Teaching with Technology 2017
Session 1 (10:00 – 11:00)

Select your 4 workshops using the **workshop selection form.**

1   The Dance Maker App: Now Any Teacher Can Add Movement to Their Class

Barry Blumenfeld, Dance Faculty
bblumenfeld@friendsseminary.org
Friends Seminary
Designed for grades PK-8
Subject areas: English/Language Arts , Arts , Technology
Level of experience recommended: Basic

The Dance Education Lab of the 92nd Street Y's new Dance Maker App allows just about any teacher to lead a creative movement class. In this workshop, participants will learn how to supplement their curriculum with dance using a simple lesson plan format and the Dance Maker App, and will give them the language they need to carry it out. The Dance Maker App was designed with the intent to make basic dance education available for everyone, and it is easy enough to use that students can lead themselves through the process.
After taking this workshop, participants will use the Dance Maker app to lead a short creative movement dance class that supplements their curriculum.

Instructions for attendees: Download the DEL Dance Maker App.

2   3D Design for All Ages

Paul Schmitz, K-4th Science Teacher
P.Schmitz@lemanmanhattan.org
Leman Manhattan Preparatory School
Designed for grades PK-8
Subject areas: Science , Math , Arts , Technology
Level of experience recommended: Basic

For the past four years, Paul Schmitz has led the charge to integrate CAD and 3D printing into the elementary science curriculum at Leman Manhattan. He has created rich scientific connections to 3D printing for students as young as kindergarten, and he has facilitated projects using Tinkercad with children as young as 3rd grade. Paul looks forward to sharing student work on these projects, and he will help give you ideas on how to put your school's 3D printer to use for primary aged students.
After taking this workshop, participants will go away with a new set of ideas on how to integrate 3D printing and CAD design in their curriculum.

Instructions for attendees: Helpful but not neccessary: Sign up for an account on Tinkercad.com and take a look at some of the beginner tutorials.

3 Kids Can Code... And You Can, Too!

Alyse Wolber, 5th Grade Head Teacher and Science Teacher a.wolber@lemanmanhattan.org; Brynn Turkish, Early Childhood and Lower School Educational Technology Coach; Kim Johnson, PK4 Head Teacher
Léman Manhattan
Designed for grades PK-4
Subject areas: Coding (computer science) Social studies Reading Math
Level of experience recommended: Basic - Advanced

Explore how coding progresses from PK through 5th grade in engaging ways that encourage critical thinking and collaboration; integrate math, reading and social studies concepts; and, best of all, are manageable for non- technology experts! This hands-on experience will introduce some of the tools, apps, and platforms for teaching computer science to both non-readers and readers. You will walk away with resources that can be implemented in any homeroom. After taking this workshop, participants will be able to implement coding into their early childhood and elementary classrooms.

Instructions for attendees: Please bring a computer and/or tablet.

4   Trebuchet STEAM Project

Ben Horner, Science Teacher bhorner@friendsseminary.org; Isabel Dominguez, Art Teacher; ,
Friends Seminary
Designed for grades PK-4
Subject areas: Science , Math , Arts , Technology
Level of experience recommended:

For the past several years in our 2nd Grade classes, we have collaborated on an interdisciplinary study of trebuchets. This STEAM curriculum consists of discrete Shop, Science and Technology investigations and is infused with opportunities to practice measurement. In Art classes, students follow plans to build trebuchets out of wood and nails. In Science classes, students build trebuchets with K'NEX. Students are also taught an introduction to Scratch, creating a program that animates a sprite in response to an input (the reading from a distance sensor, activated by a projectile launched from the trebuchet). After taking this workshop, participants will create their own trebuchet-Scratch program machine and are hopefully inspired to develop or expand your own STEAM projects using simple machines, art and Scratch.
Instructions for attendees: Explore

5 Productivity Boost for Teachers

Terra Sweet, Grade 3 Teacher tersweet@gmail.com
Montcrest
Designed for grades PK-12
Subject areas: Technology , Other:
Level of experience recommended: Basic

I have a terrible memory and my desk is always a mess, but my colleagues consistently tell me I'm SO organized! My secret to organization and productivity is an arsenal of tech tools that keep me on the ball. As teachers we have to keep track of a ridiculous amount of information, dates, and resources. Let me help you find more control in the chaos. While my own system might not fit your needs exactly, my goal is that you will walk out the door with one new tool or one new way to use a tool you already know.
After taking this workshop, participants will implement one or more tech tool to increase their organization and productivity as a teacher.

6 Adobe Spark Video: Research Out Loud!

Jennifer Lees, Science/STEAM Coordinator
jlees@willnorth.org
Williamsburg Northside
Designed for grades PK-12
Subject areas: English/Language Arts , World (Foreign) Language , History/Social Studies , Science , Math , Arts , Technology
Level of experience recommended: Basic

Learn to use the Adobe Spark Video app to help young researchers share their learning. Adobe Spark Video allows students to choose images, place them on slides, and then record their own voices to share information or present a project on any subject. Tech savvy students will also enjoy customizing the presentation with colors, styles and slide transitions. Projects can also be shared digitally with parents!
After taking this workshop, participants will learn how to guide students in using Adobe Spark Video to create a digital project presentation.

Instructions for attendees: Students will need a fully charged smart device with Adobe Spark Voice (free!) installed, and at least 5 saved photographs on any subject of their choice.

7 Digital Storytelling

Samara Spielberg, Spanish Team Leader
sspielberg@allen-stevenson.org; Camilla Iturralde, Spanish Teacher; Sarah Luposello, 4th Grade Teacher
The Allen-Stevenson School
Designed for grades PK-12
Subject areas: English/Language Arts , World (Foreign) Language , History/Social Studies , Science, Math , Arts , Technology , Other:

Level of experience recommended: Basic

Digital storytelling is a simple, creative outlet where students are asked to construct a narrative, consider the audience, and enhance it with digital content. It allows students to take ownership of their learning and demonstrate knowledge in an authentic way. Both 30 Hands and Adobe Spark applications are simple, intuitive to use, with flexible formats that allow educators to design projects for students that are multidisciplinary and simple to pull together. We will provide examples of how the apps can be used and invite attendees to practice and brainstorm different ways they could be used in class.
After taking this workshop, participants will be able to create their own materials to engage their students with digital storytelling in any classroom.

