

# 2011 Annual Technology Conference

## 9:00 am - 9:30 am Welcome Session

<b>Session 1 9:30 am - 10:30 am</b>	
<b>iPad for Classroom</b> Explore the many uses for your iPad to enhance your teaching and learning in the classroom. Basic iPad navigation will be covered as well as educational apps and best practices for integrating the iPad into your lessons.	3rd Floor Teacher Work Room / Shaina Squires
<b>Windows Movie Maker</b> Learn how to use Windows Movie Maker to quickly make engaging multimedia presentations for you and for student projects.	Room 306 / Eleri Merrikan
<b>Excel</b> Explore the features of Excel that you need most. Bring questions or examples of needs to this session and we will find your solutions, along with some tips and tricks.	Room 204 / Kate Sullivan
<b>Grants</b> Given the challenges of tight budget constraints, Karen Watkins-Watts, BPS Grants Administrator will share timely, proven strategies for developing and writing competitive grant proposals to advance teaching and learning, including how to acquire resources for new instructional technology. You will learn about: Project Planning and Development, Show Me the Money, Grant Research, Web Tools and Resources, Writing a Successful Grant Proposal, Do's, Don'ts and Other Considerations, Program Sustainability and Accountability.	Room 307 / Karen Watts
<b>Google Sketch Up</b> Model anything you can imagine. Redecorate your classroom. Invent a new piece of furniture. Model your city for Google Earth. There's no limit to what you can create with SketchUp. SketchUp makes 3D modeling fun.	Room 206 / Eric Burnell
<b>Discovery Ed Tech Book Let's start at the very beginning, a very good place to start....</b> Learning the Basics of Discovery Education SCIENCE TECHBOOK Description : Here is your chance to get started using Discovery Education SCIENCE TECHBOOK in your classroom. This session is intended for teachers who want to begin engaging their students using this easy online program. As long as you have a user name and password...we can get started! (We can also help you find your user name and password too!) * This is a sessions for those just getting started with the Discovery Education SCIENCE TECHBOOK.	Room 211 (lab) Cindy Lane
<b>Discovery Ed Media Back to Basics with Discovery Education</b> Get back to the basics of Discovery Education streaming! This session will explore a variety of curriculum resources and time-saving features found in Discovery Education STREAMING. Did you know that there are over 100,000 learning objects aligned to both Massachusetts state and Common Core standards including: 55,000+ video segments; 21,000+ images; and thousands of encyclopedia articles, songs and hard-to-find speeches? This session will begins with the basics and moves through searches, the teacher center, and other resources. * This is a session for those just getting started with Discovery Education Streaming.	Room 213 / Whitney Mihoulides
<b>Front Row</b> Come see how using this technology can assist in teaching and learning. Students will all be seated in the "front row." Teachers are able to save their voices and students are able to comprehend what is happening in the classroom.	Room 121 / Kyle Fichtman
<b>Thinkfinity</b> Quick and easy access to the highest-quality teaching and learning materials. Verizon Thinkfinity offers comprehensive teaching and learning resources created by our content partners – the most respected organizations in each academic subject and literacy. The easy-to-navigate K-12 resources are grade-specific and are aligned with state standards.	3rd Floor Media Center / Kathy Dubrovsky
<b>Glogster</b> Create interactive digital posters and multi-media projects with Glogster Edu. Transform "old school" poster projects into beautiful multi-media digital posters (Glogs) in an easy to learn and use format. No more glue, scissors, poster board, and mess. Become skilled at designing engaging text, graphic, image, audio, video, and data based "Glogs" using simple "Drag and Drop" technology. Use "Glogs" (multi-media Posters) as the focus for cross-curricula projects that engage and motivate students of all ages and learning styles. Learn how to set up virtual classrooms; assign students to the classrooms, initiate projects with pre-designed templates, and monitor these projects every step of the way. In addition you can assess, present, and portfolio finished projects - all from an easy to integrate teacher-controlled and safe learning environment. Connect with your students using today's technology! Lesson plan ideas and rubrics provided!	2nd Floor Teacher Work Room / Jim Dachos
<b>Cisco/Tandberg</b> The ultimate video conferencing solution will be presented by Cisco/Tandberg! See how video conferences can add so much to the educational experience. New ways to approach professional development, field trips, meetings, and much more!	2nd Floor Art Room / Kevin Cote, Andrew Lafko, & Jerry Gavin
<b>Renaissance</b> Renaissance Learning products help educators make the practice component of their existing curriculum more effective by providing tools to personalize practice and easily manage the daily activities for students of all levels. As a result, teachers using Renaissance Learning products accelerate learning, get more satisfaction from teaching, and help students achieve higher test scores on state and national tests.	Room 305 / Diane Houle & Jacqui Pinto
<b>Ockers/Promethean Board 500 Pro Series ActivBoard</b> The 500 Series raises the standard for interactive display systems with its intuitive pen + touch capability. Images can be easily moved, scaled and rotated with finger touch in conjunction with real life "pen" tasks such as writing and drawing across the whole surface, increasing engagement. Get information on exciting campaigns and promotions that will make the Promethean classroom a reality, even under the tightest of budgets! Learn more about what the Ockers Company can offer for solutions to assist in your technology integration.	1st Floor Community Room / Bob Sears, Michelle Furlong & Kathleen Tan

