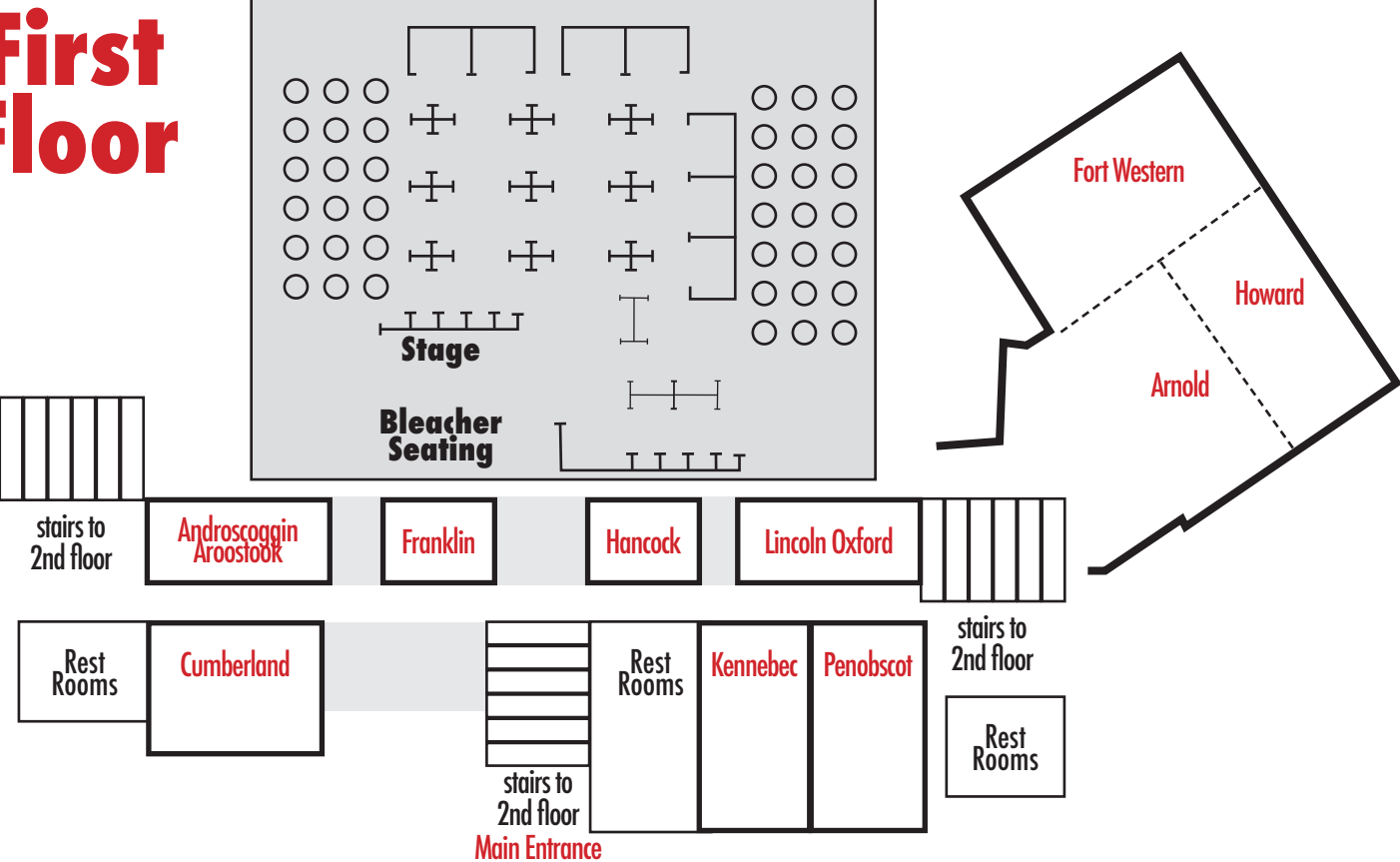
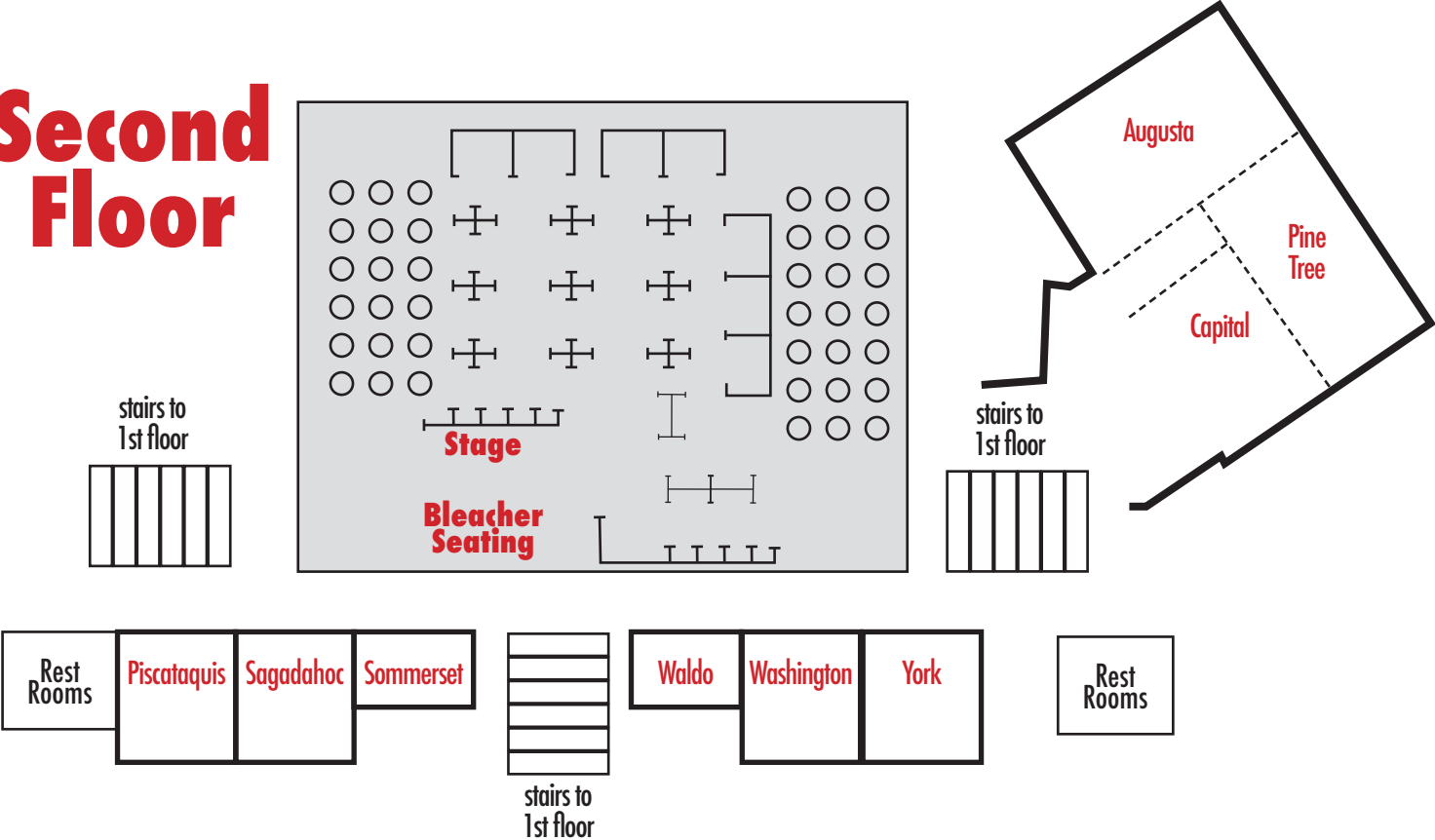