Instructions for attendees: Attendees should bring a device with the Apps loaded beforehand.

8 Character Blogging in History Classes and Beyond

Mariel Isaacson, History Teacher
misaacson@brearley.org
The Brearley School
Designed for grades 9-12
Subject areas: English/Language Arts , History/Social Studies , Arts , Technology
Level of experience recommended: Basic

This workshop will present an opportunity to craft a character blog assignment that builds on students existing technology, research and writing skills while supporting the content of a rigorous history course. Topics covered will include: online research, setting reasonable expectations, formal/informal language, using visual evidence, student collaboration, and prototyping new technology.
After taking this workshop, participants will plan a long-term social media-esque assignment that includes low- stakes writing, media literacy and content reinforcement.
Instructions for attendees: No advanced preparation required! Participants should bring a laptop. Having access to google sites will help, but is not required.

9 Using Technology to Facilitate Students' Engagement with Authentic Materials

Dalila Hannouche, High School French Teacher
dhannouche@pcs-nyc.org
Professional Children's School
Designed for grades 9-12
Subject areas: World (Foreign) Language , Technology
Level of experience recommended: Basic

Working with authentic materials in the language

classroom motivates students and exposes them to real language which, in turn, helps to prepare them for real world situations. However, without adequate guidance and support, language learners may find the experience of working with these materials overwhelming, confusing and frustrating. This session will showcase several free and easy to learn tech tools that facilitate students’ engagement with various sources of authentic material—magazines, newspapers, videos and the internet.
After taking this workshop, participants will learn how to use tools such as Padlet, Adobe Spark, Thinglink, VideoNot.es, and EDpuzzle, in order to create activities and projects that will make using authentic materials fun and rewarding for students.
Instructions for attendees: Bring a laptop.

10 Drawing with Robots

Luigi Cicala, Art Teacher and CoLaboratory Director
LuigiNYC@mac.com
The Brearley School
Designed for grades 5-8
Subject areas: Arts , Technology
Level of experience recommended: Basic

In this workshop we will learn how to program a grapefruit-sized KAMIBOT robot and create pen holders for it from cardboard or via 3D printing so the machine can draw our own creative designs on large pieces of paper on the floor.
After taking this workshop, participants will learn basic computer coding skills and program a KAMIBOT (or similar robot) to draw.
Instructions for attendees: visit my twitter feed @luigiteaching for overview

11 Teaching with iPads: best apps for Middle School French classes

Zuzanna Golec, French and Spanish teacher
z.golec@holychildrye.org
School of the Holy Child Rye
Designed for grades 5-8
Subject areas: World (Foreign) Language
Level of experience recommended: Basic

In this workshop, participants will examine ways that iPad apps can be used in Middle School French classrooms in ways that stimulate students’ creativity and help them to use new material in context. Participants will explore apps such as Book Creator, Skitch, Puppet Pals, Tiny Tap, Voicethread, iMovie, Inspiration, and Kidspiration, as well as example lesson plans. Participants will see examples of student projects in which these apps are used to teach and improve pronunciation, grammar, vocabulary, and elements of culture.
After taking this workshop, participants will use iPad apps to design project-based activities in the French

classroom.

12 Photoshop and Printmaking: New and Unlikely Friends

Lisa Jacobson, Teacher of Visual Art
ljacobson@collegaiteschool.org
Collegiate School
Designed for grades 5-12
Subject areas: Arts
Level of experience recommended: Basic

How can we make one of the oldest artistic mediums, and one of the newest work together? For years I taught traditional printmaking (think: 6th grade linoleum cuts), trying to explain and diagram the process of layering colors, creating an image. Then I discovered the ease and graphic appeal of Photoshop filters. Using this simple function, students gather images from their phones, and using classroom laptops, they easily plan the layers of their prints. This workshop helps explain the process, differentiates the medium from painting, and shows how to allow students to make their images more accurately represent their ideas.
After taking this workshop, participants will use Adobe Photoshop to help create multi-layered prints.
Instructions for attendees: Download Adobe Photoshop, bring laptop computer, possibly bring an image to use as inspiration for a multi-layered print.

13 Change It Up! Using Google Voice and Google Maps to Add Excitement to Your Classroom

Clemmie Everett, Humanities Teacher
clemmie_everett@ryecountryday.org
Rye Country Day School
Designed for grades 5-12
Subject areas: English/Language Arts , World (Foreign) Language , History/Social Studies , Science
Level of experience recommended: Basic

Looking for a change of pace from short writing assignments? Google Voice is a tool where students can articulate their thoughts in a voicemail. The students stimulate different pathways in their brain while also improving their abilities to formulate thoughts in a spoken format. You can listen to their work at your convenience. Wish you could take your students on a field trip to see a different part of the world? Google Maps' streetview function can help your students to virtually walk through and around your location, without even leaving the classroom. All they need is a laptop.
After taking this workshop, participants will set up a Google Voice account and use it for student voicemail assignments and use Google Maps streetview to give their students a virtual walk through of locations around the world.
Instructions for attendees: Bring a cell phone and a

laptop! You'll complete a sample assignment and then I'll show you the simple steps I took to set it up.

14 Green Futures- Urban Green Design as Project Based Learning

Georgia Warren, 5/6 Science teacher/5 advisor
gwarren@speyerlegacyschool.org
Speyer Legacy School
Designed for grades 5-12
Subject areas: Science , Arts , Technology
Level of experience recommended: Basic

How can you get 6th graders to start planning for a greener future? This session will introduce the Urban Green Design Project, in which 6th graders were tasked with designing an urban green space with a focus on carbon sequestration, urban farming, or wellness and recreation. Students used research skills to cull the information that would inform their designs. Then, they used the design cycle to plan, sketch, and create a virtual model using the 3D modeling software SketchUp. Students also designed their own experiments to test a small element of their virtual design. Their final task was to pitch their designs to a panel of experts who will evaluate their proposals. This project is an example of weaving technology into project-based learning in a meaningful way, through the lenses of botany and engineering.
After taking this workshop, participants will replicate this project or incorporate elements of it into their own curriculum, while also thinking about the role of meaningful technology in project based science curricula.

