A Professional Learning Mini-Conference

* July 31, 2015 *

9:00 am - 4:00 pm

Joseph R. Pearson Hall at the University of Kansas

1122 West Campus Road * Lawrence, KS
Schedule of Events

Objectives:
• Engage education community in conversations about innovative technology in the classroom
• Network with like-minded educators
• Explore technology resources and tools

Schedule:
8:30 am - 9:00 am  Registration / Breakfast Snacks Available
9:00 am - 10:00 am  Session 1
10:00 am - 10:15 am  Break
10:15 am - 11:15 am  Session 2
11:15 am - 12:15 pm  Lunch (provided in the 1st Floor Hallway)
                       Networking opportunities
12:15 pm - 1:15 pm    Session 3
1:15 pm - 1:30 pm     Break
1:30 pm - 2:30 pm     Session 4
2:30 pm - 2:45 pm     Break
2:45 pm - 3:45 pm     Session 5

Wireless Network: KUGUEST
Twitter Hashtag: #kutechcamp
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<th>Time</th>
<th>Room 150</th>
<th>Room 247</th>
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<td><strong>Session 1:</strong> 9:00-10:00 am</td>
<td>Digital Badges for Learning (Patricia Sampson Graner)</td>
<td>Curating &amp; Creating Digital Content: iBooks Author &amp; iTunes U (Apple, Inc.)</td>
<td>Year 1 of a Chromebook 1:1 (James Perry)</td>
<td>Seeing a Different Kind of Reality (Katie Ann Wilson)</td>
<td>Using STEM Tools to Inspire Creative Learning in the Classroom (Jonathan Ferrell)</td>
<td>Connecting the Classroom with MinecraftEdu (Lisa Douthit)</td>
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<td>10:15 - 11:15 am</td>
<td>Interactive Presentations (Mary Frazier)</td>
<td>Realizing the Power &amp; Potential of Twitter (Kevin Case)</td>
<td>Form-tastic (James Perry)</td>
<td>Keeping Creativity with Content (Teresa Morgan)</td>
<td>Using Minecraft to Demonstrate Content Material (David Maneth)</td>
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<td><strong>Session 3:</strong> 12:15-1:15 pm</td>
<td>Osmo: Thinking Outside the iPad (Mary Frazier)</td>
<td>ExitTicket &amp; PingPong: Exciting Ways To Gauge Student Learning (Blake Smith)</td>
<td>Mindful Teaching and Meaningful Learning Through Innovation and Collaboration (Liddell Hobin)</td>
<td>Blended Learning: How do I get started? How do I ensure students are learning? (Irma Brasseur-Hock)</td>
<td>Make Content Review a Real KaHoot! (David Maneth)</td>
<td>The Ins and Outs of Open Educational Resources (Elodie Jones)</td>
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<td>1:30 - 2:30 pm</td>
<td>The Best Moodle Tools You’ve Never Used (Michelle Moore)</td>
<td>Using Technology to help Differentiate Instruction (Jessica Cochran)</td>
<td>What’s the Big Idea? Empowering Students to Conquer Real-World Issues (Liddell Hobin)</td>
<td>Discovery Education, So Much More Than Just Videos! (Stephanie Affield)</td>
<td>Google Forms in the Classroom (Travis True)</td>
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<td><strong>Session 5:</strong> 2:45-3:45 pm</td>
<td>Making it REAL: Creating Rich Environments for Active Learning (Michelle Moore)</td>
<td>Technology with the Daily 5 (Jennifer Conrady)</td>
<td>iCreate with iMovie (Rachel McClaran)</td>
<td>Keeping Kids Engaged in Content (Stephanie Affield)</td>
<td>The Wonderful World of Google Maps (Gail Ramirez)</td>
<td>Infographics: Using and Presenting Data in the 21st Century (Elizabeth Ault)</td>
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Session 1: 9:00 - 10:00

