



The 30th Annual ACTEM Conference

October 12 & 13, 2017
Augusta Civic Center

Register at:
<http://www.actem.org/Registration>

Friday Morning Keynote

Rushton Hurley: Making Your School Something Special

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

Friday Morning Half Day Sessions 9:15 - 12:00

Creating Your Own Mini-Apps with TinyTap

Ellen Weber, Cobb County, Georgia

This is a hands-on BYOD workshop where participants will learn how to use the free app TinyTap to create their own interactive lessons, quizzes, homework, learning centers, interventions, games, and more. We will also cover free options for image curating, editing, and storing. Please bring a fully charged iOS or Android tablet, with TinyTap downloaded and your profile set up prior to the session in order to begin creating a project.

www.tinytap.it

Customizing and Extending JAMF Pro use for iOS Management

Trey Bachner, Jamf

In this session, let's discuss changes to iOS management and ways to improve the efficiency of your deployment of iPads. Items to be covered will include iOS configuration enhancements, restrictions best practices, using Self-Service, VPP app deployment, Pre-Stage, smart groups and conditional access of resources, and much more!

Friday Morning Half Day Sessions 9:15 - 12:00

Data Here, Data There, Data, Data Everywhere! Let's Use It Better!

Mia Roop, FileMaker, Inc.

Sponsored by: Apple, Inc.

Every MLTI MacBook Air has access to the world-class application creator FileMaker Pro. In this session we will begin with the basics of FileMaker Pro, and then provide hands-on opportunities that will help you grow your understanding of the possibilities FileMaker brings to Apple MLTI schools. Rookie or experienced, come spend time with a FileMaker professional, and begin asking your data to tell stories in a whole new way.

Maine Can Code

Tim Hart, Apple, Inc.

Sponsored by: MLTI

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

Making Student Thinking and Learning Visible

Ken Shelton

Sponsored by: ACTEM - Keynote Speaker

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

Friday Morning Half Day Sessions 9:15 - 12:00

Playground for building 21st century skills

Irina Tuule, Eduporium

Sponsored by: Eduporium

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

Friday Session 1 - 9:15 - 10:15

BreakoutEDU

Amy Tucker, Maranacook & Sonja Abbot, Auburn

Bring the Escape Room into the classroom! Collaborate with other session participants to find and solve all of the puzzles to open the locked box before time runs out.

Bring Cyber-Awareness to Your School

Page Lennig, Waynflete

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

Bring Teaching to Life with O365

Laurie Underwood, HP & Jasmine Tullis, Intel

Sponsored by: HP & Intel

Powerful communication and collaboration tools are critical elements to support teaching learning. Learn how you can support your teaching by building lessons and designing digital notebook tools for your students. Using online collaborative tools makes sharing content resources with your students and managing student work more efficient. Teachers and educators are using Microsoft Office 365 for learning, teaching and helping to make their classroom administration more streamlined and efficient. You will be surprised at the many ways in which Office 365 can be a great tool for education and for enhancing learning and teaching.

Comparing Wireless Technologies and Vendors

ePlus

Sponsored by: ePlus

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

Friday Session 1 - 9:15 - 10:15

Computer Science Discoveries and Computer Science Principles

Sean Wasson, Portland Schools & Michael Harvey, Falmouth Schools

Calling all CSD and CSP teachers! Come hang out and network with each other and share resources to help you teach. There will be plenty of time for questions and discussion!

Creating with Shapes in Pages, Keynote and Numbers

Ann Marie Quirion Hutton, Apple, Inc.

Sponsored by: MLTI

Apple's latest updates to iWork have introduced 500 new Shapes. Join this hands on session to explore and create with these tools. Construct meaning, show understanding, and develop thinking as you manipulate, build, and create new shapes in ways to better communicate your ideas. Please bring your updated MLTI device with the apps Pages, Keynote and Numbers installed.

Data Teams: Product + Process = Success

Matthew Wilson, Director of Educational Programs, LinkIt!

Sponsored by: LinkIt!

LinkIt! partners directly with data teams, allowing data-driven instruction to become a reality. Learn how specific analytical frameworks, activities, and protocols can make all the difference for your data team. Learn how to most effectively warehouse students' data, employ data-driven exercises, leverage professional development throughout the school year, and understand which custom analyses are possible with your students' data.