15 Building an Educational Computer Game with Students to Improve Learning

Daniel Lipin, Middle School Science Teacher
dlipin@hackleyschool.org; Rebecca Steinberg, 9th Grade Student at Hackley School
Hackley School
Designed for grades 5-12
Subject areas: Science , Technology
Level of experience recommended: Basic

For years, the presenter taught 8th grade students about the interacting parts of the immune system, and found it challenging to help them visualize its complexity. Last year he and an 8th grade student built a computer game using Scratch that could help students better understand the components of the immune system. They then tested their program with 8th grade classes and sought to publish their findings in a peer-reviewed journal. Both the presenter and student will share their story of working together, demonstrate their game and discuss the challenges and benefits of building educational computer games. After taking this workshop, participants will think of ways in which they could work with their own students to build computer games to enhance the learning

environment of their own classrooms.
Instructions for attendees: A computer/laptop/smartphone that can be used to play the computer game.

Session 2 (11:15 – 12:15)

Select your 4 workshops using the workshop selection form.

16 Going Green while Notebooking, Gaming, and Greenscreening

Kelly Bornmann, Lower School Science Coordinator
Kbornmann@collegiateschool.org; Julie Preisler, Lower School Science Teacher
Collegiate School
Designed for grades PK-8
Subject areas: English/Language Arts , History/Social Studies , Science
Level of experience recommended: Basic , Advanced

In this lively session, attendees will participate in a hands-on activity and learn how to use iPads to increase student engagement, extend learning, and foster student ability to take ownership of learning, all while making a positive environmental impact. Discussion points will include the tech decision making process, expected pitfalls and successes, and developing a next step plan. We will also highlight a useful flash-based tool that can help achieve the same outcomes.
After taking this workshop, participants will leave with a broader understanding of effective technology integration, including pitfalls and learning curves, ideas and a next-step plan for their own classroom, and a working knowledge of Notability.

Instructions for attendees: Participants should come ready to be an active participant and bring their iPad with the Notability app installed.

17 Multimedia Ebooks In Primary

Harry Banks, 2nd Grade Lead Teacher
hbanks@theschool.columbia.edu; Aimee Frank, 2nd Grade Lead Teacher
The School at Columbia University
Designed for grades PK-4
Subject areas: English/Language Arts , Arts , Technology
Level of experience recommended: Basic

Looking for a new way to for your students to share their writing? Searching for innovative ways to help young writers develop their voice? Come learn about multimedia ebooks! We will show examples of books made by second grade students using iMovie and Book Creator, as well as share the process we used with our class. Attendees will then have the

opportunity to use these tools to create their own books to become more familiar with the apps! After taking this workshop, participants will create multimedia ebooks with students to showcase published writing.

Instructions for attendees: Bring iPads with iMovie, Book Creator, Boomerang and Dropbox.

18 Technology in the LS World Language Classroom

Melanie Mercado, LS Spanish Teacher mmercado@friendsseminary.org; Aude Singleman, Teacher of Spanish and French, LS and MS; Judith Seidel, LS Technology Integrator
Friends Seminary
Designed for grades PK-4
Subject areas: World (Foreign) Language , Technology
Level of experience recommended: Basic

Are you looking for a way to integrate more technology into your language lessons? Would you like to channel the creativity of your students into projects that are both fun and true assessments of their learning? Are you looking for a way to add more depth to student-created dialogues and stories in the target language? For answers to these questions and more, please join us as we navigate our way through Explain Everything, Puppet Pals, and other language-learning gems hiding in your classroom tech!
After taking this workshop, participants will create dialogues using target vocabulary with Puppet Pals, describe likes and dislikes using Explain Everything, tell a story using My Book Creator, and integrate activities like these into their classes and lessons.

Instructions for attendees: Download and/or update the following iPad apps - Explain Everything, Puppet Pals, Book Creator.

19 Blended Learning within Learning Stations!

Jessica Gardner, Head Teacher jgardner@cookecenter.org; Robyn Maybruch, Head Teacher
Cooke Center Academy
Designed for grades PK-12
Subject areas: English/Language Arts , History/Social Studies , Science , Math , Technology
Level of experience recommended: Basic , Advanced

"Blended learning" is a buzz-word in education right now, as well as "learning stations." When implemented mindfully, these methods can help educators better serve all learners, while building critical 21st century digital literacy skills. In this workshop, the concepts of blended learning and learning stations (or centers) will be defined, explored and deconstructed. Benefits, challenges, and

implementation considerations will be discussed, in relation to technology available and diverse populations served
After taking this workshop, participants will learn how to plan, create and integrate the most applicable aspects of blended learning stations into their own classrooms.

20 Build a Simple Robot Using Hummingbird Kit

Tracy Leavitt, Art Faculty taleavitt@aol.com
High Meadow School
Designed for grades PK-12
Subject areas: English/Language Arts , World (Foreign) Language , History/Social Studies , Science , Math , Arts , Technology
Level of experience recommended: Basic

In this session, participants will learn to create and control a simple robot using the Hummingbird Technologies Kit. While building, we will brainstorm how this project might be incorporated into almost any curricular area.
After taking this workshop, participants will build a simple robot using components from the Hummingbird Kit, and to plan ways that it can be used in many subjects and classrooms.

Instructions for attendees: Bring your own computer - and PRIOR TO WORKSHOP download Scratch2 offline version at; https://scratch.mit.edu/scratch2download/ Also follow instructions for your OS and download the BirdBrain Robot Server at: http://www.hummingbirdkit.com/learning/scratch-20-programming/#launch

21 Embodying Literature

Daniel DioGuardi, English Teacher
ddioguardi@stfrancisprep.org
St. Francis Preparatory School
Designed for grades 9-12
Subject areas: English/Language Arts
Level of experience recommended: Basic , Advanced

Technology can transform the ways in which students engage with literature. It has long been established that passive instruction is ineffective in students' understanding, retention and appreciation of literature. By utilizing new teaching methods your students can become the stories they read. This workshop will examine how to redesign our literary curriculum using Project Based Learning that utilizes film creation, play production, blogging and social media tools such as Twitter. This redesign will enhance engagement, relevance and critical thinking for students, transforming them into actors, directors, producers, creators, seekers, askers, as opposed to mere passive observers.

After taking this workshop, participants will implement character blogging, Tweeting, and stage and film production Project Based Learning so that students may actively embody the stories they read.