**Seeing a Different Kind of Reality**  
*Katie Ann Wilson, Liberty Middle School (Pratt USD #382)*  
*Room 144 ~ Platform: Android, Chromebook, iOS, Mac, Windows*  

Bring cultures, historical objects, historical places, the world, and even the universe to your classroom with the use of augmented reality. Engage your students beyond the textbook and transcend learning to a whole new dimension. Learn how to use augmented reality in education either with pre-made triggers or learn to create your own. Augmented reality can engage your students with models of actual objects, transform your classroom into a different environment, or provide your students with animated lessons and videos. Augmented reality brings learning to life.

**Using STEM Tools to Inspire Creative Learning in the Classroom**  
*Jonathan Ferrell, Briarwood Elementary (Shawnee Mission USD #512)*  
*Room 147 ~ Platform: Chromebook, Mac, Windows*  

In this hands-on session you will see how a 6th grade teacher in Shawnee Mission uses 3D printing, Makey Makeys, littleBits engineering tools, and Scratch programing to encourage students to design, create, and build in the classroom. Hands on time with each tool will be provided as well as a chance to share potential ideas and classroom uses. Please bring a Mac, Windows, or Chromebook laptop to get the most out of this session. Come ready to explore!

**Digital Badges for Learning**  
*Patricia Sampson Graner, Center for Research on Learning (KU)*  
*Room 150 ~ Platform: Any*  

Badging, or micro-credentialing, holds promise and is gaining traction in professional learning as an accepted marker of acquired knowledge, skills or achievements. Developing a credentialing system and badges made sense for our organization that instructs professionals in evidence-based practices. We will share the journey of developing a micro-credentialing system: the challenges, the literature, determining evidence, considering how micro-credentials can add on to an already held credential, and the reactions so far. We will consider together ways to apply micro-credentials for teachers and for students.

**Year 1 of a Chromebook 1:1**  
*James Perry, Leavenworth USD #453*  
*Room 245 ~ Chromebook*  

Leavenworth School District just completed their first year with a 1:1 take-home Chromebook program at our middle school. We had some great successes and stumbles. In this session, we will take a look at Leavenworth's program, how it went after year 1, what the future looks like for the program, and what it has meant for the teaching and learning of the middle school students in Leavenworth.

**Curating & Creating Digital Content: iBooks Author & iTunes U**  
*Apple, Inc.*  
*Room 247 ~ Platform: iOS, Mac*  

Providing personal access to learning tools opens up a whole new world of possibilities for learning. Besides having access to a large and growing collection of education digital resources, teachers can create and disseminate their own, personalized, resources using iBooks Author and iTunes U.

**Connecting the Classroom with MinecraftEdu**  
*Lisa Douthit*  
*Room 102/103 (Computer Lab) ~ Platform: Mac, Windows*  

Game-based learning is gaining much respect as a viable tool in the classroom. Many games are tied to a singular subject or topics, but MinecraftEdu takes the game to a new level with its ability to integrate with any subject in the curriculum. MinecraftEdu offers endless potential in the classroom and allows students to become creative and critical thinkers in a collaborative and relevant environment that also facilitates teamwork and digital literacy. Participants will learn how MinecraftEdu works and have a hands-on “in-world” experience in a few student lessons and builds. Come with your imagination ready!
Keeping Creativity with Content
Teresa Morgan, Lawrence Free State High School (Lawrence USD #497)
Room 144 ~ Platform: Any
Powerful Web2.0 tools can assist in content mastery and content application with engagement for students. Turn those PowerPoint traditional projects into TraDigital Portfolio Pieces that interest your students.

Using Minecraft to Demonstrate Content Material
David Maneth, Mayberry Cultural & Fine Arts Magnet Middle School (Wichita USD #259)
Room 147 ~ Platform: Windows
This session will demonstrate lessons I have used with my students in the areas of math, science, and even art. Examples from lessons I have used with my students will also be presented to help get the creative pixels working. Participants will be challenged to think of lessons in their content area that we can try to "dig up" some ideas for them to use in the fall. This session is not about playing the game but using it as a teaching tool. I can also answer questions about adding MinecraftEdu to your school lab.

