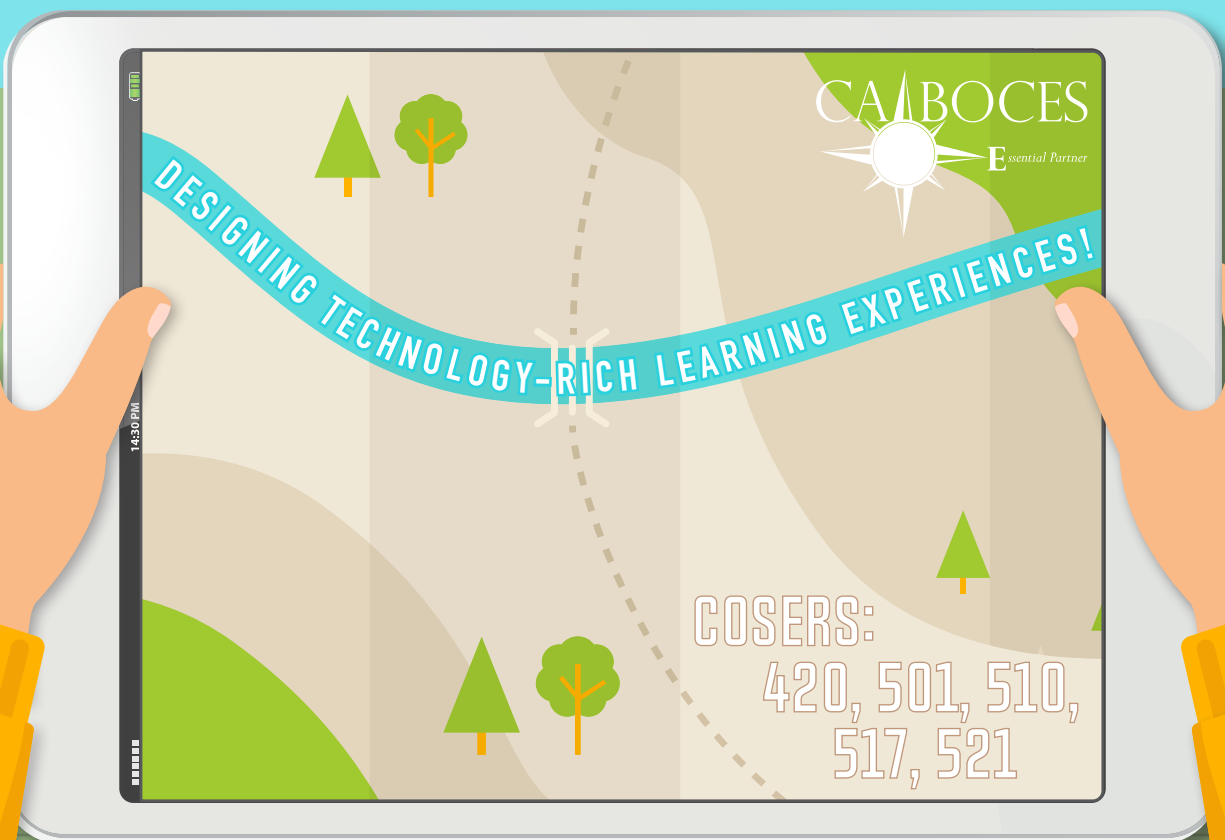# SUMMER TECHNOLOGY CAMP 2018

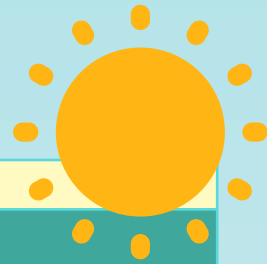# TECHsploring OUR WORLD

JULY 16TH AND 17TH
OLEAN CTE CENTER

- Choose from numerous breakout sessions
- Registration at 8:00AM
- Refreshments & lunch included both days
- Opportunity to present in mini-presentations on Day 2

DESIGNING TECHNOLOGY-RICH LEARNING EXPERIENCES!

