A message from the PRESIDENT

Michael Richards, Wells-Ogunquit C.S.D

It has been two years since I assumed the presidency and a lot has gone on within ACTEM as the organization continues to grow and celebrate successes. Being a part of the 25th MAINEd, helping start an ACTEM Mini-Conference, watching the growth of MLTI to include multiple vendors, working with our first Executive Director, engaging with members, and being part of a great Board of Directors are a few things I have experienced during my first term. I'm thankful for the membership in electing me for another two year term and to be part of more memories and experiences. I would like to share some other great things that need to be recognized.

Maine is a special place to be, too often we forget about what makes Maine special on the technology front. To have a statewide school and library Internet service provider that continues to meet the needs of a 21st century classroom is amazing. Having a state program to fund 1:1 access at the 7th and 8th grade level for teachers and students for 11+ years is incredible, let alone the fact that other grade levels can hop on board which is stunning. Access to a

ACTEM 2014 REBOOTED & REIMAGINED

The ACTEM 2014 conference is being "Rebooted & Reimagined" and will offer many changes to what has been known as the MAINEducation conference for the past 20+ years. The focus remains the same - education, teaching and learning with technology. The changes will allow ACTEM to offer expanded professional development opportunities and options for our attendees this year.

Most noticeably, the conference will become a full two-day conference with a full range of opportunities and options on both days. ACTEM 2014 will feature a keynote speaker each morning to kick off the day's activities.

Thursday will feature Maine's own Richard Bryne as the morning keynote. Richard is a former high school social studies teacher best known for developing the

ACTEM EDUCATION TECHNOLOGY CONFERENCE
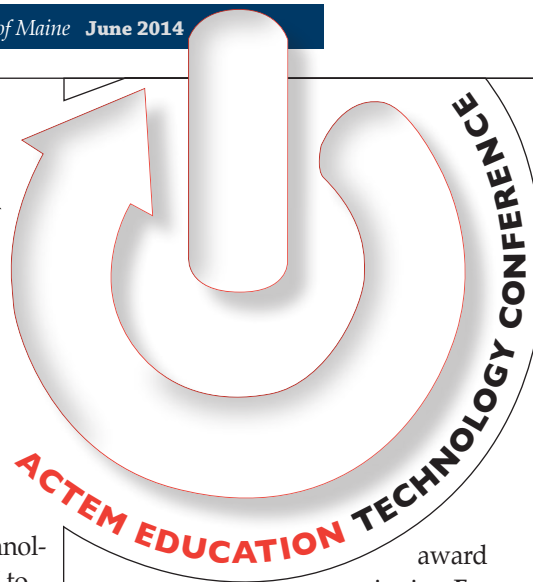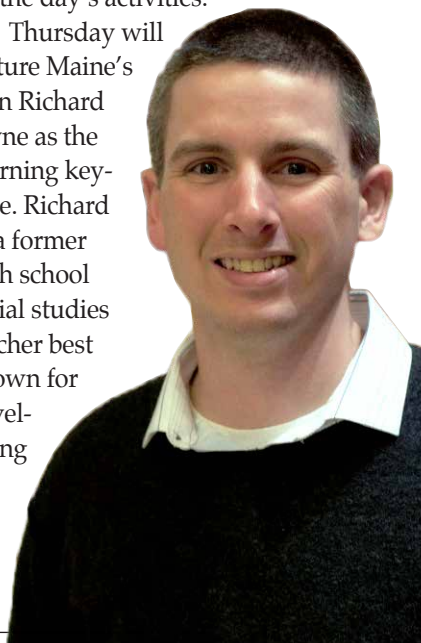
award winning *Free Technology for Teachers* blog. He previously taught at Oxford Hills Comprehensive High School in South Paris, Maine. Richard now concentrates on his blog and has been invited to speak at events all over North America, Europe, Australia, Southeast Asia, and the Middle East. His blog focuses on sharing free web-based resources that educators can use to enhance their students' learning experiences. Rich-
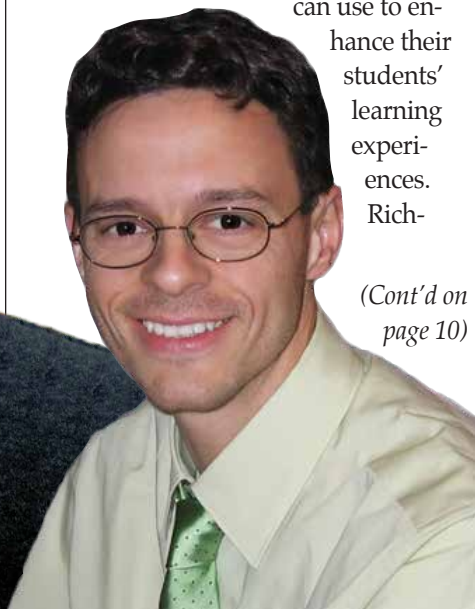
INSIDE...

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actem

Business Meetings for 2014-15 school year
**September 15, 2014,
December 8, 2014,
March 9, 2015 and
May 11, 2015**

Meetings are typically from 9:00 am to 12:00 noon on Monday mornings in Room 103A/B, First Floor, Cross Office Building, Augusta. Remote sites are generally available for these meetings. Check the ACTEM website for meeting details.

ACTEM Summer Book Discussion

This summer ACTEM will be hosting a book club. The book chosen is *It's Complicated: The Social Lives of Network Teens* by Danah Boyd. The book focuses on what is new about how teenagers communicate through services such as Facebook, Twitter, and Instagram. Does social media affect the quality of
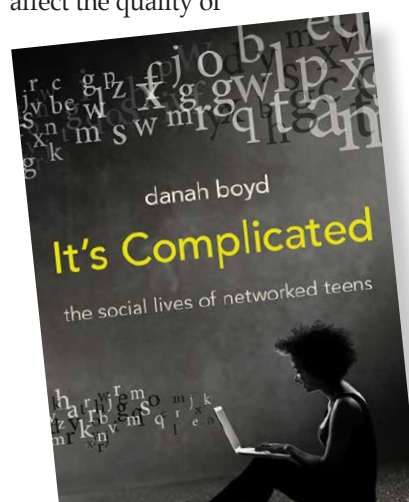
teens' lives? In this eye-opening book, youth culture and technology expert Danah Boyd uncovers some of the major myths regarding teens' use of social media. She explores tropes about identity, privacy, safety, danger, and bullying. Ultimately, Boyd argues that society fails young people when paternalism and protectionism hinder teenagers' ability to become informed, thoughtful, and engaged citizens through their online interactions. Yet despite an environment of rampant fear-mongering, Boyd finds that teens often find ways to engage and to develop a sense of identity.

This book can be ordered through the usual methods but if you want a free version there is a PDF of it floating around on the Internet. Participation in this book group requires a Google account and the address is http://goo.gl/h5oc5V. Come join the group and engage in the conversation.

