Surf
@
ACTEM 16

AUGUSTA CIVIC CENTER
OCTOBER 12-13, 2016
TIER ONE SPONSORS:
APPLE, PROAV SYSTEMS,
EPLUS, MICROSOFT AND HP

Check these guys out, ACTEM's tour de force; two that have helped lead us through many waves, with the combined leadership of over 30 years.

Surf
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THURSDAY *October 13th*

7:00	Registration Breakfast
8:00	Opening Keynote on the stage in Exhibit Area Sponsored by ACTEM
9:15-10:15	Session One (Half day to 11:30)
10:15-10:30	Morning Break
10:30-11:30	Session Two
11:00-12:30	Lunch in Exhibit Area Sponsored by Diamond Assets
11:30-12:30	Lunch Sessions
12:40-1:40	Session Three (Half day sessions to 3:30)
1:40-2:30	Dessert in the Exhibit Area Sponsored by Bright Bytes
2:30-3:30	Session Four
3:30-5:00	Exhibitors' Reception Bar Sponsored by Diamond Assets
5:00-6:00	Awards Ceremony & DOE Announcement
6:30-9:00	BrewCUE sponsored by Pro AV @BrewCUEME for details

FRIDAY *October 14th*

7:00	Registration Breakfast
7:45	Opening Keynote: on the stage in the Exhibit Area, Sponsored by JAMF Software & ACTEM
9:15-10:15	Session One (Half day to 12:00)
10:15-11:00	Morning Break Sponsored by Pro AV
11:00-12:00	Session Two
11:30-1:00	Sit Down Lunch in Exhibit Area and Augusta, Bag lunch available in the Exhibit Area
12:00-1:00	Lunch Sessions
1:10-2:10	Session Three
1:10-3:20	Half Day Sessions
2:20-3:20	Session Four
3:20	Door Prizes in the Exhibitor Area Keynote stage (you *must* be present to win!)

#actem 16

Conference Committee co-chairs, Crystal & Barbara

In true surf form the conference team, led by this duo have carved out a great selection of speakers and presenters for ACTEM 2016 The Impact Zone: Augusta Civic Center, where we hope to find you amped, in the soup, and kickin' out. Check out the sessions we've grouped into strands for your specialty, pages 8-10 for Thursday and pages 30-32 for Fridays.


CONFERENCE COMMITTEE

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Gwyneth Maguire
Andy Wallace, SPSD

So You Think You Know Surf...

The word "surf" has been used in many contexts over the years. Test your knowledge about all things surfy; find this board on other pages and start surfing! Answers in the back section.

Thursday's keynoter is Jennie Magiera, one of the founders of the Playdate conference concept. She has penned a new book that is expected to be released this summer or early fall just in time for the conference. *Courageous Edventures*, according to Magiera, charts a course to "navigate around obstacles so everyone can find the courage to journey into the limitless possibilities of the unknown -- and discover their own version of class-room innovation." Packed with real-world, immediately applicable solutions to the problems teachers face in their classrooms every day, *Courageous Edventures* shows how technology can be a fun and easy tool to improve classroom management and student learning! It can be preordered from Corwin Press.
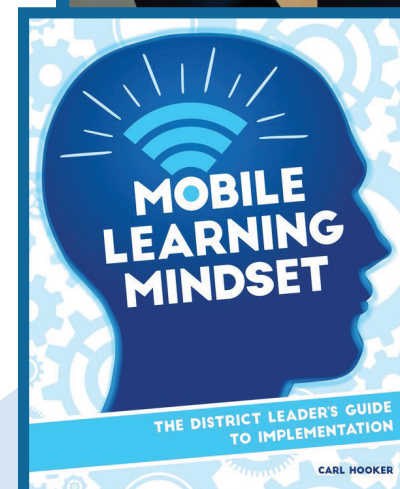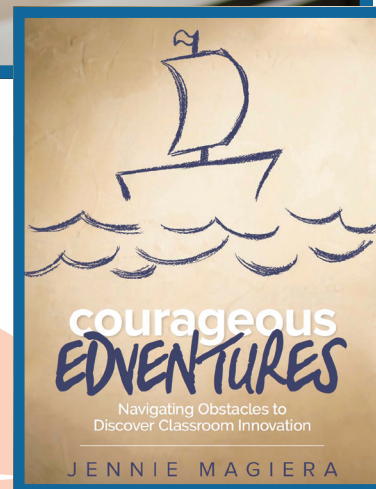
Carl Hooker, the founder of iPadpalooza, is Friday's keynoter, and he has recently released the first two books in his six-book *Mobile Learning Mindset* series. This series serves as a guide to implementing and support-ing a mobile device initiative with each book focusing on one element of a successful program. Book 1: *The District Administrator's Guide to Implementation* is a handbook for dis-trict leaders to inspire and guide them through planning, implementing, and evaluating a 1:1 program. Book 2: *The Principal's Guide to Implementation* concentrates on the building-level leader's role. Future books in the series will focus on the roles of instructional coaches, teachers, parents, and the school's IT department. The *Mobile Learning Mindset* series is available from ISTE.

