

CONFERENCE SCHEDULE

Saturday, May 6th @ Legacy HS



MORNING

Times	1-hr Sessions	3-hr Session
8:15-9:15	Session 1	Session A
9:20-10:20	Session 2	
10:25-11:25	Session 3	



LUNCH

11:30-1:00
 (on your own)

AFTERNOON



Times	1-hr Sessions	3-hr Session
1:10-2:10	Session 4	Session B
2:15-3:15	Session 5	
3:20-4:20	Session 6	

SESSION CATEGORIES



What do you want to KNOW?

Click categories below to view Session Descriptions



Transforming Classrooms w/ DLEs



Building Dynamic Lessons



Teaching in a Digital Age



Promoting Creativity in Learning



Engaging Students w/ Gamification



Constructing Futures w/ STEAM



Assessing Student Achievement



Communicating Beyond the Classroom

SESSION DESCRIPTIONS



Transforming Classrooms with DLEs

	Target Level	Mobile Device	Session Length	Session Schedule
Canvas: BASIC OVERVIEW The Canvas LMS provides a place to simplify teaching and learning by putting digital tools in one place. Learn how to present content, create assignments, accept student work digitally, grade from your device, and more all in one place.	K-12	Device Optional	1-hour	1
Canvas IN THE ELEMENTARY CLASSROOM Too many students and not enough of you? This session is geared toward elementary teachers looking for innovative methods for differentiated instruction. Participants will learn how to use Canvas to help differentiate learning to meet the individual needs of students.	K-6	None	1-hour	4
Canvas: WHAT'S NEW? Has it been a while since you attended a Canvas training session? There have been several new and exciting changes. Come see how these changes can transform your Canvas course!	K-12	Device Optional	1-hour	5
CREATE & COLLABORATE WITH GOOGLE DOCS AND FORMS I know how to log in to Google Drive, but what do I do now? Learn how to create, collaborate and share information using Google Documents and Forms. (participants must have a <i>Google Apps for Education</i> account)	K-12	None	1-hour	1
G CLASSROOM IS ON FLEEK Learn how to free up more time in your classroom, get students collaborating naturally, and have built-in reviews and tutorials. Homework is no longer boring but on fleek with Google Classroom! (participants must have a <i>Google Apps for Education</i> account)	K-12	Device Optional	1-hour	2
GETTING CREATIVE WITH Canvas How can I use an online classroom as a fun, collaborative tool for students? Use Canvas to host other applications, pre-arrange online group work, host peer editing/revision, provide feedback on student work, and more! Find out why your millennial students will prefer Canvas to other platforms!	K-12	Device Optional	1-hour	2
GOOGLE CLASSROOM AND YOU Explore the basics of Google Classroom as well as some advanced techniques to make Google Classroom work for you. (participants must have a <i>Google Apps for Education</i> account)	K-12	Device Optional	1-hour	3
MICROSOFT ONENOTE & CLASS NOTEBOOK If you have ever wanted to have a paperless classroom without having to use a Learning Management System, this is your solution! Come discover how you and your students can interact with OneNote to organize digital files and collaborate.	K-12	Device Optional	1-hour	4



Building Dynamic Lessons

	Target Level	Mobile Device	Session Length	Session Schedule
ACTIVATE LEARNING WITH INTERACTIVE FLIPCHARTS Harness the instructional power of the Promethean ActivInspire software! Participants will learn how to create interactive flipcharts that engage students, spark inspiration, and ignite learning in the classroom.	K-12	None	1-hour	1
AMPLIFY YOUR FLIPCHARTS! Tune in and turn up your flipcharts! Discover how to amplify your ActivInspire lessons by embedding various types of multimedia files in to flipcharts, including video, audio, images, hyperlinks and documents.	K-12	None	1-hour	2
GOOGLE SLIDES: NOT YOUR AVERAGE PRESENTATION TOOL Revamp your presentations by using Google slides to create a variety of interactive lessons that promote critical thinking and collaboration. (participants must have a <i>Google Apps for Education</i> account)	K-12	None	1-hour	6

continued

SESSION DESCRIPTIONS

> more *Building Dynamic Lessons*

	Target Level	Mobile Device	Session Length	Session Schedule
PROMETHEAN PLAYGROUND You've got the tools . . . now let's play! In this session, participants will have time to apply what they've learned and collaborate with colleagues to create flipcharts for their classes.	K-12	None	1-hour	3
SWAY WITH ME Need to create a presentation on a time crunch? Do you struggle with formatting your presentations so that they "look good"? Simply supply the text and media, and Sway handles the rest. Use your interactive presentations in the classroom or share the link with students and parents as an online reference.	K-12	None	1-hour	2