ACTEM Elects New Officers

At the May 12 business meeting, a new slate of officers were nominated and elected for a two-year term ending in 2016. These newly elected officers just happen to be the current officers of ACTEM and they are:, Michael Richards - President, David Bridges – Vice President, Deb White – Secretary, and Andy Wallace – Treasurer.

L-R: David Bridges, Andy Wallace, Michael Richards and Deb White ACTEM officers for 2014-16.

Remembering Jeanne Mukai

Longtime ACTEM member, former officer, and conference presenter Jeanne Mukai lost her multi-year battle with cancer on April 30.

Jeanne's 34-year career as a math teacher, computer teacher and data specialist included stops at Maranacook, Messalonskee, and Skowhegan.

In the early days of ACTEM, when serving as an officer included an annual trip to a meeting in either Caribou or Presque Isle, Jeanne willingly made the trips to serve as Recording Secretary.

Prior to ACTEM's 25th Conference in 2012, Jeanne expressed in an email sentiments regarding the value of connecting with other Maine educators: "I heard about the Lesley Masters Program and that introduced me to a group of vibrant, excited educators, interested in how technology could impact student learning, teacher instruction and classroom management. I continued with my own education learning from other technologists in the state, taking online courses, and just learning on my own. It's all been great fun."
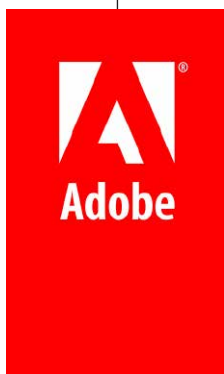
Adobe Licensing & Creative Cloud

Many people have asked if ACTEM will be able to offer Adobe Creative Cloud (CC) at discounted pricing to Maine schools. Here is the latest information on this issue.

OPTION 1 *ACTEM is still able to offer schools the Adobe CS6 perpetual licenses through 2015.* A "Perpetual license" means that *you own* the software license permanently, with no annual costs and you may use perpetual licenses for as long as you wish or as long as they continue to function.

OPTION 2 *ACTEM Device User Subscriptions...Coming Soon:* "Device User Subscriptions" are licenses linked to a devise (computer) - not an individual user. These types of licenses are designed for lab settings in schools and are purchased at annual subscription fees based on ACTEM's current Adobe agreement. Final details will not be worked out by press time but ACTEM will likely be able to offer the complete CC Suite equivalent to what was called the Master Collection in CS6 for approximately $180 per year.

We will also be able to offer a Single App subscription for device users at $96 per year. This would be ideal if you just want Photoshop, for example on a lab full of computers.

Details and order information will be available on ACTEM's website soon.

OPTION 3 *Adobe & NEISTE K12 Schools Promotion for Creative Cloud:* NEISTE is offering Education Term License Agreements (ETLA) that will cover your entire district for licensing. The ETLA is based of your district FTE faculty and staff count and is a three year agreement for districts payable one year at a time at the price of $23.50 per FTE. There would need to be a minimum 5000 FTE order for the NEISTE group to get the $23.50 per FTE pricing.

This license give the entire CC suite of applications to all computers owned by the district including student issued MLTI devices. The entire suite of apps is available for all high school and middle school computers. Elementary schools get Acrobat Pro, Photoshop Elements and Premiere Elements. Example: A school district with 150 FTE's would pay $3525 per year for three years. Buy in dates are from 6/23/14 through 7/14/14. This licensing option is not available through ACTEM. If you are interested please reach out to Jarod Pace at Adobe, japace@adobe.com

Get published in the ACTEM Newsletter

Do you blog, write, or just enjoy sharing technology ideas? This newsletter is published quarterly, in June, September, December, and March of every year. Become a regular contributor, or send updates from your district. An interactive PDF is published along with each print issue. Send submissions and images to glanoie@actem.org

People on the Move

Educators and education professionals in Maine are on the move! Here are the ones we've been made aware of. If you have a new position, or know of someone else that can be regognized, please send the information!

Charlie Hartman, MLTI Project Manager has left the DOE for a position at Fairpoint.

Jan Kolenda, a longtime ACTEM member, and past Leader of the Year winner, Technology Director of Maranacook Schools is resigning her position at the end of this school year. Jan states, "I have thoroughly enjoyed working with all of you over the past 25 years. There is absolutely no way I could have done my job without all of you on the ACTEM listserv!"

Diane MacGregor will become the new Technology Director of Maranacook Schools.

Alan Moulton has taken over the position of Technology Director of the Bangor Schools.

Doretta Prior, A longtime UMaine employee and NOC Support Specialist of the former MSLN and now Networkmaine retired this spring.

Nick Riggie is the new Technology Director of MSAD 75 in Topsham.

Robert Stackpole, longtime Technology Director of MSAD 57 and former ACTEM President will become the new Technology Director of RSU 23 in Old Orchard Beach.

ACTEM wishes the best to all of you in your new positions or endeavors!

MLTI MacBook Memory & SSD Drives

ACTEM will be offering schools a group buy on memory upgrades and SSD (solid state hard drives) again this year. Did you miss out on last year's group buy or just did not have funding for upgrades? ACTEM will be organizing this group purchase to try to get the best possible pricing for Maine schools.

On ACTEM's website under the "Links" section which is located on the left of side our home page, is a link titled "ACTEM Memory & SSD Drive Group Buy". Please use that link to enter numbers into the online form.

HERE IS HOW IT WILL WORK
- ACTEM will tally quantities and solicit quotes to get best pricing for schools
- Schools will have option to pay in June or July (current budget year or next)
- Schools will be contacted with the final pricing in mid-June
- Group purchase to be placed in mid-June with delivery in early July.

Memory & SSD pricing is currently offered at better pricing than last year. Current pricing is approximately:
- 4 GB Memory Kit -- $43
- Unibody 4GB Kits -- $43
- 60GB SSD Drive -- $63
- 120Gb SSD Drive -- $86

ACTEM will keep you posted as details are finalized. We intend on structuring this RAM and hard drive buy so that it straddles two fiscal years meaning schools will be able to purchase from either this budget year or next. Look for more details posted on the ACTEM list serve.

Renew Your ACTEM Membership

The ACTEM membership year runs from July 1st through June 30th annually. This means that all memberships will be up for renewal on July 1, 2014. This applies to all individual and institutional (formerly district) memberships. Membership dues will remain the same cost as 2013-14
- Individual Membership - $20
- Institutional Membership (required for districts to participate in our purchasing consortium) - $50
- Small Institution Membership - $25 (Small single building districts)

ACTEM began using a new membership and event registration system this winter called *Wild Apricot*. This system was recommended and is used by several ISTE Affiliates in other states. The system will automatically send email reminders to members when renewals come due in June, ACTEM has never had the capability to mass email members easily in the past.The Wild Apricot system has an online membership form that is located at http://actem.wildapricot.org/join and is linked on ACTEM's website under the Membership section. Members will have a login (email address) and password to log back into the Wild Apricot system and update information as necessary.