INNOVATION REWARDED

Do you have an innovative coworker? Start your nomination form below, and leave it at the ACTEM booth. We'll get things going and send you a link to finish it up.

WHO WOULD YOU LIKE TO NOMINATE?

WHY?

YOUR NAME

YOUR EMAIL ADDRESS

Drop this at the ACTEM booth, complete the online form before May 27th, 2017 (we'll send you a link :)

Award co-chairs, Deb White & Jaime Ela

The ACTEM Awards Committee is excited to announce the 2017 ACHIEVE award. **ACTEM Commends Highly Innovative Educators that Value Excellence.** Since educators' and leaders' roles are increasingly blurred, our new awards will not distinguish between the two categories of teacher and leader. Anyone in the education field, PreK to HigherEd is eligible for the new ACTEM ACHIEVE Award! ACTEM wants to celebrate and honor those educators that are highly innovative.

ACHIEVE Award winners are professionals who effectively apply available technology now. They move forward utilizing current best practices and cutting-edge approaches. They see students as real people by activating student voice and choice in education. They teach through relationships, inspiring, encouraging, and nurturing. These professionals also recognize that further change is necessary but understand that it is a process for all.

Congratulations Mia Morrison

Mia teaches and works with faculty as the Instructional Technology Specialist in a 1:1 iPad environment at Foxcroft Academy. She is a certified Technology Integrationist and Educational Technology Coordinator. Mia also teaches undergraduate and graduate courses at the University of Maine in the College of Education and Human Development as well as through the Maine Educators Consortium. All her courses emphasize incorporation of tech tools and digital resources to promote curiosity, customize the learning experience, and inspire student ownership and growth. Mia believes that students should drive the learning.

Mia was named an Apple Distinguished Educator (ADE) in 2013 and collaborates with a global community through her work with the international advisory board for Apple's ADE leadership council. She also serves on the advisory boards for the Center for Innovation in Education, Maine DOE's iLearn Maine, and organizational board for the Moosetech regional technology conference. Mia was Piscataquis County Teacher of the Year in 2015. She is excited to advance technology utilization across Maine to inspire teachers, foster innovation, and deepen learning.

Award Ceremony Thursday 5–6 in the Exhibitor Area

actem ACHIEVE
ACTEM Commends Highly Innovative Educators that Value Excellence

At any conference, choosing which sessions to attend can seem a daunting task. If you need a little help deciding where to go on Thursday, here are a few tips based on your role in your school.

Compiled by Barbara Greenstone

ADMINISTRATORS

If you're an administrator, you may want to spend all morning in **Interactive Learning Challenges: Winning the Amazing APP Race**, where you will hear and experience some new ideas for PD for your staff. If you prefer a one-hour session, check out **Digital Signage - Where Do I Start?** Here you will learn how to set up and format digital signs for your school. If your school uses Infinite Campus, you may want to spend the second session in **Online Registration with IC**, learning about how to set up an efficient, paperless registration system. Otherwise, check out **Conquering Tech Grants: How to Make Your Proposal WIN** and start writing that winning grant proposal. If you like a working lunch, we have two good choices. Grab your food and head to **Pick a Perfect Passel of Personalized PD** (a self-explanatory and strangely alliterative title) or **Building Instructional Design Community** to meet other folks who share your interests. After lunch, it's time for Session 3 where you might choose to learn about something cool for your school office in **Use iPad Kiosks to Track Visitors, Dismissals, etc.**, or pick up some more PD ideas in **Blended PD in Mashpee**. If your school is a 1:1 iPad school, you won't want to miss Session 4's **Classroom App** where you'll become familiar with how teachers can manage devices and guide learning in their classrooms. If that's not for you, check out **PD Playground -**

Personalize & Gamify Staff PD for even more ideas for engaging your staff in professional development.