Digital Storytelling for our Youngest Learners

Nadene Mathes, Consultant

Digital storytelling is a wonderful way to increase literacy skills. Watch your learners' eyes light up as they create, illustrate, and share their own stories using easy-to-use sites and apps. Children love creating books, and we'll also explore creating your own digital books tailored specifically to your students' needs.

Engaging Primary Learners with iPad

Jim Moulton, Apple, Inc.

Sponsored by: Apple, Inc.

Learn how educators are leveraging iPad to develop young learners' literacy skills and practices. Explore developmental appropriate practices using built-in features as well as creativity and productivity apps to support early reading, writing, numeracy, listening, and speaking skills.

Friday Session 1 - 9:15 - 10:15

Google Sites for Teaching and Learning

Alice Barr, Yarmouth Schools

With the ability to connect with other GAFE tools, Google Sites helps organize a collaborative platform for learning. This tool can help enhance the curriculum to be relevant and engaging for students. Embedding media, connecting to Drive, and using Add-ons are some of the tools that will be shown.

It's Not a Crutch; It's UDL!

Hillary Goldwait-Fowles, RSU 21

Are tech supports a crutch that impedes learning or a tool to empower learning? Can a one-hour training in Universal Design for Learning (UDL) improve teacher lesson plans? Does a one-hour training in UDL help to better provide access to ALL students? Learn how a one-hour training in UDL can empower teachers to create meaningful learning experiences with Universally Designed curriculum and assessments that support ALL students.

Something Old, Something New: Using Free Tools to Connect Students with the World

Gretchen Hartley & Corinne Altham, South Portland School

Two educators will demonstrate how to use free and simple tools to connect with experts in the field, or classrooms around the world. Video conferencing is fun and engaging, reinforces content knowledge, teaches questioning & critical thinking skills, and opens up the world to our students.

Learn how you can enhance your science curriculum with SafariLive for Schools. Take your K-12 class to Africa and interact with real guides on a real safari in the African bush in real time. Your students can ask questions of live guides, and safaris can focus on mammals, insects or ecology, or a topic of your choice.

Don't forget the tried and true Mystery Skype/Hangout experience. Learn how to find a partner school, prepare for a session, and embed content skills such as geography and civics.

Swivl Powered Observations

Susie Simmons, MSAD 6

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

Friday Session 1 - 9:15 - 10:15

Virtual Fieldtrips in a Snap

Eric Lawson & Thomas Rup, York Schools

Come by and take a look at the new tours and explorations you can take your students on, all without leaving your classroom. Google Explorations uses Google Cardboard and free apps to transform your learning space into far off lands and cultures. Learn how to navigate around these landscapes and guide your students on an adventure they will not forget. Along with links and resources, we will bring the Google Expedition Kit for hands on opportunities to take participants on virtual field trips.

Friday Session 2 - 11:00 - 12:00

3 Free Tools for Formative Assessment

Beth Goodwin, Wells-Ogunquit

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

Applying Design Thinking via iOS: STEAM, MakerSpaces, Creativity, and Proficiency

Dan Ryder - Mt. Blue Success and Innovation Center Education Director and Apple Distinguished Educator & Julie Willcott - EdTech Consultant and Apple Distinguished Educator
Sponsored by: Apple, Inc.

Creativity is not fluff; it's foundational. In preparing our learners to be leaders, they need foundational skills AND access to creative tools. In this session participants will discover how iPad can be the foundation for your high school learning spaces (classrooms, makerspaces) meeting the needs of today in terms of proficiency-based graduation requirements, and the promise of being prepared to lead the future. Oh, and we'll also have FUN!

Build Your Own BreakoutEDU-Tips & Tricks

Amy Tucker, Maranacook & Sonja Abbott, Auburn

Have you participated in an escape room or a BreakoutEDU session? Are you hooked? If you want to learn how to create your own game (physical or digital), this session is for you! We will share resources and tips and tricks to customize games for your content and your students.

Friday Session 2 - 11:00 - 12:00

Computer Science For All

Anne MacDonald, Falmouth & Laura Johns, Union 93

Interested in teaching computer science but don't know where to start? Join us in this workshop to learn about two exciting new computer science curriculums from Code.org (Computer Science Discoveries and Computer Science Principles). Come prepared to hear information about each curriculum and participate in some "hands-on" activities. Your students will thank you!