Also new this year is the ability to pay online for memberships and event registration (workshops and the conference) with PayPal and credit cards. ACTEM is accepting membership renewals now for 2014-15. We hope this new system will make the process of renewing your membership easier for members.

THANKS TO ACTEM'S 2014 CONFERENCE VENDOR MEMBERS

Apple Inc., Brain Hive, Canfield Systems, ePlus Technology, Hewlett Packard, Imagine Learning, JAMF Software, LanSchool (Stoneware), Microsoft, Mosaic Technology, Offtech New England, Pro AV Systems, Spectrum Industries, Sophos, TEQ, Texas Instruments, Unified Technologies, Vintage Tech Recyclers, Vocabulary - SpellingCity and Wizeparts.com
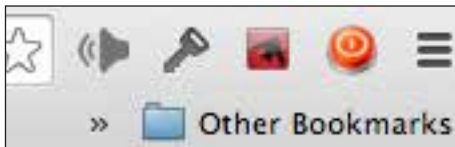
Distracted by Tech?
Address the Problem, Not the Symptom

From the Teacher Tech blog, Changing Education One Byte at a Time *by Lydia Leimbach, Technology Integrator, Hall-Dale Schools*

I wish I had a dollar for every time someone asked me to block a site. Truthfully, I'd charge people that want me to block all games from the Internet a little more. It would fund my retirement nicely. It's a problem that occurs everywhere, the complaint that games and social media distract students and make it difficult, if not impossible for them to do the learning they need to do.

Lately the complaints have ramped up from teachers frustrated by students who are running out of time to complete work before the end of the year. They ask me to look through the student's laptops and find out what they are doing instead of work. It's tedious but it is part of my job so I do it.

Students have never been at a loss for ways to avoid work. This year I am seeing some old tools like *Stealthy* paired with newer ones like *PanicButton*. These are extensions from the Chrome Webstore that allow students to get around our filters (Stealthy) and hide web pages that they don't want you to see (PanicButton).

The extensions will show up (unless they are hidden) to the right of the address bar in Chrome as shown in the photo above. I suggest you start looking for them.

The Stealthy button is a square with an stealth plane in it. When it's red, it's off and the school's filter is in place. When it's green, it's on and the student is using a proxy server to get around the filter. This will allow them to go anywhere they want. There's no free lunch here - there are risks.

The Panic Button is a red circle with either a target in it or an exclamation point. Both do the same thing: they hide the pages the student doesn't want you to see, and replaces them with a more school appropriate page. Students can set the page they want you to see.

We **CANNOT** control the use of these tools. We can't block them. We *can* make the students remove them, but they are easily re-added as soon as we turn our backs. It's less of a discipline issue than a sign that the student has become disconnected from the learning.

I challenge you to think of these tools, not as the problem itself but as a symptom of a bigger issue. Not completing work is not a new problem. It is not caused by laptops, phones, or iPads. Technology has certainly made procrastination easier but it didn't invent it. All these tools are a big fat arrow pointing at the real problem: the student is stuck.

So why did I bother to point these things out? Because they are a visual that leads you to conversations with your students. When you see that students have installed these kinds of tools it's kind of like noticing they have a rash. It certainly provides an opening to begin a discussion. I had the opportunity to chat with two young men this week about their use of both of these tools. I asked what educational purpose they served, and as you could expect they had a hard time coming up with one.

Both students are athletes. I asked them if they would ever consider working hard in practice when the coach was watching, and slacking off and doing something else when the coach had their back turned. They thought this was ridiculous! Why would they do that? How would they ever get better? Neither wanted to sit on the bench, and they acknowledged that that kind of behavior would be counterproductive.

This made things too easy. I asked how they thought using the PanicButton was going to help them if it only made them look like they were learning. Neither could come up with an answer.

> Distraction, procrastination, defiance...they are all symptoms of the same problem. Disengagement

Here's where the door opens for you as a teacher. Distraction, procrastination, defiance...they are all symptoms of the same problem. Disengagement. It might be disengagement from a particular assignment or it might be disengagement from school as a whole. It's our job as teachers to figure out WHY. It's not about "who's fault" it is. It's about finding solutions. Forward motion is the goal.

I'm not a social worker so I can't fix the big problems, but here are some suggestions you might try for the smaller ones. Keep in mind this does not have to be done for an entire class. Apply these as you identify students who could use them.

READING ISSUES

- Print articles students need to read. When reading gets tough and Facebook is on another tab, the temptation is to turn to the easier task.
- Use summarizing tools like Skimzee, SummarizeThis and TLDR (Too Long, Didn't Read). Some work better than others but most work better than not reading at all.
- Remove ads from pages by using Clearly in Chrome or Reader in Safari.

DISTRACTION ISSUES

- Not all work is best done on the laptop. Decide if closing the lid will be beneficial for students.
- Sometimes GoogleDocs provides too many notifications about new email, chat requests, etc. Have students write in Pages. Pages files can be uploaded for storage, or they can paste their work into a GoogleDoc when they are done. They can also use WriteSpace, a tool that provides a black screen with a cursor for distraction free writing.
- Have students turn their airports off if
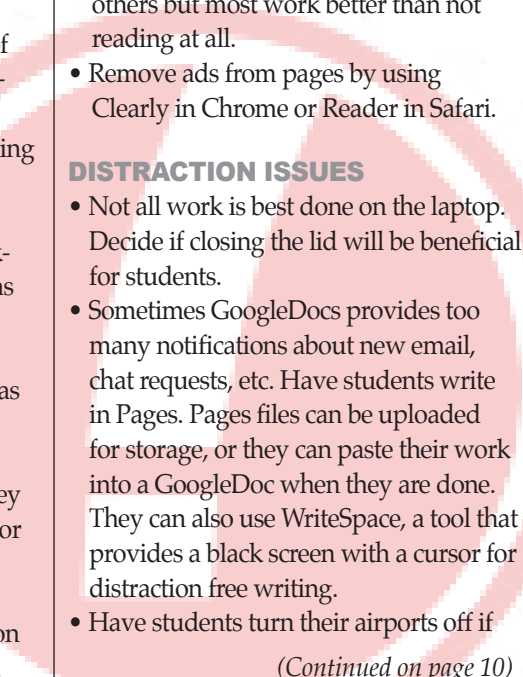
Cool2Career Brings 480 Participants to NESCom on May 2, 2014

The idea for Cool2Career grew from a belief that digital content is no longer the outlier. In fact, way back in 2002 when Steve Jobs came to Portland High School, he said, "When we grew up, the medium of our generation was what? What was the medium of our generation? (Pause) It was the book - that's exactly right. And we all knew how to read, thank God. But we knew something just as important. Not only could we consume the medium of our generation, but we could author it. We could write. We could put back into the culture at many different levels, whether it was a letter to a friend or a novel. We could put back in the medium of our generation. We were consumers and we were authors.