# Augusta Civic Center Workshop Rooms

## First Floor



## Second Floor



FRIDAY

### Friday Keynote 7:45am, on the Main Stage of the Exhibit Hall Michael Mordechai Cohen, The Tech Rabbi

Known as The Tech Rabbi, Cohen is a designer and technologist turned educator. As a speaker, writer and creativity instigator, he's on a mission to help young people develop the creative confidence they need to become challenge seekers and solution designers. He is the director of innovation at Yeshiva University of Los Angeles Boys School, and creator of the Schlesinger STEAM and Entrepreneurship Center. Michael is an Apple Distinguished Educator, Google Certified Trainer, Adobe Certified Trainer and has been ranked as one of today's top 50 edtech influencers. Cohen shares his story of design and creativity through social media, keynote addresses and featured talks on international stages, including ISTE, SXSW EDU, Congreo Mexico, EdTechTeacher Summits and Apple Education events. He is the author of the book **Educated By Design**, which outlines his principles for revealing and nurturing our innate creative courage and capacity. Thanks to our Keynote Sponsor,

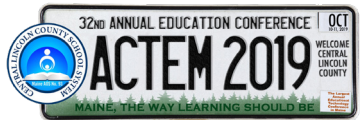


### ACTEM Store Open all day

Check out the ACTEM store! There is a large selection of books by ISTE and the Ed Tech Team Press. We also have copies of books by this year's keynote speakers available that you may get signed by the authors.

