

SESSION: 1A**TITLE:** Supporting Inclusive Early Years Classrooms**PRESENTER:** Debbie Leslie

Young students with identified learning needs often need additional and alternative supports for a successful school experience. This session highlights a variety of technology tools that promote inclusivity and accessibility to academic and social learning. It will be most applicable to K-4 and Resource Teachers. The session will be primarily demo-based as many of the apps have a cost, however, participants should bring an iPad to explore the free apps presented.

PREREQUISITES: none**AUDIENCE:** Early Years**FOCUS AREA:** none**SESSION: 1B-2B****TITLE:** Coding with Sphero Robots**PRESENTER:** Eleni Galatsanou Tellidis

Over the past five years there has been an increasing advocacy on the importance of teaching computer science (CS) and coding in schools. A wide range of resources is now available online (in most cases for free) for teachers to introduce CS concepts to students and teach them how to code. In addition, more and more educational robot kits are becoming available that allow teaching coding and robotics in a fun, engaging way. This session will start with a presentation and a discussion on the importance of teaching CS-coding to students and it will explore these online resources. The rest of the session will focus on the Sphero robots (<http://www.sphero.com-education>). Participants will explore ideas on how Spheros can be used in class and they will be doing some hands on, beginner-friendly coding activities. This session is for anyone who is interested in learning about CS and coding using Sphero robots, although the hands on, coding activities are geared towards early and middle years' curricula.

Participants will need to bring their own device (smartphone or tablet) and should have downloaded the Sphero Edu - Coding for Sphero Robots application to their phone or tablet (available for Apple and Android) prior to the session.

PREREQUISITES: No coding experience necessary. Only a basic level of computer skills is required.**AUDIENCE:** Early Years, Middle Years**FOCUS AREA:** Computer science-coding but also general focus. The activities could be integrated in many subject areas.**SESSION: 1C****TITLE:** Cricut, it's not just a sound!**PRESENTER:** Rhonda Schindler & Deb Peters & Shawnda Mitchell

Participants will be introduced to the wonder that is a Cricut Machine! With a Cricut you can easily design bulletin boards, your own clothing and so much more. This will be a make and take session in which you will leave with a full bulletin board set, tshirt, book bag accessory or whatever your imagination wants to create.

PREREQUISITES: none**AUDIENCE:** K-12**FOCUS AREA:** All subjects

SESSION: 1D-2D**TITLE:** Setting the Stage to Engage**PRESENTER:** Laura Kirkup & Cori Biech

In this workshop, participants will explore strategies that address the connectivity of social emotional and academic learning. We know that instructional approaches such as inquiry-based learning and student exploration are important for students to develop essential skills such as the 4 C's of 21st Century learning. This can be difficult given the diversity in our classrooms, and specific social-emotional learning must be done in order for students to have the independence, resilience, creativity, and collaboration skills to be active learners. Topics covered will include how to apply the 4Cs in daily practice, as well as targeted instruction to support the development of learning behaviours and social-emotional skills.

PREREQUISITES: None**AUDIENCE:** Early Years, Middle Years**FOCUS AREA:** General**SESSION: 1E-2E****TITLE:** Show What You Know!**PRESENTER:** Darin Arnold

All too often educators ask students to share their learning in ways that don't engage the students. This session will focus on using technology to make student thinking visible, giving every student a voice and how to share students' work. The session will cover the pedagogy of technology in a classroom, demonstrations of learning using various methods, and how students can reflect, curate and share their ideas with an authentic audience. Participants need to bring a device that they can download and install programs on. Having access to a google account would be an asset.

PREREQUISITES: Familiarity with Technology in a Classroom will be an asset**AUDIENCE:** K-12**FOCUS AREA:****SESSION: 1F****TITLE:** Stikbot Storytelling**PRESENTER:** Jodi Hrymak

Stikbot Storytelling will be a look at using the Stikbot figures and app to produce a short stop motion video following a storyline. Stikbots are posable people and animals found in many toy stores. The accompanying app allows students to try their hand at Green Screen Technology in a very simple way. Participants will have a chance to make a short stop motion video using the figures and app.