What is the medium of our kids' generation today? It's video. Like it or not, it's video. Television, movies... and they are fantastic consumers. But how many kids know how to author in this medium of their generation? Almost none. And that's a scary thought, isn't it? I find it pretty scary. And the most incredible thing that has happened over the last five years is

these tools are now letting these kids author in the medium of video, and it's pretty doggone simple to do."

This initial Cool2Career was a chance for Maine's digitally empowered youth to see how the opportunities provided to them by the Maine Department of Education, by their schools, and by their teachers can not only help them learn in school, it can put them on the path to a digitally empowered career that can both provide a living wage and be pretty darn cool. In feedback, one adult participant said, "I was truly impressed by the treatment of the students. It was a student-centered event and it was clear to me that the students were

was amazed by the entertainment piece and the generosity of NESCOM and the hospitality of Husson University."

NESCom provided the perfect home for Cool2Career, as student participants had the chance to be involved in over 20 hands-on, real-world, creative work sessions in advance of an exciting Big Show anchored by the Tony Boffa Band, Cool2Career's musical heart, and featuring content created by student participants during the work sessions.

At the close of the day, 4 students received $1000 Scholarships to NESCom from President Thom Johnston during the door prize drawings, providing yet

$1000 scholarship door prize winners with Thom Johnston of NESCOM/Husson

engaged, excited, and had the opportunity to meet other students from the 41 schools involved. I have to say that I

another way for Maine 7-12 students to see themselves beginning to move from Cool to Career!

TechConnectME
2014

By Dan Tompkins

TechConnectME 2014 held at Colby College on Thursday, March 20th with support from ACTEM and Colby's Goldfarb Center for Public Affairs and Civic Engagement.

The role of Digital Leadership in terms of teaching and learning with technology was the focus of this year's conference. Keynote speakers Elliot Soloway of the University of Michigan and Cathie Norris of the University of North Texas detailed their research of the 1:1 teaching and learning environment of Nan Chiau Primary School in Singapore with a focus on the role of administration in effecting and supporting change.

The key elements to the success of implementing and growing an effective 1:1 environment is digital leadership paired with educators embracing new pedagogical practices. According the Elliot and Cathie, technology must be integrated/embedded in instruction, not an add-on employed on occasion. While not bolted to curriculum, technology is seen as an essential tool for teaching and learning.

Highlights of the day included a Speed-Geeking session where small groups presented scenarios about current day practices in school reform that rely on the use of technology. Groups then discussed what their school or school unit can do to move forward. An Unconference Session was scheduled as well as the ever popular Geek of the Week.

We wish to extend a very special thanks to Laura Girr for her efforts in hosting and organizing meetings, and for moving the Southern Maine Integrators' group forward, especially with the annual TechConnectME conference. We will miss you!

point|counterpoint

Student Hacking: Awesome or Awful?

AWESOME

Robert Burggraaf

While hackers appear frequently in the news and other media as criminals who steal vast amounts of data ranging from email passwords to Social Security numbers, the truth is that a similar number of relatively anonymous hackers work just as furiously to thwart those engaged in illegal activity. Large corporations and even the U.S. government employ computer-savvy individuals to expose vulnerabilities in their systems in an effort to protect the public.

As something that sparks students' imagination and engagement, hacking also has untapped educational value.

The Common Core State Standards have called for increased rigor and levels of critical thinking in the classroom, and students need to develop digital skills to function in the world. What better way to achieve these goals than to turn hacking into a problem-solving endeavor?

In my years of teaching, one thing I've noticed is that students are inherently curious. Introduce the basics of a new app like Pic Collage, and before long they'll have figured out, without any help, how to change the background, add stickers, etc. If there's a button, students will push it. If there's a menu, they will explore the options. This is exactly the type of lifelong learning skill we want them to develop and apply with purpose.

Besides, regardless of how many layers of security we install, the complexity of the passwords we require for profile removal, or the control we think we have over devices, our students will find the loopholes. Adults are afraid to touch buttons that will have unknown consequences. Students are not. Adults take great pains to bar all the doors. Students will point out the window that we neglected.

The key to what happens next lies in our response as educators. Do we treat hacking as a heinous evil and punish students for their curiosity and problem-solving prowess? My experience has been that this approach will only engender resentment and a greater desire to elude the system. Chances are

AWFUL

Kim Garcia

A couple of years ago, my computer science class explored ethics in computing. Hacking was a hot topic even then, so we held a formal debate on it. Student groups researched both sides of the issue, and each group presented their arguments.

Many of the students thought hackers were good guys who do companies a favor by exposing security holes. They pointed to companies who hired known hackers for their expertise in identifying internal network security issues. Needless to say, there was a lot of excitement about cultivating their burgeoning hacking skills on our district's internal network.

But the most compelling argument of the day was a great analogy that one student presented: If you leave the front door of your house unlocked, is it OK for a stranger to come in, sit down, and leave you a note on your kitchen table? No! This student argued that the same logic applies to hacking. His group also shared that malicious hacking is against the law. In the end, the panel of student judges agreed that hacking is unethical and that there are better ways to alert companies to possible security issues.

There are also many other reasons hacking is a bad idea. For school districts, hacking wastes a lot of network administrators and computer technicians' time—not to mention taxpayer money—on investigating malicious attacks. Their time would be better spent configuring and maintaining educational resources. Hackers also risk exposing the confidential data about students and staff that schools store on their servers.

Recently, a neighboring school district's website was hacked. Hackers posted obscene photos and offensive messages in place of the district's content. No confidential or financial data was stolen from the site, so why did the hacker do it? I believe people who hack without financial gain do so to expose others' faults and prove that they can outsmart others.

that any exposed flaw in your security will pass semi-secretly around the student body in a display of rebellion.

Instead, what if we offer incentives for students to harness those critical-thinking and creativity skills to find and report flaws that have gone overlooked so they can be remedied before they cause a greater problem in the student body at large? The school district's devices are kept safer, students are rewarded for their persistence and hard work, and hacking has found its place in an engaging, digital age education.

—Originally from Michigan, Rob Burggraaf lives with his wife and two children in South Carolina. After seven years teaching fifth grade, he is now an instructional technology coach for Lexington School District Two's elementary schools.

It's true that companies, school districts, and individuals must set up secure networks and use strong passwords. But as my student pointed out, it's not OK for hackers to exploit others' mistakes or shortcomings.

Let's talk to our students about the importance of password security so we can all protect ourselves, and let's talk to them about digital citizenship. There are many more ethical ways to use their computing expertise to help companies and districts secure their networks.

—Kim Garcia is the educational technology coordinator and a former computer science teacher at Georgetown ISD in Georgetown, Texas. She is passionate about technology's potential for transforming learning and about K–12 computer science education. Follow her on Twitter @DigitalLearners.

readers respond

Here's what other ISTE members had to say about this topic.

AWESOME 48%   52% AWFUL

POLL RESULTS

Participate in our reader poll at iste.org/LL.

