



SIG PRECONFERENCE WORKSHOPS

Wednesday, March 12, 2014

SIGCS 1: Java! Java! Java! Introduction!

8:30 AM – 12:00 PM

Zenia Bahorski, Assistant Professor, Department of Computer Science, Eastern Michigan University

Have you secretly wished someone had time and patience to help get you started programming in Java? Or, are you about to start teaching Java in your classroom and would like to know where students have problems? This workshop will introduce you to Java's Object Oriented Programming environment with classroom hints. Some programming experience is assumed. Software and materials provided. *Hands-on lab: Windows computer provided*

SIGCS 2: Developing Android Apps for Beginners

1:00 – 4:30 PM

Li Zhang, PhD, Associate Professor, Eastern Michigan University

This workshop will help participants understand technologies to develop Android mobile apps. This workshop will: (1) demonstrate installing and using SDK; (2) hands-on construction and deployment of two non-trivial Android apps; and (3) demonstrate the development process for iPhone/iPad. Techniques learned in this workshop could be applied in the classroom. No programming experience is necessary for this workshop. *Hands-on lab: Windows computer provided*

SIGEE 1: iPad 102: iPads for the Elementary Classroom

8:30 AM – 12:00 PM

John Phillips, Technology Teacher, Battle Creek Public Schools, and Jenn Omo, Second Grade Teacher, Mattawan Consolidated Schools

Has the iPad bug bitten you yet? iPads are transforming learning in classrooms everywhere and they can transform learning in yours, too! Come discover how iPads increase student engagement, make content accessible for diverse learners, and create learning opportunities aligned to the Common Core State Standards (CCSS). From apps to augmented reality, come explore with us! *BYO – iOS Device*

SIGEE 2: Small Seedlings + Strong STEM = Super Students: STEM in the K5 Classroom

1:00 – 4:30 PM

Ginger Lewman, Consultant, ESSDACK

Our littles truly deserve a strong start to their STEM education, which has been sorely lacking under NCLB. It's time we change that for their future. We'll look at preparing the classroom environment and culture, as well as explore example lessons and curriculum, and how to safely connect globally. Prepare to get really practical in this highly active session. *BYOD*

SIGEE 3: Challenge-Based Learning in the Elementary Classroom

8:30 AM – 12:00 PM

Nick Travis, Teacher, Mattawan Consolidated Schools

Come learn how restructuring the daily schedule has strengthened reading, writing, fluency, researching, and public speaking skills while creating deeper-thinking and enthusiastic students. This session will include

examples of how CBL has worked in second grade and kindergarten classrooms along with project examples and time to create Challenge Based activities for your classroom. *BYOD*

SIGEE 4: Buy That Now? Creating Media Savvy Students

1:00 – 4:30 PM

Kara Clayton, Media Teacher, South Redford Schools

Students are constantly plugged in and bombarded by thousands of advertisements a year. Help students use critical thinking skills to read and evaluate digital media. This hands-on, fun session on media literacy will introduce you to 10 techniques commonly used in children's advertising. Bring back specific lesson ideas to empower students to become critical media consumers. *BYOD* and learn to be a commercial producer. *BYOD*

SIGMM 1: Augment Your Reality

8:30 AM – 12:00 PM

Leslie Fisher, Director, LeslieFisher.com

Augmented Reality is gaining popularity especially in education. This class will introduce you to some of the most popular Augmented Reality Apps available. We will also create our own Augmented Reality using a variety of Apps. We will also take a look at Google Glass and how its being used in Augmented Reality. Please bring your App capable mobile device so you can add and use the apps we discuss and demonstrate. *BYO – iOS Device*

SIGMM 2: Photo and Video Tips, Tricks, and Apps for Education

1:00 – 4:30 PM

Leslie Fisher, Director, LeslieFisher.com

This class is designed to show you some tips and tricks on how to take effective digital photographs and video with your app based phone or tablet. It will also preview many of the various photo and video apps available today. Bring your App based mobile device and be ready to download some apps. We will be taking pictures and videos and editing them using a variety of apps. *BYO – iOS Device*

SIGMM 3: Video Authoring Tools for the Chromebook

8:30 AM – 12:00 PM

Paul Murray, Technology Integration Specialist, and Jessica Winstanley, Instructional Technology Specialist, Portage Public Schools