PREREQUISITES: basic iPad use**AUDIENCE:** K-12**FOCUS AREA:** Cross curricular**SESSION: 1G****TITLE:** Ipad in Physical Education**PRESENTER:** Brent Unrau

I am by no means an "expert" in technology but if I can do anyone can! I started with an Ipad Air four years ago and am now using an Ipad Air 2. I will be showing how I use slow motion & video technology in instruction and assessment in my K-12 PE classes. I will also be showing how you can use your Ipad to showcase units, drills, skills, and offer unique ways to showcase in and out of school activities. At the

end of each session I will be giving time for attendees to share any apps-media-technology ideas that they have and are using in their schools.

PREREQUISITES: None

AUDIENCE: K-12

FOCUS AREA: Physical Education

SESSION: 1H

TITLE: How Much Energy Does a Google Search Take? C21 Citizenship.

PRESENTER: Rennie Redekopp

C21Canada.org includes "Culture and Ethical Citizenship" in its list of C21 skills. This session examines what it ethical citizenship might mean for teachers and students. The ideas range from tech design to recycling and how we might encourage students in this C21 skill.

PREREQUISITES: None

AUDIENCE: K-12, Administration

FOCUS AREA:

SESSION: 1I

TITLE: Social Media - The Best PD You'll Ever Get

PRESENTER: Allison Greig

Social media is a wealth of resources, inspiration, and connections to other educators right at your finger tips. Join this session to learn and share in the power of social media!

PREREQUISITES: None

AUDIENCE: K-12, Administration

FOCUS AREA:

SESSION: 1J

TITLE: Introduction to Google Sheets

PRESENTER: Paul Friesen

This session will focus on an introduction to basic spreadsheet skills and then examine how spreadsheets can be used collaboratively in the school setting as Google Sheets. A variety of hands-on examples will be explored to demonstrate the power of real time collaboration in Google Sheets. Please have an active Google Account.

PREREQUISITES: Participants will require an active Google Account

AUDIENCE: K-12, Administration

FOCUS AREA: No

SESSION: 1K-2K

TITLE: Using iPad in the Music Classroom

PRESENTER: Janet Yochim

This session will look at different ways students can create music with their iPads by themselves as well as collaborating with other students when they collaborate. We will look at different apps that can be used and what equipment is required. Then we will create and play!

PREREQUISITES: None

AUDIENCE: Middle Years

FOCUS AREA: music

SESSION: 1L**TITLE:** Using Google Forms to Create Online Testing**PRESENTER:** Scott Behrmann

Want to save some valuable time marking objective type assessments? Give instant feedback to your students after they complete an assessment for you? This one hour session will introduce you to how to create electronic tests through the use of Google Forms, as well as how to quickly and efficiently assess them through an add-on for Google Sheets. Although some background knowledge in using G Suite for Education will help, it will not be a necessity in this session. The last part of the session will be practical to your own classroom, in which participants will work to create an online assessment of their own.

PREREQUISITES: Bring a Chromebook or laptop (and one test-assessment piece, if possible)**AUDIENCE:** Middle Years, Senior Years**FOCUS AREA:** Social Sciences-English**SESSION: 1M****TITLE:** Apps for the Classroom**PRESENTER:** Kent Schiltroth

Apps that are fun to use and helpful in your classroom.

PREREQUISITES: none**AUDIENCE:** Middle Years, Senior Years**FOCUS AREA:****SESSION: 1N****TITLE:** Get Schooled for A+ Posture**PRESENTER:** Gail Archer-Heese

This session talks about how to prevent the gradual onset of musculoskeletal injury with simple adjustments to postures and equipment when interacting with technologies to include "what exactly is neutral posture, and why should I care?"

PREREQUISITES: none**AUDIENCE:** Middle Years, Senior Years, Administration, Teachers-Staff**FOCUS AREA:** General - IT, Keyboarding, Computer Lab**SESSION: 1O-2O****TITLE:** Using Seesaw to Cultivate a Collaborative Culture in the Classroom**PRESENTER:** Sarah Harder

The Seesaw Learning Journal is a tool that is often used as a tool for teachers to communicate with parents. This session will focus on using Seesaw as a collaborative tool within the classroom where students are showing and sharing their learning with their peers. Seesaw can also be used in teacher PD sessions to foster and promote collaboration and communication among staff members. This highly hands-on session will have participants actively using Seesaw while exploring collaboration, creativity, communication, critical thinking and citizenship.

