POWER ME!

ACTEM’S 28TH ANNUAL EDUCATION TECHNOLOGY CONFERENCE

OCTOBER 15 & 16, 2015

Sponsored by Apple Inc., ePlus, Hewlett-Packard, Microsoft, Pro AV Systems
**ACTEM President, Michael Richards**

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- Crystal Priest, ACTEM Conference Co-Chair
- Jaime Ela, ACHIEVE Awards Co-Chair
- Gwyneth Maguire, ACTEM Conference Co-Chair
- Digital Presence, Social Media

**SCHEDULE AT-A-GLANCE**

**THURSDAY**
OCTOBER 15, 2015

- 7:00: Registration Breakfast
- 8:00: Opening Keynote on the stage in the Exhibit Hall
- 9:15-10:15: Session I (Full Day to 3:30, Half day to 11:30)
- 10:15-10:30: Morning Break
- 10:30-11:30: Session II
- 11:00-12:30: Lunch in Ballroom #4, no ticket required
- 11:30-12:30: Lunch Sessions
- 12:10-1:10: Session III (Half day sessions to 3:30)
- 1:40-2:30: Dessert in the Exhibitions
- 2:30-2:30: Session IV
- 3:30-3:50: Exhibitors’ Reception in the Exhibit Hall
- 5:30-6:00: DOE Announcements
- 6:00-7:00: Awards Ceremony

**FRIDAY**
OCTOBER 16, 2015

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

**Learning Through Technology Team Announcement:** Recognizing growth and legitimizing bragging rights, we Promise: a teacher tease and developers’ rollout.
Roy Litchenstein, who influenced the graphic look of this program, said, “I like to pretend that my art has nothing to do with me.” It’s a humble statement that is reflective of our conference committee and presenters. This conference is a huge undertaking by so many dedicated ACTEM members, people who all act like it’s no big deal, giving their time to make sure you all have a great experience. Well, it is a big deal. It’s Paul Bunyan big, and we’d like to recognize them here and thank them for all of their hard work.

Crystal and Gwyneth

Conference Chairs
Crystal Priest & Gwyneth Maguire

Program Guide
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#actem15

David Bridges, ACTEM Vice-President
Crystal Priest, Conference Co-Chair
Gwyneth Maguire, Conference Co-Chair
Gary Lanoie, ACTEM Executive Director
Michael Richards, ACTEM President
Mike Arsenault, Yarmouth Schools
Jason Bersani, AOS 92, Winslow
Maya Crosby, Lincoln Academy
Jaime Ela, MSAD #74
Barbara Greenstone, Boothbay Schools
Rachel Guthrie, SMCC
Dennis Kunces, Retired
Anne MacDonald, Falmouth Schools
Julie St. Hilaire, MSAD #52
Vince Vanier, Madawaska Schools
Sherry Wyman, DOE
Leslie Fisher’s interest in technology began while studying music at the University of Southern California. She quickly realized the value of utilizing computers for music mixing and recording. She grabbed her 300 baud modem, jumped on the Internet (before anyone really called it the Internet), and started looking for music resources. She soon realized she was spending more time discovering technology than playing music so she changed her major and tried to figure out what geeky thing she could do for the rest of her life.

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

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

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

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

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

Jaime was born and raised as a first generation American to a single mother on welfare in Hell’s Kitchen, New York. Jaime understands and appreciates the power education has on changing the destiny of a family in just one generation.
The ACTEM Awards Committee is excited to announce a new annual award recognizing educators that 
ACHIEVE:
ACTEM Commends Highly Innovative Educators that Value Excellence.

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

DO YOU HAVE A COLLEAGUE WHO DESERVES AN AWARD?

Do you have an innovative coworker? To nominate someone today visit www.actem.org, click the resources tab before May 27th, 2016.
Shana S. Goodall is recognized as the 2015 ACHIEVE Award winner. Goodall is an enthusiastic teacher of social studies—where she weaves history, analytical skills, and technology to develop passionate and inquisitive learners at Orono High School. Technology has always been a part of her life since she was introduced to Oregon Trail, in the fourth grade, on the TRS-80. Despite never making it to Oregon “on the trail,” Shana worked for five years in IT as a systems administrator, programmer, help-desk specialist, and trainer with Bryn Mawr College, Bowdoin College, and the Brunswick School Department. She combines her proclivity for technology with her enthusiasm for education and young adults. Shana is a lifelong learner and graduate of Richmond High School, Bryn Mawr College, and the University of Maine.

Shana works tirelessly to know each of her students on a personal level, learning their needs and struggles, strengths and passions. She teaches via multiple modalities so all learners have the opportunity to access information and to inspire and excite students about the social sciences and history. Jessie Walker, OHS 2018, notes “She is very relatable to her students, and makes sure to help them improve their individual weaknesses as well as promote their individual strengths. In her class I always appreciated her kind and understanding attitude, as well as her ability to trust her students to accomplish their work in a timely manner.” Shana also helps her colleagues incorporate technology into their classrooms at their own level and pace. Jim Chasse, OHS Principal, considers Shana a Swiss Army knife of technology. “Ms. Goodall works well with our district-wide initiatives by managing our Gmail domain, assisting colleagues with our student information system, serving on our technology committee, and promoting our student experts through our “Geek Squad.” Visit her website at www.shanagoodall.com.
The John Lunt Friend of Technology award was established by ACTEM in 2006 as a way to recognize individuals that have made a significant contribution to education and technology in Maine.