As educators nationwide seek new ways to engage students and teach them how to assimilate information, student created content has become ever more important. This half-day session will focus on the tools available to collect video and audio footage, which we will then use to create and edit a finished video product. *Hands-on lab: Chromebook provided*

SIGMM 4: Student Presentations with the Chromebook

1:00 – 4:30 PM

Jessica Winstanley, Technology Integration Specialist, and Paul Murray, Instructional Technology Specialist, Portage Public Schools

Let's creatively engage our students! Let's give them new tools to express their learning! Let's use a Chromebook! What is this device and how can we use it in the classroom to create meaningful, engaging student presentations? This half-day session will demonstrate several tools and methods for accomplishing just that! *Hands-on lab: Chromebook provided*

SIGMM 5: MinecraftEDU for Newbies

8:30 AM – 12:00 PM • Kent ISD

Greg Marten and Sue Summerford, Consultants, Lenawee ISD

Minecraft is an open-ended computer game about collecting digital resources then building things with those resources. This hands-on workshop will demonstrate how you and your students can collaborate in ready-made virtual environments related to curricula (science, history, math, more) or start from scratch to create a vast array of digital structures. *Hands-on lab: Windows computer provided*

SIGMM 6: MinecraftEDU in the Classroom

1:00 – 4:30 PM • Kent ISD

Sue Summerford and Greg Marten, Consultants, Lenawee ISD

Hands-on! Presenters will share an overview of their summer camp experience, lessons learned, and will demonstrate how teachers can create their own Minecraft world experience using MinecraftEDU, a private server, in a supervised classroom setting. Whether you're experienced or just starting, all are welcome to explore, learn, build, and collaborate with others who love the game in a secure MinecraftEDU environment.
Hands-on lab: Windows computer provided

SIGMS 1: No Instruction Is Complete Without E-Resources from the Michigan eLibrary

8:30 AM – 12:00 PM

Deb Biggs-Thomas, MeL & Library Outreach Coordinator, Library of Michigan/Michigan Department of Education

The Michigan eLibrary (MeL), our state's digital library, provides preschool through secondary students with thorough, informative and vetted information that will enhance their education and prepare them for college or career. This workshop will show attendees how the many subscription resources and those found in Michigana and the Michigan Online Resources for Educators (MORE) can be incorporated into instruction.
Hands-on lab: Mac computer provided

SIGMS 2: Getting Started with Digital Badges

1:00 – 4:30 PM

Angela Elkordy, Doctoral Fellow/Candidate, Eastern Michigan University

Merit badges have gone digital! Digital badges contain information about who issued a learning challenge, who earned the badge, and the evidence of learning that was required to earn it. Badges help bridge the gap between formal and informal learning. Participants in this workshop will learn how to make digital badges and how to use them in instruction and assessment. *BYOD*

SIGMS 3: Triple E Framework of Technology Integration

1:00 – 4:30 PM

Liz Kolb, Clinical Assistant Professor, School of Education, University of Michigan

With thousands of apps and websites available to educators, it is daunting for teachers to locate the ones that will work best for their classroom. Learn about the ways to narrow the search using the protocol from the Triple E Framework (Engage, Enhance and Extend Learning). Please bring some curriculum where you would like to integrate technology for the workshop. *BYOD*

SIGOL 1: Chrome Classroom

8:30 AM – 4:30 PM

John Sowash, EdTech Specialist, Sowash Ventures, LLC

During this BYOD hands-on session, Google Certified Teacher John Sowash will guide participants through an exploration of Chromebooks, the Chrome browser, and Google Apps for Education. Explore useful Chrome extensions and applications, leverage Google Sites for resource sharing, and learn how to effectively manage your classroom with Google Drive with powerful tools such as shared folders, scripting, and Google Forms. *NOTE: Participants should bring a Chromebook or laptop running the Chrome browser; iPads cannot run Chrome apps or extensions.*

SIGOL 2: Transforming Your Classroom With Google Drive 8:30 AM – 12:00 PM

Andrew Steinman, Educational Technology Consultant, Kent ISD

What exactly is Google Drive? How does it differ from Google Docs? Most importantly, how can it be used to enhance teaching and improve learning? In this BYOD hands-on workshop, participants will learn the answers to these questions, as well as create a variety of Google Drive resources that can be used in their classrooms the very next day. *NOTE: Participants should bring a Chromebook or laptop running the Chrome browser; iPads cannot run Chrome apps or extensions.*