It Goes Both Ways

I do not want my kids to receive any school-provided laptop or iPad because spyware is contrary to my personal values. I want them to make good choices when they use computers and not be trained to think of the computer as an ever-watchful big brother. I want my children to be masters of their tools, not mastered by them.

John Fontaine
Vice president of Glassware, SocialRadar
Washington, D.C.

Mind the Digital Divide

If a school district's goal is to level the playing field for low-income students, it should reconsider blocking content that encourages media production and social interaction. The digital divide is not simply about access. Children who have time and freedom to explore on their own achieve higher levels of digital literacy than those who only have classroom exposure.

Jenny Fremlin
Media psychologist
Juneau, Alaska

Nothing to Fear but Fear Itself

It's not fair to talk about locks and blocks in education without acknowleding [that] schools operate from a place of fear. We live in fear of compromising student safety, angry parents, uncontrollable classrooms, lawsuits, and lost funding. Many controls are put in place to preserve E-Rate funding or simply to relieve an already overburdened teacher from having to provide extra vigilance while devices are in use. Catering to these fears comes at a price, however.

Jacqueline Wilson
Director of Information Technology
Avon Grove Charter School, Avondale, Pennsylvania

Are You Smarter Than a Fifth Grader?

Three years ago, student after student began to get locked out of their online accounts. Our tech coordinator and teacher could not get ahead of the issue. We found the cause: a bright fifth grade boy. It taught us to tighten how our sensitive data was stored. We now use the catch phrase: "Could a 10-year-old break through it?"

Phyllis Cavallone
Principal, St. Therese Chinese Catholic School
Chicago, Illinois

Buck the System

We ultimately want to see our students cultivate competence and confidence. Unfortunately, rigid policies and procedures, conventional and increasingly outdated schooling models, and factory-like approaches to teaching and learning thrive upon large doses of uniformity and control.

Bernard Bull
Assistant vice president of academics for continuing/distance education
Concordia University, Mequon, Wisconsin

Reward, Don't Punish

There needs to be a greater incentive for students to responsibly disclose vulnerabilities. Most major tech corporations offer rewards for identifying bugs—just look at Google, which offers up to $20,000 per successful submission (www.google.com/about/appsecurity/hall-of-fame). Why can't we reward students for their ingenuity and willingness to cooperate with the IT department?

Michael Benich
Physics teacher
Brecksville, Ohio

Make Agreements, Not War

Rather than fight technology battles, educators should take a progressive tack and find ways to embrace and encourage. Districts should develop reasonable expectations policies for using technology [that] find ways to encourage creativity and critical thinking rather than stifling it. Reviewing this policy in each class and with parents will set the proper expectations and lessen the monitoring burden. This is one way educators can improve their assembly line and give students the skills their future employers need.

Jeff Hough
Director of workforce training, Idaho State University
Pocatello, Idaho

May the Force Be with Them

Princess Leia said to Darth Vader, "The more you tighten your grip, the more star systems will fall through your fingers." And so it is with our students. Students run the risk of going to the "dark side" if we try to control them too much. Empower them with the tools to be good digital citizens, to learn, and to have a level playing field. They live in the digital world; teach them how to live in it.

Clarena Renfrow
Information technology teacher
Castleton, Vermont

To participate in future Point/Counterpoint discussions, look for the Manager's Choice discussion questions on ISTE's LinkedIn group at iste.org/counterpoint.

ACTEM 2014
Rebooted and Reimagined
(Continued from cover)

ard will also offer a few workshops on Thursday.

Friday's keynote speaker will feature Chris O'Neal, a former elementary and middle school educator, teaching in Louisiana where he received numerous Teacher of the Year honors. After leaving the classroom, Chris was an Instructional Technology coordinator for the district, overseeing professional development and instructional technology resources. He went on to work at the State DOE in Louisiana, where his duties included grant management, policy and planning issues, district support, and legislative work and eventually became the state's Director of Technology. Chris currently serves as an instructor and instructional designer at the University of Virginia (UVA).

ACTEM 2014 will offer the same great variety of full and half day workshops along with the ever-popular one-hour breakout sessions on both days. The Exhibit Hall will open at noon on Thursday and continue through Friday until just before the closing session.

Thursday afternoon will feature a reception in the Exhibits Hall featuring appetizers and cash bar. That afternoon will also feature the announcement and celebration of the ACTEM Educator and Leader of the Year awards for 2014 during the vendor reception.

Friday's closing session will feature a light-hearted closing keynote by Dan Ryder and Jeff Bailey of *Wicked Decent Learning*. Dan & Jeff are the co-founders of *Wicked Decent Learning,* which they describe as "a blog, podcast, Twitter feed and who-knows-what-all-else devoted to teaching and learning in Vacationland and beyond." Both are "veteran classroom educators, actors and directors, best friends, and generally swell guys." Jeff and Dan will be offering several workshops on both Thursday and Friday during the conference.

Save the dates now for ACTEM 2014, October 9-10th at the Augusta Civic Center in Augusta, Maine.

Distracted by Tech?
(Continued from page 5)

they don't need the Internet.
• Seating: If you know a child has a hard time focusing, do not let them sit in the hallway or with their back against the wall. Give them a seat where their screen is visible and keep an eye on what they are doing.
• Ask students to use tools like IAM-STUDYING or Website Blocker. These allow the students to customize a filter that will block the sites they need to stay off of as well as the times they'd like them blocked. Helping students learn to self monitor can be crucial.

ACCOUNTABILITY Exit tickets are a great way to hold students accountable for what they have done in class. Some teachers start with a daily goal and ask students to evaluate how they have done. They don't leave class without handing in the ticket.

Ask them to email a copy of their daily work to you. It will only take a minute for you to evaluate what they have done and know how well they are using their time. This is especially effective when you are doing a whole class video. VideoNot.es gives you an easy way to do this.

If you've been in the classroom any time at all, you already have a hefty toolbox of strategies to help students. When you look at the behavior with technology as a symptom it makes it easier to put together a set of strategies to get your students moving ahead.

ISTE2015

PHILADELPHIA JUNE 28-JULY 1

ACTEM will be offering our members the opportunity to ride the bus to the ISTE 2015 conference in Philadelphia, PA. Next year's ISTE conference will occur on June 28 - July 1, 2015. Members may want to reserve their ACTEM PD reimbursement opportunity for the ISTE 2015 conference. More information and details will be available early next school year.

High Touch Courses' Summer Tech Camp

What will your students learn this summer? How to develop their own video games? How to design websites? Or how to launch their own technology start-up?

High Touch Courses' *Summer Technology Camp* brings middle and high school students from around the U.S. to the beautiful University of Maine campus for 1-4 weeks in July. Participants learn the basics of how to launch their own technology start-ups, develop video games, build websites, and more! From the first day, participants build, test, and launch their own products with mentoring from industry professionals. Computer skills and entrepreneurial spirit are fostered in a fun, encouraging environment.