CABOCES
Essential Partner

COSERS:
420, 501, 510, 517, 521

SCHEDULE » DAY 1

BYOD = Bring Your Own Device

| 8:00 - 8:30 | ALL ATTENDEES | Conference Room I, II, III | REGISTRATION |
| 8:30 - 9:15 | ALL ATTENDEES | Conference Room I, II, III | EMPATHY TOY |

SESSION 1
9:20 - 10:20

Rob Miller Conference Room I, II, III
The Extraordinaires: Take teachers through the process of using Extraordinaires in the classroom.

Ryan McGinnis Training Room A & B
Green Screen Activities for Everybody: Learn how to create activities and assignments through video using the app DoInk to transport students anywhere with a green screen to make their student projects magical!

SESSION 2
10:25 - 11:25

Rob Miller Training Room A & B
Student Voice and Technology: This session will provide you with quick and easy ways for your students to create digital voices. We will introduce teachers to different lessons and opportunities for students to create feedback and share their digital stories. We will use the following resources: sway, adobe spark, apple clips, and flipgrid

Brandi Lasnick Training Room C
Zoom: Is It For You? Participants will need a device that is internet accessible, has a built-in camera, and access to microphone headphones. Some devices and headsets will be provided.

Brendan Keiser, Derek Briggs, Dave Taylor Conference Room I, II, III
Family STEAM Night: This session will share the how and why of community engagement, specifically viewing it through the lens of developing a Family STEAM Night. The session will explain the development of a local school's Family STEAM Night and will provide participants the opportunity to ask questions and begin planning ways to develop or enhance their own STEAM night.

| 11:30 - 12:10 | LUNCH |

SESSION 3
12:15 - 1:15

Rob Miller Training Room A & B
AR/VR for the Classroom: Augmented and Virtual Reality are easily available and can make transformative changes to your classroom. We will share easy ways to leverage this exciting Technology for your classroom. We will look at virtual reality explorations and augmented reality lessons.

Jody Thiel Conference Room I, II, III
STEAM in the Library: Making and STEAM Activities in the Library. Jody has developed great PreK – 12 library programs at West Valley. Elementary students make and share with different types of STEAM activities related to literature and older students get to tinker and create in the library. Jody will share how she creates with all her students.

Brendan Keiser Training Room C
Formative Assessment: Using Tech to Check Checking for understanding during a lesson is an important best practice, but it can also be difficult to effectively implement. This workshop will showcase two tech tools that can redefine traditional formative assessments. Socrative provides opportunities to offer a variety of in-the-moment assessments. Recap allows teachers to ask questions and have students send video responses back.

SESSION 4
1:15 - 2:15

Rob Griffith Training Room A & B
Digital Data Collection: This session will TECHsplore the use of various technology tools and strategies to focus on formative assessment and digital data collection to generate student conversation and participation in the learning environment.

Ryan McGinnis Training Room C
Genius Hour: Genius Hour is a movement that allows students to TECHsplore their own passions and encourages creativity in the classroom. It provides students a choice in what they learn during a set period of time during school.

Dave Taylor Conference Room I, II, III
Cross-Curricular Collaborations with Tech: This session will TECHsplore the different types of technology educators can use to deepen student learning, increase engagement, and offer unique learning modalities. Participants will learn about several cross-curricular activities that have occurred at various grade levels and they will brainstorm ways to enhance their current curriculum with technology.

| 2:15 | **WRAP-UP** Conference Room I, II, III | Tweet or share what you know using **@CABOCESit #TECHsploring** |

SCHEDULE»DAY 2

BYOD = Bring Your Own Device

Time			
8:00 - 8:30	**ALL ATTENDEES**	**Conference Room I, II, III**	**REGISTRATION**
8:30 - 9:15	**ALL ATTENDEES**	**Conference Room I, II, III**	**Mystery Skype?**

SESSION 1
9:20 - 10:20

Mark Beckwith   **Training Room A & B**

TECHnical Assistance 101: What does it mean for technology to be accessible for all students? Why does it matter? Come find answers to these questions, learn some quick tips & tricks to create accessible content, and TECHsplore assistive features that can benefit all learners. BYOD (not required)

Ryan McGinnis   **Conference Room I, II, III**

Making Multimedia with iPads: Learn how to make lessons that revolve around creating multimedia using the iPad. Topics will include iMovie, Apple Clips, and more.