The award is named after John Lunt, one of the founding members of ACTEM. John served as president of ACTEM for six years and also chaired the annual MAINEducation conference for over ten years. John Lunt and former Governor Angus King were the first recipients of the Friend of Technology award in 2006.
Mr. S! His superpower is Student Scholars! Bob Sprankle is a pioneer in the world of education technology. Early on he understood that student voice and technology were a powerful mix for learning. He is passionate about how technology positively impacts students and learning.

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

Fast er than a speeding nanosecond, the scholars of Room 208 sent breaking news over the airwaves and into homes and classrooms around the world. These third and fourth graders went from being consumers to producers in lightspeed fashion. Technology helped Bob amplify their voices from Wells, Maine to a global audience - something that had never been done before. These students went from being consumers of content to producers of multimedia.

Bob’s teaching style supported putting his students in charge of their learning. He believes that students are superheroes perfectly capable of creating, editing and producing. He views them as authentic artists and authors whose work is to be valued and shared to a wide audience. For example, the Superhero Scholars blogged poetry and artwork in a safe space created by Bob. He instituted protocols that are still in use in many classrooms around the world today and oh yes, this was all before Google.
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.

**FOR ADMINISTRATORS**

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

**FOR TECH COORDINATORS**

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

**FOR LIBRARIANS**

If you are a librarian or a media specialist, you might start your day with the AV Survival Course, brought to you by the folks at Pro AV. Then move on to Session 2 and check out Using Images for Lessons, Social Media, and More where you can pick up some ideas for helping teachers and students find and use images effectively and ethically. Lunch is a good time for face-to-face chats with colleagues, but you may want to learn about online chats over lunch with Twitter for Professional Development. For Session 3, try Create Your Own Digital Textbooks and learn a skill you can take back to share with teachers in your school. Your last session of the day could be your opportunity to become your school’s expert in a cool technique if you attend Utilizing QR Codes.

**DIFFERENT STROKES FOR DIFFERENT FOLKS**

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

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

FOR ELEMENTARY SCHOOL TEACHERS
If you are an elementary school teacher, you won’t be disappointed by the Thursday session offerings. Check out these opportunities to learn from other elementary educators. Start your day in Session 1 with Personalization of Learning Through iPads where you’ll hear about a 1:1 iPad program in grades 3-5. Next, make your way to Session 2 and Mystery Skype, one of the coolest activities for an elementary class. Then pick up your lunch and head over to Online PLN’s with “Just in Time” Professional Resources to learn how you can find online teaching materials and connect with educators around the world. After lunch it’s time for Session 3 and you won’t want to miss Hands on, Minds On!, a session about two fun, creative tools young children can use on their iPads. For your last session of the day, check out Utilizing QR Codes and learn how to create and use QR codes in your classroom.

FEATURED MAINE SPEAKERS
Our Featured Maine speakers are presenting an all day session: Intro to an Innovation Mindset! on Thursday and Invention Convention Workshop during session 1 on Friday. Both session workshops, are based on the Innovation Engineering curriculum at the University of Maine. These sessions will provide an introduction to the skills necessary to take action on ideas. See the specific session descriptions for more details.
3D PRINTERS FOR THE CLASSROOM

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

INTRO TO AN INNOVATION MINDSET!

This workshop, based on the Innovation Engineering curriculum at the University of Maine, provides an introduction to the skills necessary to take action on ideas. Innovation Engineering teaches students the key elements of the engineering mindset: curiosity, discipline, and systems thinking. It teaches methods for problem solving existing challenges and creating new ideas. Renee Kelly & James Beaupre, Featured Maine Speakers from The Foster Center at the University of Maine ACTEM MEETING ROOM 2 Additional Fee Required

FROM 9:15-11:30

ALL THINGS POWERSCHOOL - FOR PS ADMINISTRATORS

Session covers three areas: database extensions, standards and version 9. We’ll demo and discuss various migration topics, data types, things to watch out for, transcript standards object, standards entry, new features, and what we might see in 2015-2016. Lynne Moulton, York Schools & Paula Roberts, Yarmouth MEETING ROOM 5 Additional Fee Required

EVIDENCE OF PROFICIENCY - TIME TO CREATE!

In this discussion and hands-on session, we will engage in a thoughtful exploration around proficiency. We will discuss what it means, and how students can demonstrate accomplishments through the use of Mac & iPad to capture, create, and curate durable digital evidence. We will then look at creating portfolios that not only hold these pieces of evidence, but also tell a compelling story of that learner’s journey to proficiency. Jon Pratt, Foxcroft Academy & Jim Moulton, Apple, Inc. Apple, Inc. BALLROOM 5

INTRODUCTION TO GOOGLE CLASSROOM

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

ITUNES U COURSE MANAGER iPad STYLE

Hot off the press: Apple has released some impressive, new iTunes U Course Manager features and workflows for the iPad. The new iTunes U has homework hand-in, an integrated grade book, and private discussions. Track progress with a simple glance. Built-in grading saves you time and creates an organized grade book and learning workflow. Bring your current-issue MLTI iPad, running the latest software updates and updated apps. You must know your Apple ID and password. Lindsey Carnes, Apple, Inc., MLTI MLTI BALLROOM 3

MAKING DO.

“LEVERAGING TECH ON A SHOESTRING”

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

LESLIE FISHER

KEYNOTE

8:00 - 9:00 AM

FROM 9:30-3:00

FULL DAY SESSIONS

3D PRINTERS FOR THE CLASSROOM

FROM 9:15-11:30

ALL THINGS POWERSCHOOL - FOR PS ADMINISTRATORS

INTRODUCTION TO GOOGLE CLASSROOM

ITUNES U COURSE MANAGER iPad STYLE

MAKING DO.