<b>Session 2 10:30 am - 11:30 am</b>	
<b>Brain Pop</b> Ideal for both group and one-on-one settings, Brain Pop is used in numerous ways in classrooms, at home, and on mobile devices, from introducing a new lesson or topic to illustrating complex subject matter to reviewing before a test. Content is mapped to Common Core, aligned to academic standards, and easily searchable with our online Standards Tool. Uniquely suited for 21st-century learning, all products are fully compatible with interactive whiteboards, learner response systems, projectors, Macs, and PCs. No downloading, installation, or special hardware is required.	3rd Floor Music Room / Mary Beth O'Brien
<b>Voice Thread</b> Learn to use this exciting Web 2.0 tool with your class to help facilitate new and different interactions with any course material of your choice.	Room 306 / Eleri Merrikan
<b>iPad Administration</b> Learn to utilize your iPad for administrative tasks and how this mobile device can help to make your job more efficient.	3rd Floor Teacher Work Room / Bob Tucker
<b>Wiki Spaces</b> Learn how to use Wikispaces to supplement class instruction and how to use the web as a classroom resource. Learn how this platform can be used with students in the classroom. See how Wikis in the classroom can be a springboard to other technologies.	Room 208 / Lloyd Lamar
<b>Promethean</b> Activinspire software has such a vast amount of cool tools and tricks! Learn how to make dynamic, interactive lessons for your classroom!	Room 205 / Tony Ghelfi
<b>Discovery Ed Tech Book</b> <b>Get out of my way! I'm in the Fast Lane!</b> Getting more advanced with Discovery Education SCIENCE TECHBOOK Description : There may be a couple of curves in this road, but I'll help you to navigate through the Discovery Education SCIENCE TECHBOOK, now that you know the basic roads. Wait until you see all of the great sites, unbelievable! * This is a session for those looking to learn more about the advanced features of Discovery Education SCIENCE TECHBOOK.	Room 211 (lab) Cindy Lane
<b>Discovery Ed Media</b> <b>21 Ways to Use Discovery Education</b> Videos, articles, images, oh my! In this session, you will explore a myriad of creative integration strategies for using Discovery Education media to motivate students, engage higher order thinking, support retention and transfer, and achieve curriculum learning goals. We'll also demonstrate new ways to utilize Discovery Education resources to create interactive lesson plans that support all curricular areas. * This is a session for those looking to learn more about integration strategies for media from Discovery Education.	Room 213 / Whitney Mihoulides
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<b>Cisco/Tandberg</b> The ultimate video conferencing solution will be presented by Cisco/Tandberg! See how video conferences can add so much to the educational experience. New ways to approach professional development, field trips, meetings, and much more!	2nd Floor Art Room / Kevin Cote, Andrew Lafko, & Jerry Gavin
<b>Renaissance</b> Renaissance Learning products help educators make the practice component of their existing curriculum more effective by providing tools to personalize practice and easily manage the daily activities for students of all levels. As a result, teachers using Renaissance Learning products accelerate learning, get more satisfaction from teaching, and help students achieve higher test scores on state and national tests.	Room 305 / Diane Houle & Jacqui Pinto
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<b>Lunch 11:30am - 12:30pm</b>	

<b>Session 3 12:30 pm – 1:30 pm</b>	
<b>Google Sketch Up</b> Model anything you can imagine. Redecorate your classroom. Invent a new piece of furniture. Model you city for Google Earth. There's no limit to what you can create with SketchUp. SketchUp makes 3D modeling fun.	Room 206 / Eric Burnell
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<b>iPad</b> Come learn all you can do with this tablet device! Bob Tucker will share tools as well as tips and tricks for users to make this tool work for them!	3rd Floor Teacher Work Room / Bob Tucker
<b>Virtual Classroom</b> Join this session to learn more about how you will take your classroom to the web! You will learn of different websites to create your own classroom website or blog. You will leave the session with the key components and tricks to ensuring your website is TOP NOTCH and perhaps begin your creation! www.commnity103.wikispaces.com www.obriensliteracylounge.com	3rd Floor Music Room / Marybeth O'Brien
<b>Claymation</b> Have your students be the writer and director of their own story. In this session, you will learn how to use your digital camera and a little clay to make a claymation video. Claymation involves creating characters and objects by using modeling clay and filming them with a still camera. Have a camera on your phone? You can make a claymation too! Claymation is a creative, hands-on, and very fun way for students to summarize topics they have learned or tell their own stories. Come join the fun.	Room 207 / Mindy Osgood
<b>Discovery Ed Tech Book</b> <b>Top Ten Tech Tips for Discovery Education Techbook!</b> Description : This session will show you the "How" and "Why" of some tools used in the Discovery Education SCIENCE TECHBOOK, as well as answer any questions you may have. You'll glean ideas you can use tomorrow with your students to engage them in high learning the easy way! * This session is appropriate for anyone interested in using the Discovery Education SCIENCE TECHBOOK.	Room 211 (lab) Cindy Lane
<b>Discovery Ed Media</b> <b>Reaching all Learners with Discovery Education</b> Put the power of learning at the fingertips of your students through Discovery Education's Student Center. Students can take charge of their learning and become content creators by leveraging the digital media available to them. With unique student logins, educators can differentiate student learning through the use of tools such the writing prompt, quiz, and assignment builder. During this session, we'll explore all of these features and demonstrate how to use them to support student learning. * This is a session for those looking to learn more about Student Access within Discovery Education.	Room 213 / Whitney Mihoulides
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<b>1:30pm - 2:00pm Wrap-Up and Raffles</b>	