Each of the four weeks has a different theme, and students can attend each week individually or multiple weeks that interest them.

- Website design and development: July 7 – 11
- Graphic design and 3D aArt: July 14 – 18
- Game Development: July 21 – 25
- Hardware Architecture and Minecraft: July 28 – August 1

More info and easy online registration can be found at the following link: http://www.hightouchcourses.com

11th Annual MLTI Conference a Success

Approximately 1,000 students and educators from 44 schools gathered at UMaine Orono on Thursday, May 22nd to showcase how technology provided by the Maine Department of Education is transforming their learning and better preparing them for classroom and career success.

The event engages students as presenters or participants in a day of science, technology, engineering and mathematics focused workshops, and encourages high aspirations by facilitating what for many is their first visit to a post-secondary institution.

Gulf of Maine Research Institute Chief Innovation Officer Alan Lishness gave the keynote address, speaking about the state's history of innovation, invention and leading global change through the ingenuity of Maine people.

Conference collaborators including the Maine DOE's MLTI program, UMaine's Electrical & Computer Engineering and Education & Human Development Departments, ACTEM (the Association of Computer Technology Educators of Maine) and Networkmaine will present, as will representatives from UNUM, University of Southern Maine, Massachusetts Institute of Technology, Maine Robotics, Microsoft, Apple, Husson University, High Touch Courses, Hacktivate, Project Login and Maine Math and Science Alliance.

Maine educators and several students led workshop sessions throughout the day long activities. Among the student presenters were Freeport High School students Liam Wade, Nick Nelsonwood, Josef Biberstein and Travis Libsack, and Marshwood Middle School eighth grader Stephen Kaplan. Chris Jones, a graduate of Oak Hill High School who spoke at the conference in 2011, returned to share with students how his exposure to technology through MLTI is benefiting his college studies and life in Boston. Additionally Linus Obenhaus, an 8th grader at Oak Hill Middle School, shared his YouTube video titled "The Potential of MLTI". Please check out his video at: http://youtu.be/wJtcOkj_xr0

This was the first MLTI conference where participating students have both HP and Apple technology in hand after the State began offering schools choice last year in selecting the appropriate State-supported technology for their teaching and learning.

Adapted from Maine DOE Newsroom 5/21/14 - posted by Samantha Warren.

Promise to Practice 2014

By Jonathan Pratt

Promise to Practice 2014 will take place from Sunday, August 3rd - Thursday, August 7th at Foxcroft Academy in Dover Foxcroft, Maine. Building on the success of last year's From Promise to Practice: Learning with iTunes U conference–which drew teachers, technology coordinators, and administrators from Maine, New Hampshire, Massachusetts, Maryland, and China–this year's conference will once again help educators leverage iPads in the classroom. Additional focus will be offered this year for participants to create engaging, interactive digital textbooks with iBooks Author, and multiple strands will be offered on iTunes U for novice and experienced users.

All facilitators at Promise to Practice 2014 are Apple Distinguished Educators, recognized nationally and globally as leaders in using iPads in the classroom. Foxcroft's Mia Morrison, an English teacher & Technology Integration Specialist, and Julie Willcott, Science teacher, will return, along with Tony DiLaura, from Zeeland East High School in Zeeland, MI, Mathematics teacher and founder of iBookhack.org. New this year is Matt Baier, Social Studies teacher & Technology Integration Leader from Cathedral Catholic High School in San Diego, CA, where he does innovative work including leveraging iTunes U for professional development. Dr. Reshan Richards, Director of Educational Technology at Montclair Kimberley Academy in Montclair, NJ, and co-creator of the popular iPad education app Explain Everything, will give the keynote address and serve on the facilitation team.

Hosted on the campus of Foxcroft Academy at the peak of the beautiful summer season in central Maine, participants will learn with experienced facilitators who have a strong record of

successfully using these technologies to improve student learning in the classroom. Learning sessions will take place in the morning, with facilitated work sessions scheduled in the afternoon so that participants can work toward building resources to use with their students at the beginning of the 14-15 school year. Although down-time is minimal, many recreational opportunities abound at the Academy and in the greater community, including four tennis courts, an eight-lane track, indoor and outdoor swimming, and multiple hiking trails. On-campus conference lodging opportunities have increased to 40 available rooms in both of FA's modern, air-conditioned dormitories. Along with recreation to fuel creativity, meals are provided and the last dinner will include a classic Maine summer favorite: fresh, steamed lobster. As it did in 2013, Promise to Practice 2014 will culminate with participant presentations on stage in front of the big screen at Dover-Foxcroft's historic Center Theatre.

Foxcroft Academy became the first high school in Maine to implement a 1:1 iPad initiative in 2011, and there are currently more than 40,000 iPads used by students and educators in the state. In year two of FA's iPad initiative, a handful of teachers–including Apple Distinguished Educators Mia Morrison and Julie Willcott–began developing courses for iTunes U, a platform created by Apple in 2007 to manage and distribute educational content for college students and then updated in January 2012 to include K-12 courses. In less than two years, the nine iTunes U academic courses created by Foxcroft Academy teachers have been viewed more than 1.3 million times and have amassed more than 275,000 subscriptions from students and adult learners around the world.

Foxcroft's success in the iTunes U arena and with iPad-based education in general compelled Jonathan Pratt, Assistant Head of School for Academics, to establish last summer's conference, which was based upon the idea that while it is easy to see how powerful iPads can be (the Promise), intentional and impactful implementation requires careful planning and the development of specific skills (the Practice). "The name is tied to the premise that participants will move from theory to action," said Pratt, who oversaw the implementation of FA's 1:1 iPad initiative three years ago, "and that they'll walk away not only with conceptual knowledge and skills but with real artifacts to give them a jump start on the beginning of the new school year."

Feedback elicited from last year's participants at the end of the week indicated strongly that the conference achieved its objective. "I feel like I've almost cheated the kids by not using the techniques I've learned over the past four days," said DeWayne Morse, an English teacher at Houlton High School. "I've been teaching for 15 years, and I'm just incredibly pumped. I feel like a first-year teacher. I can't wait to get back, train my staff, and bring this new knowledge to the kids."

"The thing that impressed me most about this conference was the quality of the facilitators, people who have actually made this work in the classroom," said Tom Chaisson, a Visual Arts teacher at Poland Regional High School. "It's not theoretical–they're doing it, and they're doing such a wonderful job of it." Other glowing responses offered by attendees included, "Hands down this is the best conference I have attended in my 11 years of teaching," "I have never been so WOWED at a conference," and "Best conference I attended in the past 20 years!"

Registration for this summer's conference is now open and is limited to 75 participants. To register or seek more information, please access promisetopractice.foxcroftacademy.org or contact Jonathan Pratt by email at jon.pratt@staff.foxcroftacademy.org or by phone at 207-564-8351.