Instructions for attendees: It is helpful, but not necessary, for participants to have some familiarity with Twitter and blogging platforms such as Blogger.

22 Enrichment Summer Activities for Students Entering AP French using a Learning Management System

Zuzanna Golec, French and Spanish teacher
z.golec@holychildrye.org
School of the Holy Child Rye
Designed for grades 9-12
Subject areas: Foreign Language
Level of experience recommended: Advanced

We know that the process of developing foreign language skills demands both consistent exposure and daily effort. In this workshop, participants will learn how the presenter used Finalsite's Learning Management System to develop a summer enrichment program for students of AP French. Her site contains a series of activities in listening, reading comprehension, and writing, which students complete at their own pace over a period of six weeks or more. The collection of materials provides structure to the summer program, but also is available permanently as a resource for teachers and language learners in the community.
After taking this workshop, participants will learn how Finalsite's learning management system can be used to create summer enrichment programs as well as community resources for language learners.

23 Using StoryBoard That and Curation Tools to Make Meaning of Classic Works of Literature and Fine Art

Liz Storch, Teacher Librarian - Grades 6-9
lstorch@allen-stevenson.org; Anne Rawley, 7th Grade English
The Allen-Stevenson School
Designed for grades 5-8
Subject areas: English/Language Arts , History/Social Studies , Arts , Technology
Level of experience recommended: Basic

How can online storyboarding and curation tools transform students’ experiences with literature and art? Using Homer’s the Odyssey and Romare Bearden’s A Black Odyssey as examples, this workshop will demonstrate how Storyboard That, LiveBinders, and Pearltrees allow middle school students to more deeply engage with each work, creating their own meaning and recognizing their own political agendas. Through

producing their own visual odyssey with Storyboard That, students grapple with the intentions, assumptions, contradictions, and ideological struggles that underlie and enrich artistic works.
After taking this workshop, participants will explore ways to use Storyboard That and curation tools to deepen reading comprehension, broaden creative expression, and expand appreciation for diverse perspectives and the arts.

24 Balancing the Student-Technology Power Dynamic

Sam Yarabek, 12 Grade English Teacher
syarabek@ross.org ; Dan Roe, Director of Media and Technology; Paul Gansky, Dr./Dean of Media and Technology
The Ross School
Designed for grades 5-12
Subject areas: English/Language Arts , History/Social Studies , Science , Math , Arts , Technology
Level of experience recommended: Basic , Advanced

This workshop demonstrates how non-expert instructors can guide student media projects (photography, video, and data visualizations). Participants will learn how to run "scratchpads, or classroom exercises in which students mock up each component of their media projects using materials like butcher paper and modeling clay. Instructors will subsequently learn how to structure "scratchpads" so that students precisely map out each step required to complete their media projects through platforms such as Processing."
After taking this workshop, participants will be ready to shepherd photography, video, and data visualization projects without necessarily having technological expertise.

Instructions for attendees: Workshop attendees should bring laptops equipped with a free 30-day trial of Adobe Photoshop and Premiere. Attendees should also come prepared with questions and reflections about how students can remain on-task and goal oriented as they use media creatively, or as they use media to conduct social, scientific, political, or historical inquiries.

25 Gamifying the Classroom

Louis Steiner, MS Mathematics Teacher
lsteiner@gfacademy.org
Greens Farms Academy
Designed for grades 5-12
Subject areas: English/Language Arts , World (Foreign) Language , History/Social Studies , Science , Math , Arts , Technology
Level of experience recommended: Basic

Gamification is the application of game mechanics and

game-environments to non-game scenarios. Leveraging the elements of games that make them so appealing, such as leveling up, gaining experience, earning badges, and fighting bosses, can markedly increase student engagement, interest, and motivation. Come hear about how you can implement gamification into classrooms using technology as simple as Microsoft Excel, experience a simple gamified environment, see sites designed specifically for gamification, and hear about benefits and pitfalls discovered through my experience with several different iterations of gamifying classes.
After taking this workshop, participants will understand gamification and its implications, identify game mechanics and story contexts, and find the appropriate software to host any data required for gamification.

Instructions for attendees: Please bring a computer or iPad with access to a web browser. It is not required, but registering for a free Classcraft account (www.classcraft.com) would allow participants to follow along with some of the presentation.

26 Virtual Notebook with Google Drive 1T7
Luz Garcelon, Spanish Teacher & IB Coordinator
lgarcelon@unis.org; Rolando Villajos, Spanish Teacher
United Nations International School
Designed for grades 5-12
Subject areas: English/Language Arts , World (Foreign) Language , History/Social Studies , Science , Math , Arts , Technology
Level of experience recommended: Basic

Technology is a part of our educational system, we want it to be approachable, accessible and above all, simple. Do you want to be able to access all of your students' work in only ONE place? Do you know how to use Google docs? This is the session for you! Virtual Notebook will be shown as an effective platform for communication, project storage and accessing daily work. It also encourages students to organize their own work while being connected with the teacher in real time.
After taking this workshop, participants will be able to create Virtual Notebooks for students and themselves and to use them for accessing, managing, editing, commenting, grading, integrating and collaborating.

Instructions for attendees: Bring a laptop and have a gmail account.

27 iPhones & Microscopes
Evelyn Alexander, Science Teacher ealexander@pcs-nyc.org
Professional Children's School
Designed for grades 5-12

Subject areas: Science
Level of experience recommended: Basic

This workshop will show you how to create a curriculum centered around freshwater organisms. After taking this workshop, participants will teach certain science lessons in a more hands-on and exploratory approach after being shown sample curriculum centered around freshwater organisms.

Instructions for attendees: Bring your iPhone, iPad or camera phone.

28 Leveraging iPad to Visualize and Improve Learning
Stephanie Castle, Science Teacher
Seac3027@aol.com
United Nations International School
Designed for grades 5-12
Subject areas: Science , Math , Arts ,

Technology Level of experience recommended: Basic This session will demonstrate how the iPad can be used to visualize learning and therefore provide specific feedback to students for improvement. The core of the workshop will focus on the use of stop motion animation to illustrate complex 3D processes in Science before widening the exploration to include application to other subjects and utilization of other apps.
After taking this workshop, participants will utilize the iPad to visualize student learning and provide feedback to support continued improvement.

