can highlight the work that exemplifies their mission, or they can put the power to choose in someone else’s hands, and then find themselves misconstrued or unfairly criticized. This session will explore a number of resources that allow schools to capitalize on the power of Social Media and ways to celebrate the best in your classroom, building, library, or district. Jonathan R. Werner, Cape Elizabeth ARNOLD

CREATING DIGITAL BREAKOUT EDUS Participants will experience a Digital Breakout EDU game before actually creating one of their own based on curriculum or content they teach. They will then be able to engage students in the playing of and creating of Digital Breakouts. This session is based on the BreakoutEDU Boxes and is built around the 4 Cs: (Creativity, Collaboration, Critical Thinking and Communication.) Terri Dawson & Angela Gospodarek, Gorham MS PISCATAQUIS

DYSLLEXIA:AT, ACCOMMODATIONS & LITERACY STRATEGIES Dyslexia is the most common type of specific learning disability affecting 10-15% of the total population. It is critical that educators acknowledge and support access to the curriculum. Explore research based intervention that is explicit, systematic, and multisensory. Embedding these interventions and AT tools personalizes learning and ensures access to language, literacy, and learning opportunities. Diana Petschauer, Kelsey Hall & Stacy Driscoll, AffoREd.com WASHINGTON

IBOOKS AUTHOR MULTIMODAL STYLE Dive into iBooks Author to harness the power of developing multi-modal, Multi-Touch iBooks. You’ll learn features which make iBooks come to life for learners by incorporating audio files, 3D widgets, image galleries, study cards, jailbreaking templates, and much more. Come prepared with a topic and assets to develop your own Multi-Touch iBook. This session is great for MLTI beginners and experts. Lindsey Carnes, Apple, Inc. MLTI - Apple Alternate Solution SAGADAHOC

AFTEERNOON SESSIONS 1:10-3:20

FRIDAY WORKSHOPS

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

Irina Taute, Eduporium Eduporium ARNOLD

FRIDAY WORKSHOPS

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CONQUERING TECH GRANTS: HOW TO MAKE YOUR PROPOSAL WIN
Learn about top tech opportunities and grant resources available to help make your application successful. This session focuses on a wide variety of steps to take to ensure you receive a win. We will also look at tools available to help you narrow in on funding opportunities right for your district and how to determine your eligibility as well as a look at resource available to help you apply. ePlus Grant Sponsorship Program Staff ePlus Technologies ANDROSCOGGIN AROOSTOOK

CREATING SIMPLE GAMES ON YOUR IPAD
Ever wonder if those students you always “catch on games” in class could just use that energy to make games themselves? Now any student with an iPad can create games using the Hopscotch app. Learn the very basics of computer programming with hands-on examples. Discover powerful ways to integrate your class content and reinforce learning concepts. Jeff Bailey, Mountain Valley YORK

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

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

LEARN TO CODE WITH SWIFT PLAY-grounds
Swift Playgrounds is a revolutionary new app for iPad that makes learning Swift programming interactive and fun. Solve puzzles to master the basics and increase your skill. Swift Playgrounds requires no coding knowledge, so it’s perfect for beginners. It also provides a unique way for seasoned developers to quickly bring ideas to life. And because it’s built to take full advantage of iPad, it’s a first-of-its-kind learning experience. We will explore the app and associated resources as well as discuss how to bring Swift Playgrounds to the classroom. Make sure to bring iPad with iOS 10. Tim Hart, Apple, Inc. MILT - Apple Primary Solution LINCOLN OXFORD

LET THE STUDENTS LEAD THE WAY: BUILDING A STUDENT INNOVATION TEAM
Allow students to lead your classroom, school or district’s technology initiative. Build a team to advise, support and train teachers as they explore digital learning. In this session, learn how to start your own team, tips for getting started, and how to adapt the idea to your own situation. Jennie Magiera ACTEM Keynote Speaker CAPITAL

MANAGING SHARED IPADS IN AN ELEMENTARY CLASSROOM
Shared use is a story of carts and cables. This initiative. Build a team to advise, support and train teachers as they explore digital learning. In this session, learn how to start your own team, tips for getting started, and how to adapt the idea to your own situation. Jennie Magiera ACTEM Keynote Speaker CAPITAL

Managing shared iPads in an elementary classroom
Shared use is a story of carts and cables. This initiative. Build a team to advise, support and train teachers as they explore digital learning. In this session, learn how to start your own team, tips for getting started, and how to adapt the idea to your own situation. Jennie Magiera ACTEM Keynote Speaker CAPITAL

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

SWIMMING IN THE SAMR POOL
Sometimes we ask teachers to dive before they can swim with technology. Dr. Ruben Puentedura’s SAMR model has been instrumental in helping our district embrace the shift from traditional learning to a more student-centered approach. In this session, I’ll share actual examples of integration of iPads in K-12 settings. From ELA to math to music, using mobile devices in a meaningful way can really bring learning to life.