Maine, the Learning State

Teachers - Please join us for the Learn Everywhere Conference
Coaching for Teachers in Digital Learning
June 23 - 27, 2014 at Thomas College in Waterville, Maine

The Learn Everywhere Conference is a week long educational experience for professionals looking for practical application of technology in their classroom. Teachers from Kindergarten to Higher Ed will receive instruction customized to their educational situation.

During the conference, participants will build an active web presence, develop functional workflows and learn best practice techniques for the classroom. Kern Kelley's students support will also have an integral presence at the event. The Learn Everywhere Conference, in partnership with MICDL and Thomas College, is offering 3 Graduate Credits or 4.5 Continuing Education Units (CEUs). Located at the Thomas College campus in Waterville Maine, housing is available but space is limited. For more information, please visit learneverywhere.org
Please forward this information to any interested teachers in your school or district.

Planning Underway in Auburn for "Leveraging Learning 2014 - iPad in the Primary Grades"

Is your district implementing iPad in the primary grades? Are you part of a team working to make sure the most is made of the powerful opportunities represented by that iPad implementation?

Designed to continue the growth of their high quality Leveraging Learning Institute series, Auburn's planning committee for their 4th "iPad in the Primary Grades" event have been busy. They have announced that the LL2014 theme is "Reach for the Top - iPad as a Tool for Creation," because they believe that, "From leadership to learners - we all need to do something with what we have learned. Creation is at the top of Bloom's Taxonomy, and when we create, we own the knowledge used."

Designed once again for team participation, the dates for LL2014 have been set as Wednesday November 12 through Friday November 14, 2014. Registration will open on Thursday August 21 at 12:00 noon. To keep updated on LL2014's planning progress, please visit http://institute2014.auburnschl.edu

MLTI Summer Institute
Bowdoin College, Brunswick
July 22-24, 2014

MLTI Summer Institute 2014

Join us on the campus of Bowdoin College in Brunswick for a three day, multi workshop event that will highlight, enhance and advance the use of technology in the classroom and school community. MLTI educators will gather to discuss and learn from each other and from facilitators, focusing on all aspects of digital media creation, distribution and use for teaching and learning. Presenters from Maine's education community will be joined by curriculum specialists from the Department of Education, MLTI vendors and other representatives from the education technology sphere to create three days of exciting, enlivening and enriching professional development.

Please visit the Institute page on the maine.gov website for more information: http://www.maine.gov/mlti/events/institutes/index.shtml

Jim Wells, Coordinator of Education Technology, Department of Education, State of Maine, 207 624 6656

Sebago Education Alliance Tech Camp 2014

By Terri Dawson

The start of Summer is a great time for Professional Development for staff members and the 2014 SEA Staff Tech Camp at Windham High School on June 23rd, 24th & 25th will once again provide that great opportunity! Get a jump on the academic year ahead and and make connections with colleagues from other districts for a connected classroom experience! Learn how Social Networks can actually enhance your classroom's communication with parents! Participate in a Google Drive classroom that will help turn you into a paperless workplace! 50+ Sessions over a 3-day period! Come to one class or come to as many as you can fit in over the 3 days and even earn professional development hours towards recertification FREE!

More info is available on our website: http://www.satime.org (Click on the Tech Camps Tab) Hope to see you at CAMP! This camp is FREE to SEA Members and offered at a discounted price of just $75 for NON-Sebago Alliance Members.

Student E-Magination Camp 2014

By Terri Dawson

Are you going into Grades 5-8? The Sebago Education Alliance is hosting Student E-Magination Camp at Windham High School on June 26th-27th! It's sure to be a fun filled Thursday & Friday full of TechKNOWology FUN! Workshops include using Animation, Coding, iMovie, Google Earth Flight Simulator, Geocaching just to list a few... There's even a CPR course; that parents can join their son/daughter for free. Participation is limited so sign up early! The camp fee is just $85 and includes

your choice of sessions, registration fees and lunch! Mac devices will be provided for students. We're Gaining Steam with E-Magination Camp! All Aboard!! *See website for more details: https://sites.google.com/a/satime.org/e-camp/*

HP Teaching with Technology 101

COURSE OVERVIEW Technology doesn't teach students. Good teachers do – teachers who understand research-based

instructional strategies and know how and when to use those strategies. When teachers effectively couple technologies with these strategies, real student learning can occur. This course introduces you to the instructional strategies that are most likely to impact student achievement and the technologies that will enhance this.

WHAT IS HP TEACHING WITH TECHNOLOGY? The course comprises five modules, each of which focuses on a different topic related to best practice approaches to teaching with technology. Each unit contains a rich variety of learning objectives including videos, surveys and activities. You'll see and hear teachers in action, listen to their ideas and expand your knowledge of how to use technology to support the instructional frameworks.

The course was developed by HP in conjunction with education research and development corporation McREL International and Hibernia College, a leader in the delivery of internationally accredited online and blended teacher education programs. This course is currently available online and offered free from HP. The first four modules in the course are now available! Register today to get started.

Module 1 Strategies for becoming a more effective teacher using technology

Module 2 Using the framework to implement common core state standard

Module 3 Using learning objectives to help students monitor their progress. Hear how classroom teachers use the strategy of "Setting Objectives" in their instruction, and have the opportunity to apply their learning through assessments and self-reflection.

Module 4 Using feedback to help students gauge their progress. Learn best practices for the strategy of "Providing Feedback," assess your own current understanding and use of this strategy and apply technology tools to differentiate feedback for students and allow students to receive self-feedback.

Module 5 Getting the best from students: reinforcing effort and providing recognition – Release date: June 2014

Announcing STEM4ME 2014/15 Grants

The Perloff Family Foundation, in partnership with the Maine Community Foundation and the Maine Space Grant Consortium, is offering grants focused on science, technology, engineering, and mathematics (STEM) and the integration of STEM with the arts and humanities, or STEAM. The STEM4ME grant program aims to increase the opportunities for student-driven STEM and STEAM projects at publicly-funded Maine middle schools, high schools, and academies.

Grants of up to $5,000 will be made available to small teams of students, mentored by an experienced educator, that create real-world solutions to problems in areas such as renewable energy, ecology, automation, space science and engineering, and sustainable food production, integrating the arts and humanities wherever

possible.

Educators interested in applying for a STEM4ME grant must submit a one-page letter of interest describing project objectives and key completion milestones by September 15, 2014. Successful candidates will be asked to submit a formal application. For information on where and how to submit letters of interest, visit http://www.stem4me-grants.org.

Over the past two years, twelve schools have received funding and support for carrying out a STEM4ME grant, with an additional six expected to be added in the 2014/15 academic year.

With offices in Ellsworth and Portland, the Maine Community Foundation works with donors and other partners to improve the quality of life for all Maine people. To learn more about the foundation, visit www.mainecf.org.