Instructions for attendees: Please bring your iPad fully updated and with the StopMotion Studio HD App (free) downloaded. It would also be preferable to add Explain Everything Classic if possible.

29 Incorporating Playful Competition in your Classroom
Eliot Safir, Middle school Math Teacher
eliotsa@heschel.org; Jonathan Martin, Technology Teacher for the Middle School
Heschel School
Designed for grades 5-12
Subject areas: Technology
Level of experience recommended: Basic

In this fun workshop you will be provided with a range of resources and games which foster playful competition in your classroom -- many we will play together! We will discuss positive experiences related to competition (including a few amusing cautionary tales as well) from within the classroom and from various interschool academic leagues (math, computer programming, forensics, performance, chess, science olympiads etc.) and experience some

ways these can be augmented using new technology. The spirit of playful competition is, as a social impulse, older than culture itself and pervades all life like a veritable ferment. J. Huizinga
After taking this workshop, participants will will leave the workshop with a range of practical resources you can immediately use and hopefully a deeper and broader understanding of the play-concept.

Instructions for attendees: Prior to the workshop (for fun if you would like)Go to starcoder.io and log in as guestGo through the missions explained in the cinematic videosEmail me with any questions: jonathanmar@heschel.org

Instructions for attendees: Participants should bring an iPad

Session 3 (1:15 – 2:15)

Select your 4 workshops using the workshop selection form.

30 Cancelled   iMovie Trailers Across the Curriculum
Colin Andersen, Grade 4 Teacher
candersen@stlukeschool.org
St. Luke's School
Designed for grades PK-8
Subject areas: English/Language Arts , History/Social Studies , Science
Level of experience recommended: Basic , Advanced

This course will focus on incorporating iMovie trailers into the classroom, and what it can be used for. After taking this workshop, participants will create iMovie Trailers and use them in various curriculum areas.

Instructions for attendees: Bring an iPad

31 Digital Habitats: Creating and Archive of Images and Sounds
Elaine Chu, Third Grade Teacher echu@lrei.org; Stacy Dillon, Lower School Librarian
Little Red School House & Elisabeth Irwin HS
Designed for grades PK-4
Subject areas: English/Language Arts , History/Social Studies , Science , Math
Level of experience recommended: Basic

We will share how third graders researched and created a library of digital images and sounds to represent the various habitats found on Manhattan c. 1500's. The students curated this media archive to present a ""slideshow"" to classmates. This allowed the children to experience their research on habitats in a more immersive fashion and turned the classroom into a virtual habitat.

After taking this workshop, participants will identify some aspect of their curriculum that might benefit from the creation of a digital archive of images and sounds. Participants will also learn how LibGuides can be used to archive curriculum resources.

32 Short and Sweet : Fun and Meaningful Digital Projects for the K-4 Language Classroom
Suzanne Adler, Lower and Middle School French Teacher sadler@cshnyc.org; Liat Hirsh, Technology Specialist
Convent of the Sacred Heart
Designed for grades PK-4
Subject areas: World (Foreign) Language , Technology
Level of experience recommended: Basic

Imagine you can get your students to care about their accents and use their vocabulary authentically. Using project-based learning, students are inspired to delve deeply into a unit of study. Your students will gain confidence in communicating in the target language. Come learn how to incorporate digital tools into your language curriculum and enhance your students' comprehension, vocabulary and, yes, accent. We will show you how it's done!
After taking this workshop, participants will turnkey these projects into your own language classroom.

Instructions for attendees: Bring a digital device (laptop, tablet, etc.)

33 Padlet: A Tool for Building Knowledge and Collaboration
Danielle Morris, 3rd Grade Lead Teacher
dmorris@theschool.columbia.edu
The School at Columbia University
Designed for grades PK-12
Subject areas: English/Language Arts , World (Foreign) Language , History/Social Studies , Science , Arts , Technology
Level of experience recommended: Basic

Padlet is an interactive, user-friendly online tool that acts as an electronic bulletin board. Students and teachers use Padlet to collect factual information and articles, book club conversations, and share images with one another. In this presentation, we will explore its possibilities across the curriculum. Examples will highlight Padlet as a teaching tool that promotes collaboration and as a general classroom resource for students. This workshop is geared to teachers of third grade and up.
After taking this workshop, participants will understand the conceptual framework for using Padlet and how to integrate it into lesson plans. Create, edit and share their own Padlet.

Instructions for attendees: Bring your laptop. Sign up

for a free padlet.com account in advance.

34 Blend Your Classroom
Melodie Ting, MS/US Science Teacher
mting@browning.edu; Emilie Wolf, LS/MS/US Science Teacher
The Browning School
Designed for grades PK-12
Subject areas: English/Language Arts , World (Foreign) Language , History/Social Studies , Science , Math , Arts , Technology
Level of experience recommended: Basic

This workshop will encourage the exploration of different digital tools that engage students and motivate them to participate and interact with one another.
After taking this workshop, participants will learn and use different digital tools such as Plickers, Kahoot!, GoSoapBox, and EdPuzzle.
Instructions for attendees: They can bring their own laptop/iPad, but if they do not have one, one will be provided for them

35 Visual Arts From Low to High Tech
Nik Vlahos, Art Dept. Chair nvlahos@browning.edu; Zack Davis, Art Teacher
Browning School
Designed for grades PK-12
Subject areas: Science , Math , Arts , Technology
Level of experience recommended: Basic

In this interactive lecture, we will be presenting technological innovations that have revolutionized art throughout time and the ways we use them to teach art today. Some topics covered include 3D scanning, modeling, printing, 3D clay printing, projections, mirrors and lenses, Sketchup, gridding, and linear perspective.
After taking this workshop, participants will integrate various technology through a visual arts perspective into their classroom.

36 It's Lit(erature)! Teaching English with Google Docs
Candace Holmes, Head English Teacher
candaceh@mmfsnyc.org
Mary McDowell Friends School
Designed for grades 9-12
Subject areas: English/Language Arts , History/Social Studies
Level of experience recommended: Basic

Looking for strategies to engage your tech savvy teens? Want to encourage deep thinking and create a student- centered learning environment? If so, participate in this hands-on workshop that will show you how Google Docs can transform your everyday classroom.