It is not required that participants have any previous experience using Seesaw. An overview will be given as a part of the session. Participants should come to the session with the Seesaw app loaded onto a device that has a camera (a tablet or smartphone is the easiest, although laptops can work).

PREREQUISITES: None**AUDIENCE:** Middle Years, Senior Years, K-12**FOCUS AREA:**

SESSION: 1Q-2Q

TITLE: 10 Class Hacks Using Microsoft Office

PRESENTER: Vance Beblow

Would you like to hack your classroom and gain more instructional time with your students? Come learn 10 tricks and tips for using Microsoft Office more efficiently so that you can hack your classroom, save time, and gain more time to spend on what matters the most- your students!

PREREQUISITES:

AUDIENCE: K-12

FOCUS AREA:

SESSION: 2A**TITLE:** Technology in the Art Room**PRESENTER:** Aaron Klassen

A brief overview of technology tools that I've used in my Art classes.

PREREQUISITES: None**AUDIENCE:** Early Years, Middle Years, Senior Years**FOCUS AREA:** Art**SESSION: 2C****TITLE:** What's New in Literacy with ICT Across the Curriculum?**PRESENTER:** Cheryl Prokopanko and Rosalind Robb

From 2004 to 2007, the Literacy with ICT (LwICT) continuum was developed through action research by K-8 teachers in classrooms all across Manitoba. The LwICT continuum was the first of its kind in Canada, and made Manitoba a thought leader in the infusion of ICT. Now a decade later, after implementation in every school division throughout our province, and the evolution and increasing access of information and communication technologies in our classrooms, the LwICT continuum has been refreshed and also extended into Senior Years. In addition, new work has begun to infuse coding and computational thinking concepts with LwICT. Come and experience the new continuum, and see how you can make it come to life in your classroom. Pre-requisites: none; Grades: K-12; Curricular areas: all

PREREQUISITES: none**AUDIENCE:** Early Years, Middle Years, Senior Years, K-12, Administration**FOCUS AREA:** general-all curricular areas**SESSION: 2F****TITLE:** Supercharging Assessment for Learning with Today's Tech Tools**PRESENTER:** Kent Brewer

If you're serious about raising student achievement you have to improve teachers' use of assessment for learning (Dylan Wilam).

If we use computers simply to deliver information to students, we are missing the revolutionary potential of the new technology for transforming learning and education (Mitch Resnick).

These two statements will guide our session that explores some of the EdTech tools that can supercharge the pedagogical practice of AfL. These supporting EdTech mechanisms and associated strategies have the potential to positively impact student achievement. Today's teachers have an incredible tool box of technology at their fingertips which can enhance student learning through ownership and creativity. Additionally, seamless integration of technology that supports the assessment process can create an efficient and timely conduit for feedback, reflection and deeper learning. Through the lens of technology, we will focus on engaging students in classroom assessment in support of their own learning while informing teachers about what to do next to help students to progress. Please bring a device as you are encouraged to be interactive throughout the session!

PREREQUISITES: Basic understanding of AfL and Office 365-OneNote**AUDIENCE:** K-12**FOCUS AREA:** Assessment through the Lens of Technology.

SESSION: 2G**TITLE:** Stikbot Storytelling**PRESENTER:** Jodi Hrymak

Stikbot Storytelling will be a look at using the Stikbot figures and app to produce a short stop motion video following a storyline. Stikbots are posable people and animals found in many toy stores. The accompanying app allows students to try their hand at Green Screen Technology in a very simple way. Participants will have a chance to make a short stop motion video using the figures and app.

PREREQUISITES: basic iPad use**AUDIENCE:** K-12**FOCUS AREA:** Cross curricular**SESSION: 2H****TITLE:** Ipad in Physical Education**PRESENTER:** Brent Unrau

I am by no means an "expert" in technology but if I can do anyone can! I started with an Ipad Air four years ago and am now using an Ipad Air 2. I will be showing how I use slow motion & video technology in instruction and assessment in my K-12 PE classes. I will also be showing how you can use your Ipad to showcase units, drills, skills, and offer unique ways to showcase in and out of school activities. At the end of each session I will be giving time for attendees to share any apps-media-technology ideas that they have and are using in their schools.