“LEVERAGING TECH ON A SHOESTRING”

12 ACTEM2015 CONFERENCE TWEET AND FOLLOW #ACTEM15
to get technology into the hands of students. Got old machines? Learn ways to re-purpose them. Learn to get technology into the hands of students. Got old machines? Learn ways to re-purpose them. Learn ways to re-purpose them. Learn ways to re-purpose them. Learn to get technology into the hands of students.
THURSDAY WORKSHOPS

**SESSION 1**

**C O O D I N G  O P T I O N S  F O R  T H E  I P A D**

The Hour of Code is a worldwide movement to get kids coding: a skill that all students should have access to and experience with in some way. There are many ways that this Hour of Code can be leveraged. In this session, participants will learn about Hour of Code and how to bring it into their classrooms to spark interest in computer science.

**ROOM M**

**SESSION 2**

**C R E A T I N G  B E A U T I F U L  D O C U M E N T S  W I T H  P A G E S**

Explore the many features of Apple’s iOS word processor, Pages, and learn how to make your word processing and page layout content look beautiful. Apple’s engineers are proficient in the tools they support, so discover your tools’ greatest strengths right from the start.

**ROOM B**

**SESSION 3**

**T W I T T E R  F O R  P R O F E S S I O N A L  D E V E L O P M E N T**

Educators are under constant pressure to provide quality instruction to all of their students. One tool helping to improve teaching and learning is Twitter. Twitter can be a powerful tool for professional development. Attendees are strongly encouraged to begin tweeting prior to this session.

**ROOM B**

**SESSION 4**

**R E A D  F R O M  -  T O -  W R IT E  H I S T O R Y  F O R  M A T E R I A L S**

Students can read from history to materials. In this session we’ll discover strategies for effective integration and how these strategies can be used to create meaningful learning experiences for students.

**ROOM A**

**SESSION 5**

**C R E A T I N G  O R I G I N A L  D I S C U S S I O N  D R I V I N G  Q U E S T I O N S**

Students can create original discussion driving questions. This session will focus on strategies for asking questions that may be open-ended or closed-ended.

**ROOM A**

**SESSION 6**

**C R E A T I N G  N E W  A T  A P P L E  -  R A P I D  F I R E**

Explore how to use Google Forms and the script Fibonacci to create self-grading assignments. Bring any worksheets, quizzes and tests along with a laptop to learn how to use self-grading assignments. Amanda Ross, Old Orchard Beach High School

**ROOM A**

**SESSION 7**

**V I S U A L  N O T E T A K I N G  U S I N G  Y O U R  M A P L E  T I P A D**

Explore how visual notes support learning. Discover techniques to create, share and integrate visual notes into your instructional practice. Digital literacy is more than just jargon. It also can involve understanding and creating images. Participants should bring their updated Apple iPad devices with the latest version of Notability installed.

**ROOM B**

**SESSION 8**

**M A K I N G  G L O B A L  C O N N E C T I O N S**

Experience how technology can be used to connect students across the globe. This session will focus on the importance of establishing teacher-to-teacher connections in order to share and learn from each other.

**ROOM B**

**SESSION 9**

**D R A W I N G  A N D  P A I N T I N G  W I T H  A C R O M**

Need a quick drawing program? Join our session to explore how you might be able to draw a simple picture and build your confidence with the tools available.

**ROOM B**

**SESSION 10**

**O R G A N I Z I N G  Y O U R  D I G I T A L  L I F E**

Your digital life is ever-changing. This session will explore and define the tricks and tips that help you manage your digital life.

**ROOM B**
to keep everything at your fingertips and ready to
go. Learn about great apps/services to help you stay
digitally organized! David Trask, Vassalboro Community
School
MEETING
ROOM A

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

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

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

WIFI PASSWORD: crossguest30 ACTEM2015 CONFERENCE 15
ACTEM supports its members by providing relevant professional development opportunities and resources, by aiding schools with State and local education technology initiatives, and by functioning as a purchasing consortium.

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

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

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

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

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

ACTEM COMMENDS ACHIEVING HIGHLY INNOVATIVE EDUCATORS THAT VALUE EXCELLENCE

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

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

#### Registration - 7-8 am

**Morning Keynote: Leslie Fisher 8 - 9 am**

<table>
<thead>
<tr>
<th>Time</th>
<th>Session 1</th>
<th>Session 2</th>
<th>Session 3</th>
<th>Session 4</th>
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<tbody>
<tr>
<td>9:15 - 10:15</td>
<td>Pre-Event All Survival Course</td>
<td>YouTube Basics for Blended Classrooms with Dealer</td>
<td>HP/MLTI Using Images for Lessons, Social Media, and More</td>
<td>Organizing your Classroom with Google Apps Admin</td>
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<tr>
<td>10:15 - 11:15</td>
<td>ePlus Classroom Tools to Support a 1:1 Deployment</td>
<td>Intro to Google Classroom with Jennie Rice</td>
<td>HP/MLTI Using Images for Lessons, Social Media, and More</td>
<td>ePlus How to Set Up to Support Technology</td>
</tr>
<tr>
<td>11:00 - 12:00</td>
<td>Tech Up Lessons with Lesson Plans from Google Classroom</td>
<td>ePlus Virtual Field Trip Through the Center for Interactive Learning &amp; Collaboration (CILC)</td>
<td>ePlus Infinite Campus Rems Round Table, with HR Buckman</td>
<td>ePlus Designing a Wireless Network</td>
</tr>
<tr>
<td>12:00 - 1:00</td>
<td>ePlus Designing a Wireless Network</td>
<td>Coding Options for the iPad with Juice Yeark</td>
<td>Google Apps Admin What’s New and Going Beyond the Basics with Kai T. Rice</td>
<td>Chromebook Deployment Chair, Russ Gossaw with The Business of Microsoft</td>
</tr>
<tr>
<td>1:00 - 2:00</td>
<td>ePlus Designing a Wireless Network</td>
<td>Tech Up Lessons with Lesson Plans from Google Classroom</td>
<td>Google Apps Admin What’s New and Going Beyond the Basics with Kai T. Rice</td>
<td>STEAM Powered Design Thinking with Deidre Card \n</td>
</tr>
<tr>
<td>3:00 - 4:00</td>
<td>Tech Up Lessons with Lesson Plans from Google Classroom</td>
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<td>STEAM Powered Design Thinking with Deidre Card</td>
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<td>4:00 - 5:00</td>
<td>Tech Up Lessons with Lesson Plans from Google Classroom</td>
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<td>STEAM Powered Design Thinking with Deidre Card</td>
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</tr>
</tbody>
</table>