LIBRARIANS

If you are a librarian (or if you think like a librarian), Thursday's program has many excellent choices for you. If you have a 3-D printer in your library, or you just want to learn more about digital 3-D modeling, spend the whole morning in **3-D Printing in the Classroom With or Without a Printer.** If that's not your cup of tea, check out the one-hour session, **MakerSpaces on a Dime** to try out some tools and materials that you can use to start a maker space in your school. For your Session 2 choice, how can you resist **BREAKOUT From the Library!** Once you've broken out, it's time for lunch. If you like to eat and learn, grab your food and go to one of the lunch sessions. Two good choices are **Going on a Virtual Field Trip through the Center for Interactive Learning & Collaboration**, and **Student Film**. Both sessions will give you ideas you can take back to your school and share with teachers. Many librarians are creating maker spaces within their libraries, media centers, or learning commons. If you are one of them, plan to spend the whole afternoon in **Meaningful MakerED**. If not, **Podcasts and Podcasting in the Classroom** will give you some great content resources to share with teachers and some ideas for collaborating with them in creating podcasts. For your last session of the day, try **Creating and Using QR Codes** where we're sure you'll find

plenty of ideas for creating interactive shelves in your library.

TECH COORDINATORS

Session 1 on Thursday has several good choices for tech coordinators. **What You Need to Know About Security** may be just the ticket for helping you make decisions about your school's network, or **Chrome Device Management and GoGuardian** may suit your needs. In Session 2, if you are from a small school where you are expected to oversee all things technical, you might enjoy **IT Department of One**. If that's not for you, head on over to **Online Registration with IC** to learn about some features of Infinite Campus that may be useful to your school. Lunch is the time to expand your human network, but if you want to learn more about your school network, grab a box lunch and check out the **Great ACTEM Trivia Challenge**. After lunch, it's time for Session 3. If you manage iPads, try **JAMF + iPads: MDM for Mobile First Education**, or head on over to **Promethean New Product Update** to learn what's new from Promethean. End your day in Session 4. You might learn more about various wireless networking products in **Let's Have a Wireless Bake-off** or, if you have a deployment of **Macs to manage, go to JAMF + Macs: Device Imaging vs. MDM**.

TECH INTEGRATORS

If you are a tech integrator, almost any session at the ACTEM Conference is relevant, but here are a few suggestions. You may want to spend all of Thursday morning in **Unlock Innovation**, a hands-on session about working with your peers and becoming a change agent in your school. If you prefer shorter sessions, try **My Favorite Things for My Digital Classroom** to learn about tools and services that you can take back and share with your colleagues. In Session 2, you can check out **Learn to Code with Swift Playgrounds** or **Tinkering Making and Engineering**. Either one could inspire you to design some engaging STEM lessons or units. Next, it's time for lunch! You can spend lunch talking with colleagues, or you can go to a lunch session and make some new friends. If part of your job is to build web pages with students, you might like **Tools for Teaching High School Web Design**, or if you want to have some fun, go to **The Great ACTEM Trivia Challenge**. After lunch, you may decide to spend the whole afternoon in **Automating Your Tech Life**, or you can choose a one-hour session like **Tech Integration + Growth Mindset = WOW!** . If you are looking for ways to engage students in coding, your final session for the day might be

K-12 Coding Resources, Ideas, and More. Or, if you work in an iPad school, you really should check out the **Classroom App**.

