

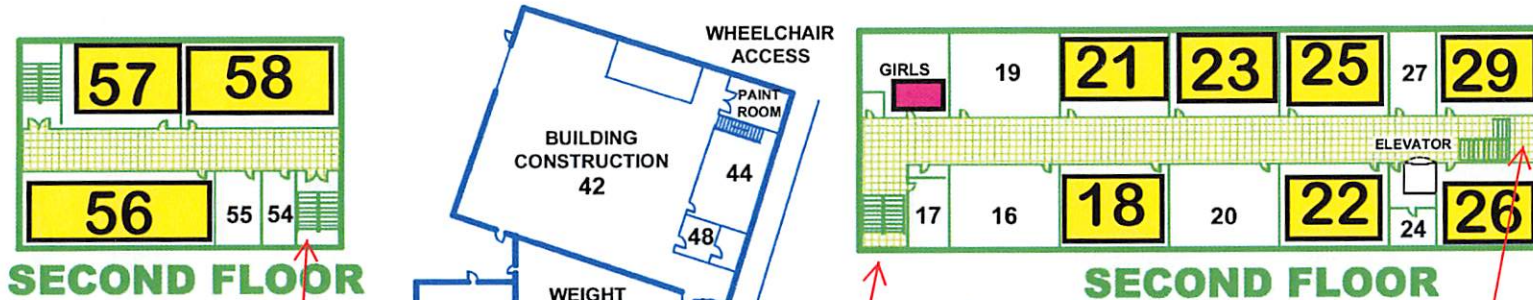


# K-12 Conference

Build Your Teaching Experience

# 2017

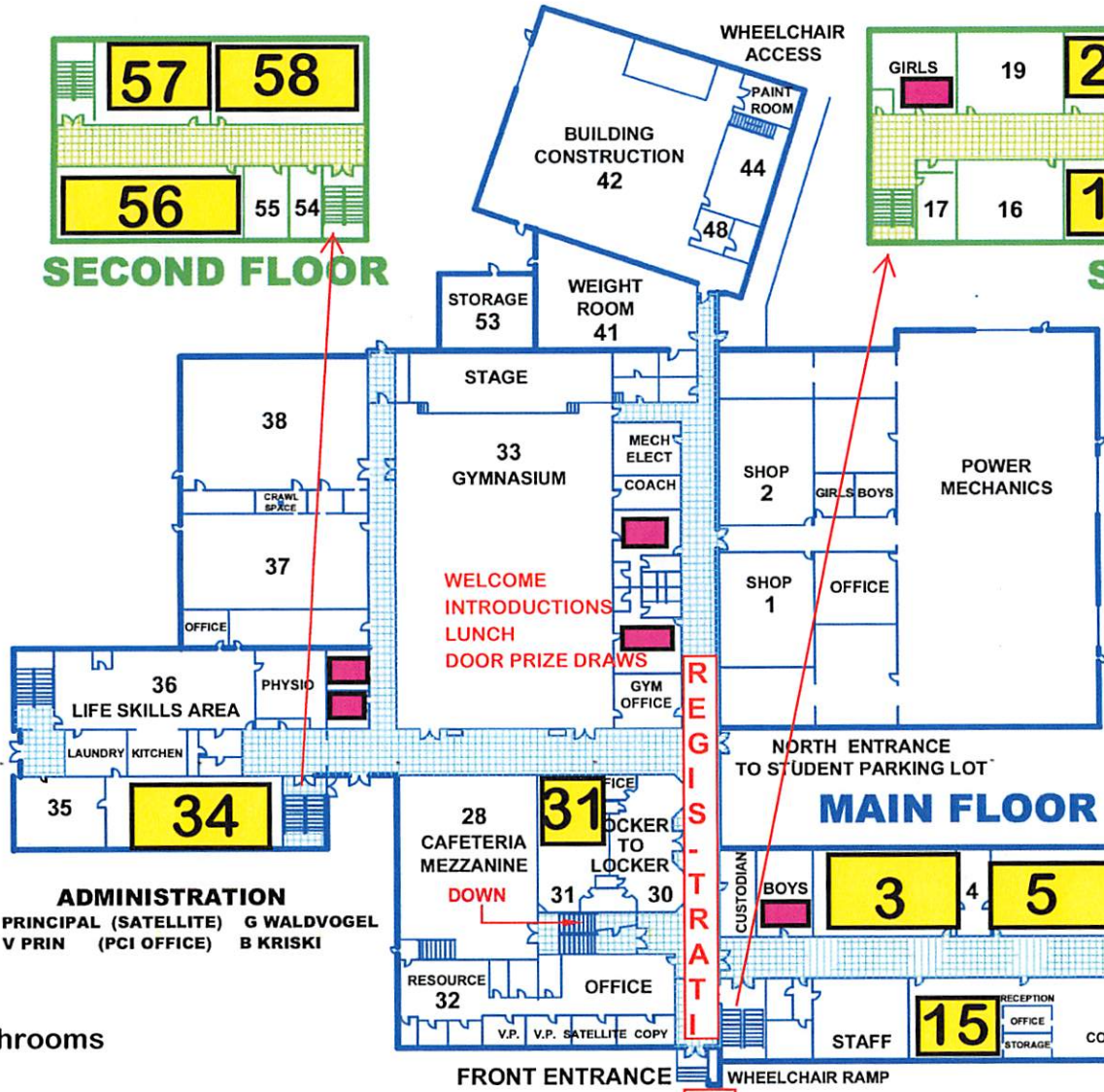
Room	Session 1	Room	Session 2	Room	Session 3	Room	Session 4
3	1A Incorporating technology into Project Based Learning using Bloom's Taxonomy	3	2A continuation of 1A - Incorporating technology into Project Based Learning using Bloom's Taxonomy	3	3A - Incorporating technology into Project Based Learning using Bloom's Taxonomy	3	4A continuation of 3A - Incorporating technology into Project Based Learning using Bloom's Taxonomy
9	1B The Updated Literacy with ICT Continuum	9	2B continuation of 1B - The Updated Literacy with ICT Continuum	26	3B - Blending with Blackboard: The Basics	26	4B continuation of 3B - Blending with Blackboard: The Basics
21	1C The Classroom Story Experiment	21	2C continuation of 1C - The Classroom Story Experiment	21	3C - The Classroom Story Experiment	21	4C continuation of 3C - The Classroom Story Experiment
18	1D CANCELLED	18	2D CANCELLED	18	3D - Engaging Students Using Event-anchored Learning Concepts	18	4D continuation of 3D - Engaging Students Using Event-anchored Learning Concepts
56	1E What is new with G Suite for Education (formerly Google Apps for Education)	56	2E continuation of 1E - What is New with G-Suite for Education (formerly Google Apps for Education)	56	3E - What is New with G-Suite for Education (formerly Google Apps for Education)	56	4E continuation of 3E - What's New with G-Suite for Education? (formerly Google Apps for Education)
15	1F Making Student Thinking Visible	15	2F continuation of 1F - Making Student Thinking Visible	15	3F - From Assigners to Designers	15	4F continuation of 3F - From Assigners to Designers
29	1G An Inquiry into Digital Life Skills (a.k.a. Digital Citizenship)	29	2G continuation of 1G - An Inquiry into Digital Life Skills (a.k.a. Digital Citizenship)	29	3G - An Inquiry into Digital Life Skills (a.k.a. Digital Citizenship)	29	4G continuation of 3G - An Inquiry into Digital Life Skills(a.k.a. Digital Citizenship)