#### Lunch Session

**Location:** Meeting Room A, Meeting Room B, Meeting Room C, Meeting Room D, Meeting Room 1, Meeting Room 2, Meeting Room 3, Meeting Room 4, Meeting Room 5, Meeting Room 6, Ballroom 1, Ballroom 2, Ballroom 3, Ballroom 5, Ballroom 6, Ballroom 7

- **11:30 - 12:30** Lunch
- **2:30 - 3:30** Exhbitors’ Reception
- **5:30 - 6:00** DOE Announcements
- **6:00 - 7:00** Awards Ceremony

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**Note:** All sessions are subject to change. Please check the ACTEM2015 conference website for the most up-to-date information.
<table>
<thead>
<tr>
<th>Time</th>
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<th>Location</th>
<th>Speakers</th>
<th>Details</th>
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<tbody>
<tr>
<td>9:15-10:15</td>
<td>Registration - 7-8 am</td>
<td>Room A</td>
<td></td>
<td></td>
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<tr>
<td>10:15-11:15</td>
<td>Morning Keynote Jaime Casap 8-9 am</td>
<td>Ballroom 1</td>
<td>Jaime Casap</td>
<td>Keynote</td>
</tr>
<tr>
<td>11:30-1:00</td>
<td>Lunch Talk</td>
<td>Ballroom 3</td>
<td>Cheryl Oakes, Leslie Fisher, Lesly Fisher</td>
<td>Lunch Chat</td>
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<tr>
<td>1:20-2:20</td>
<td>Session 1: A Virtual Tour of a Tech Ctr 2nd Grade Classroom</td>
<td>Ballroom 1</td>
<td>Libby Curran, Johnathan Marien</td>
<td>Dream Classroom</td>
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<tr>
<td>2:30-3:30</td>
<td>Session 2: A Virtual Tour of a Tech Ctr 2nd Grade Classroom</td>
<td>Room A</td>
<td>Libby Curran, Johnathan Marien</td>
<td>Tech Ctr 2nd Grade Classroom</td>
</tr>
<tr>
<td>3:45-4:00</td>
<td>Doorprizes - 3:45 - 4:00... You Must Be Present to Win!</td>
<td>Room A</td>
<td></td>
<td>Doorprizes</td>
</tr>
</tbody>
</table>

**FRIDAY SCHEDULE**

**Morning Keynote Jaime Casap 8 - 9 am**

- Morning Keynote Jaime Casap 8 - 9 am
- Lunch Talk 11:30 - 1:00
- **Registration** - 7-8 am
- Doorprizes - 3:45 - 4:00...

**Session 1: A Virtual Tour of a Tech Ctr 2nd Grade Classroom**

- A Virtual Tour of a Tech Ctr 2nd Grade Classroom
- Acquire Classroom
- A Tech Savvy 2nd Grade Classroom
- iPads for Giving and Receiving 1:1 Devices in the Classroom
- You Must Be Present to Win!

**Session 2: A Virtual Tour of a Tech Ctr 2nd Grade Classroom**

- A Virtual Tour of a Tech Ctr 2nd Grade Classroom
- Acquire Classroom
- A Tech Savvy 2nd Grade Classroom
- iPads for Giving and Receiving 1:1 Devices in the Classroom
- You Must Be Present to Win!
Pro AV Systems is New England’s leading Audio Visual Integrator and proud supporter of ACTEM and MainED. We design, install and engineer some of the most innovative and exciting spaces in K12 today – and focus on the latest and greatest technology in the market that really works for schools. From interactive whiteboards and projectors to digital signage, emergency alert and streaming, Pro AV Systems understands the technology that schools are looking for today and can help you plan to implement that into your facility. Visit our booth to learn more about our products and solutions and how we can help you create a 21st century learning environment today!

VISIT US AT BOOTHs LB3 + LB4

PROJECTORS • AUDIO SYSTEMS
VIDEO CONFERENCING • SOUND MASKING
DIGITAL SIGNAGE • CONTROL SYSTEMS
INTERACTIVE WHITEBOARDS • IP STREAMING

AV SURVIVAL COURSE

Presented by: Dave Bishop and Adrienne Blasioli
MEETING ROOM A
THURSDAY: 9:15-10:15AM, FRIDAY: 1:20-2:20PM

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

Too many choices? Feeling overwhelmed?

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

Compiled by Barbara Greenstone

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

FOR ADMINISTRATORS

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

FOR TECH CORDINATORS

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

FOR STEM TEACHERS

If you are a STEM teacher (or interested in STEM topics), there is plenty for you to do on Friday. If to Session 2 and check out From Library to Learning Commons for advice on how to re-design your library for today’s learners. Make the most of your lunchtime by attending Incredible Apple Resources - Collections, Courses, and More where you will discover high-quality content to curate and share with your staff and students. In Session 3, learn some media production skills with Using Flipagram to Enhance Learning. In your last session of the day learn about the vast collection of PBS resources in Engaging Students with PBSLearningMedia.