Creating Visual Notes with Apple MLTI Tools (Apple MLTI Primary Solution)

Ann Marie Quirion Hutton, Apple, Inc.

Sponsored by: MLTI

Studies show that sketching leads to better retention of information and helps clarify ideas. Explore how visual notes support learning. Discover techniques to create, share and integrate visual notes into your instructional practice. Bring your updated MLTI iPad with Notability installed.

Did you see that? Digital Signage with Google

Thomas Rup & Eric Lawson, York Schools

Learn about an affordable way to move to a 21st century school. Google Apps and Google products can help you install digital signage. Digital signage can give you an edge in getting information to your students!

Engaging Elementary Readers with iPads

Laurie Delaney & Nichole Gleason, Bonny Eagle

We'll share the best FREE apps we've used to get our K-5 students excited about reading. From book snaps to monthly reading groups to progress monitoring, this session will be filled with examples of how teachers in our district are using iPads to engage students in reading. Participants will walk away with tons of exciting and easy-to-implement ideas that have been a huge success in our elementary classrooms.

Apps that we'll highlight and focus on will be: PicCollage Kids, ChatterPix Kids, Buncee, Shadow Puppet Edu, Padlet, Epic!, Tellagami, Spark Video, Sock Puppets, AudioBoom, NEWSELA/Front Row articles, and Seesaw.

Making PDFs into AEM

John Brandt, Maine CITE & Cynthia Curry, CAST

Sponsored by: Maine CITE

Many digital materials including PDFs are not Accessible Educational Materials (AEM) and are inaccessible to learners with disabilities. In this session, we will discuss the importance of making all education materials accessible, how to ensure your PDFs "make the grade," and various tools and techniques that can be used to help fix and rescue some documents.

Friday Session 2 - 11:00 - 12:00

Much Better Staff and Team Meetings

Rushton Hurley, Next Vista for Learning

Sponsored by: ACTEM - Keynote Speaker

Digital media tools can serve as a powerful vehicle for having staff meetings that inspire teachers to work together in new ways, see new possibilities for school improvement, and launch new initiatives. In this session, we will use current technologies to revamp how you can work with your teams to make your meetings far more powerful experiences for everyone.

Online Tools to Support Solving Ratio Problems with Visual Representations

Peter Tierney-Fife & Pam Buffington, EDC

Engage with free tools and strategies related to grades 6-8 ratio and proportional relationships content. Session activities will include online Desmos and GeoGebra activities incorporating visual representations such as tape diagrams and double number lines and strategies to encourage student communication and use of visuals as thinking tools. We will also explore ways to use worked examples to support student learning. Content is from a NSF-funded yearlong graduate course developed for teachers of students who are English learners.

Promethean Interactive Classroom Update

Promethean

Sponsored by: ePlus

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

Protecting Your Online Privacy

Paul Wallace, MSAD #31

Think you are anonymous online? Think again. Internet service providers and websites that you visit are collecting your personal information and your browsing history. This information is sometimes sold to third parties for marketing purposes to customize ads based on your activity. This session will cover ways of protecting your privacy and reduce what information can be collected. Examples for both adults and students will be shown and discussed.

VR Creation with CoSpaces and Blockly

Terri Dawson, Gorham Schools

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

What is all “The Hype about Skype?” Use Skype to Connect Your Classroom with Experts and Resources beyond the School Walls

Laurie Underwood, HP & Jasmine Tullis, Intel

Sponsored by: HP & Intel

How do you incorporate two-way interactive sessions in your classroom? What types of meaningful content are available to enhance my curriculum via Skype? How does Skype support 21st Century Learning for my students? During this session you will learn how connecting with an expert might be the springboard for a lesson that branches out into individualized lessons or the real-life example needed to solidify a content concept. Students learn how to interact and communicate with others at a distance, as well as the etiquette of asking questions to peers in a different culture, and may extend their skills to manage a project with peer students in different locations nationally and globally

Friday Lunch Session - 12:00 - 1:00

Apple Professional Learning Office Hours

Lindsey Carnes, Apple, Inc.