SIGOL 3: Google Drive and Apps on iPads**1:00 – 4:30 PM***Craig Steenstra, Educational Technology Consultant, Kent ISD*

iPads and Google Apps for Education are two educational tools that have “blown up” over the past few years in education, but how do they work together? We will cover the how-to elements of navigation, creation, collaboration, and organization as well as ideas for use across content areas. This will be a valuable session for any district using iPads. *NOTE: Participants should bring a Chromebook or laptop running the Chrome browser; iPads cannot run Chrome apps or extensions*

SIGPL 1: Bloom's Digital Taxonomy Meets Level for Understanding**8:30 AM – 12:00 PM***Maryly Skallos, Instructional Designer, ellucian/Muskegon Community College, and Julia VanderMolen, PhD, Assistant Professor, Grand Valley State University*

Bloom's Taxonomy has been around for years but with the digital age, has it addressed the Level for Understanding? This BYOD session will focus on various free or low cost tools that address the Level for Understanding regardless of age group. The questions are: If you think, do you understand? If you understand, do you think? *BYOD*

SIGPL 2: Chrome Story: The Toybox Is Full**1:00 – 4:30 PM***David Noller, Technology Curriculum Coordinator, Traverse City Area Public Schools*

This session provides an introduction to the myriad apps and extensions available through the Chrome store. You will experience and discover Chrome apps and extensions specific to their own curricular area and grade level. This pre-con will include a short introduction, followed by an extended hands-on "sandbox" period for you to discover and share the most relevant finds in the Chrome store. *BYOD*

SIGPL 3: Demystifying Data**1:00 – 4:30 PM***Mitch Fowler, School Data Consultant, Calhoun ISD*

Looking to streamline data collection, analysis, and action? As a school data consultant, I've helped hundreds of educators learn to use free data tools in order to adjust instruction, show growth, and collaborate. Join me as we look at tools like MI School Data, Google Docs, and Data 4 Student Success through the lens of today's educator. *BYOD*

SIGPL 4: Instructional Technologists Rally**1:00 – 4:30 PM***Brad Wilson, Education Technology Consultant, Jackson County ISD*

Supporting educators using new tools and strategies? Want to connect with other professionals in the field? Meet us at MACUL! This unique session, bringing together leaders from across the state, is an opportunity to network and learn with/from each other. Our session will be participatory and fast-paced....come ready to discuss, question, laugh, debate, share and challenge your thinking. *BYOD*

SIGSPED 1: Enhancing Teaching and Learning in Early Literacy**1:00 – 4:30 PM***Apple Educators, Apple Inc.*

Don't miss this opportunity to discover how Apple products can enhance early literacy. In this hands-on workshop, you'll see how educators can use Mac, iPad, apps, iBooks Author, and iTunes U to personalize learning and strengthen foundational literacy concepts. This session will be held in the Mac lab with software and apps available for hands on experience. *Hands-on lab: Mac computer provided*

SIGSPED 2: The ABC's of UDL on Student iPads and Chromebooks**8:30 AM – 12:00 PM***Kit Hard, Educational Technology Specialist, Marysville Public School*

Whether your school is using iPads or Chromebooks the true power of these devices may be limited by a one-size-fits-all approach to instruction and a failure to utilize the accessibility features available on each device. In this session we'll explore how to increase student engagement, support flexible pathways to learning, and ensure the curriculum is accessible to all your students. *BYOD*

SIGSPED 3: Taking the Google Drive to UDLsville**1:00 – 4:30 PM***Kit Hard, Educational Technology Specialist, Marysville Public School*

Come take a hands-on tour of Google Drive viewed through the framework of UDL and experience first-hand how the many features of Google Drive can make learning more accessible, flexible and engaging. You will explore an interactive and flexible platform for Universal Design for Learning based on word processing, spreadsheet and presentation tools that you are already comfortable using. *BYOD*

SIGTC 1: Administrative Software Applications (MSBO Certification Course)**8:30 AM – 12:00 PM***Fred Sharpsteen, Technology Director, Unionville-Sebewaing Area Schools*