After taking this workshop, participants will effectively use Google Docs to support the teaching of everyday content, encourage student collaboration, and promote critical thinking.
Instructions for attendees: Attendees should bring a device that can access Google Apps. Attendees should be comfortable using the device they bring.

37 World History Kahoot Assessments
Richard Diefenbach, Faculty HistoryTeacher
R.diefenbach@holychildrye.org;
School of the Holy Child
Designed for grades 9-12
Subject areas: History/Social Studies
Level of experience recommended: Basic

In this workshop, participants will learn how to prepare World History students for multiple-choice question assessments using entertaining and engaging Kahoot, a free, game-based learning platform.
After taking this workshop, participants will will learn how to create multiple choice assessments using the Kahoot website.
Instructions for attendees: You may bring in either a laptop or cell phone but you must be able to access the Kahoot site on the Internet

38 From 2D to 3D: Visualizing the Past In The Present
Molly Lippman, 5th Grade Teacher
iank@cityandcountry.org; Ian Klapper, Integrator ; Rafael Velez, Art Teacher
City and Country School
Designed for grades 5-8
Subject areas: History/Social Studies , Arts , Technology
Level of experience recommended: Basic

City and Country School in recent years has expanded its usage of basic materials from clay, wood and paint to include 3D modeling and printing. Our 5th grade head teacher, art teacher, and technology integrator will discuss how they collaborated to combine traditional and virtual methods of 'making', to enhance the students' Mesopotamian themed cylinder seal project. Examples of the 5th graders' illustrations, ceramics, vector based work, online research, 3D modeling, and printing will be shown.
After taking this workshop, participants will be able to develop their own lessons utilizing 2D and 3D design components.

39 Interactive Science Model Making
Rob Gilson, STEAM Specialist robg@blueschool.org; Jean Delgado-Caceres, Technology Coordinator; Rich Jenkins, Education Technology Integrator
Blue School
Designed for grades 5-8
Subject areas: Science , Technology

Level of experience recommended: Basic

Blue School's 5th grade students engaged in a month-long study of the human brain, culminating in the creation of a papier-mache model of the brain. Subsequently, the students were challenged to create a structure to support an interactive display of the model brains. Using the design process and its elements of ideation, prototyping, and testing, they created plywood stands to feature their models. Stands incorporated basic circuitry to include features such as lights, sound.
After taking this workshop, participants will create their own circuits using copper tape and LEDs and envision how student projects can be enhanced using low-cost materials and simple electronics components.

40 Enhancing ELL Instruction Through Technology
Lauren Cregier, ELL Specialist
L.cregier@lemanmanhattan.org
Leman Manhattan
Designed for grades 5-12
Subject areas: English/Language Arts , World (Foreign) Language , History/Social Studies , Other:
Level of experience recommended: Basic

New York City is one of the most culturally diverse places on earth, and your classroom is full of diverse learners who bring extensive knowledge and unique experiences with them to the classroom every day. In this workshop you will learn strategies to tap into that knowledge for English Language Learners. Methods will include games, editing techniques, student lead error analysis and videos created to enhance student speaking and writing abilities. Ensure academic success of your beginners through low stakes activities and push your advanced students to perfect their abilities through self-directed learning.
After taking this workshop, participants will learn how to engage ELL learners in meaningful communication to demonstrate their learning.

Instructions for attendees: Laptops necessary.

41 Using Podcasts to Supplement Textbooks
Seth Kahn, Head Science Teacher
sethk@mmfsnyc.org; Aaron Kokotek, Science Teacher
Mary McDowell Friends School
Designed for grades 5-12
Subject areas: English/Language Arts , World (Foreign) Language , History/Social Studies , Science , Math , Arts , Technology
Level of experience recommended: Basic

In this workshop, participants will learn how to make podcasts that supplement textbooks and readings for students with language-based learning disabilities and those who are more audio-visual learners. After examining examples from a Chemistry classroom, participants will learn how to create podcasts that support students in their understanding of classroom content and their completion of assignments. Podcasting can also be incorporated into a "flipped classroom" model; however, this workshop focuses on the reinforcement of material rather than teaching new material.
After taking this workshop, participants will be able to create podcasts to supplement textbook material.

Instructions for attendees: If you do not feel comfortable using PowerPoint or Google Slides, this is not the right workshop for you. Before the workshop, you should decide what material you'd like to turn into a Podcast. This material should already be digital from a document or website. If you are taking material from a book, please scan it prior to the workshop. It is helpful to start a slideshow in PowerPoint or Google Slides, but not required. If you have a headset with microphone, please bring one, as there will be multiple teachers learning how to podcast at the same time. Please download Screencast-o-Matic to our computer prior to the workshop. The software can work without download but likely will not work due to bandwidth issues at the conference.https://screencast-o-matic.com/

42 More than Just Google: Online Archives and Historical Research
Ryan Carey, Upper School Faculty in History
rcarey@packer.edu
Packer Collegiate Institute
Designed for grades 5-12
Subject areas: History/Social Studies
Level of experience recommended: Basic

This workshop will introduce history teachers to the possibilities and pitfalls of working with complex online archives, since locating and sifting through archival material is essential to the historian's craft. We will first look at a unit that revolves around the Trans-Atlantic Slave Trade Database, comprising 35,000 slave-trading voyages from the sixteenth through nineteenth century. Then participants will explore a general framework that helps teachers to 1) locate and assess online archives, 2) develop activities to familiarize students with archival organization and searching, and 3) craft assessments that build on students' experiences in searching for and locating archival sources.
After taking this workshop, participants will identify and locate suitable online historical archives, create activities to familiarize students with the archive and how to explore it, and finally develop multiple types of assessments from shorter explorations to culminating unit assessments.

Instructions for attendees: Please bring a laptop.

43 Transform your Math or Science Class with Coding

Megan Henry, Physics Teacher mhenry@trevor.org
Trevor Day School
Designed for grades 5-12
Subject areas: Science , Math , Arts , Technology
Level of experience recommended: Basic

Adding coding to your math or science class not only helps your students learn the material through simulations and virtual experiments, but it is fun! In this workshop, participants will learn how to create simple animated graphics, use a mouse click to start and stop and an object, and see examples of how coding can be used to help teach forces, demonstrate Kepler's Law, and model an Ideal Gas. We'll be using Processing, a free, flexible software sketchbook and language used by tens of thousands of students, artists, designers, researchers, and hobbyists for learning and prototyping.
After taking this workshop, participants will create their own "sketc"" (program) and will have specific examples of code for use in Math and Science classes.