PREREQUISITES: None**AUDIENCE:** K-12**FOCUS AREA:** Physical Education**SESSION: 2I****TITLE:** Learning the Basics of Digital Mapping with ArcGIS Online (1 hour)**PRESENTER:** Rod Epp and Pat Adams

In this hands-on workshop learn the basics of Esri's ArcGIS online digital mapping tool, creating maps that can be used for inquiry and analysis. This workshop is designed for teachers new to digital mapping and those with some experience wishing to review and practice their mapping skills.

PREREQUISITES:**AUDIENCE:** K-12**FOCUS AREA:****SESSION: 2J****TITLE:** Makerspace for Middle Years**PRESENTER:** Alvin Gross

Interested in starting a Makerspace for grade five to eight students? Learn about strategies, resources, ideas and kits that can help you begin. This workshop will introduce you to Makerspaces and include some hands on time with some of the kits and experiences being shared.

PREREQUISITES: none**AUDIENCE:** Middle Years**FOCUS AREA:** Makerspace

SESSION: 2L

TITLE: Using Innovation Design to Ignite Your Teaching

PRESENTER: Barry Dyck

You've tried brainstorming and didn't get as far or deep as you hoped. Learn how to use stimulus to generate meaningful ideas and create Plan, Do, Study, Act cycles for transforming your teaching (yes that includes ICT). Mastery requires collaboration so bring a colleague.

PREREQUISITES: Be prepared to turn ideas into meaningful actions.

AUDIENCE: Middle Years, Senior Years

FOCUS AREA: All subjects.

SESSION: 2M

TITLE: Apps for the Classroom

PRESENTER: Kent Schiltroth

Apps that are fun to use and helpful in your classroom.

PREREQUISITES: none

AUDIENCE: Middle Years, Senior Years

FOCUS AREA:

SESSION: 2N

TITLE: Get Schooled for A+ Posture

PRESENTER: Gail Archer-Heese

This session talks about how to prevent the gradual onset of musculoskeletal injury with simple adjustments to postures and equipment when interacting with technologies to include "what exactly is neutral posture, and why should I care?"

PREREQUISITES: none

AUDIENCE: Middle Years, Senior Years, Administration, Teachers-Staff

FOCUS AREA: General - IT, Keyboarding, Computer Lab

SESSION: 2P

TITLE: Maplewood for School Administrators

PRESENTER: Rob Pehura

Maplewood has a great deal of tools and inquiries that can be run to export data for use by administrators, resource and guidance counselors. This session will focus on a simple export and use excel functions to help manipulate data and to provide data to students, teachers, other administrators and superintendents with data. This will be kept simple and is offered at the perfect time of year as Semester 1 has ended and your data can be used to work with.

PREREQUISITES:

AUDIENCE: Admin

FOCUS AREA:

SESSION: 3A-4A**TITLE:** Setting the Stage to Engage**PRESENTER:** Laura Kirkup & Cori Biech

In this workshop, participants will explore strategies that address the connectivity of social emotional and academic learning. We know that instructional approaches such as inquiry-based learning and student exploration are important for students to develop essential skills such as the 4 C's of 21st Century learning. This can be difficult given the diversity in our classrooms, and specific social-emotional learning must be done in order for students to have the independence, resilience, creativity, and collaboration skills to be active learners. Topics covered will include how to apply the 4Cs in daily practice, as well as targeted instruction to support the development of learning behaviours and social-emotional skills.

PREREQUISITES: None**AUDIENCE:** Early Years, Middle Years**FOCUS AREA:** General**SESSION: 3B****TITLE:** Powerful Projects**PRESENTER:** Leah Obach & Devon Caldwell

Supported by today's technology, project-based learning is engaging and exciting for students and teachers. Good project based learning provides opportunities for meaningful and authentic learning, while promoting the development of important timeless skills. Powerful projects help students meet curricular outcomes while they are making a difference in the world. Join this session to hear about powerful projects that learners have led and learn how to guide successful project based learning in your classroom.