STEM TEACHERS

IIf you are a STEM (Science, Technology, Engineering, and Mathematics) teacher, these Thursday sessions are for you, but we encourage you to try a few from the Humanities list too. In Session 1, you can try out some toys for teaching coding in **Learning to Code by Playing**, or learn more about collecting data in **Put Google Forms on a Rocket Ship**. In Session 2, choose from **Students Study Seas: In-classroom STEM** (the title says it all) or **Tinkering, Making, and Engineering** where you will develop a maker space lesson plan. You might also try **Gaming at the Secondary Level**. At lunchtime, if you are looking for a rich conversation about how and why to begin a computer science class, grab your food and head to **Exploring Computer Science in the Classroom**. After lunch, you may choose to spend the whole afternoon in **CodeME**, where you will learn about app development with Apple's xCode. If you want a one-hour session instead, check out **Learning Spaces… the Final Frontier** and start rethinking your classroom space. Then finish out the day with Session 4, when you might go to **Storytelling Maps (ArcGIS)** to learn a new way for students to visualize and analyze data, or, if you teach high school, try **Tools for Teaching High School Web Design**.

So You Think You Know Surf...

1. WHAT IS THE ORIGIN OF THE NOUN "SURF"?   A. From the old English word "suffe"   B. From the English "surge"   C. From the Welsh word "syrffio"   D. No one knows for sure

HUMANITIES TEACHERS

These sessions are good choices if you are a humanities (English, social studies, art, music, etc.) teacher, but we also encourage you to try a few sessions from the STEM teachers' list. If you have an MLTI device, you may want to spend the whole morning Thursday in **Digital Storytelling** where you can learn to develop a successful storytelling project that combines text and sound with still and moving images. If you would prefer a one-hour session, start the day with **Creation Inspiration Adobe Voice & Slate**. In Session 2, for something completely different, check out **Write in 3D with Augmented Reality** and learn to use the Aurasma app, or try **Amplifying Student Voice Through Social Media**. If you would like a working lunch, there are a couple good choices for you. Pick up a box lunch and go to Incredible **Apple Resources - Collections, Books, Courses, and More.** In the afternoon, you can spend three hours in **Curiosity Based Learning** (bring a laptop, no tablets) or go to two one-hour sessions. In Session 3, consider attending **Subtitles: an Active Language Learning Tool** to hear about how Colby students subtitled videos in their language classes or

check out **Creating Visual Notes with Apple Tools**. Round out your day with Session 4's **Augmenting Reality & Engaging Learning** where you will explore free augmented reality apps and learn how to use them in your lessons.

ELEMENTARY TEACHERS

Most of the suggested sessions for STEM or humanities teachers will appeal to elementary teachers too, but we have some designed specifically for that grade span. If you are an elementary teacher who teaches with iPads, consider starting off with an all-morning session, **Creating Digital Books on iPad with Book Creator** where you will learn how you and your students can make and share media-rich digital books. If you prefer to break up the morning with one-hour sessions, check out **Creation Inspiration Adobe Voice & Slate** or have some fun in **Learning to Code by Playing**. Then move on to Session 2 where you can learn how to use Microsoft tools in **Build a Collaborative Classroom and Increase Productivity**, or go to **Augmenting Reality & Engaging Learning!** and start planning a Google Expedition. If you want a working lunch, pick up a box lunch and head to **Scavenger Hunt Roll**

Out to learn about the accessibility and assistive features of Apple devices, or check out **Exploring Early Literacy Opportunities with Tech**. After lunch,if you teach with iPads, you won't want to miss **Managing Shared iPads in the Elementary Classroom**, or you could join the folks in L**earning Spaces… the Final Frontier** and think about redesigning your classroom. End the day in Session 4 with **Creating and Using QR Codes** to learn how to help kids access and use digital materials independently, or for fun, check out **Digital Breakouts**.

HIGHER ED

If you teach in a college or are involved in educating or supporting pre-service or in-service teachers, any of the conference sessions may be helpful in increasing your awareness of technology education, but we have a few sessions designed specifically for the higher ed. audience. Start your Thursday sessions with **Online Course Gamification** or **Effective Discussion Board Strategies**. Either of these can help you design engaging online courses. In Session 2, learn more about the maker movement in **Tinkering, Making, and Engineering**. Lunchtime is a good time to connect with colleagues informally or in a group. If you're looking for a group, grab your lunch and head on over to the **Pre-Service Teacher Roundtable**. After lunch, check out **Rocks, Balloons, & Shiny New Things** where you can learn how

to reach adult learners online or in a blended classroom, or try **Creating Interactive Online Instruction** to learn how to make engaging instructional videos. For Session 4, head to **Design and Manage Online Group Projects** for ideas for helping students work together in asynchronous online courses.