Sponsored by: MLTI

Join APL Specialists to see how APL can support your school and classroom. Arrive early to reserve one of the few remaining APL spots for the 2017-2018 school year. This event is intended for current Apple MLTI participants.

Creating Stories using Mark Up in Photos (iPad & Mac)

Ann Marie Quirion Hutton, Apple, Inc.

Sponsored by: MLTI

Using the new MarkUp tools in Photos on the Apple MLTI devices, students can create digital stories that deepen understanding and develop skills in visual literacy. Teachers from all grade levels and all content areas can learn to leverage the exciting possibilities for incorporating digital storytelling with Photos into the classroom. Please bring your updated MLTI device.

DOE Updates and Q&A

Deb Friedman, DOE

Explore the Classroom App for iPad

Jim Moulton, Apple, Inc.

Sponsored by: MLTI Apple, Inc.

Apple's Classroom app turns your iPad into a powerful teaching assistant. In this hands-on session, you'll experience new Classroom app features as a student, then as a teacher. You'll learn how to set up classes on the fly, launch apps on student devices, view student screens, share documents with the class, and more.

Friday Lunch Session - 12:00 - 1:00

Fitting in and Standing Out: Google & Microsoft Integration

Clif Hirtle, Apple, Inc.

Sponsored by: MLTI Apple, Inc.

The "either/or" days are gone! Learners and teachers need to be in a "yes, and!" world. In this session we'll highlight how Google and Microsoft tools prosper in the Apple ecosystem, and how using all resources together can benefit both learners and teachers.

Growing design thinking and maker-education pedagogy

Elizabeth Fowler & Megan Blakemore - South Portland Schools

Interested in growing design thinking/maker education teaching and learning in your school or district? Join a discussion about generating enthusiasm and buy-in with colleagues and administrators around these impactful pedagogical approaches. Discussion points will include identifying curriculum links, seeking funding, and managing space/materials.

HP & Intel Q & A AND OPEN CHAT

Laurie Underwood, HP & Jasmine Tullis, Intel

Sponsored by: MLTI & HP & Intel

Join Laurie Underwood, HP Program Manager and Jasmine Tullis, Intel for a lunch time discussion about all things HP. This is an informal session designed to provide an opportunity for collaborative interaction among participants.

Mobile Device Management Solutions by Meraki

ePlus & Meraki

Sponsored by: ePlus

This session will take a look at Meraki's Mobile Device Management solution and how it can help you unify management and control of thousands of mobile and desktop devices in a secure, browser-based dashboard. This solution supports virtually all user platforms including Apple IOS, Windows, and Chrome.

Putting Data Into Action to Create 21st Century Learning Environments

Glen Zollman & Matt Schneidman, BrightBytes, Alicia Sorensen-Biggs, Scarborough Public Schools

BrightBytes has been honored to partner with MLTI and the school districts and educators throughout Maine for the past 4 years. During that time we've had the pleasure of working with hundreds of educators and have seen tremendous progress in the work toward the use of technology in creating 21st Century learning environments. During this session, we will highlight some of the experiences of Scarborough School District and talk about how they've utilized the data they've collected to drive their work around the integration of technology for instruction. We'll also discuss some of the new features of the BrightBytes Clarity platform and plans for the work we will be engaging in this year with districts in Maine.

Friday Lunch Session - 12:00 - 1:00

Rapid Fire Apps and Tools

Susie Simmons, MSAD 6 & Dan Tompkins, RSU 2

Bring your "A-Game" and your favorite apps and tools to this interactive gathering sharing as many ideas as possible before the time is up, just like a game of hot potato!

Round Table Discussion PreK-2

Nadene Mathes & Margaret Davis

Come join other elementary teachers and share your successes and frustrations with technology in your classroom. We'll explore favorite applications, websites, and project ideas and discuss classroom management of technology along with integration of technology into the curriculum. Share your ideas, and come learn something new!

Technology Leadership in Schools

David Fournier, RSU 71

This round table discussion is a chance for technology leaders to meet, share, and discuss issues, challenges, and successes that are faced in leading and supporting technology in schools. This session is open to anybody who leads technology, formally or informally.

The Great ACTEM Trivia Challenge

Tim Hart, Apple, Inc.