Karen Insley   **Training Room C**

Virtual Field Trips: Have you checked out the host of virtual field trips available through the DL CoSer? If not, then this session is for you. We will look at how to access the list of trips, how to search for a trip and make a reservation. We will participate in a trip so you can experience it. This will be a wonderful addition to your resources and curriculum supplements.

SESSION 2
10:25 - 11:25

Mark Beckwith   **Training Room A & B**

Commitment to Accessibility: The Story of Microsoft Microsoft believes "there are no limits to what people can achieve when technology reflects the diversity of everyone who uses it." Learn how Microsoft puts this vision into practice with its accessibility features in products such as Word, PowerPoint, and OneNote. Please BYOD.

Rob Griffith   **Training Room C**

Student Playlists with Blendspace (TES): TES Teach allows users to combine content from the web and their computer into one organized, easily modifiable lesson that can be shared with a colleague, assigned to a class, presented, and viewed on any device with a web browser. Educators love TES Teach because it saves time by keeping links, videos, and digital content in one easy place. They use it to differentiate instruction, keep students engaged, and make presentations more engaging.

Michelle McGraw   **Conference Room I, II, III**

Paperless Classroom and 1:1: A Perfect Blend Come learn how one Middle School team of teachers moved from the traditional classroom environment to a paperless learning environment. With the many tools available in Moodle, this 7th grade ELA teacher will demonstrate how she uses discussion forums, glossaries, videos, peer reviews, assignment uploads, online quizzes, and more to enhance teacher and student productivity, collaboration, and the teaching-learning process.

11:30 - 12:10	**LUNCH**

SESSION 3
12:15 - 1:15

Mark Beckwith   **Training Room A & B**

Can I Google That for You? Do you or your students use Google Chromebooks? If not, is Google your preferred web browser? TECHsplore accessibility extensions and add-ins supported by Chrome that make accessibility an attainable reality. Please BYOD.

Ryan McGinnis, Rob Miller   **Training Room C**

BreakerSpaces and Beyond: Learn how the use of taking items apart can lead to student self-discovery and enhance the MakerSpace in your school.

Andrew Bogey   **Conference Room I, II, III**

3D Printing in the Elementary Classroom: Are you interested in finding out more about 3D printing? You do not have to be an expert in design or 3D printing to get your students to create 3D products. Andrew will share how he has developed a 3D printing program in his elementary classroom.

SESSION 4
1:15 - 2:15

Show What You Know (Teachmeet)   **Conference Room I, II, III**

Show us what you know! Take anywhere from 2 to 12 minutes to make the case for your favorite tech tool for others to TECHsplore. Apps, add-ons, extensions, websites - share your world of resources with your fellow TECHsplorers**.**

2:15	**WRAP-UP** Conference Room I, II, III	Tweet or share what you know using **@CABOCESit #TECHsploring**

HELPFUL INFORMATION:

Have your administrator or district contact
register you at
http://register.caboces.org

Summer Technology Camp 2018

SESSION NAME	NOTES	BIGGEST TAKEAWAY

EXTENDED TECHSPLORATION:

Take a break and TECHsplore other items available through the BOCES CoSers.
Use any time during the day to stop and play to become more familiar with the resources.
TECHsplore on your own or try your hand at completing any of the given challenges
associated with the resource. Try thinking of your own challenge for the rest of the group
or leave suggestions on how to tie it into a curriculum.