After the sessions on Thursday, honor your colleagues at the ACHIEVE Award ceremony:

5:00 - 6:00 ACHIEVE Award Ceremony

VENDOR RECEPTION
3:30 - 5:00
Bar sponsored by
DIAMOND
ASSETS

then join your friends at BrewCUE:
6:30 - 9:00 BrewCUE
follow @BrewCUEME for details

So You Think You Know Surf...

2. WHO COINED THE PHRASE "SURFING THE INTERNET"?
A. The FCC in the Children's Internet Protection Act B. An obscure librarian in the Wilson Library Bulletin
C. Mark McCahill in a Usenet post   D. Oprah Winfrey in a 1998 broadcast with Dr. Phil

A.M. HALF DAY SESSIONS 9:15-11:30

3D PRINTING FOR THE CLASSROOM WITH OR WITHOUT A PRINTER 3D Printing is all the rage. We will examine how to use the Prototype and Design process to allow students to create their own 3D objects. Using free software (SketchUp, 123 apps, Tinkercad, Meshmixer, etc.) and 3D Printers take the virtual to the real and the real to the surreal. Learn how to use this technology in your classroom even if you don't own a 3D printer. I will show you how I use iPads, Thingiverse, SketchUp, Google Earth and other tools to to create projects. *Keith Kelley, RSU 19* YORK

CREATING DIGITAL BOOKS ON IPAD WITH BOOK CREATOR The powerful content production capabilities of iPad (text, still images, audio, and video), coupled with the Book Creator App make it possible to create any sort of digital book from a picture book to a student anthology to a physics lab report. Head here http://apple.co/29z0Hu6 for the free version of Book Creator or grab the full paid version, and then come to this session to see how easy it is to build media-rich digital books on the iPad - books that can be shared anywhere! *Jim Moulton, Apple, Inc.* Apple, Inc PENOBSCOT

DIGITAL STORY TELLING Everyone loves a good story and stories are told and heard, written and read, as we strive to understand the world. Traditionally students have learned to tell stories in written language. We now have authoring tools to create digital narratives to combine text and sound with still and moving images in amazingly creative ways. Using MLTI devices, students can create digital stories that deepen understanding of a subject and develop skills in visual literacy. Learn about digital storytelling projects, and factors which contribute to a successful, high-quality projects. *Ann Marie Quirion Hutton, Apple, Inc.* MLTI - both Apple Solutions KENNEBEC

FOUNDATIONS IN SHELL SCRIPTING This session is intended for beginners looking to add to their OS X experience by getting under the hood and learning to work in the UNIX shell environment. We will work hands on in the terminal dis-

covering how to command OS X from the terminal and write reusable scripts. Please bring your MacBook. Topics to be covered: what is a shell, navigating the command line, overview of common UNIX commands, overview of UNIX permissions, creating a script, executing your script. *Trey Bachner* HOWARD

INTERACTIVE LEARNING CHALLENGES: WINNING THE APPMAZING RACE Tired of old "sit n get" PD where you sit and listen to someone yammer on while you start to lose feeling in your lower extremities? We all have multimedia studios and high-powered computers in our pocket, why don't we take them out and use them during PD? There is a revolution afoot that combines the concepts of PB/game- based learning/maker movement with the mobile device and applies it to PD. The great part is, these challenges can happen on any platform and with any topic while promoting teamwork, problem-solving,leadership and perseverance. In this session, we'll do one of

these challenges live! Come ready to move and have some fun while you learn! *Carl Hooker, Eanes Ind. S.D.* ACTEM Keynote Speaker FORT WESTERN