Instructions for attendees: Bring a laptop (not Chromebook) or iPad

44 Using Vialogues to Support Discussion and Collaboration

Mark Silberberg, Director of Learning & Innovation msilberberg@lrei.org; Thomas Murphy, HS History Teacher; Peter Heinz, HS History Teacher
LittleRed School House & Elisabeth Irwin HS
Designed for grades PK-12
Subject areas: English/Language Arts, World (Foreign) Language, History/Social Studies, Science, Math, Arts
Level of experience recommended: Basic

Join us to explore how video annotation tools can be used to enrich learning and deepen classroom dialog both in and outside of the classroom. Instead of simply assigning videos to students to watch and discuss later, these tools provide opportunities for students to engage with each other around key questions defined by the teacher. We'll look at a number of tools that can be used to support this work. After taking this workshop, participants will identify where and how to start using Vialogues in their own classrooms.

Instructions for attendees: Participants should bring a laptop or device.

Select your 4 workshops using the **workshop selection form.**

45 Anyone Can Write and Arrange Music

Ric Frank, Music faculty rfrank@collegiateschool.org
Collegiate School
Designed for grades PK-8
Subject areas: Arts , Technology
Level of experience recommended: Basic

Anyone can write and arrange music. During this session participants will learn how to use the intuitive iPad app Beatwave to compose original music compositions as I have done in my 4th Grade classroom. It can be simple to complex depending on your musical knowledge. Please bring an iPad with Beatwave installed on it if possible. A limited number of iPads will be available.
After taking this workshop, participants will learn how to write, arrange, record and share a 4-part piece of music on an iPad using the Beatwave application

Instructions for attendees: Attendees should download the Beatwave application to an iPad and bring a pencil. A limited number of iPads will available for those that don't have an iPad.

46 Literacy 2.0: Using Technology to Support Language Comprehension

Jules Csillag, Language Therapist
jcsillag@gatewayschool.org
The Gateway School
Designed for grades PK-8
Subject areas: English/Language Arts, Technology
Level of experience recommended: Basic

This session will explore how to use free assistive technology and educational technology to support diverse learners in reading and writing. After a brief overview of the research on assistive technology, interactive examples will demonstrate how to use assistive technology to compensate for decoding and encoding difficulties, and how to use educational technologies to build background knowledge, teach sentence structure, and form text schemata or structures to increase literal and inferential comprehension and enhance writing structure.
After taking this workshop, participants will be able to define the different elements of reading (from decoding to inferential comprehension) & writing (from encoding to writing structure) as well as list 5 or more technological tools to support reading comprehension and writing structure

Instructions for attendees: Participants may choose to bring their own devices to get a more interactive

experience.

47 Ipads in Literature Study

Ashley Barnett, 1st Grade Teacher
abarnett@harlemacademy.org
Harlem Academy
Designed for grades PK-4
Subject areas: English/Language Arts , Technology
Level of experience recommended: Basic

Instead of fighting technology, why not embrace it. The students that we teach are technology savvy. From the day they are born, they are being introduced to the latest tech gear. In this workshop, K-2nd teachers will learn how to use Epic and ibooks to help increase the love of reading inside their classroom and help/support students in learning how to read. This workshop will also help K-2nd teachers differentiate books in their classrooms and at home.
After taking this workshop, participants will leave the workshop with an EPIC account (setting up their classroom), know how to create their own book list for their whole/small groups, as well as how to create online activities/ quizzes for books read online.

Instructions for attendees: Download and sign up for Epic on their iPads or personal computers. Bring iPad or laptops.

48 Tool or Toy: Blending Tradition and Technology

Tara Riker, Dean/Middle School Admissions Officer
mrsriker@kellenberg.org; Shaun Moran, Guidance Counselor; Thomas Kennedy, Teacher/Activity Moderator
Kellenberg Memorial H.S.
Designed for grades 5-12
Subject areas: World (Foreign) Language , History/Social Studies , Science , Math , Arts , Technology
Level of experience recommended: Basic

The use of technology in education does not mean that an institution must abandon the traditions and philosophies upon which it was built. This workshop will demonstrate how to implement technology in the classroom while building on and expanding learning opportunities for students. The presentation will address several key facets of how to implement a 1:1 program including instructional methods across the curriculum with an emphasis on useful software, apps, and textbook development. Additionally, we will discuss digital communication, the development of a code of ethics and how to ensure a smooth roll out of the program.
After taking this workshop, participants will receive an overview of how to integrate technology, including a 1:1 program, throughout a school community, while maintaining an emphasis on traditional educational

philosophies and methods.

Instructions for attendees: Bring equipment such as laptop, tablet, in addition to a notebook and pen or pencil for handwritten notes if necessary

49 Using Blogs to Foster Professional Growth and Document Curriculum

Debra Rawlins, Lower School Math Coordinator
drawlins@lrei.org; Mark Silberberg, Director of Learning & Innovation
Little Red School House & Elisabeth Irwin HS
Designed for grades PK-12
Subject areas: English/Language Arts , World (Foreign) Language , History/Social Studies , Science , Math , Arts
Level of experience recommended: Basic

We will share several projects that use blogs as the primary tool for supporting curriculum documentation and professional growth. We will also discuss the opportunities and challenges that we've encountered in implementing these projects and hope to facilitate conversation with attendees about related projects happening in their schools.
After taking this workshop, participants will identify aspects of their programs that might be able to leverage the power of blogs to capture important aspects of the curriculum and teacher professional growth.

50 Putting the Fun Back into Assessments: TED Ed and Fluency Tutor

Rebecca Singer-Zhou, Head of EAL
rsinger@dwight.edu; Kristy Benfante, EAL Teacher
Dwight School
Designed for grades PK-12
Subject areas: English/Language Arts , World (Foreign) Language , History/Social Studies , Science , Math , Arts , Technology
Level of experience recommended: Basic

TED ED is a free website that can be used to flip your classroom. Learn to use videos from TED Talks and Youtube to pre-teach material and allow students to learn at their own pace. Fluency Tutor is a Google Application that allows teachers to monitor and assess reading fluency. Students record themselves reading a passage and the teacher provides feedback and tracks their progress throughout the school year.
After taking this workshop, participants will know how to flip their classroom using TED Ed, leave with one completed lesson on the TED Ed website and have Fluency Tutor set up on their computer with an example of a passage.
Instructions for attendees: Bring a computer.