Software for school business operations. Specific areas covered include software for: financial operations, human resource and general business, transportation, food services and facility management. *BYOD*

SIGTC 2: Budgeting for Technology (MSBO Certification Course)**1:00 – 4:30 PM***David Palme, Technology Director, Ingham ISD*

Learn about the many types of technology related expenses your school district should budget for, and some helpful guidelines on "What Stuff Costs." Understand the key components that need to be taken into consideration, during the four critical phases of the budgeting process. These include information gathering, building, maintaining, and evaluation. Some of the topic areas that will be addressed are, Where and how do grants and donations fit into the process? How does "depreciation," "total cost of ownership," (TCO) and "return on investment" (ROI) play a role? What are the various purchasing plans and regulations? How do we negotiate rates with technology vendors? What is E-Rate and how do we benefit. Should I purchase or lease equipment? *BYOD*

SIGTC 3: A Look at Augmented Reality and Immersive Reality and its Potential Impact on Education**8:30 AM – 12:00 PM***Jason Beach, Ph.D., Assistant Professor, College of Education, Tennessee Tech University*

Augmented reality has the potential to enhance classroom content and affect the way students visualize information. This hands-on session will focus on the different types of augmented reality and examples of how it enhances content delivery. A variety of augmented reality applications and resources will be presented. Information will be share to get your classrooms ready to use augmented reality. *BYOD*

SIGTC 4: Project and Digital Footprint Management for Technology Leaders**1:00 – 4:30 PM***Kris Young, Director, Educational Technology and Information Systems, Fraser Public Schools, and Kevin Galbraith, Executive Director, Information and Technology, Birmingham Public Schools*

Have you seen great projects fail? Projects that had the potential of transforming education? If only they had been designed, implemented, and maintained using proven project management strategies. Don't stop there, now tell your story! Managing your digital footprint is more important than ever. Come learn to utilize these tools to give your district and yourself an advantage. *BYOD*

SIGTC 5: The Walled Lake Consolidated Schools Chromebook Story

8:30 AM – 12:00 PM

Mark Hess, Executive Director, Instruction, Technology, and Assessment, Walled Lake Consolidated Schools

The Walled Lake Consolidated School District, known as a technology-early adopter, was among the first school districts in the nation to implement a one-to-one laptop initiative in 1999. The implementation of their Anytime Anywhere Learning (AAL) laptop program has transformed the learning that goes on in their classrooms. Come learn how they began supporting Chromebooks this year. *BYO – Chromebook*

SIGTC 6: Google's Vision for Chromebooks in Education

1:00 – 4:30 PM

Steven Butschi, Program Manager, Education Team, Google

Steven Butschi from Google will present a vision of where Chromebooks are heading in the K-12 market. We will dive deep into the new features built into the cloud, curriculum and apps that make the Chromebook the go-to device for K-12. *BYO – Chromebook*

SIGTECH 1: Amazing 21things4students Resources

8:30 AM – 12:00 PM

Carolyn McCarthy, Educational Technology Consultant, REMC and SRES, and Melissa White, TRIG Classroom Readiness Project Manager

Engage students grades 5-9 with a free project-based course with missions and quests that meet the federal requirements for technology proficiency and address the NETS-S. The main purpose of the 21things for students (21things4students.net) project is to provide a fun and engaging project-based resource for grades 5-9 students and their teachers that help improve technology skills and address the National Educational Technology Standards for Students (NETS-S) as well as tie in to some of the Common Core ELA and Math standards. Educators will have the opportunity to learn how to use these resources, Missions and Quests, and access the special badges, award certificates, and quizzes which are part of the project. *BYOD*

SIGTECH 2: It's a Flip Dunk

1:00 – 4:30 PM

Carolyn McCarthy, Educational Technology Consultant, REMC and SRES, and Andy Mann, Educational Technology Consultant and Director REMC 4, Muskegon Area ISD

Explore some 'flipping the classroom' options for creating your own video tutorials on the PC & Mac, look at comparative features of using two screencast options (one free, the other Camtasia Studio), and discover 'recording tips' from a pro. That's not all! Take a quick look at some apps using the iPad (or watch if you didn't bring your own). *BYOD*