Interactive Presentations
Mary Frazier, Buhler USD #313
Room 150 ~ Platform: Chromebook, iOS, Mac, Windows
An effective instructional strategy is using interactive lessons with your students. You'll be introduced to Nearpod, which works on all devices. With Nearpod you create the presentation, or use one of theirs, and share it with your students in real-time. Elements are added to the presentation such as open-ended questions, multiple choice questions, ability to draw on the slides, and more. Zaption is an interactive video that works with YouTube, Vimeo, PBS, and several more video storage sites. Just like Nearpod, there are engaging elements that you add throughout the video. Both tools are very engaging for the students and teachers are able to see student responses immediately.

Form-tastic
James Perry, Leavenworth USD #453
Room 245 ~ Platform: Any
Google Forms is one of the most powerful pieces of the Google Apps for Education suite. In this session we will take a look at how to use forms in a variety of ways from information gathering, quiz making, self grading quizzes with feedback, differentiating learning, and creating a "choose your own adventure" style story for the students to work through. We will also take a look at some of the many add-ons that you can use with Forms to add more power to the program.

Realizing the Power & Potential of Twitter
Kevin Case, Inman USD #448
Room 247 ~ Platform: Any
Educators are extremely busy and often work in isolation. Twitter is a simple tool that, if used properly, has the potential to save you time and help you generate ideas, connect you with your peers on a much larger scale, communicate with parents and peers, and provide an avenue for you to reflect on and expand your current practice. Come join in the conversation and learn some tips, tricks, and simple management techniques that will allow you to better connect to the "twitterverse". #NewLearning #ConnectedEducator #CollaborativeTool #Don'tMissOut #TwirtyDays

Innovative Creation using Open Resources for Any Age and Content
Alauna Thornton, Topeka High School (Topeka USD #501)
Room 102/103 (Computer Lab) ~ Platform: Most mobile devices
This session will provide you with practical ways to promote innovative thinking and problem solving using creativity. Based on the ASCD publications Sparking Student Creativity by Patti Drapeau and Authentic Learning in the Digital Age by Larissa Pahomov, attendees should walk away with practical open resources that enhance, engage, empower learners.
Session 3: 12:15 - 1:15

The Ins and Outs of Open Educational Resources
Elodie Jones, Fort Hays State University
Room 143 ~ Platform: Any
FHSU is using OERs...are you? This session will highlight the resources used in Teacher Education, including data and insights about classroom integration, copyright issues, and student preferences/feedback. Come explore and discuss what OERs might work in your classroom!

Blended Learning: How do I get started? How do I ensure that students are learning?
Irma Brasseur-Hock, Center for Research on Learning (KU)
Room 144 ~ Platform: Mac
The explosion of blended learning is taking hold across the country. While teachers who implement blended learning recognize its benefits and challenges and are committed to this approach, there has been relatively little research about the impact on struggling learners who are expected to learn through this methodology. Thus, researchers at the University of Kansas Center for Research on Learning have developed an online course to guide teachers through a planning, designing and implementation process with a focus on struggling learners. During this session, we will share our research findings, as well as provide opportunity for participants to engage in the online course, Blended Instructional Design: A course to ensure the learning for ALL students.

Make Content Review a Real Kahoot!
David Maneth, Mayberry Cultural & Fine Arts Magnet Middle School (Wichita USD #259)
Room 147 ~ Platform: Any
Drop those worksheets! It’s time to Kahoot! your students. Kahoot! uses any smart mobile device, tablet, or computer with internet capability to help you pre-assess or review your content in a fun, game-show like atmosphere. Participants will first experience a classroom content review, and then we will look at the mechanics behind the fun. We’ll cover the basics of setting up your own Kahoot! account, walk through searching the pre-made quizzes, and finish with giving folks time to brainstorm their own Kahoots!