Teaching in the Digital Age

	Target Level	Mobile Device	Session Length	Session Schedule
FOLLOW ME Empower student learning by discovering how to incorporate technology and AVID strategies! WICOR your way through Twitter and engage your students using social media.	7-12	Device Optional	1-hour	3
IF YOU GIVE A KID AN IPAD you'll be amazed with what they can do! This session will highlight app smashes that incorporate the 4 Cs - communication, collaboration, critical thinking, & creativity - into the elementary curriculum. We will explore app smash ideas for each content area and showcase projects using one or more apps.	K-6	iPad Required	3-hour	A
OMGOOGLE Bet you didn't know Google could do this! Explore various Google Tools and associated sites to extend and enhance your Google experience. Learn how to make Google work for you in the most effective, efficient, and productive way possible.	K-12	None	1-hour	5
ONE IPAD CLASSROOM Hooray! You finally got an iPad in your classroom . . . but now what!?! Explore ideas of how to integrate that single iPad to enhance instruction, assessment, classroom management, and communication.	K-12	iPad Required	1-hour	6
REALITY BYTES Imagine having the world at your fingertips, viewing 3D content, or even creating your own. In this session, we will explore the benefits of AR and VR in the classroom and view examples. We will also explore the possibilities Virtual Reality of Google Cardboard.	K-12	Device Required	1-hour	4
TEACHING THE MILLENNIAL MIND Anyone? Anyone? Bueller? This session will explore how to retool lessons with technology to address the shorter attention span of today's learners. After a brief psychological study of approaches to learning, participants will have time to create their own lessons that will engage and motivate millennial minds.	K-12	Device Optional	1-hour	4, 5, 6
TECHIE KINDERGARTENERS Only have one iPad/tablet in your classroom? Don't worry . . . the door is still open to many opportunities! This session will give examples of how to engage all learners in the classroom and also include parents in the educational journey via technology.	K-6	Device Required	1-hour	5
TECHNOPHOBIC? I am here for you Do you feel like technology is moving faster than you are? Let's take some time, slow it down, and examine what makes someone feel that way. Let's face the fear head on and investigate strategies to make technology work for us. (participants must have a <i>Google Apps for Education</i> account)	K-12	None	1-hour	3

SESSION DESCRIPTIONS



Promoting Creativity in Learning

	Target Level	Mobile Device	Session Length	Session Schedule
10 SECONDS TO SHOW WHAT YOU KNOW Your attention please! The average attention span of a teenager is 8 seconds, even shorter for younger students. See what students can do with ten seconds of video to show what they know on any given topic. From science experiments to Shakespeare, the possibilities are endless!	K-12	Device Required	1-hour	4
APP-SMASHING! You will walk away from this session ready to show your students how to make a fun and animated piece of student work that can easily be shared to your Google Drive! Come learn how students can smash together several apps as they create a content-related drawing and bring it to life!	K-12	iPad Required	1-hour	3
ARTNOLOGY Bring creativity back into your lessons with technology! Join us for a demonstration of technology tools and applications that can be used for Art or any subject to enhance learning and streamline classroom management.	K-12	iPad Required	3-hour	B
CREATIVITY APP SHOWCASE With well over a million apps in the app store, how can you choose which ones are best for your students? In this session, you will play with several amazing apps that will spark some creativity in your classroom and ignite learning with your students!	K-12	iPad Required	1-hour	5
CREATIVITY WITH SPARK Create powerful and effective graphics for use on websites or social sites. Design beautiful, magazine-style web stories for your end-users (students & parents), and make professional-quality videos that will capture your audience's attention.	K-12	Device Required	1-hour	4
DIGITAL STORYTELLING Explore ways to use digital stories to enhance students' learning experiences. Discover various apps and tools needed to create short video stories that spark critical thinking and creativity.	K-12	Device Required	1-hour	2
GIVE YOUR STUDENTS A VOICE WITH ADOBE SPARK Spark a love for learning with Adobe Spark! Explore creative ways to use this powerful app as an educational tool to engage students and create digital storytellers.	K-12	Device Required	3-hour	A
GRAPHIC DESIGN Unleash your creative side and create professional-looking materials for your classroom! Participants will learn how to design infographics, flyers, presentations, and more with simple-to-use tools such as Canva and Desygner.	K-12	Device Optional	1-hour	4
LET YOUR STUDENTS DO THE CREATIVE WORK Discover ways for students to incorporate technology and still hold them accountable for content! This session will include ideas for secondary students to use their devices to show content knowledge. Pre-made rubrics, questioning and sharing strategies will make it easier to work in technology as you go!	7-12	iPad Required	1-hour	6
THE POWER OF FREE VIDEO TOOLS We live in a digital world and videos provide a powerful medium for communication. We will look at two tools, Flipgrid and Loom, that make video communication fast and simple and give every student a voice!	K-12	Device Optional	1-hour	6



Engaging Students with Gamification

	Target Level	Mobile Device	Session Length	Session Schedule
BREAK THE MONOTONY Break the monotony with Breakout EDU. These fun and engaging boxes bring a virtual escape room to your classroom. Critical thinking and collaboration are key to this fun and exciting activity that will engage any participant!	K-12	None	1-hour	3

continued

SESSION DESCRIPTIONS

> more Engaging Students with Gamification

	Target Level	Mobile Device	Session Length	Session Schedule
escape room: CLASSROOM STYLE Liven up your instruction by incorporating escape room techniques on the cheap. You'll have the chance to solve different puzzles during the workshop as well as a discussion of ideas on how to implement other types of clues, locks, and technology.	K-12	Device Required	1-hour	1
Game-Based Learning: MINECRAFT Have you been wondering how to incorporate game based learning into your curriculum? Minecraft is a tool that can be used as an immersive learning platform to extend and enrich your existing curriculum. (participants must have Microsoft Office 365 account)	K-12	None	3-hour	A
TECHNOLOGY IN LITERACY STATIONS Centers got you running in circles? Discover how to incorporate technology in your literacy stations. This session will focus on using the Promethean board as well as other tools such as iPads, iPods, and Leapsters to keep students engaged.	K-4	Device Required	1-hour	1