Sponsored by: MLTI

Think you have what it takes to win at trivia? Compete against your fellow ACTEM participants in this fun and interactive session. Responses don't even have to be in the form of a question. Team play is most welcome. Bring a connected device so you can buzz in.

Friday Afternoon Half Day Sessions 1:10 - 3:20

Fun, Families, and Flipping the Classroom

Jessica Dunton, SAD #4

Sponsored by: TransParentSEE Project

Looking to better differentiate instruction or Professional Development opportunities? Fun and engaging, this hands-on session will focus on using video to flip both instructional and PD content, making it available to kids, families, and teachers anytime. We'll look at what tools work best, demonstrate some sample workflows, and then create flipped lessons. Begin to build your library of content today. Pick-Flip-Share!

Friday Afternoon Half Day Sessions 1:10 - 3:20

Learn to Code with Swift Playgrounds

Tim Hart, Apple, Inc.

Sponsored by: MLTI

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

Manga, Comics, and Movies All Rolled Into One!

Lindsey Carnes, Apple, Inc.

Sponsored by: MLTI

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

Simple Video and Sharing Classroom and School Successes

Rushton Hurley, Next Vista for Learning

Sponsored by: ACTEM - Keynote Speaker

Digital video tools now make it incredibly easy to create and share the stories of your the successes of your classroom and your campus. This is important for building students' confidence, as a PR tool, and as a framework for building the morale and professional focus of the entire campus team. In this session, you'll learn how to plan for, create, and share the video stories of successes. This workshop is geared toward both classroom teachers and campus and team leaders.

Friday Session 3 - 1:10 - 2:10

Building Foundational Knowledge and Providing Timely Student Feedback Using Digital Notebooks with OneNote

Laurie Underwood, HP & Jasmine Tullis, Intel

Sponsored by: HP & Intel

Learn to create digital notebooks that support academic standards by building foundational knowledge for students across disciplines and tasks, such as writing, reading, mathematics, science, history, CTE, and elective courses. Students may use digital notebooks across content areas and grade levels to compile and organize unstructured information, research and content. Microsoft OneNote supports research, collaboration, information management, communication, note taking, journaling, reflective writing, and academic requirements which education outcomes

Friday Session 3 - 1:10 - 2:10

Chasing Geese: Digital Scavenger Hunts for All!

Suzy Brooks & Colleen Terrill, Mashpee Public Schools

Have you been "searching" for ways to engage your staff in PD, or your students in lessons? Have you been on a "goose-chase" of sorts, looking for engaging, hands-on, high-energy methods of lesson delivery? Find fun ways to present content and creative strategies for demonstrating understanding. This session will be spent on your feet, collaborating with others (and laughing a LOT!) using an app called GooseChase. Discover just how fun learning can be for adults and kids alike!

Conquering Tech Grants: How to make your proposal WIN

ePlus Grant Sponsorship Program

Sponsored by: ePlus

Learn about top tech opportunities and grant resources available to help make your application successful. This session focuses on a wide variety of steps to take to ensure you receive a win. We will also look at tools available to help you narrow in on funding opportunities right for your district and how to determine your eligibility as well as a look at resources available to help you apply.

Create Character: Art, Literacy, and Design

Megan Blakemore & Margaret Burman, South Portland Schools

Can you use design thinking to engage students in literacy? An art teacher and a librarian will share how they worked with elementary students to activate knowledge of character traits, use the elements of art to design their own characters, and bring the characters to life using tech tools such as 3D design and printing, clay handbuilding techniques, and stop motion animation. Digital storytelling apps let them share their character's stories.

It's a New Day at Apple - iOS 11 & macOS High Sierra

Clif Hirtle, Vin Capone, & Jim Moulton, Apple, Inc.

Sponsored by: Apple, Inc.

Apple's new OS releases bring new capabilities to both the technical and the curricular sides of education. In this session we'll highlight the most important new features and engage in conversations around their implications in K-12 education in Maine.

Friday Session 3 - 1:10 - 2:10

Online Professional Development and the Integration of Technology in the Modern Classroom

Thomas Maher & Richard Frisenda, Teq

Sponsored by: Teq

Join Teq's Thomas Maher and Richard Frisenda for a guided discussion on the use of technology in the classroom, the impact technology has on student learning outcomes, and the need for personalized professional development for the modern educator. The session will also introduce attendees to the Teq Online PD platform—Teq's on demand professional development platform that provides Maine educators with over 500 courses on today's most popular technologies and best practices.