FOR LIBRARIANS

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

PLAN IT

Digital Lessons to Flip Your Classroom, a session that could be useful for all teachers. Spend your lunchtime in creative mode with Painting on your Apple MLT i iPad Without the Mess. After lunch, there are two Friday afternoon half-day sessions you might like. If you are interested in visual art and storytelling, try Photo and Video on Your Mobile Device: Tips, Tricks and Apps and if you are a music teacher, don’t miss More Cowbell where you will learn how to use Garageband. If you prefer shorter sessions in the afternoon, go to Session 3, Using Flipagram to Enhance Learning where you will learn a new way to create videos for the classroom. Then end your day in Session 4 learning how to promote student writing with social media in Engaging Students with 21st Century Writing.

FOR ELEMENTARY SCHOOL TEACHERS

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

FOR HUMANITIES TEACHERS

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

FEATURED MAINE SPEAKERS

OUR FEATURED MAINE SPEAKERS ARE PRESENTING INVENTION CONVENTION WORKSHOP DURING SESSION 1 ON FRIDAY. The Invention Convention is a hands-on program for grades 5-8 that allows students to explore the concepts of innovation through an interdisciplinary curriculum. Students compete locally in their schools and winners are invited to compete in the state competition at the University of Maine. In this workshop, you will have the opportunity to try some tools and methods used in classrooms to teach research, ideation, and technical writing.
An introduction of computer science basics in a format that's fun and accessible to the youngest learners (grades K-5). Explore computer science, pedagogy, overview of the online curriculum, teacher dashboard, and strategies for teaching "unplugged" classroom activities. Printed curriculum guide with lesson plans as well as supplies for the unplugged activities will be shared. Michael Harvey, Code.org

MEETING ROOM 5

Additional Fee Required

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

MEETING ROOM 2

Additional Fee Required

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

MEETING ROOM 2

Additional Fee Required

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

MEETING ROOM 1

Additional Fee Required

**TRANSFORM LEARNING WITH ZULAMA** Zulama is an Innovative Entertainment Technology Program. The Zulama program provides opportunities that make students want to learn and meet standards, and prepare students for the careers of tomorrow. Learn about Zulama and how RSU4 is changing their curriculum, environment, and instruction to provide a brand new educational experience for their students. Norma-Jean Audet, Oak Hill High School

MEETING ROOM 6

Additional Fee Required

**BEYOND THE BASICS OF GOOGLE CLASSROOM** You know (and love) Google Classroom. But there has to be more! We'll look at how to grade work with rubrics, leverage different collaboration methods, give feedback beyond text, and much more as we dig in and go beyond the basics of Google Classroom.

MEETING ROOM 3

Additional Fee Required

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

MLTI
SESSIONS FROM 9:15-10:15

**STEAMoving beyond Augmented Realities**—Imagine being able to create a digital game using pencil and paper or a virtual world with physical photobooths and shared physical and virtual realities meet. This is possible in today’s classrooms using technology devices to create classroom where movement and technology integration meet. Using iPods and other apps we can create augmented realities in the real world. Sean Malone, SeDoMoCha Middle School  MEETING ROOM B

**CHROMOBES AND ACCESSIBILITY**—Google Chromobes are becoming increasingly popular in schools. But can Chromobes be used with students with disabilities? In this session, we will discuss and demonstrate some of the accessibility features of the Chromobes and how they can work with assistive technology (AT) and accessible educational materials (AT/ACE). Blue Jay, Kyth, Visual rx, RSSI 275 Maine OITE MEETING ROOM 4

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

**DESIGNING A WIRELESS NETWORK**—This session is geared for the IT Director, Network Administrator or anyone interested in learning more about how to design a wireless network. We will look at industry trends, new technologies, and case studies of recent 1+2 wireless deployments, ePlus Technologies MEETING ROOM D

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

**HELPING PARENTS RAISE GOOD DIGITAL CITIZENS**—Many parents struggle to understand how to guide their kids to behave safely and participate responsibly in the digital world. Learn how to implement Connecting Families, a free program from Common Sense Education, to educate parents about topics such as social media, online privacy, safety, and more. Endorsed by the National PTA, the research-based program includes everything schools need to support parents. Teni Cazauette, Common Sense Education BALLROOM 1

**INVENTION CONVENTION WORKSHOP**—The Invention Convention is a hands-on program for grades 3-8 that explores the invention process and encourages students to invent something that can change the world. This year, sessions will be offered in an interdisciplinary curriculum. Students compete locally in their schools and winners are invited to compete at the state convention. In this workshop, you will have the opportunity to try some tools and methods used in classrooms to teach research, ideation, and technical writing. Angela Marcolini, Featured Maine Speaker from The Frontier Center at the University of Maine BALLROOM 4

**KEYNOTE CONTINUED . . . AN INFORMAL CONVERSATION WITH JAMIE CASARE JAMIE CASARE**—will be in Ballroom 6 to continue the conversation from Keynote Session. Jaime Casare, Google, Keynote Speaker BALLROOM 6

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

**TECH WAGON DERBY**—Side sitting during PD? Not at this session! Bring your sneakers and prepare to set the conversation about his Keynote on edge! Meet the conversation from Keynote Session.