PREREQUISITES: basic technology skills**AUDIENCE:** Early Years, Middle Years**FOCUS AREA:** interdisciplinary**SESSION: 3C****TITLE:** Tech Tips for Teachers**PRESENTER:** Troy Sigvaldason

Providing simple troubleshooting steps and resources that can be used on the fly to help eliminate issues in the classroom or provide your IT Department with the appropriate info to help resolve any problems quickly.

PREREQUISITES: None**AUDIENCE:** Early Years, Middle Years, Senior Years, K-12, Administration**FOCUS AREA:** All subjects**SESSION: 3D****TITLE:** Technology in the Art Room**PRESENTER:** Aaron Klassen

A brief overview of technology tools that I've used in my Art classes.

PREREQUISITES: None**AUDIENCE:** Early Years, Middle Years, Senior Years**FOCUS AREA:** Art

SESSION: 3E-4E

TITLE: Coding with Sphero Robots

PRESENTER: Eleni Galatsanou Tellidis

Over the past five years there has been an increasing advocacy on the importance of teaching computer science (CS) and coding in schools. A wide range of resources is now available online (in most cases for free) for teachers to introduce CS concepts to students and teach them how to code. In addition, more and more educational robot kits are becoming available that allow teaching coding and robotics in a fun, engaging way. This session will start with a presentation and a discussion on the importance of teaching CS-coding to students and it will explore these online resources. The rest of the session will focus on the Sphero robots (<http://www.sphero.com-education>). Participants will explore ideas on how Spheros can be used in class and they will be doing some hands on, beginner-friendly coding activities. This session is for anyone who is interested in learning about CS and coding using Sphero robots, although the hands on, coding activities are geared towards early and middle years' curricula.

Participants will need to bring their own device (smartphone or tablet) and should have downloaded the Sphero Edu - Coding for Sphero Robots application to their phone or tablet (available for Apple and Android) prior to the session.

PREREQUISITES: No coding experience necessary. Only a basic level of computer skills is required.

AUDIENCE: Early Years, Middle Years

FOCUS AREA: Computer science-coding but also general focus. The activities could be integrated in many subject areas.

SESSION: 3F-4F

TITLE: Show What You Know!

PRESENTER: Darin Arnold

All too often educators ask students to share their learning in ways that don't engage the students. This session will focus on using technology to make student thinking visible, giving every student a voice and how to share students' work. The session will cover the pedagogy of technology in a classroom, demonstrations of learning using various methods, and how students can reflect, curate and share their ideas with an authentic audience. Participants need to bring a device that they can download and install programs on. Having access to a google account would be an asset.

PREREQUISITES: Familiarity with Technology in a Classroom will be an asset

AUDIENCE: K-12

FOCUS AREA:

SESSION: 3G

TITLE: Supercharging Assessment for Learning with Today's Tech Tools

PRESENTER: Kent Brewer

If you're serious about raising student achievement you have to improve teachers' use of assessment for learning (Dylan Wilam).

If we use computers simply to deliver information to students, we are missing the revolutionary potential of the new technology for transforming learning and education (Mitch Resnick).

These two statements will guide our session that explores some of the EdTech tools that can supercharge the pedagogical practice of AfL. These supporting EdTech mechanisms and associated strategies have the potential to positively impact student achievement. Today's teachers have an incredible tool box of technology at their fingertips which can enhance student learning through ownership and creativity. Additionally, seamless integration of technology that supports the assessment process can create an efficient and timely conduit for feedback, reflection and deeper learning. Through the lens of technology, we will focus on engaging students in classroom assessment in support of their

own learning while informing teachers about what to do next to help students to progress. Please bring a device as you are encouraged to be interactive throughout the session!

PREREQUISITES: Basic understanding of AfL and Office 365-OneNote

AUDIENCE: K-12

FOCUS AREA: Assessment through the Lens of Technology.

SESSION: 3H

TITLE: Breakout EDU and the 3Cs

PRESENTER: Lori Emilson

Participants will learn about Breakout EDU, a game where students use the 3Cs, content knowledge and problem solving skills to open a locked box. Breakout EDU transfers the ownership of learning from the instructor to the student, and is super engaging! In this session, K-12 teachers will learn how to run and create their own Breakout games, and participate in a short demo.