The Maine Space Grant Consortium is an affiliate-based 501(c)(3) corporation and a member of the national network of NASA Consortia in all 50 states, plus Puerto Rico and the District of Columbia. To learn more about the Consortium, visit www.msgc.org.
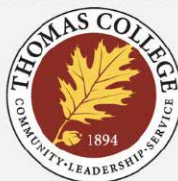
News From MICDL

By Roger J. Fuller,
MICDL Executive Director

LEARN EVERYWHERE MICDL is glad to be working with Kern Kelly and Thomas College to offer the week long teacher technology program entitled Learn Everywhere. The program will be

held at Thomas College on June 23-27, 2014 and will provide technology learning experiences for teachers at any grade level and with various levels of expertise and experience.

This program is the replacement for the program often held at the University during the same week. The program will offer either CEU credits or graduate credits and housing is available. To learn more or to register for the program, please go to the following link: www.learneverywhere.org

IMMUNE DEFENSE MICDL has partnered with Dr. Melanie Stegman in the initial phases of testing the game, Immune Defense. This program will see students in Maine providing insightful feedback to the game developers. For more information, contact Abby Manahan at amanahan@micdl.org

RADIX Another gaming platform, Radix, from MIT is being evaluated this spring in conjunction with teachers nationally and MICDL. To learn more

about this program, contact Abby Manahan at amanahan@micdl.org

CONVERSATION MICDL is examining the ways in which several agencies might work together in establish "Maker Places," or "Fablabs" in different parts of Maine. We are in the preliminary exploration stage and if you are interested in being involved in the conversation contact Roger Fuller at rfuller@micdl.org

2013-14 ACTEM PD Reimbursement Summary

Dennis Kunces, ACTEM's administrator of the professional development program, provided this update from the May ACTEM meeting report as there have been several additions since his last report especially for the 2014-15 requests.

For 2013-14 eighty-four members completed PD requests. Sixty-four members completed their activity and submitted their documentation for

reimbursement for a total of $ 16,914 in funds for an average of about $265 per member. Seven requests are approved and the funds encumbered until the activities are completed in May or June for $1,844. The total paid out or encumbered amounts to $18,762. Thirteen requests were never completed as members had their activity paid for by the district, they missed the 60-day deadline to submit documentation or they did not paid their memberships before their activity as scheduled to be begin.

For 2014-15 12 requests have been submitted for a total of $3,549. These requests have been approved pending applicants renewing their memberships before their activities are to start. About 1/2 of these application are paid up 2014-15 members.

The program is very popular and has grown in the number of participants and the total amounts of awards provided each year. With the lower benefit of $300 maximum per activity, more members have been able to participate as ACTEM is able to stay within our budget.

Message from the President
(Continued from cover)

virtual library from the state is a game changer. The ability to buy the previous generation of devices to expand access to technology for students is marvelous. How often are we thankful for these opportunities? I know that I take these factors for granted at times but when I am out of state or talking to educators using social media I'm asked, *why is Maine so special?* I share the above reasons and so many more, like our conference, our multi-state listserv, and other items, on what makes Maine a special place technology-wise.

I have to factor in the creativity amongst our membership that makes Maine a special place to be associated with. Knowing that Windows XP ma-

chines have reached their end of life, a lot of people are trying to figure out, where do we go from here? Many of us cannot afford to buy brand new machines...even used machines may be out of the picture for many. Disposing of machines can be a pain in the butt when they can still function, but we are fortunate to have people who try to find solutions with what they have. The work that David Trask has put in on a new version of Open 1to1 is inspirational. I also want to recognize all of those who are looking at implementing this technology by putting in the time to make an original idea even better.

One more detail that makes Maine special is the attention to detail that some people take for granted - there are some people who thrive on details and fortunately they are not kind who are territorial, but share their knowledge. I'm am thankful for the work that Trey Bachner and Andy Wallace have given to the

state. Trey has been extremely helpful in sharing his experiences with the web-based NWEA system and in educating us on making the MLTI III equipment functional for school districts. Some of us have gone through the paces of Smarter Balanced (SBAC) and learned quite a bit about those experiences. Andy Wallace has taken the time to document this on his blog *Shooting for Seven* (http://andrewtwallace.wordpress.com). If your school didn't get a chance to experience the pilot test this spring, following Andy's blog will give you insight on what to factor in when it goes live next Spring.

I hope the next two years expands on these experiences, giving me more reasons to be thankful for being part of this special organization. Thank you one and all for making ACTEM such a special group to be associated with.
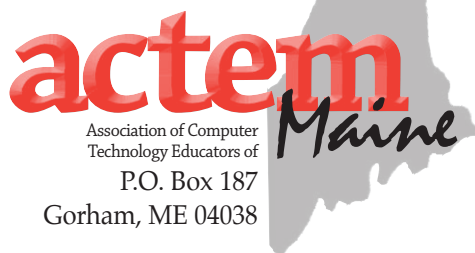
Upcoming Events

SEA TechCamp
June 23-25 Windham, ME

Learn Everywhere! Education Technology Conference
June 23-27 Thomas College Institute

Computers Across the Curriculum
June 23-27 Thomas College Institute

GAFE Peak June 25-26 York, ME

NELMS 1:1 Institute
Kennebunk, ME June 26-27

iPadagogy II
University of Maine Fort Kent June 26-27

ISTE Atlanta June 28th - July 1st

TechnologyTeacher.ME Gould Academy Bethel, ME June 30th-July 2nd

Promise to Practice (iTunes U & iBooks Author), Foxcroft Academy, August 3-7, http://promisetopractice. foxcroftacademy.org

Cloud Camp NE
East Bridgewater, MA July 10

Teaching & Learning with iPads
University of Southern Maine July 14-18

Read Write Web in the Classroom
University of Southern Maine July 14-18

Create, Make & Learn
Burlington, VT July 14-18

21st Century Teaching & Learning with Technology
University of Southern Maine July 21-15

MLTI Summer Institute
Bowdoin College July 22-24

Mac Computer in the Digital Classroom University of Southern Maine July 28-August 1

Google Apps for Education Maine Summit Yarmouth, ME August 12-15

Technology for Innovation in Education Tilton Academy, Tilton, NH August 18-20

ACTEM Conference
Augusta, ME October 9-10

Leverage Learning 2014 Auburn, Nov. 12-14, 2014

MLTI Professional Development
(Apple Solutions): http://maine.gov/mlti/ events/apple.shtml

MLTI Professional Development
(HP Solution)
http://maine.gov/mlti/events/hp.shtml

Tech Sherpas
http://www.techsherpas.org/ Tues 3pm

#EdChatME http://www.greatschool-spartnership.org/edchatme/ Thursdays 8-9pm

iMunch and Learn http://imunch. mikearsenault.net/ Fridays 12pm-1pm

Southern Maine Integrators... Now TechConnectME Join our Google+ Community and Share

TechConnectME Meetup: Tuscan Brick Oven Bistro Freeport, ME June 4

Google Teacher Academy 2014 http://www.google. com/edu/programs/google-teacher-academy/