**SESSION 10:00-11:00**

**FROM LIBRARY TO LEARNING COMMUNES**—How does Portland and Cape Elizabeth library spaces in Learning Commons and reimagined the mission function of libraries for the digital age. Learn how CE and SF are rethinking technology, staff and physical spaces to create engaging environments that respond to changing needs and transform libraries into 24/7 resources. Follow us on Twitter at: @marneseilhan, @Andy@powerwall, Jonathan R. Werner, Cape Elizabeth School District

**HOURS OF CODE**—In 2014, over 55 million students participated in the Hour of Code. Computer Science has 100s of programming languages to choose from. Programming & coding will be necessary for the jobs of tomorrow which our students are preparing for today. In this session we will explore programming applications and resources in all content areas that can integrate into classrooms, SeDoMoCha, SeDoMoCha Middle School MEETING ROOM B

**SELF-MANAGED NETWORKS**—Save time and money on your IT maintenance by directly managing your own private hardware on the private cloud. The HP Self- Maintainer Program is provided at no additional cost to eligible customers who qualify by meeting an annual purchase volume threshold and by completing HP’s technician service and qualification process. In this session we’ll discuss and explore the HP cloud, on-site, and the application process. Cory O’Connor & Amy Dupuis, Hewlett-Packard HP BALLROOM 7

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

**USING STUDENTS TO GROW DIGITAL SKILLS**—Add value to your digital citizenship curriculum with Digital Compass - an animated, choose-your-own-adventure interactive app designed for middle school. Invite students to explore digital dilemmas, make decisions, and try out solutions through stories and mini-games, all with the goal of becoming better digital citizens. Kristin McGuffin, Edmodo MEETING ROOM C

**VOICEOVER, DICTATION, TEXT-TO-SPEECH, SPEAK SCREEN**—VoiceOver, Dictation, Text-to-Speech, Speak Screen, Safari Reader and much more. Bring your current voice recognition and dictation solutions and see how the latest software updates and updated apps, Sandstone Games, Apple, Inc, MLTI MLTI BALLROOM 2
Virginia Brown & Charlie Cancello, Alfred & Lyman Elementary Schools MEETING ROOM 4

YOUNG, MUNIS, OURS - APP DEVICES IN A SHARED ENVIRONMENT A shared digital environment is different than 1:1. If a shared environment is your reality, then come to this session to best practices for deploying and managing Apple devices in your classrooms. @Muni, Apple, Inc. App, Apple, Inc. BALLROOM 5

EVALUATING COMPETENCY BASED LEARNING SYSTEMS TEND to be awarded a CEQ grant from the Gates Foundation, UNO’s College of Graduate and Professional Studies evaluates implementation systems. Come learn about our review process and rubric. Find out which model and system was a clear leader for UNO’s new programs participating in the US Department of Education’s Experimental Sites Initiative. Aaron Baudy & Corey Buttery, University of Nebraska MEETING ROOM 8

ASSESSMENT SCFCLUDING WITH WEB TOOLS “Scaffolding” is the process of staging assignments over a series of activities. In this workshop, we outline the untapped potential of using well-schooled curriculum design with online tools. We discuss how web scaffolds benefit administrators, teachers and students. Finally, we will demonstrate a process of scaffolding for the technological present so you will have the tools to incorporate scaffolding in your classroom/course design. Chris Mahone, University of Nebraska NEW ENGLAND MEETING A

CONVERSATIONS WITH TROY Grab lunch and hang out with Troy Backer. He’ll be discussing a variety of random topics. Bring your questions and see what he has for answers! Troy Backer, JUMP MEETING ROOM 2

GEEK OF THE WEEK A session focused on the ins and outs of AV in the classroom from the audio-visual specialists at P3 AV. Topics in this session: connecting, wireless, audio, and resolution. We’ll have a Q & A on specific classroom setups including interactive-classrooms. Bring questions

Apple, Inc MEETING ROOM 8

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

OMG! WHEN DID THEY DO ALL THAT? What are the latest developments from the Learning Through Technology Team and MLTI? What are those new projects and initiatives and how are they designed to help schools? Who are all these new team members? Can they really help my school with Prioritized By Schools? Get ready to see the increased rigor of MILs and testing. You might never know without attending this session! Dave Looms Through Technology Team, MLTI BALLROOM 2

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

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

THE END OF SIT & SET: PD IDEAS THAT WORK Too often, we see traditional PD model, a model that recognizes the importance of accommodating a student’s range of learning styles and the need to refocus our PD on teaching and learning. NOT on the technology itself. Jonathan H. Thomas @ Maine-Endwell School District MEETING ROOM C

ACCESSIBILITY IN ONLINE EDUCATION Online education has become commonplace, but students with disabilities continue to face barriers to successful access and completion. We’ll discuss common accessibility issues; relevant federal legislation; and guidelines for selecting and purchasing accessible products. Cynthia Curry & Stephanie Skonieczne, UNITE MEETING ROOM 5

AV SURVIVAL COURSE A session focused on the ins and outs of AV in the classroom from the audio-visual specialists at P3 AV. Topics in this session: connecting, wireless, audio, and resolution. We’ll have a Q & A on specific classroom setups including interactive-classrooms. Bring questions

FROM 12-3:00 P.M. ESSENTIALS OF IOS 9+ EDUCATION IOS 9 brings with it a treasure trove of new features, particularly targeted at bringing iPads into a new era of engagement and productivity in the classroom. What are the top 5 features of IOS 9+ in education? How can you best prepare and leverage these capabilities in your classroom? From split-screen multitasking to personalized news feeds, we’ll cover the gamut of 9 capabilities, particularly focused on the ins and outs of accommodating your staff’s range of learning needs. To learn more about HP/Microsoft and MLTI items of interest. This is an informal session designed to help you out. Tam Underwood, Hewlett-Packard BALLROOM 7