Set the Stage for Learner Agency

Kathleen McClaskey, Make Learning Personal

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

STEAM - Learning in Action

Matt Brooks, Apple, Inc.

Sponsored by: Apple, Inc.

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

Storytelling, Creativity, and Communication through Effective Presentation Design

Ken Shelton

Sponsored by: ACTEM - Keynote Speaker

This fun-filled, engaging, and interactive presentation is designed to provide all attendees the strategies, techniques, and methodologies for producing effective presentations as well as design projects. The methodologies, design principles, and examples covered are applicable to any presentation or design format and can be utilized on a variety of platforms. Since this is an interactive session please be sure to bring along your laptop or iPad in order to full participate.

Friday Session 3 - 1:10 - 2:10

Storytime! PreK, K & Family Partnerships

Bonnie Blagojevic, Morningtown Consulting & Loyann Worster, Veazie Schools

We will share stories from Maine PreK and K programs using iPads to strengthen STEAM and literacy learning goals and to partner more closely with families. We are exploring the use of technology to not only inform, but engage families with children's learning, strengthening home-school connections. During the concluding conversation, a collection of websites will be shared to extend the learning experience.

Teaching with Formative Assessment Tools

Amanda Nguyen, Digital Learning Specialist, DOE

Sponsored by: MLTI

There are lots of formative assessment tools for teachers to choose from today. Which will gather the best evidence of student learning? This workshop includes a demo lesson to model a few specific tools, a review of some other tools, and strategies to integrate formative assessment into everyday lessons.

UMaine LearnToMod Project is Recruiting

National Science Foundation & UMaine

Learn how the MLTM Project is raising interest in computer science and building computational and problem-solving skills among Maine's middle schoolers and teachers. You'll learn how LTM's badge-based platform teaches Blockly, a visual programming language, and Javascript, a syntactically complex language, to Mod(modify) the PC Minecraft experience. The project incorporates elements of graphic design and STEM to create a world of possibilities. Free for Maine schools.

Use of zSpace Virtual Reality in the Classroom

Julie Willcott, EdTech Consultant

Sponsored by: zSpace

Virtual reality can enhance learning while providing authentic, real-world learning experiences. In this session, participants will be introduced to zSpace, an immersive virtual reality system. Discussion will focus on use of virtual reality to connect with classroom learning. An overview of available content for all subject areas and online curriculum resources will be provided. Examples of classroom/learning lab use of zSpace will be included.

WEO in the classroom

Teresa Sinclair, RSU 64

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

Friday Session 4 - 2:20 - 3:20

Authentic Online Learning and Assessments

Susan Hyde, Rob Callahan & Lesley Herschlag, UNE

Sponsored by: University of New England Online

Use technology to create engaging lessons and authentic assessments that also meet course competencies? Yes, please! In this interactive session, a UNE instructional designer, a literacy specialist, and a Technical Center administrator will provide tips for creating lessons and assessments that prepare students for the real world.

Creating a Workflow that Works for Elementary Classrooms

Katie Vetro & Anna Bennett, Bonney Eagle

Discover techniques for establishing tech routines that work for you. Learn how to focus students with a few carefully curated apps for learning, growth, and feedback that improve class workflow. We will highlight how to choose and implement apps that focus whole-group instruction, guided/independent practice, and assessment. We will pay particular attention to our favorites: Classkick, Seesaw, FrontRow, Kahoot, and Explain Everything.

Effective Digital Signage Techniques

Richard Peterson & Ryan Croteau, MSAD 6

In this session we will explore various uses and effective design concepts of Digital Signage.

Effective Strategies for Blended Learning Leaders

Eric Butash, Highlander Institute

This session will focus on the Highlander Institute's 10 Blended Learning Leadership Practices and Associated Tasks. School and district leaders will have the opportunity to share ideas with blended learning leaders, explore the Leadership Competencies and Associated Tasks in depth, and set goals for their own leadership development.

Engage Students and Enhance Problem-Based Learning with Free Microsoft Tools

Laurie Underwood, HP & Jasmine Tullis, Intel

Sponsored by: HP & Intel

Come for a whirlwind ride through over 30 free tools from Microsoft available for your classroom and students. Learn about Photosynth, Photo Gallery, Sway, Microsoft Math, AutoCollage, Songsmith and many more. Explore how these tools and technologies designed to engage and energize your students in learning.

