



Conference “bytes” whet appetites



GPS, Geocoaching and Kids

**Michael Champion and
Shawn Massey, presenters**

Imagine looking for a hidden treasure and the excitement that comes when you finally locate a container or arrive at a special location at the end of your quest. Within the container can be treasures of your curriculum or clues to tasks that must be performed. The location may be a historical building or place you are studying. Teams may find tools to perform a science project or computations to solve a mathematical puzzle. Step-by-step you build excitement and anticipation. Students and teachers use knowledge of geography, teamwork, problem solving, and perseverance to go on quests using a GPS hand-held device. You are only limited by imagination to find many kinds of hidden “treasures.”

Please join Shawn Massey and Michael Champion, two educators who are incorporating the GPS device into their curriculum to engage students. Learn to use the GPS device as well as get help with ways to use this interesting technology tool across the curriculum. Dress for the outdoors during this two-hour hands-on session when groups will use a GPS device to locate treasures in downtown Grand Rapids.

Empowering Faculty to Enhance Teaching and Learning with Technology

**Dick Oostenink, Carole Johnson, and
Gail Lewis, presenters**

When Grand Rapids Public School leaders received the news that they were accepted for participation in the Michigan Freedom to Learn program, they received 1,700 computers for their sixth grade students. They knew that in addition to creating exciting opportunities for both teaching and learning, the laptop implementation would also create many challenges. They were right!



Dick Oostenink

With 1,700 students in 25 older buildings, Grand Rapids would be

stretched to configure that many computers and implement the needed wireless networks. In addition, they would need to prepare 85 teachers to address the issues of managing 1-to-1 computing in their classrooms, become familiar with new hardware and software, and explore ways of using these new tools to support teaching and learning.

Grand Rapids responded to these challenges by expanding its IT staff and by partnering with the Van Andel Education Institute to implement a 30-hour professional development program that would empower all its 6th grade teachers to effectively integrate technology across the curriculum. This program not only dealt with the factors related to facilitating 1-to-1 computing, but also led teachers to use an Engaged Learning Model for teaching, apply research based best practice in planning curriculum, designing and implementing student projects, and reflecting on their practice. They also measured their progress against the goals of the National Educational Technology Standards for Teachers. In addition, the program showed the teachers how to use technology applications such as word processing, desktop publishing, spreadsheets, presentation packages, along with on-line curriculum resources in such a way that they would actually enhance their teaching and their students' learning.

FTL was providing the laptops, but how could the district make sure they would be used effectively? Learn how Grand Rapids answered this question with a 30-hour professional development program that made significant changes in its sixth grade teachers' technology literacy.

Three Objectives:

Learn about successes and challenges GRPS experienced implementing the Freedom to Learn 1-to-1 computing program.

Learn about the impact of the GRPS professional development program on teachers' skills and practice specified in NETS-T.

Receive details of the GRPS professional development program so you can replicate a similar program in your own districts.



Make Learning Authentic!

Jackie Blacklund, presenter

How does authentic learning change the classroom? In Norway, high school multimedia students initiated a year-long partnership with local businesses. During the first semester, cooperative groups of three students worked with businesses to design a business card. Students utilized Adobe Illustrator and Photoshop to create personal business cards. Students did an on-site visit of the local business to gather information for the clients' business card.

Business representatives visited the classroom to critique the cards, suggest modifications, and finally to select designs. The local businesses often professionally printed and used the business cards to promote their business. This is a good public relations' tool and an opportunity for our students to use their technology skills and creativity with real clients. They produce professional quality artworks

as well as learn to clearly articulate with adults and with one another.

During the second semester, students continued their partnership with the businesses integrating photography, Photoshop, Illustrator, storyboarding, scripting and video production skills to create a video for their client. Upon completion of a rough draft, clients critique the progress giving suggestions for alterations and improvements. A final copy is presented to the business in original student-designed packaging. Many of these videos are currently being used to promote the businesses in our community. As a direct result of the students' work, one of the businesses donated a yearly scholarship to a multimedia student pursuing a career in a technology field.



What has Technology Done for Art Lately?

Sharon Pollice, presenter

What can technology do for you, the art teacher? Do you still try to demonstrate techniques with 30 students standing around a table or easel, only to have your students go to their workstations and try to remember all you demonstrated?