INCREDIBLE APPLE RESOURCES - COLLECTIONS, COURSES, AND MORE There is so much great content in iTunes U. And in the Book Store. In fact, there is so much that it can sometimes get overwhelming! How does one begin the search for the right resources? In this session we will highlight great collections and landing pages that will allow you to streamline your searches for great content. Jim Mabother, Apple, Inc. MEETING ROOM 3
about specific devices, including document cameras or bring any pictures of your classroom to help us see your setup. Adrienne Blasioli & David Bishop, Pro AV

**MEETING ROOM A**

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

**BALLROOM 5**

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

**BALLROOM 1**

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

**BALLROOM 7**

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

**MEETING ROOM 4**

**KILLING THEM SOFTLY WITH KEYNOTE**
Are your Keynotes lulling learners into a coma, despite the gripping content? This session will introduce you to visual literacy and the impact of imagery on the learning. We’ll explore the elements of slide design, transition tips, and effective use of Keynotes in the classroom. Leave the glaze for the doughnuts, instead of your students’ eyes. Dyan McCarthy-Clark, SeDoMoCha Middle School

**MEETING ROOM C**

**NETWORK SECURITY 101**
For the IT Director, Network Administrator or anyone interested in learning more about how to protect their district from network security threats. We will examine industry trends, new technologies and look at what other school districts are doing to protect themselves. See what is available in the market and determine what tools are most cost-effective to provide the maximum protection for school districts without breaking the bank. ePlus Technologies

**MEETING ROOM D**

**PBE ON THE CHEAP**
Proficiency based education learning expands into districts, schools and classrooms, having cheap and easy technology tools to help design, manage, and assess authentic student achievement becomes that much more important. This session provides an introduction to some new resources as well as a revisiting of tools that may be used in new ways. Dan Ryder, Mt. Blue Campus & Jeff Bailey, Mt. Valley HS

**PRO-AV DEMO CLASSROOM**

**USING FLIPAGRAM TO ENHANCE LEARNING**
Flipagram is an app that allows users to make short videos out of pictures pulled from Instagram and other social media, or your photo stream. Videos are short to match student attention spans, they help students to categorize knowledge, and they provide the repetition that students need. Participants will have an opportunity to create a video and learn many ways to use this app across the curriculum. Paul Wallace, Enfield Station School & Hichborn Middle School

**MEETING ROOM B**

**WIFI PASSWORD:** crossguest30 ACTEM2015 conference 25
FRIDAY WORKSHOPS

SESSION FOUR

BOOKMAKING WITH A PURPOSE - BOOK CREATOR ON IPAD Come to this session with an idea and your iPad! Learn how easy it is to create ebooks on iPad. Using the Book Creator app we’ll learn how to begin a book, add different types of content like text, audio, images, and video. We’ll learn how to open the book in iBooks on our own iPad, or to share it with a whole class or a single individual. Have Book Creator installed before you arrive. Jim Moulton, Apple, Inc. Apple, Inc. BALLROOM 5

CREATING A BUZZ WITH BEE-BOTS Bee-Bots provide a fun, hands-on approach to introductory coding that is motivating to students. In addition to coding, Bee-Bots can be used to reinforce skills in literacy, math, and critical thinking as well as working cooperatively and solving problems. In this session you will learn how Bee-Bots are being used at Willard School and have a chance to play with them yourself. Julie Williams, Willard School MEETING ROOM 6

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

EARLY LEARNING WITH IPADS: PREK & K Look at a variety of ways technology can be used in early education settings: preschool, Kindergarten, and at home. An early-learning, home-based program for parents increases access to early learning, provides opportunities to be creative, and supports family engagement. Early learning activities using iPads to promote school readiness and research and resources related to the developmentally appropriate use of technology with young children will be discussed. Bonnie Blagojevic, Morningtown Consulting & Juana Rodriguez, Comienza en Casa MEETING ROOM A

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

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

IPAD APPS FOR MIDDLE/SECONDARY STUDENTS In this poster session, future teachers from University of Maine Farmington will share iPad apps for teaching and learning in grades 6-12. A variety of apps in English, math, social studies, science, and school health, plus general purpose & productivity apps were researched and reviewed for usefulness, accuracy, user interface, and engagement. Come explore the best apps they found. Theresa Overall & Michael Bottai, Kally Bowen, Riley Chickering, Benjamin Davis, Thomas Fiske, Elizabeth Foley, Emily Gray, Connor Lynch, John McCullagh, Nicholas Pinkham, Justin Power, Luke Quirion, Jacob Vining, Costa Pollak, University of Maine Farmington BALLROOM 4

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

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

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

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

FRIDAY WORKSHOPS

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

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

VISITORS PRIZES

Doors will be open for the first time on Friday at 8:00 am.

LIBBY CURRAN

Using Apps to Close the Gaps
The iPad is a powerful educational tool but sifting through thousands of apps in the App Store can be a daunting task. This hands-on workshop will demonstrate how to: find/use exceptional apps, to differentiate instruction and remove barriers to learning. Explore the most effective reading, writing and math apps for PreK-3rd Grade, Special Needs and ELL students. Libby Curran, Dothan Brook School MEETING ROOM C

Visit us at booth 25!
The mission of the Association of Computer Technology Educators of Maine is to enhance and influence education in Maine through the use of technology. We use our buying power to purchase products for educators at deep discounts and pass those savings along to you. The items pictured on these pages are a few that are on display here at the ACTEM 2015 conference. Other items, such as software, memory and hard drives, are also available. Visit the ACTEM booth on the exhibit floor for more information. The prices listed include tax.