Friday Session 4 - 2:20 - 3:20

Final Cut Pro - Apple's Pro Tools Have a Place in K-12!

Vin Capone, Apple, Inc.

Sponsored by: Apple, Inc.

The special Pro Apps Bundle for Education is a collection of five industry-leading apps from Apple that deliver powerful creative tools for video editors and musicians. iMovie and GarageBand are great tools. Come see how skills learned in your classroom can transfer directly into the Pro Tools counterparts, and help prepare your students to be next-generation video professionals.

Going on a Virtual Field Trip through the Center for Interactive Learning & Collaboration (CILC)

ePlus & CILC

Sponsored by: ePlus

This session will take you on an adventure via video conferencing where we will explore the many types of virtual content available to enhance classroom curriculum via distance learning. This session will take you on a sampling of virtual field trips coordinated with the Center for Interactive Learning and Collaboration (CILC). In addition we will close the session with an overview of possible grant funding opportunities to support your collaborative learning environment.

Google Tools for Primary students

Marty Cryer, Wells-Ogunquit CSD

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

Learning with iPad Apps: Middle and High School

Aleah Whitten, Benjamin Cloutier, Bradley Howes, Calista Hodges, Cody Campbell, Daniel Ferguson, Danielle Bowler, Haley Michienzi, Heather Leet, Jamie Dillon, Jordan Brotherton, Joseph Menice, Joshua Carey, Kasey Erlebach, Kellen Strout, Kelly Toomey, Kristen Salley, Machaela Laramée, Margaret Pomerleau, McKayla Marois, Sarah Veilleux, Steffon Gales, Tabitha Bickford, UMF

University of Maine Farmington pre-service teachers have researched a variety of social studies, health, English, science, mathematics, and productivity apps that support learning and engage students. The poster session format of this presentation allows you to get an overview of a large assortment of apps or spend in-depth time learning about just one or two apps from individual UMF students. Don't miss the database of over 100 app reviews.

Friday Session 4 - 2:20 - 3:20

Lessons from the Google Apps Guidebook

Kern Kelley & Connor Verrault, RSU 19

The Google Apps Guidebook is a set of student created lessons, activities and projects for educators to use in their classrooms. Each lesson connects with a component from the Google Apps for Education suite. The Guidebook takes teachers step by step through the entire process of introducing Google Apps to their students.

Moving On with Seesaw Portfolios

Cathy Wolinsky & Heather Boutin, Yarmouth Schools

Seesaw is a portfolio option that can be used on any platform. We are using it with 1:1 iPads and would like to share the many ways we have used it for student reflection on their work and sharing learning with parents and families. We will be moving from using it in first grade to all grades through fourth grade and we have plans for how that will expand our use of this tool.

Ozobot in Action

Aaron Rog & Sean Wasson - Portland Schools

Learn how to use Ozobot robots in all grade levels to enhance computer science skills such as coding, problem solving, global collaboration, and more to be determined by you. These little robots are a great way to engage all ages in a STEM/STEAM learning environment. We will show the participants how we are currently using Ozobots in our curriculum and they will have a hands on opportunity to use the Ozobots during the session.

Planning a Micro-credential Program

Mike Muir, Gear Up

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

Promoting Student Agency with Genius Hour

Johanna Prince, UMF & Mia Morrison, Foxcroft Academy

Genius Hour and 20% time are buzzwords in education. Are you wondering how to start implementing these ideas in your classroom? Join us for a fast-paced introduction and a resource-full session. We'll explore the benefits to learners and strategies for addressing the most common challenges in getting started. This session is designed for educators working in face-to-face, blended, and online environments with learners across the K-Higher Ed. spectrum.

Friday Session 4 - 2:20 - 3:20

What's New with Apple File System (APFS)?

Clif Hirtle, Apple, Inc.

Sponsored by: Apple, Inc.

The Apple File System (APFS) is the next-generation file system designed to scale from an Apple Watch to a Mac Pro. Attend this deep dive about APFS to understand the features and benefits of the new file system and significant benefits to what we know about file systems and data storage.