

2016

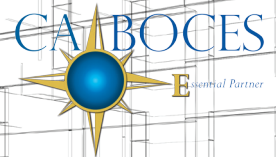


Architects IN EDUCATION

Designing Technology-Rich Learning Experiences

JULY
12
13

OLEAN
CTE
CENTER



8:30 a.m. - 2:30 p.m.; registration at 8:00 a.m.; lunch included
Cosers: 420, 501, 510, 517, and 521

TUESDAY

TIME	STRAND	CODING Training Rooms A & B	ROBOTICS/ ENGINEERING/ MAKING Training Room C	TECH TOOLS 4 THE CLASSROOM Conference Rooms I & II
9:15am -10:15am		Coding in the Elementary - Lauren Stuff	Engineering Design Process - Clay Nolan	Using Socrative for Success: Checking for Understanding - Brendan Keiser
10:25am -11:25am		Running your own Hour of Code - Lauren Stuff	Rotating Robots - Jen Spong	Social Media Presence - Mark Carls & Shannon Albert
11:30am -12:15pm		LUNCH	LUNCH	LUNCH
12:20pm -1:20pm		Going Bananas with CodeMonkey - Jen Spong	Engineering/Making Challenges - Clay Nolan, Cece Fuoco, & Lauren Stuff	Getting Up & Running with Adobe Connect - Betsy Hardy
1:30pm - 2:30pm		Expanding Curriculum with Bee Bots - Pioneer LOTE Teachers & Lauren Stuff	E-Textiles - Cece Fuoco & Clay Nolan	Teaching with Technology: Group Troubleshooting - Tim Clarke

WEDNESDAY

TIME	STRAND	CODING Training Rooms A & B	ROBOTICS/ ENGINEERING/ MAKING Training Room C	TECH TOOLS 4 THE CLASSROOM Conference Rooms I & II
9:10am -10:10am		Robotics - Rosie Scordo & Cece Fuoco	Constructing Modern Knowledge Live Stream - Rick Weinberg & Mark Carls	Empowering Student Technology Troubleshooters - Tony Fountain & Alex Freer
10:20am -11:20am		Coding in the Elementary - Lauren Stuff	Building a MakerSpace - Maria Muhlbauer, Gio LoBianco, & Jen Spong	Tech Leadership in School - Mark Carls & Shannon Albert
11:30am -12:15pm		LUNCH	LUNCH	LUNCH
12:15pm -1:00pm		Going Bananas with CodeMonkey - Alex Freer and Jen Spong	UnConference: Your time to conference your way - Mark Carls & Brendan Keiser	Teaching with Technology: Group Troubleshooting - Tim Clarke
1:00pm -1:20pm		EdCamp		
1:20pm -2:00pm		2 to 8 minute presentations		
2:00pm -2:15pm		July BristleBot Madness Races!		
2:15pm - 2:30pm		Evaluations and goodbye for now.		

SESSION DESCRIPTIONS

<p>Coding in the Elementary - Lauren Stuff</p>	<p>Through hands-on experience, participants will learn several tips and tricks for teaching coding in the K-5 classroom. From human coding to tech tools to support a coding curriculum, teachers will explore a myriad of resources to get them up and running.</p>
<p>Engineering Design Process - Clay Nolan</p>	<p>The Engineering Design Process is a natural path all ages follow when constructing or improving technology. Participants will go through the process by experiencing a hands-on team challenge to see what students may be going through when they are doing the process. After the challenge we will define the process and engineering.</p>
<p>Using Socrative for Success: Checking for Understanding - Brendan Keiser</p>	<p>This workshop will showcase ways for teachers to use Socrative to check for understanding during a lesson. Participants will understand the need for checking for understanding and how to use Socrative to create on-demand and predetermined formative assessments.</p>
<p>Running Your Own Hour of Code - Lauren Stuff</p>	<p>The “Hour of Code” runs throughout the week of December 5-9, and is designed to expose all students to a one-hour tutorial on coding and computer programming. For those interested in exploring some possible avenues for “hour of code” instruction, we invite you to this session. Learn more about the “hour of code,” its purpose, and resources to support you in running your own week of code</p>
<p>Rotating Robots -Jen Spong</p>	<p>Experience the variety of robotics equipment our Instructional Support Services Division has purchased. Get a hands-on introduction to each piece of equipment and learn how to book (for free!) the resources for use in your own classroom!</p>
<p>Social Media Presence - Mark Carls and Shannon Albert</p>	<p>Creating and leveraging Social Media in your classroom. We’ll look at examples of how others have used Social Media to inform and engage not only students but also parents and community in to their classrooms.</p>
<p>Going Bananas with CodeMonkey -Alex Freer and Jen Spong</p>	<p>CodeMonkey is a fun and educational game environment where students learn to code in a real programming language, with no previous experience needed. Using CoffeeScript, students learn to code and then build their own HTML5 games</p>
<p>Engineering/Making Challenges -Clay Nolan, Cece Fuoco, & Lauren Stuff</p>	<p>How do you get your students intrigued with technology and engineering? Come experience short little challenges to hook the students or to use as brain breaks in the classroom using easy to find materials or CA-BOCES resources.</p>
<p>Getting Up & Running with Adobe Connect -Betsy Hardy</p>	<p>Come experience the exciting features of Adobe Connect – the web conferencing software that offers immersive online collaboration experiences and virtual classrooms with large-scale webinar access. Teachers and students can collaborate and host and present directly from any device, anytime, anywhere. Teachers can record direct instruction classes or voiceover PowerPoints for flipping the classroom. Store files, documents, and web links to share with students, or run study sessions from home in the evenings for students to access for review. The possibilities are endless with this easy to use software!</p>