Great Selection of T-Shirts
$10.00

Geeks RULE

Gel Pads
Sticky Phone Mat
$7.00

Power Bank
USB
$10.00

Stylus Laser Pointer Flashlight
Pen
$8.00

USB Charger
Car Outlet Adapter
$10.00

16GB Flash Drive
$8.00 plus shipping

Waterproof Bluetooth Speakers
$10.00

THE ACTEM STORE
of the Association of Computer Technology Educators of Maine is to enhance and influence education in Maine through the use of technology. We use our buying power to purchase products for educators at deep discounts and pass those savings along to you. The items pictured on these pages are a few that are on display here at the ACTEM 2015 conference. Other items, such as software, memory and hard drives, are also available. Visit the ACTEM booth on the exhibit floor for more information. The prices listed include tax.
Multi Adapter USB Charger
$800

Mag Safe 2 Power Adapter
$4600

Great Selection of T-Shirts
$1000

Python Cord Protector
$600

Max Extreme MB Air Shell 13"
$3000

THE ACTEM STORE

The test is TODAY

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

LEARNING BOOTH 1: MASL SANDBOX  
MAINE ASSOC. OF SCHOOL LIBRARIES  
Hosted by the Maine Association of School Libraries, and staffed by savvy Librarians from throughout the state, the MASL Sandbox is a place to explore, brainstorm, experiment and innovate. Whether you’re a kid at heart looking for a place to play, or a technician looking for a test environment, time in a sandbox allows us to get messy, be creative, and think proactively. The MASL Sandbox is designed to provide an unstructured yet supportive environment to play around with the apps you are hearing about, or sift through intriguing resources. Bring your own device(s) and get ready to dig in!

LEARNING BOOTH 2: EPSON  
Engage. Enlighten. Inspire. Epson projectors with 3LCD technology can captivate even the most restless student audience. Epson will be showing their latest interactive projectors as well as auditorium and short throw projectors and document cameras.

LEARNING BOOTHS 3-5 : PRO AV  
ProAV specializes in enhancing your current classroom setting by integrating the newest technology, products and services - so come check out what’s new in our booth and how you can use that in your school. We’ve been in the business of technology integration and training in Maine for over 5 years, and will continue to support your schools with the latest and greatest technology, making it work for you and your specific needs. We will be showcasing lots of products in our booth, including but not limited to: Interactive Whiteboards, Interactive Projectors, Document Cameras, Projectors, IPTV, Digital Signage and Flat-Panel Displays. Come stop by and meet our staff to find out what Pro AV can do to help you this school year!

LEARNING BOOTH 6: COLLABORATIVE WORKING/GAMING WITH KERN’S KIDS  
Kern Kelley of RSU 19 has some students that will run this session on collaborative working/gaming. The game is limited to eight people per session and will ongoing throughout the conference. Stop by and give it a try! Offered on Friday only.

LEARNING BOOTH 7: EPLUS  
ePlus inc., is a leading integrator of technology solutions. We enable organizations to optimize their IT infrastructure and supply chain processes
by delivering world-class IT products from top manufacturers, managed and professional services, flexible lease financing, proprietary software, and patented business methods and systems. With our core focus areas in data center/cloud computing, collaboration, IT infrastructure, services capabilities, and security—complemented by leasing and software—ePlus can develop and deliver innovative, scalable, and financially sound solutions. This broad offering truly sets us apart from our competition. We call it the ePlus Advantage™. With extensive experience implementing cost-effective solutions for K-12 school districts and some of the country’s leading universities, ePlus can help you deliver a first class learning experience to your students. Our team will work with faculty and staff to streamline operations within your school enabling your teachers to focus on what matters most — teaching.

LEARNING BOOTH 8: HP/MICROSOFT
Two giants of the technology world teamed up to present a MLTI solution option for Maine schools. Come stop by and meet our staff and learn about our solution.

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

At Microsoft, our mission and values are to help people and businesses throughout the world realize their full potential. Microsoft wants to help inspire and prepare all students to learn and innovate by providing quality tools and resources. Microsoft has partnered with ACTEM to offer cost effective EES subscription licensing to Maine Schools.

LEARNING BOOTH 9: CDWG
CDW is a leading provider of integrated information technology solutions in the U.S. and Canada. We help our 250,000 small, medium and large business, government, education, and healthcare customers by delivering critical solutions to their increasingly complex IT needs.

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

EVERY ORDER.
EVERY CALL.
EVERY TIME.

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

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

For more information contact Sarah Hegan sarah.hegan@cdw.com or 1-866-849-5197
This tiny map will help you get your bearings at the Cross Center. See pages 34 and 35 for a closer look at room locations and the exhibitors’ map.

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

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

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

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

Meeting Room D
Meeting Room C
Meeting Room B
Meeting Room A

Ballroom 7
Ballroom 6
Ballroom 5

LB1 MASL Sandbox
LB2 Epson
LB4 ProAV Systems
LB6 Kern’s Kids
LB7 ePlus Technologies
LB8 Microsoft/HP
LB9 CDWG
SB2 Infinite Campus
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54 School Improvement Network

Lunch Served in the Main Ballroom
Box lunches will be available in the pre conference area
MARK YOUR CALENDARS FOR ACTEM 2016:

OCTOBER 13-14, 2016

JANUARY 11-MARCH 18, 2016 CALL FOR PROPOSALS

MAY 27, 2016 NOMINATIONS FOR ACHIEVE AWARDS

AUGUST 1, 2016 REGISTRATION OPENS

SO SAD
TO SAY
SO LONG...