51 Ancient-Future Teaching: Using Social Media to Teach the Classics

Jason Radcliff, Humanities Teacher
jason.radcliff@stonybrookschool.org
The Stony Brook School
Designed for grades 9-12
Subject areas: English/Language Arts , History/Social Studies
Level of experience recommended: Basic

The ancients knew that in order to teach you must engage in the places where people socialize. The Agora, the Forum, the Catechetical School, and the Cathedrals of today are our social media. Following our greatest teachers, we must learn to use current "gathering places to educate. This workshop proposes ways we can use social media to teach the Humanities. I will share ways that I use Instagram, Facebook, Twitter, Snapchat and their associalted GIFs, Memes, and #hashtags in the classroom - to teach the Humanities as well as offer philosophical reflection upon why I do so."
After taking this workshop, participants will be able to identify ways in which they can thoughtfully, reflectively, and intentionally incorporate social media into their Humanities (English, History, Philosophy, Religion) classroom.

Instructions for attendees: Please bring a laptop/tablet and a smartphone.

52 Technology Tools to Inspire, Engage, and Transform Arabic Language Learning
Mimi Melkonian, Head of Arabic department
mmelkonian@brunswickschool.org
Brunswick School
Designed for grades 9-12
Subject areas: World (Foreign) Language
Level of experience recommended: Basic

Following ACTFL's 21st Century Skills Map, this workshop will demonstrate free web tools/apps that inspire, engage, transform, and foster language used in the context of global awareness. The tools focus primarily on the interpersonal, presentational and creation of e-portfolios in Arabic. The presenter will showcase sample tasks.
After taking this workshop, participants will create blogs, iBooks, e-portfolios and mash Apps.

Instructions for attendees: If they have Macs , they can down load ibooks Author.

53 Problem Solving Using 3D Design
Vanessa Miller, Digital Arts Instructor/Technology Integrator vmiller@rssnyc.org
Rodeph Sholom School
Designed for grades 5-8
Subject areas: Arts , Technology
Level of experience recommended: Basic

This session will offer insight on how to use Tinkercad in the classroom to solve design challenges. 3D design gives students the opportunity to use critical thinking to create solutions for simple and complex problems, such as designing a piece that can enhance personal use of a locker or fixing a design flaw in a classroom. The session won't teach the fundamentals of using Tinkercad but will provide tips on how to make your students more successful with the design process. Prototyping and how to build scaffolding for a 3D design curriculum will also be touched upon.
After taking this workshop, participants will lead problem based design challenges using Tinkercad.

Instructions for attendees: Bring a laptop if possible but not necessary. Please create a Tinkercad account ahead of time if you are bringing a computer.

54 Blended Learning in the Discussion-based Reading and Writing Classroom
Zachary Kronstat, Associate English Teacher
zkronstat@theschool.columbia.edu; Zachary Kronstat, Associate English Teacher; Eve Becker, English Teacher
The School at Columbia
Designed for grades 5-12
Subject areas: English/Language Arts , Technology
Level of experience recommended: Basic

How can online literature forums deepen student engagement, understanding, and writing? How can blended discussions support quieter voices and address diverse learning styles? In this hands-on workshop, we will use blended learning to explore a short story, and demonstrate how to develop your own online site.
After taking this workshop, participants will comfortably launch and manage their own blended learning literature site using easily available, easy-to use sites and digital tools.

Instructions for attendees: Participants need a laptop. Participants should familiarize themselves with google sites.

55 Google Slides... They Are Not Just For Microscopes!
Naomi Tam, Head Science Teacher
naomit@mmfsnyc.org
Mary McDowell Friends School
Designed for grades 5-12
Subject areas: English/Language Arts , World (Foreign) Language , History/Social Studies , Science , Math , Arts
Level of experience recommended: Basic

This session will explore the way teachers can use

Google Slides in their everyday lessons. This presentation will also include strategies to integrate research skills like annotation, efficient note taking, and properly using the tools available within Google Slides to maximize student technology use during class.

After taking this workshop, participants will effectively use Google Slides for a student centered note-taking experience

Instructions for attendees: Bring a laptop, tablet, or a device you're comfortable with!

56 Screencasting - Making Video Tutorials

Kofi Donnelly, Science Department Chair, Physics Teacher kodonnelly@packer.edu
The Packer Collegiate Institute
Designed for grades 5-12
Subject areas: English/Language Arts , World (Foreign) Language , History/Social Studies , Science , Math , Arts , Technology
Level of experience recommended: Basic

This session will focus on the topic of screencasting, creating a video tutorial.The session will have two goals; to brainstorm how screencasting might be used in your classroom, and to learn the fundamentals of how to create screencasts.
After taking this workshop, participants will make their own screencast using open source software, and then share it with their students.

Instructions for attendees: Bring a laptop. Bring headphones for your laptop. Go to https://screencast-o- matic.com/ and download screen recorder. It is free. Actually, one can also just use the online version, but if there are connectivity issues at the venue, it will be useful to have a version of the software saved locally.

57 Coding the Science Curriculum with Sphero

Stephanie Castle, Science Teacher
Seac3027@aol.com
United Nations International School
Designed for grades 5-12
Subject areas: Science , Math , Technology
Level of experience recommended: Basic

This workshop will use a Sphero robot as a means by which to illustrate how to introduce coding into the Science curriculum - from Junior all the way to High school. The workshop will engage participants in a team game in which they will code a Biology puzzle. Through this they will experience how you can teach and consolidate Science content through coding. Participants will experience the benefit that students gain from engaging in the iterative process of coding. After taking this workshop, participants will use Sphero as a tool to introduce coding into the teaching of

Science curricula and understand the benefit gained by students from engaging in the iterative process of coding.

Instructions for attendees: To be an active participant in this workshop you will require the App 'Lightening Lab' (free) to be downloaded on your iPhone or iPad. Please download it from the App Store in advance of the workshop.

Select your 4 workshops using the workshop selection form.