Osmo: Thinking Outside the iPad
Mary Frazier, Buhler USD #313
Room 150 ~ Platform: iOS
Have you explored the Osmo yet? Osmo is a unique gaming accessory for the iPad that comes with games and will change the way your child/student plays. We’ll try out the four apps that are available for the Osmo. Participants will have access to ten Osmos with iPads to actually experiment with these devices and apps. We’ll also learn how to upload your own photos to the Words App and discuss a variety of ways to relate the Osmo apps to your content.

Mindful Teaching and Meaningful Learning Through Innovation and Collaboration
Liddell Hobin, Ft. Leavenworth USD #207
Room 245 ~ Platform: Any
Explore cross-curriculum classroom projects integrating technology, engineering, arts, math, and science. This session highlights classroom teachers and the process they use to carefully evaluate and integrate technology to create mindful teaching and meaningful learning for students. Applying the district’s TEAMS Thinking process, students begin with the end in mind to incorporate Science (inquiry/asking questions), Math (thinking critically and solving problems), Art (creating a message to share), Engineering (designing and redesigning solutions), and Technology (choosing technology tools to enhance understanding). Special Education Teachers teamed up with General Education Teachers to develop activities and strategies to help all students gain academic success.

ExitTicket & PingPong: Exciting Ways To Gauge Student Learning
Blake Smith, Maize South High School (Maize USD #266)
Room 247 ~ Platform: Chromebook, iOS, Mac, Windows
Are you looking for new and innovative ways to ENGAGE your students in learning, while also GAUGING student learning? ExitTicket & PingPong are two awesome resources that do just that. These web-based tools track student progress with relation to standards. Teachers and students are also able to monitor student growth throughout the year. These resources are a great way to gauge understanding at the end of a lesson or as a "beginning of class breakout" to see what students learned yesterday. You will learn the "ins and outs" of each resource from a teacher and student perspective!
**Session 4: 1:30 - 2:30**

**Simply the Best! Practical, Standards-Based Classroom Examples and Resources**
*Chris Buss & Josh Stock, Santa Fe Trail Middle School (Olathe USD #233)*
Room 143 ~ Platform: Any
Our collaborative team of teachers will facilitate participant exploration of our best field-tested projects, including associated web-based resources and learning strategies. Discover how we successfully implemented the CCSS, instructional coaching, 1:1 technology devices, and online textbooks. Great for teachers looking for powerful resources!

**Discovery Education, So Much More than Just Videos!**
*Stephanie Affield, Atchison Middle School (Atchison USD #409)*
Room 144 ~ Platform: Any
Join us and we learn how to use Discovery Education's Board Builder tool and explore the new Spotlight on Strategies feature!

**Google Forms in the Classroom**
*Travis True, Topeka USD #501*
Room 147 ~ Platform: Chromebook, Mac, Windows
This session will show you how to set up a Google Form for classroom/school data collection, an assessment tool, a parent/community communication tool, and other ways to use forms for classroom activities.

**The Best Moodle Tools You’ve Never Used**
*Michele Moore, eLearning Consultancy*
Room 150 ~ Platform: Any
Using Moodle? Posting resources and announcements? Collecting assignments and giving quizzes? Is that it? You and your students are totally missing out! Come learn how to take advantage of the best Moodle has to offer!

**What’s the Big Idea? Empowering Students to Conquer Real-World Issues**
*Liddell Hobin, Ft Leavenworth USD #207*
Room 245 ~ Platform: Any
Learn about student-centered, engaging lessons and activities from a school-wide STEM Challenge-Based Learning (CBL) unit. This session focuses on STEM while challenging students regarding "real-world" issues surrounding Biology, Forensics/Criminology, Robotics, Natural Disasters, and STEM Careers, culminating with a Learning Fair, called The Patton TEAMS Challenge 2015. This CBL activity is based off of "lessons learned" while implementing a similar district-wide Energy Challenge Project during the previous school year. Adaptations included a site-based planning team, additional professional development for teachers focusing on content and facilitation skills, and more student choice!