### Welcome AOS 93

This district choose to bring their entire staff for a district workshop day of professional development at the ACTEM 2019 conference.



### Lunch Sessions 12:15-1:10pm

Ditch the lunch line, grab a box lunch and attend a lunch workshop session, there's a lot to choose from!

### Morning Break

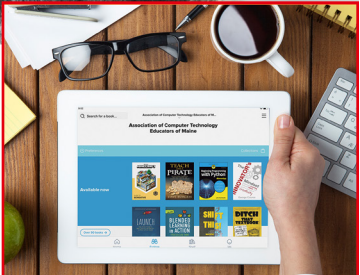
10:15-11:00am  
in the Exhibit Hall

Exhibitors play an important role by sponsoring the ACTEM

conference. Please spend time with the many wonderful exhibitors that help to make our conference possible each year for Maine Educators.

### Closing Session & Door Prizes 3:30-4:00pm

Before you begin your trip home, be sure to attend the closing-door prize session at the end of our conference. We offer a large selection of door prizes from ACTEM and from many of our exhibitors. You must be present to win.



Professional Development  
ebooks & audiobooks

available now from ACTEM's collection



Read on Sora

OverDrive Education  
a Rugglen company


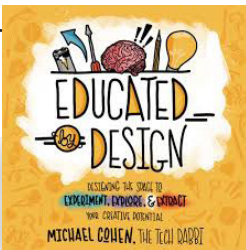

THANKS TO OUR TIER ONE CONFERENCE SPONSORS







Full detailed schedule is available in the Attendify app at <http://50vw2r.attendify.io/>