Learn how to make instructing art techniques easier and more effective by using a document camera and a data projector. You will see your students' skills improve dramatically!

Don't have money or space for slides or posters? See how you can

digitize your visual aids or retrieve visuals from the Internet, making it easier to organize and retrieve visuals.

Do you think PowerPoint is only for the "required classes"? We have examples of PowerPoints that are interactive and engage students. Discover ways to integrate into your art curriculum and assignments the power of technology.

QE2 or Titanic?

Rob and Woody Ziegler, presenters

Every public school district faces questions on how to keep up with technology as they strive to prepare students for life beyond high school. How does a district justify technology expenses? Upon which technology should we focus? Some school districts are providing free computers to students, while others barely have Internet connections. How do districts decide who should have technology, and who should do without?

As jobs are outsourced to those regions of the world that embrace technology and the service that can be provided using technology, the United States argues about how to make today's education relevant to the new information industry.

As leaders in education we must identify what learning from the past is essential, what educational traditions should be discarded, and create the new curriculum that prepares students for their future, rather than the education that focuses only on today. Educators, not politicians, need to lead the discussion. In order to lead the discussion we must learn to bridge best practices from teaching an industrial model curriculum, to teaching an information/technology-based curriculum.

The MACUL Conference on March 8-10 will provide Michigan educational leaders an opportunity to once again discuss technology and education. Featured speakers Dr. Rob Ziegler and Dr. Woody Ziegler will discuss these topics in-depth with their presentation of "The Tip of the

Iceberg.” They will expand the topic in sessions titled, “The World is Flat. Is Michigan Round?” and “Instructional Leadership - More than a Myth.”

Inaction is going to disable our educational system. Testing for the wrong skills will handicap our system. You are the leaders that can help recreate the public school system in Michigan and the country. Join us and join in the discussion.

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Is That Your Classroom On Their Top 25 Playlist?

Reuben Rubio, presenter

Two of the best reasons for using technology in the classroom are to communicate more precisely with your students, and to help your students create something that shows what they understand about the subject at hand. One of the best reasons that your students enjoy digital audio technologies such as iPod, is that they can listen to music or podcasts at their convenience. Is there a way to get your classroom on the top 25 playlist of their iPod? Yes, there is, and it can be done in two steps.

First, take a small step. Learn to record audio to help your students learn or study for a test. In this session you will see and hear how this has worked in a college classroom, and see how readily this would work for any classroom. Then, take a larger step. Work with your students to create an audio show that shows what they know, and put it on the Internet. You will see the process for creating a podcast and managing a podcast site on the Internet. The examples come from

two different college classrooms, but it can work for any classroom at a level appropriate to the students. Learn enough about audio production quality and RSS so that you can do this.

Combine this knowledge with about a \$500 investment in an iPod and some other hardware and software, and you are ready to go.



What Is Leadership’s Role when Implementing a Technology Integrated Curriculum?

Glenn Maleyko, presenter

During my experience as classroom teacher, I collaborated with colleagues to develop and implement the technology program at Salina. As the current principal of Salina Intermediate School, I must actively engage in the facilitation and implementation of our technology-integrated program. As a witness to the power and importance of building leadership in developing and implementing a technology-integrated curriculum, I recognize it takes both administration and teachers to launch and sustain a successful program.

As the principal, I model the use of technology throughout the school day, helping to set the tone for the educational programs at Salina Intermediate. My session at the 2006 MACUL conference will focus on the Technology Standards for School Administrators that are taken from the International Society for Technology Education (ISTE), as well as understanding the role of Professional Learning Communities

and the implementation of a comprehensive staff development program. In this interactive session, participants will also use an audio responsive card system that Salina uses for all surveys, including NCA plans.

Salina’s Success

Salina school has been on the cutting edge of technology integration for the past seven years. We have received numerous grants, awards, and recognition through MACUL, ATA Academy, Michigan State University and other organizations. Our student population includes 95 percent of students who are below the poverty level, and 68 percent who are Limited English Proficient (LEP). Despite the challenges of a diverse population, we have achieved fabulous results due to the strong building leadership from both administration and teacher leaders, and the integration of technology across the curriculum.