Carl Hooker, Eanes Ind. S.D. ACTEM Keynote Speaker FORT WESTERN

BREAKOUT EDU
Breakout EDU is an ultra-engaging learning game for everyone.

Jennie Magiera

Julie Willcott

6. WHAT IS “CHANNEL SURFING”?
A. Surfing the English Channel B. Watching surfing videos on a YouTube channel C. Using a remote to skip through TV channels looking for something to watch D. Surfing while channeling Moondoggie (from the Gidget movies)
COLLABORATIVE PROJECTS What is the Cloud, and how do I ride? This session will explore several educational and instructional options using cloud technology. Pros and Cons of a variety of educational cloud technologies will be shared as well as how cloud technologies can transform the classroom for collaborative projects. Jill Pierce, McMinn County Schools MLTI WALDO

USING INSTAGRAM IN THE CLASSROOM Instagram is a social media platform that most students and parents are on. So why not use what they are already using to an advantage in the classroom? Students get engaged in the material because they know their audience is going to be their peers, not just teachers. This session covers how Instagram works, and Cons of a variety of educational cloud technologies can transform the classroom for collaborative projects.

AASL’S BEST APPS FOR TEACHING & LEARNING Each year the American Association of School Librarians (AASL) releases the list of Best Apps for Teaching and Learning. Find out which apps made the 2016 list in this fast-paced session. Participants will explore free augmented reality apps including Seene, Quiver, Aurasma, Blippard, and Cardboard. Learn to incorporate AR in the SMAR model. Discover how to incorporate Google Expeditions into your content instruction. A demo of Google Expeditions will be given with options to view the demo from both the student and teacher side of the lesson.

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

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

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

GOING ON A VIRTUAL FIELD TRIP THROUGH THE CENTER FOR INTER-ACTIVE LEARNING & COLLABORATION (CICL) This session will take you on an adventure via Video Conferencing, where we will explore the many types of virtual content available to enhance classroom curriculum via Distance Learning. This session will take you on a sampling of virtual field trips coordinated with the Center for Interactive Learning and Collaboration (CICL). In addition we will close the session with an overview of possible grant funding opportunities to support your collaborative learning environment.

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

on Hutton & Curtis Armstrong, Apple, Inc. MLTI - Apple Primary Solution LINCOLN OXFORD

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

John Brandt, Maine CITE Maine CITE CAPITAL

Yamin Chevallard, Technology Strategist Microsoft CUMBERLAND

John Brandt, Maine CITE Maine CITE CAPITAL

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

Rachel Noyes, Technology Consultant Maine DESE

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

Mauri Dufour - ADE & Auburn School Dept. Apple, Inc. KENNEBEC

Session Four 12:20-3:20

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

John Potter, Falmouth KIOSK - VENDOR FLOOR

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

ROSS JACOBS

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

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Online professional learning available in the ACTEM MemberPlus upgrade

**JSS EXTENSION ATTRIBUTES: SECRET SAUCE FOR THE ADVANCED CASPER CHEF**
Ever dream of elegant reports and conditional policies based off machine data just not available in your JSS? Come discover how to leverage one of the secret ingredients of advanced Casper administrators: how to create custom inventory information to automate deployments, feed proactive policies, and ensure accurate reporting for leadership and learning alike. Clif Hirtle, Apple, Inc. & Trey Bachner, Jamf Software Apple, Inc.

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

**USE Plickers TO INSTANTLY CHECK LEARNING**
This interactive session guides participants through the sign up, set up, and application of Plickers, an app that allows teachers to instantly check student learning. Unlike other programs requiring 1-on-1 devices, it uses a set of coded cards students hold up to answer questions. The teacher scans the room with a phone/tablet which scores and records student responses. It’s a great app for formative assessment for any level in any subject area. Paul Wallace, MSAD 31

**DOOR PRIZES AT 3:20 in the Exhibitor Keynote Stage (you must be present to win)!**

**EXPLORE LEARNING. MOVE FORWARD**
Online professional learning available in the ACTEM MemberPlus upgrade

Included in the ACTEM MemberPlus Upgrade, is access to Atomic Learning’s online resources!
Upgrade your membership to log in to Atomic Learning and gain access to a vast library of online learning resources relating to instructional practices, college and career readiness, student engagement, technology use, and more.

Our new Hookup Online Learning Framework works to personalize online learning using four components:

- **LearnIt:** Learn from Best Practices
- **DoIt:** Apply Learning to Life
- **ShareIt:** Connect and Get Feedback
- **ProveIt:** Document Learning

All of our conceptual learning resources are available in this LearnIt. DoIt. ShareIt. ProveIt. format. See a short overview video.