PREREQUISITES: None

AUDIENCE: K-12

FOCUS AREA: General

SESSION: 3I

TITLE: Getting Started with 3D Printing Designs

PRESENTER: Barry Waldner

This session is directed at the beginning 3D printing audience. It will focus on ways to get your students designing products that can be printed with a 3D printer. I will also share some "tips and tricks" to 3D printing to help get successful prints.

A chromebook, notebook (laptop) or iPad or tablet computer can help you follow along.

Come with an idea of what you would students to print, and learn if any of the options available are feasible.

PREREQUISITES: No prerequisite knowledge is required.

AUDIENCE: K-12

FOCUS AREA: 3D printing and design

SESSION: 3J-4J

TITLE: Creating Story Maps with ArcGIS Online (2 hours)

PRESENTER: Rod Epp and Pat Adams

Using ArcGIS online, a web based mapping tool by Esri, participants will create a map and then use the map to build a Story Map. As all Manitoba teachers and students can hold accounts with Esri, this workshop will provide first time users with a hands on opportunity to learn the basic skills and explore the galleries of maps and Story Maps.

PREREQUISITES:

AUDIENCE: K-12

FOCUS AREA:

SESSION: 3K**TITLE:** Social Media - The Best PD You'll Ever Get**PRESENTER:** Allison Greig

Social media is a wealth of resources, inspiration, and connections to other educators right at your finger tips. Join this session to learn and share in the power of social media!

PREREQUISITES: None**AUDIENCE:** K-12, Administration**FOCUS AREA:****SESSION: 3L****TITLE:** Immunizing Your Students Against FAKE NEWS, Alternative Facts, and Click Bait!!**PRESENTER:** Cheryl Prokopanko and Rosalind Robb

Do you want to help your students develop an immunity to fake news that boosts their ability to think critically about what they see, read and hear in the media? Explore both the drama and the believability of 'news' that is constructed solely to earn money and generate power for its creators. During this session, you will have the opportunity to: activate your awareness of the difference between fact and fiction on 'news sites'; acquire teaching strategies that infuse LwICT ethics and responsibility descriptors with your ELA and social studies curriculum; and apply your understanding by creating a click bait site of your own. Pre-requisites: none; Grades: 6-12; Curricular areas: ELA and social studies; Bring: your own laptop or tablet

PREREQUISITES: none**AUDIENCE:** Middle Years, Senior Years**FOCUS AREA:** ELA and social studies**SESSION: 3M-4M****TITLE:** Project Based Learning for the 21st Century**PRESENTER:** Marquita Stewart

Project based learning is students tackling real world problems or issues that make them excited, figuring out how to address them and acting collaboratively to create solutions using 21st century skills. Allowing students voice and choice in their learning leads to deeper curiosity, enquiry and ownership. Students act both locally and globally in their projects with the help of Microsoft and other technology tools to make a bigger difference. In this session, I will share with you some of the projects we have done and the strategies and tools I have used to engage students in this quest. Whether you are new to PBL, dabbling with the idea or weathered, come out to explore and share how giving a student a meaningful question to explore, a real life experience and a public audience can make a difference in student approach to learning!

PREREQUISITES: None**AUDIENCE:** Middle Years, Senior Years**FOCUS AREA:****SESSION: 3N****TITLE:** Using Innovation Design to Ignite Your Teaching**PRESENTER:** Barry Dyck

You've tried brainstorming and didn't get as far or deep as you hoped. Learn how to use stimulus to generate meaningful ideas and create Plan, Do, Study, Act cycles for transforming your teaching (yes that includes ICT). Mastery requires collaboration so bring a colleague.

PREREQUISITES: Be prepared to turn ideas into meaningful actions.**AUDIENCE:** Middle Years, Senior Years

FOCUS AREA: All subjects.

SESSION: 3O-4O

TITLE: Google Classroom in the Music Classroom

PRESENTER: Janet Yochim

This session will look at how to use google classroom within your music-band class. It will look at how to create assignments, create classroom announcements and keep track of your marks. This is a beginner class.