Enhance Student Achievement through Technology Integration and Professional Learning Communities

Bob Attee, presenter

My session will focus on a staff development model that fosters support for the integration of technology throughout the curriculum. A comprehensive staff development initiative that receives support from the teaching staff is essential to a successful technology program. Participants will learn about how a

technology team can be created within the building to support and debate decisions regarding professional development, hardware, software, and curriculum and instruction. The building technology team helps to foster a dialogue among the teachers to collaborate and use technology to find solutions for academic and motivational concerns. Learn how educational research supports the importance of cross-curricular technology integration.

Discover a process that is used to create benchmark-aligned multimedia projects. Gain knowledge of how to increase student achievement by integrating technology throughout the core curricular areas. We will also explain how the Salina Professional Learning Community model is the motivating force behind the construction of an integrated technology program at the Intermediate and Middle School Level. The session will include exposure to Media Blender, Power Point, I movie, Inspiration Kidspiration, and Video Streaming.

An Introduction to k-Blogs (Knowledge Blogs) and RSS (Really Simple Syndication)

Tom Shaheen, presenter

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K-Blog, or knowledge blog provides three critical benefits to your organization: communication, collaboration and knowledge management. A k-Blog accumulates organizational knowledge, where everyone contributes his or her ideas, comments and documents.

Documents

You are sitting at a conference with your wireless laptop and need access to documents on your PC at the office. Unfortunately, your shared server is not available outside of your internal network. Use your k-Blog instead, where you can attach documents, comment on them, and even provide

version control. Your k-Blog can even index your Word documents, PDFs and other file formats.

Ideas

Where do you save your ideas? Are they hidden away in your e-mail inbox? Are they locked away in a filing cabinet? Or, maybe they were thrown away the last time you cleaned off your desk. In any event, we generate new ideas every day. In a matter of seconds, using a simple Web form, your post-it notes are saved and are full-text searchable in a database forever. Your ideas become part of your organization's corporate memory, and your entire organization can reap the benefits.

Links

Everyone in your organization has his or her "Favorite" sites list. A great many of those favorites could prove to

be very useful to the rest of your staff or students. Your k-Blog affords everyone the opportunity to contribute to your "Organizational Favorites"—and you can annotate these links through the comment feature. ☐

- 1 www.dialog.com/ accessed October 2, 2005.
- 2 www.chron.com/ accessed October 2, 2005.
- 3 Teachers, administrators, community members, and students claim that they can't integrate technology into their school because they are "poor." All schools, regardless of their economic status, have priorities to set, choices to make, and goals to attain. What priorities, choices and goals each district makes does not depend upon how much money is available, but rather upon decisions about what is most important at a particular point in time. Trade-offs can and are made in school district spending, just as it is in our personal family budgets.
- 4 www.jsc.nasa.gov/Bios/htmlbios/carter.html accessed October 2, 2005.

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2006 in Grand Rapids. Jeanne Biddle, Director of Technology for Scott County Schools in Kentucky, Apple Distinguished Educator and Tech4 Learning Innovative Educator, will present both sessions and will share her expertise with participants. We encourage you to attend and learn how digital storytelling and digital images can enhance your curriculum. You won't want to miss this opportunity to learn from a leader in this field of student expression.

SIGEE Session I:

Take Writing to the Movies: Students' Narratives Become Digital Stories

Engage yourself in the digital storytelling process. Students' voices, photos, drawings, royalty-free music, and video effects enhance writing with a twist of multimedia magic! View some samples, create a storyboard, and realize the value in this form of expression to students and your community. Walk away with the ability to create!

SIGEE Session II: Cool Tools for Creating Excitement in Your Classroom!

Unlock the power of creativity with exciting tools that inspire students to learn through discovery as they manipulate images, photos, and create their own illustrations to enhance multimedia projects. Tech4Learning products such as ImageBlender, Pixie and Twist will be highlighted as a part of this hands-on session. The skills learned at this workshop will enhance digital stories in your classroom as well as any project you create that utilizes images and photos. ☐

Digital Storytelling Links:

The Center for Digital Storytelling
<http://www.storycenter.org/>

Digital Storytelling

<http://electronicportfolios.com/digistory/>

Scott County Schools

<http://www.scott.k12.ky.us/technology/digitalstorytelling/ds.html> ☐