58	1H Using Video to Enhance your Coaching			57	3H - Coding Through the Middle Years	58	4H - Using Video to Enhance Your Coaching
23	1I Ditch that Textbook	23	2I Digital Respect - Bigger Than You Think	23	3I - Ditch That Textbook	23	4I - Digital Respect - Bigger Than You Think
				9	3J - Copyright: Are you a Copyright Criminal?	9	4J - Copyright: Are you a Copyright Criminal?
5	1K The Tech Toolbox for Teaching Language Courses	5	2K Creating in the Classroom	5	3K - Hack Your Early Years Classroom: Developmentally Appropriate ICT Infusion for Our Youngest Learners	5	4K - The Tech Toolbox for Teaching Language Courses
		26	2L Snaps, Insta Stories and More			57	4L - Journey 2050
26	1L Journey 2050	58	2M Getting Students to Show What They Know	58	3M - Getting Students to Show What They Know	22	4M - Organizing my digital life
22	1M Organizing My Digital Life	22	2N Science through Inquiry	22	3N - Science through Inquiry	34	4N - Special Needs Resources
34	1N Special Needs Resources	25	2O Advantages of eTextbooks in the High School Classroom	25	3O - The New Literacy: Coding in Early Years Classrooms	25	4O - Advantages of eTextbooks in the High School Classroom
	1P CANCELLED	34	2P 3D Printers in the Classroom	34	3P - 3D Printers in the Classroom	31	4P - Professional Learning in 15 Minutes (or less)
		57	2Q Using Technology in Math Class	31	3Q - Using Technology in Math Class		



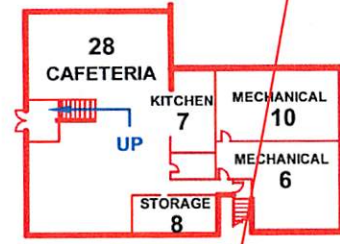
**SECOND FLOOR**

**SECOND FLOOR**

# PORTAGE COLLEGIATE (PCI) BUILDING



**MAIN FLOOR**



**BASEMENT**

**ADMINISTRATION**  
 PRINCIPAL (SATELLITE) G WALDVOGEL  
 V PRIN (PCI OFFICE) B KRISKI

■ Washrooms

**BYTE 2012 MAIN ENTRANCE**  
 Registration, Coffee, Conference Opener, Lunch, Door Prize Draws