Constructing Futures with STEAM

	Target Level	Mobile Device	Session Length	Session Schedule
CODE MODE Where do I start? Where do they start? Coding is a fun way to challenge students and engage in critical thinking. We will look at using both no-tech and computer-based programs to code. We will talk about age-appropriate coding games and how to set up a progressive coding curriculum in your classroom.	K-8	Device Required	1-hour	2
DRONING IN ON EDUCATION Fly into the future with cutting-edge drone technology! The purpose of the session is to share ways drones can be used to enhance learning in the classroom, STEM programs, and through coding.	K-12	None	1-hour	6
OH THE PLACES YOU CAN GO! Take students on a curriculum adventure using geocaching. Come learn about geocaching and ways you can integrate it into your curriculum. Let's get your students out of the classroom and start learning!	K-12	None	1-hour	5
THE OSMO IS SUPER COOL! Osmo is a unique educational gaming accessory that opens up your iPad to the infinite possibilities of physical play. In this session, you will learn how to use Osmo to foster learning in key areas such as creative problem solving, art, and STEM (science, technology, engineering and mathematics).	K-6	iPad Required	1-hour	3
ROBOTS AND CIRCUITS AND CODING ... OH MY! Cubelets, Little Bits, Spheros, & more ... explore the latest STEAM tools and how to use them in your classroom or library. Open your mind, unleash your imagination, and discover how STEAM can be the yellow brick road to student engagement!	K-12	Device Optional	3-hour	B



Assessing Student Achievement

	Target Level	Mobile Device	Session Length	Session Schedule
DRILL & KILL makeover Tired of the same boring test reviews? Join us to discover how to integrate apps and websites as you review concepts before the big test, whether it's a final, a benchmark, a CBA or the STAAR.	K-12	iPad Required	1-hour	3

continued >

SESSION DESCRIPTIONS

➤ more *Assessing Student Achievement*

	Target Level	Mobile Device	Session Length	Session Schedule
GOING DIGITAL WITH ASSESSMENTS Struggling with how to make your class paperless when it comes to assessments? Come take a look at different digital tools and apps for formative and summative assessments. We will explore their features and create assessments you can use in your class the very next day.	K-12	Device Optional	1-hour	1
THE POWER OF FEEDBACK You have probably heard that feedback accelerates learning, but what are some best practices for feedback? Technology can help facilitate the process. You'll leave equipped with strategies and resources to help your learners move forward.	K-12	None	3-hour	B



Communicating Beyond the Classroom

	Target Level	Mobile Device	Session Length	Session Schedule
4,000 TWEETS LATER I can honestly say I cannot live without Twitter, but for a long time I truly hated the idea of Twitter. We all probably have our own love/hate relationship with social media, but give Twitter a chance. As educators we are all lifelong learners, so why not tap into the power of Twitter for Professional Learning?	K-12	Device Optional	1-hour	5
CONNECTING WITH THE OUTSIDE WORLD Connect your classroom to the world! This session will showcase the wonders of Skype and Nepris in the classroom. These video conference apps bring the outside world to your classroom and open a whole new world to students!	K-12	None	1-hour	2
DIGITAL NEWSLETTERS This just in! Printed newsletters are a thing of the past. Throw out the paper copies and capture your readers attention with newsletters they will actually want to read! Participants will discover how to design digital newsletters that are dynamic, interactive, and exceptionally news-worthy.	K-12	None	1-hour	5
DINO DAILY: YOUR MORNING ANNOUNCEMENT SHOW Good morning and welcome to your morning announcement show! In this session, participants will learn how to start a broadcast club and record video announcements. Ideas for engaging announcements will also be shared.	K-8	Device Optional	1-hour	1
HAVE IT HAPPEN WITH HANGOUTS Google Hangouts and Hangouts on Air are vital tools in today's digital classroom. Whether it's digital field trips, campus announcements, department meetings, or tutoring sessions, these tools will work for you. seamless integration, video archives, and screen sharing are just a few of the vital tools that can happen with Hangouts!	K-12	None	1-hour	2
READY, SET, GO! EXPLORING VIRTUAL FIELD TRIPS Join us as we show you the world, digitally! We will show you the wide array of virtual field trips that are available and how to incorporate them into your classroom.	K-12	None	1-hour	4
VIRTUAL FIELD TRIPS WITH SKYPE Take your class on an amazing adventure without ever leaving your classroom. Chat with a Yellowstone Ranger or a renown author . . . the possibilities are endless with Skype. Think of all the places you could go!	K-12	None	1-hour	6