**Using Technology to Help Differentiate Instruction**
*Jessica Cochran, Rural Center Elementary School (Chapman USD #473)*
Room 247 ~ Platform: iOS, Mac
Differentiation is a necessity in the 21st century classroom. Learners come to us on varying levels, including grade levels. Technology is essential to meet this challenge and several programs are available toward this end. This workshop will include a demonstration of such programs and will offer tips utilized in my multi-grade elementary classroom to meet students where they are and to keep learners of all abilities engaged.
Session 5: 2:45 - 3:45

Infographics: Using and Presenting Data in the 21st Century
Elizabeth Ault, Wyandotte High School (Kansas City Kansas Public Schools USD #500)
Room 143 ~ Platform: Any
Infographics use is (and has been) on the rise! According to an infographic created by the marketing firm, NowSourcing, use of this form outpaces traditional posts when shared on Twitter, LinkedIn, and StumbleUpon. Infographics are quickly becoming a legitimate and respected way to provide information in a condensed space, share data, or advocate for a particular issue. In this session, we will explore the why and the how of using infographics in the classroom.

Keeping Kids Engaged in Content
Stephanie Affield, Atchison Middle School (Atchison USD #409)
Room 144 ~ Platform: Any
This session will highlight interactive sites such as Quizlet, Zaption, Kahoot!, Plickers, and JeopardyLabs that allow students to review content while also keeping them engaged in classroom activities and curriculum content.

The Wonderful World of Google Maps
Gail Ramirez, Topeka USD #501
Room 147 ~ Platform: Any
Google Maps/Google Earth is more than finding your way from point A to point B. Students can visit the world using treks, world wonders, instant street view, lit trips, tour builders, time lapse, story spheres, and much more!

Making it REAL: Creating Rich Environments for Active Learning
Michelle Moore, eLearning Consultancy
Room 150 ~ Platform: Any
Inspired by discussions of student-centered instruction, flipped learning, engagement, and collaboration, but struggling to break free from the traditional teaching methods many of us were raised on? It is, without a doubt, a process, but one that can hopefully be made easier with a little help from your friends! In this session, we'll take a look at some of the most common classroom activities and discuss small steps you can take to make them a little less "traditional". We'll also work together to help you rethink some of your own classroom activities and talk strategy for moving forward.

iCreate with iMovie
Rachel McClaran, Newton USD 373
Room 245 ~ Platform: iOS, Mac
Come explore the many ways that your students can create, demonstrate their learning, and be engaged by app smashing with iMovie.

Technology with the Daily 5
Jennifer Conrady, Anthony Elementary School (Anthony-Harper-Chaparral USD #361)
Room 247 ~ Platform: Any
Daily 5 has grown in popularity as education trends move toward more student led instruction. How do we continue to provide a technology rich environment while incorporating this model for teachers? Learn a variety of ways to include technology using different devices from tablets to computers. We will discuss apps; web based sites, both paid and free; and Google forms, docs and videos and the role they can play within the Daily 5. We will discuss ways teachers can model this in Kindergarten through 5th grade, while explaining what works best for each age. Teachers will learn ways to increase one-on-one time by incorporating a variety of strategies, allowing students to produce desired learning outcomes.
Special Thanks to:

Joseph R. Pearson Hall

102/103 Computer Lab

Registration Food

LRC/Library

KU CENTER FOR RESEARCH ON LEARNING
The University of Kansas
Share your new ideas and resources via Twitter:

#kutechcamp

Thank you for your participation!

Please help us keep the building and rooms clean:

Toss your Trash...  and Recycle!

Thanks!