- Session times and descriptions may change.

SESSION DESCRIPTIONS

<p>Expanding Curriculum with Bee Bots -Pioneer LOTE Teachers & Lauren Stuff</p>	<p>Bee Bots may seem to be only applicable in elementary grades, but in an effort to mesh curriculum with coding, several language teachers sought to bring their curriculum to life with robotics. Come learn how a simple robot can transform your everyday curriculum and build engagement in the classroom.</p>
<p>E-Textiles -Cece Fuoco & Clay Nolan</p>	<p>E-textiles refers to the use of electronics in textiles to add functional or decorative effects. Basic sewing skills and a very limited knowledge of circuitry is all that is needed to start creating. This session will introduce you to E-textiling and how activities can be basic or more advanced through the use of sensors, sounds, coding, and more. Participants will create a beginner project and leave inspired to share.</p>
<p>Teaching with Technology: Group Troubleshooting -Tim Clarke</p>	<p>This session is designed as a participant-centered troubleshooting session. Are you wondering how to use technology for more effective assessment? Are you looking for ideas for how to better engage your students with technology? In this session, educators will pose their technology and teaching issues to their colleagues and crowd source solutions. This session is offered once on each day of Tech Camp.</p>
<p>Robotics -Rosie Scordo & Cece Fuoco</p>	<p>Hi, I'm Rosie from rosiesrobot.blogspot.com. I am 9 years old and have been building robots for the past couple of years. In this session I will share with you how I got started building robots as well as give you ideas on some easy beginning robot projects. I will also show different Robotics Kits that I have used, some of which required soldering. Someday, I hope to use what I learn building robots to build robotic prosthetics to help those that need them.</p>
<p>Constructing Modern Knowledge Live Stream -Rick Weinberg & Mark Carls</p>	<p>Rick Weinberg, #MayorOfNYSCATE, will be Adobe Connecting with us as he participates in the Constructing Modern Knowledge Conference. Rick will walk us around the CMK Conference and talk to other CMK participants. Check out CMK here: http://constructingmodernknowledge.com/?page_id=212.</p>
<p>Empowering Student Technology Troubleshooters -Tony Fountain & Alex Freer</p>	<p>There is an assumption that technology should be an integral part of teaching and learning, but there are definite challenges when it comes to using technology in the classroom. This session is designed for teachers who want to learn from other teachers about successful technology integration. Please bring a problem of practice that has to do with technology integration, and be prepared to problem solve and troubleshoot with others. The aim is for everyone to walk away with possible solutions from other members of the group.</p>
<p>Building a MakerSpace -Maria Muhlbauer, Gio LoBianco, & Jen Spong</p>	<p>This session will cover the basics of starting a school makerspace and how maker programs provide a safe place for all types of learners.</p>
<p>Tech Leadership in School -Mark Carls & Shannon Albert</p>	<p>Let's share how schools are making decisions about technology in their school. We'll be looking to share ideas of what possible direction districts can take as well as ways to help build tech confidence in teachers and others in their district.</p>
<p>UnConference: Your time to Conference Your Way -Mark Carls & Brendan Keiser</p>	<p>Brendan and Mark will encourage participants to share ideas about using tech in classroom. They'll share some ideas of what area teachers are using and doing. But to keep with an 'UnConference' format, the session will be driven by the participants' interests and needs. It may also start to build ideas for the EdCamp session at the end of Day 2.</p>



Equal Opportunity Notice

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