In addition to the personalized learning experience, you can document your professional learning with Atomic Learning’s reporting capabilities, assessments, and Certificates of Completion.

You also have the opportunity to join webinar training sessions hosted by our customer support team. These sessions will highlight new Atomic Learning content as it relates to hot education topics.

Win a $25 Amazon Gift Card! Log in to www.Atomiclearning.com, view a course of your choice, and email the certificate of completion to atomic@atomiclearning.com for your chance to win! Submit by Nov. 4, 2016.

Have ACTEM MemberPlus, but not sure how to log in? Contact help@atomiclearning.com.

For more information about how Atomic Learning can work for you and your district, contact:
Kim Paine | 866-259-5090 ext 335 | kpaine@atomiclearning.com
Whalley Computer Associates, Inc.

Contact WCA at wcabiz@wca.com or call 877.569.4200 and ask for Chris

Riding the Digital wave at the crest of interactive technology...

Whalley Computer Associates, New England's technology leader for education for 35 years
7. WHAT IS A "SERF"?
A. A misspelling of the word "surf"
B. A servant who works for a feudal lord
C. A beachgoer who refuses to surf
D. An internet troll

Jill Meade
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fax: 603.683.0976
jmeade@govconnection.com
LEARNING BOOTHS

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 in mind.

LEARNING BOOTHS 1-EDUPORIUM

We started Eduporium with the belief that technology can truly, effectively help children learn and grow. No, we’re not encouraging children to spend more time texting or taking selfies on their smartphones—we’re talking about productive, meaningful technology that can unlock their imagination and engage their problem-solving skills. We’re talking about using open-source microcontrollers to help children learn to program, or challenging kids to design and create their own toys through 3D printers. The possibilities are boundless—we have the technology today to really make a positive impact on our children and push them toward a successful future.

We are the place where children, technology, and community intersect. A platform on which to showcase the latest and most cutting-edge technology in education. A gathering point for parents, teachers, and innovators. A space where we can all learn about our solutions.

Eduporium, in association with ePlus® inc., is a leading integrator of technology, 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 BOOTHS 3: HP/MICROSOFT

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

HP has a long tradition of supporting 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 has partnered with ACTEM to offer cost effective EES subscription licensing to Maine Schools.

LEARNING BOOTHS 4: CDWG

CDWG 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.

LEARNING BOOTHS 6-7: 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, IP TV, Digital Signage and Flat-Panels Displays. Come stop by and meet our staff to find out what Pro AV can do to help you this school year!

LEARNING BOOTHS 8-9: DIAMOND ASSETS

Diamond is a full-service, IT asset disposition (ITAD) company headquartered in Janesville, Wisconsin. We offer a complete range of services to our customers nationwide, including:

- Buy-Back and Trade-In
- White Glove Pick-Up and Flexible Scheduling
- Refurbishment
- Serial Number Audits and Reconciliation Reports
- Customer Support
- Labeling and Coding of Merchandise
- Inventory Tracking
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Call us today to learn more about how Diamond Assets can offer you a unique, customized customer experience.

Follow Actem16
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.

So You Think You Know Surf...

6. ACCORDING TO SURF EUROPE MAGAZINE, WHO IS THE GREATEST SURFER OF ALL TIME?
   A. Kelly Slater   B. Tony Blair   C. Gerard Depardieu  D. Luciano Pavarotti
LEARNING BOOTHS
- LB1 Eduporium
- LB2 ePlus
- LB3 HP
- LB3 Microsoft
- LB4 CDWG
- LB5
- LB6 & 7 ProAV
- ACTEM Atomic Learning

SUPER BOOTHS
- SB1 Apple
- SB2 Diamond Assets
- SB3 Networkmaine
- SB4
- SB5 Headlight AV
- SB6

CENTER BOOTHS
1 North Coast Services
2
3
4
5 Learning Technology
6 Edgenuity
7 School Messenger
8
9 SchoolPointe
10 Houghlin Mifflin
11 Kensington
12
13
14
15 PowerSchool
16 JumpRope
17 LinkIt - Advanced Assessment Systems
18
19 GovConnection
20 Ruckus
21 Office Depot
22 Edupoint Educational Systems
23 ELB Education
24
25 Technology
26 Pear Deck
27 ByteSpeed
28 Lightspeed Technologies
29 Infinite Campus
30 Belkin
31 Maine CITE
32 IPEVO
33 DSCI
34 Spectrum Industries
35 Jamf Software
36 ENA - Education
37 Network of America
38 Axis Business Solutions
39 Pine Tree Society
39 Data Memory Systems
40 Otus
41 & 42 ACTEM Store
43
44

ANSWERS

So You Think You Know Surf...