First Floor Rooms											Second Floor Rooms												
	Androscoggin/ Aroostook	Franklin	Cumberland	Hancock	Kennebec	Penobscot	Lincoln/ Oxford	Arnold	Howard	Fort Western	Piscataquis	Sagadahoc	Somerset	Waldo	Washington	York	Capital	Pine Tree	Augusta	Exhibit Floor -Pro AV			
7:00 AM	Registration Open																						
7:45 - 9:00 AM	<div><div><div>TheTechRabbi</div></div><div><div>Opening Session &amp; Keynote in Exhibit Hall</div><div>Michael Cohen: The Tech Rabbi</div></div><div></div></div>																						
SESSION 1 9:15 - 10:15 AM	Digital Breakout ----- Tucker/Abbott	Are There Any Questions ----- Middleton/ Canfield	Include ME! ----- Goldthwait- Fowles & stu- dents, Lanoie & Fortier ----- Delaney	Green Screens without the Green Screen ----- Delaney	Everyone Can Cre- ate-Ignite Creativity with iPads ----- APPLE	Dig into Docs ----- Maguire	Pages Puz- zles ----- MLTI	Making Space for Making ----- Capwell	Learning with Technology Grades 6-12 ----- Overall and UMF Students	Get started with Girls who code ----- Biggs/Pringle/ Benjamin- McMannus	Our K-12 3D Print story ----- Simmons/ Dochtermann	Picturing Pic Collage ----- Durant- Hathorne	Technology Inequality and Learning ----- Muir	Comic Books Outside the Presentation Box ----- Casal	Make Google Sheets work for you ----- Jeanett/Cian- ciolo/Holling- sworth	Using Google Forms for student feedback ----- Bailey	Robots in K-2, of Course! ----- Lambert	4 ways to Animate Story Ideas ----- Nguyen	Using Design Thinking and Technology to Foster Creative Problem Solving ----- Tech Rabbi	Exhibit Hall Open			
10:15-11:00 AM		Morning Break - Exhibit Hall										Morning Break - Exhibit Hall											
SESSION 2 11:00 AM - Noon		Empower- ing Maine's Girls Through STEM ----- Mojica	Sites-Apps and Tools for ALL ----- Goodwin	20 Tools and Trends to Delight and Motivate ----- Yoder	Enhancing Critical Thinking and Problem- Solving Through the Everyone Can Code Curriculum ----- APPLE	K-5 Math Apps for Mathematical Reasoning ----- Delaney	Discover School- work and Classroom - Powerful Tools for Teaching ----- MLTI	GSuite Smash for the Beginner ----- Vickers	Ed Tech Coaching in Classroom ----- Joseph	All ABOUT Student Choice and Voice ----- Lawson	How Do with Thinking Bias, Media and You ----- York	Tips for building a Modern Network ----- Aruba Networks & ePlus Technology	Everything you Need to Know About Fair Use & Copyright ----- McKenney		Souped up Slides ----- Judkins/ Jansen	Google Classroom Zero to Hero ----- Simmons	Tech Tales in PK-K ----- Blagojevic/ Rodriquez- Vasquez	Google and Android in Classroom ----- Christen/ Fournier	Everyone can Create - Exploring Apps on the iPad ----- Tech Rabbi				
11:30 AM - 1:00 PM	BUFFET LUNCH in the Exhibit Hall - Lunch seating on the left and right of exhibits. <b>Box Lunch Locations:</b> Registration Area and Back of the Exhibit Hall																						
Lunch Sessions 12:15 - 1:10 PM			Creating Multimedia Vocabulary with Apple MLTI Tools ----- Apple/MLTI- Dufour	Future of MLTI ----- Lambert		Turning Students into Published Authors: Making Books on your MLTI MacBook ----- MLTI	Create Animated Gifs with Keynote ----- Apple/MLTI Quirion	Pump up your slides ----- Dominick	Women in Ed Tech ----- Prince/ Willcott	Soundtrap Amplify your Students ----- Williamson	Digital Storytelling with TWINE ----- Berry	Leveraging Tech to Motivate Learners ----- Muir	Maine Digitial Media ----- Baeza , Rafi	Bridging the College and Career Readiness Gap through Blined Learning ----- Boyer - Everfi	Why is Computer Science Education Important to You? ----- Biggs/Judd	A Passion for Compassion ----- Tedesco/ Heidemann	Our Journey with Robots ----- Tech Irish, Avery, White	Exhibit Hall Open					
SESSION 3 1:20 - 2:20 PM	Sliding into Slide Deck ----- Carmichael	Accommo- dations are NOT cheating ----- Goldthwait- Fowles/Good	Bring Augmented Reality to your classroom with iPad ----- APPLE		Getting Started with Desmos ----- Tucker	iMovie Keyframing Animation ----- MLTI Carnes	Flashcard Factory Vocabulary Instruction ----- Altham	Boost Engagement with Pear Deck ----- Drewette -Card	Digging into the Maine Digital Library ----- Jackson Sanborn	eSports are we Ready Player One? ----- Wallace/Wo- lotsky	Habits of Work and Reflective Practice ----- Hogan/ Leavitt	Mindful Screen Time ----- Koelker/Davis	Using AR/ VR to En- hance CTE Program ----- Barlow/Mills	Sparking Creavitiy with Sketchnoting ----- Weber	Student Created Google Expeditions ----- Simmons	Tech for all ----- Lesperchance, Augustine	3D printing and Data Collection ----- Barboza & students		Raising Makers ----- Trask/ White				
SESSION 4 2:30 - 3:30 PM	Level Up your STEAM class- room ----- Willcott	Digging into the Digital Maine Library ----- Jackson	Training Teachers to Innovate ----- Goldthwait- Fowles/Good		Coaching Adult Learners ----- LaCroix	Life Is Short Capture the Moment with Clips ----- APPLE	Discourse in Math ----- Dominick/ Dominick Student	Documenting Digital Evidence with Keynote ----- MLTI Dufour	Introduc- tion and Automation with SIRI shortcuts ----- Pratt	Care and Feeding your 3D Printer ----- Trask/White	Increase Student Engage- ment using ZOOM ----- Surrette/Dean	HP Reveal and Science ----- Simmons/ Tripp	Become a Whole Child Educator ----- Drewette- Card/Alley/ Shanning	Google and Android in Classroom ----- Christen/ Fournier	Paper to YOUTUBE Student Filmmaking ----- Casal	Wild Goose Chase! ----- Tucker/Abbott	Actively Learn: Improve Reading ----- Pisani/Pirkl		STEM starts with Science ----- Heidemann/ Hart	VR in Classroom ----- Barboza & students	Literacy: Blended Personalized Learning ----- Wallace/ Canter		
3:30-4:00 PM	Closing Session and Door Prize Drawing in the Exhibit Hall - [You must be present to win].																						