UNLOCK INNOVATION As a teacher, leader, and innovator you often find yourself in the role of initiating change. This hands-on workshop is designed to build on your passion and energy, and take an idea to action plan, through brainstorming, feedback, and reflection. We'll explore basics of working with adult learners, framing problems, presenting options, and engaging your colleagues to innovate in ways that support students. *Johanna Prince & Meredith Swallow, UMF* SAGADAHOC

SESSION ONE 9:15-10:15

AUGMENTING REALITY & ENGAGING LEARNING Attendees will explore free augmented reality apps including Seene, Quiver, Aurasma, Blippar, and Cardboard. Learn to incorporate AR in the SAMR model. Discover how to incorporate Google Expeditions into

your content instruction. A demo of Google Expeditions will be given with options to view the demo from both the student and teacher side of the lesson. *Beth Goodwin, Wells, Annette Slone, & Eric Lawson, York* KIOSK - VENDOR FLOOR

CHOOSE YOUR OWN ADVENTURE Based on cause and effect, the reader controls the story through decision making. Each decision changes the story and outcomes. Interactive Fiction is a fun, game-based system of using language arts to make decisions with commands and media interaction. In this workshop we will use various technology applications including Twine to develop our Choose Your Own Adventures. We'll discuss and implement where to use CYOA. *Sean Malone, DOE* WASHINGTON

CHROME DEVICE MANAGEMENT AND GOGUARDIAN Thinking of moving to, or just starting to use Chrome devices? Wondering if there is a way for teachers to monitor the chrome devices in the classroom and how you can filter content and access easily? See an overview of Chrome Device Management and the use of GoGuardian. GoGuardian helps ensure your students have a safe internet experience, allows teachers to monitor the devices in their class, and is FERPA and CIPA compliant. *Tonya Muchemore, SAD 6* WALDO

CREATION INSPIRATION ADOBE VOICE & SLATE Technology tools thoughtfully incorporated into your instruction can transform learning in your classroom. This session will introduce the content creation tools Adobe Voice and Slate (for iPads and Chromebooks). See examples of student work, make content area connections and leave with ideas and inspiration to energize teaching and learning! *Monica Burns, Class Tech Tips, LLC* AUGUSTA

DIGITAL SIGNAGE - WHERE DO I START? Are you interested in pursuing digital signage in your school? We will go over how to set up your first digital sign and some best practices for formatting the signage in your school. *Tyler Patten & Rich Peterson, SAD 6* FRANKLIN

Sean Malone

Carl Hooker

Johanna Prince

EFFECTIVE DISCUSSION BOARD STRATEGIES How do you entice students to exchange ideas in an online environment? How do you facilitate discussions when you're not face-to-face with your class? Join in this interactive session to explore discussion board best practices. *Susan Hyde & Susan Graham-Rent, UNE* SOMERSET

EXPLORE MINECRAFT: EDUCATION EDITION AS A FLEXIBLE LEARNING PLATFORM Minecraft: Education Edition was designed specifically for schools and includes all the features of the core game, plus new features that make Minecraft more accessible and effective in a classroom setting. Educators are able to map student activities directly to specific learning outcomes and curriculum standards. Attend this session to get familiar with Minecraft: Education Edition and explore ideas for incorporating into the classroom to enhance how students work in teams to solve a problem or collaborate as an entire class to go through learning activities and master challenges within

the game. *Yamin Chevallard, Technology Strategist* **Microsoft** CUMBERLAND

LEARNING TO CODE BY PLAYING There are many great "toys" available today that can teach coding skills. Come try some of them out during this session and see how you can incorporate them into a coding class or club. Some of the "toys" that will be available include Bee-Bots, Pro-Bots, Blue-Bots, Dash and Dot, Makey Makey, Rover, and more. *Julie Williams, Willard Libary* **MASL** ARNOLD

MAKERSPACES ON A DIME Interested in integrating MakerSpaces into your classroom? We'll start with the reverse engineering process by building something with your team. Then we'll navigate through the different stations including

Sphero, Scratch, Paper Circuits, LED Circuit Cards, Legos, Tiggly, MakeyMakey, and OSMO. There's something for all ages and content areas. Thinking of setting up a Maker Space at your school, looking for resources on Hour of Code, or searching ways to incorporate coding into everyday curriculum? Then join Apple's MakerSpace madness for some tinkering time. Bring your MLTI devices. *Lindsey Carnes, Apple, Inc.* **MLTI - Apple Primary & Alternate** LINCOLN OXFORD