SIGTECH 3: The Power of Google Apps and Chromebooks in the Classroom

8:30 AM – 12:00 PM

Ryan Hawkins, Senior Google Apps Engineer, Newmind Group

Join us as we look at the many useful tools available in Google Apps for EDU. We'll review the core suite of tools available in Google Apps and go a little deeper with best practices for setting up a Google Site or using Google Drive/Docs to collaborate. We'll show you some of the different ways that teachers are using Google Apps in the classroom and you can discover the benefits of tying Chromebooks into your Google Apps environment with the powerful Chrome Management Console and get some hands on time with the latest Google Chromebooks. If you have a Chromebook or laptop, bring it with you! We'll have some fun putting these tools into action together. *BYOD*

SIGTECH 4: iPads in the Classroom? How to Keep 'Em Engaged and Informed!

1:00 – 4:30 PM

Melissa White, TRIG Classroom Readiness Project Manager

Learn about the best FREE apps for grades 5-12 available to you and your students to create a collaborative and paperless environment in your classroom. Keep your students engaged with apps that will enhance creativity in the classroom. Learn about the best apps to do formative assessment and how best to prepare for the online assessments in 2014-15 using an iPad. Bring your own charged iPad. *BYOD*

SIGTECH 5: Windows in the Classroom

8:30 AM – 12:00 PM

Jean Blatchford, Academic Account Executive, Microsoft

This session helps schools explore the tools and technologies available to help educators teach 21st century skills and optimize the classroom for advanced student achievement. It's a great starting point for any school considering or enhancing their 1-to-1 learning program, and it allows you to see the diversity of Microsoft software and devices applied to learning. We will also demonstrate how in-classroom technologies apply to learning and how they can be used to inspire students and improve educational outcomes. *BYOD*

SIGTECH 6: Hands on with Microsoft Office 365

1:00 – 4:30 PM

Ashanka Iddya, Microsoft Office 365 Solution Specialist, Patrick Sheren, Account Technology Strategist, and Jean Blatchford, Academic Account Executive, Microsoft

Come take a deep dive into Office 365. At this session we will take a deeper look at Microsoft's Office 365 offering. We will cover how to get started, administration, and how to use each of the tools that are available in Office 365: Exchange, Lync, SharePoint, and SkyDrive Pro. Please bring your laptop so you can experience this session fully. Learn how to set up a classroom SharePoint site, record a Lync Meeting, and how Student Advantage works. *BYO – Laptop*

SIGWEB 1: Animations and the Common Core

8:30 AM – 12:00 PM

Kelly Kermode, Adobe Education Leader, MACUL, FHPS, Adobe

Come and CREATE fantastic animations that demonstrate a change, process, or concept in your classroom. Bring ideas of what you want to create and learn how to put those ideas in action. We will cover animation, as well as how to make it interactive for the user. Bonus: Learn to export as an interactive widget to go into an iBook. *BYOD*

SIGWEB 2: Game On! Creating a Gamified Classroom Environment

1:00 – 4:30 PM

Kelly Kermode, Adobe Education Leader, MACUL, FHPS, Adobe

Gamify your classroom through an interactive online environment! Bring life to class objectives by transforming them into quests and challenges. Learn how to create an online presence to enhance classroom activities wherein students earn gold and Xp points by completing quests. Customize the game to fit your classroom needs. Put your game face on and bring it to the kids! *BYOD*

SIGWEB 3: Meeting Common Core Student Web Publishing Requirements

8:30 AM – 12:00 PM

Kyle Krol, English Teacher and MHS Writing Center Director, Mattawan Consolidated Schools

This session focuses on implementing the Common Core student web publishing requirements through various methods and web mediums. Attendees will learn about student blogging, iTunes U, YouTube, and website creation that meets Common Core requirements. Attendees will also have the opportunity to create assignments and projects, applying the information gained in the workshop directly to their own classroom needs. *BYOD*

SIGWEB 4: Building Your Own Learning Management with Google Apps

1:00 – 4:30 PM

Gary Abud, Michigan Teacher of the Year, Saga Educators

Been using Google Apps for a while? Feel like you know the ropes pretty well? Wonder how you could take this suite of apps and integrate them into something more? Take your solid Google Apps skills to the next level by integrating them to create an artisan Learning Management System that's accessible and interactive to students from multiple devices. *Hands-on lab: Windows computer provided*