PREREQUISITES: None

AUDIENCE: Middle Years, Senior Years

FOCUS AREA: Music

SESSION: 3P

TITLE: Using Technology in the ELA classroom

PRESENTER: Kent Schiltroth

Embracing the use of technology in our ELA classrooms

PREREQUISITES: None

AUDIENCE: Senior Years

FOCUS AREA: ELA

SESSION: 3Q

TITLE: Blended and Distance Learning with Blackboard Collaborate

PRESENTER: Shannon Magee

One of the best things about web-conferencing with live chat and video is that it provides an important sense of face-to-face communication for online learners. It can also supplement the traditional classroom experience.

Learn how to use Blackboard Collaborate to create a lively and collaborative classroom experience for all learners.

PREREQUISITES: No prerequisites required.

AUDIENCE: Senior Years

FOCUS AREA:

SESSION: 3R-4R

TITLE: Blended Learning with Office 365

PRESENTER: Vance Beblow

Has your school or district just adopted Office 365, or are they thinking about it? You may be aware of some of the great tools available in Office 365, but do you know how you can use OneDrive, Skype for Business, and OneNote Class Notebooks to help you incorporate blended learning in your classroom? Let's explore blended learning, its impact on teaching and learning, and see how the full suite of tools provided within Office365 will help you build a robust learning environment that fosters student success.

PREREQUISITES:

AUDIENCE: K-12

FOCUS AREA:

SESSION: 4B**TITLE:** Scratch for Educators**PRESENTER:** David Nutbean

Scratch is a coding platform that allows users to create animations, interactive stories, games, and many other media. In this session, you will learn about the Scratch environment and ways to use creative computing in the classroom. Scratch and coding support computational thinking as a method of problem solving and creativity.

PREREQUISITES: None**AUDIENCE:** Early Years, Middle Years, Senior Years, K-12**FOCUS AREA:** Computational Thinking**SESSION: 4C****TITLE:** Tech Tips for Teachers**PRESENTER:** Troy Sigvaldason

Providing simple troubleshooting steps and resources that can be used on the fly to help eliminate issues in the classroom or provide your IT Department with the appropriate info to help resolve any problems quickly.

PREREQUISITES: None**AUDIENCE:** Early Years, Middle Years, Senior Years, K-12, Administration**FOCUS AREA:** All subjects**SESSION: 4G****TITLE:** Getting Started with 3D Printing Designs**PRESENTER:** Barry Waldner

This session is directed at the beginning 3D printing audience. It will focus on ways to get your students designing products that can be printed with a 3D printer. I will also share some "tips and tricks" to 3D printing to help get successful prints.

A chromebook, notebook (laptop) or iPad or tablet computer can help you follow along.

Come with an idea of what you would students to print, and learn if any of the options available are feasible.

PREREQUISITES: No prerequisite knowledge is required.**AUDIENCE:** K-12**FOCUS AREA:** 3D printing and design**SESSION: 4H****TITLE:** Breakout EDU and the 3Cs**PRESENTER:** Lori Emilson

Participants will learn about Breakout EDU, a game where students use the 3Cs, content knowledge and problem solving skills to open a locked box. Breakout EDU transfers the ownership of learning from the instructor to the student, and is super engaging! In this session, K-12 teachers will learn how to run and create their own Breakout games, and participate in a short demo.

PREREQUISITES: None**AUDIENCE:** K-12**FOCUS AREA:** General

SESSION: 4I

TITLE: How Much Energy Does a Google Search Take? C21 Citizenship.

PRESENTER: Rennie Redekopp

C21Canada.org includes "Culture and Ethical Citizenship" in its list of C21 skills. This session examines what it ethical citizenship might mean for teachers and students. The ideas range from tech design to recycling and how we might encourage students in this C21 skill.

PREREQUISITES: None

AUDIENCE: K-12, Administration

FOCUS AREA:

SESSION: 4K

TITLE: Makerspace for Middle Years

PRESENTER: Alvin Gross

Interested in starting a Makerspace for grade five to eight students? Learn about strategies, resources, ideas and kits that can help you begin. This workshop will introduce you to Makerspaces and include some hands on time with some of the kits and experiences being shared.

PREREQUISITES: none

AUDIENCE: Middle Years

FOCUS AREA: Makerspace

SESSION: 4P

TITLE: Using Technology in the ELA classroom

PRESENTER: Kent Schiltroth

Embracing the use of technology in our ELA classrooms

PREREQUISITES: None

AUDIENCE: Senior Years

FOCUS AREA: ELA