MY FAVORITE THINGS FOR MY DIGITAL CLASSROOM I'll show and demo my favorite tips, tricks, and tools that help you be more productive and organized as an educator, classroom teacher, or IT professional. I'll share my secrets for using your laptop, tablet, and smart phone to keep everything at your fingertips and ready to go. Learn about great apps, services, and devices

Julie Williams and friends

to help make your classroom or school a fun place to work and learn! Think of it as "Tech Show 'n Tell!" *David Trask & Bruce White, AOS 92* PINETREE

ONLINE COURSE GAMIFICATION This is a 2-part presentation on gamifying online post-secondary courses. The first part will address the history and theory behind gamification and higher education. The second part will demonstrate simple gamification techniques that can implemented in an online course. *Christine Baumgarthuber & Sarah Cochran, UNE* HANCOCK

PUT GOOGLE FORMS ON A ROCKET SHIP Odd are you are already using Google Forms in your classroom. But are you using it to its fullest potential? From response validation to ensure you are getting the type of answers you want to form add ons and using tools to make understanding the responses easier, I'll show you how to take Google Forms to the next level quickly and easily. *Susie Simmons, Bonny Eagle* CAPITAL

REIMAGINE 21ST CENTURY TEACHING AND LEARNING WITH WINDOWS IN THE CLASSROOM Foster learning! Learn how Windows 10

David Trask and Bruce White

and the Microsoft Education resources help schools prepare for 21st Century Learning. Using Windows 10, you'll explore tools and technologies that energize and engage students. You'll learn how to get more out of the software you use every day. And you'll discover how the latest devices and software work together to unleash 21st century learning. *Jill Pierce, McMinn County Schools* **MLTI** PISCATAQUIS

WHAT YOU NEED TO KNOW ABOUT SECURITY This session is geared for the IT Director, Network Administrator or anyone interested in learning more about how to protect their district from security threats. We will examine industry trends, new technologies and look at what other school districts are doing to protect themselves. The goal will also be to look at what is available in the market to determine what tools are most cost-effective to provide the maximum protection for school districts without breaking the bank. *ePlus Technologies Staff* **ePlus Technologies** ANDROSCOGGIN AROOSTOOK

AMPLIFYING STUDENT VOICE THROUGH SOCIAL MEDIA Learn how to harness social media tools to amplify

student voices and empower them to share their thinking with the world. In this session we will explore how to scaffold social media use and show students how to use it for good and not evil. From school-wide movements to classroom-based activities for K-12, participants will walk away with ideas for all ages and situations *Jennie Magiera, Des Plaines* **ACTEM Keynote Speaker** PINETREE

AUGMENTING REALITY & ENGAGING LEARNING Attendees will explore free augmented reality apps including Seene, Quiver, Aurasma, Blippar, and Cardboard. Learn to incorporate AR in the SAMR model. Discover how to incorporate Google Expeditions into your content instruction. A demo of Google Expeditions will be given with options to view the demo from both the student and

Jennie Magiera

teacher side of the lesson. *Beth Goodwin, Wells, Annette Slone, & Eric Lawson, York* KIOSK - VENDOR FLOOR

BREAKOUT FROM THE LIBRARY! Have you heard about Breakout EDU? It is a platform for exciting learning games that can combine any content area skill with critical thinking and teamwork. Work together to solve a hands-on mystery then debrief and learn about other pre-made games for all levels. Games can be adapted to meet the needs of your students and setting (library or classroom). *Jullie Williams, Willard School* MASL ARNOLD

BUILD A COLLABORATIVE CLASS ROOM AND INCREASE PRODUCTIVITY Technology is bringing a new dynamic to the classroom. Learn how to integrate 21st Century skills with Microsoft tools that will excite, engage, and elevate your students to uncommon levels. This overview will feature easily adopted pedagogical uses of free Microsoft tools like Snip, Sway, and Skype for Business, and OneNote Class Notebooks to help incorporate blended learning. *Yamin Chevallard, Technology Strategist* Microsoft CUMBERLAND

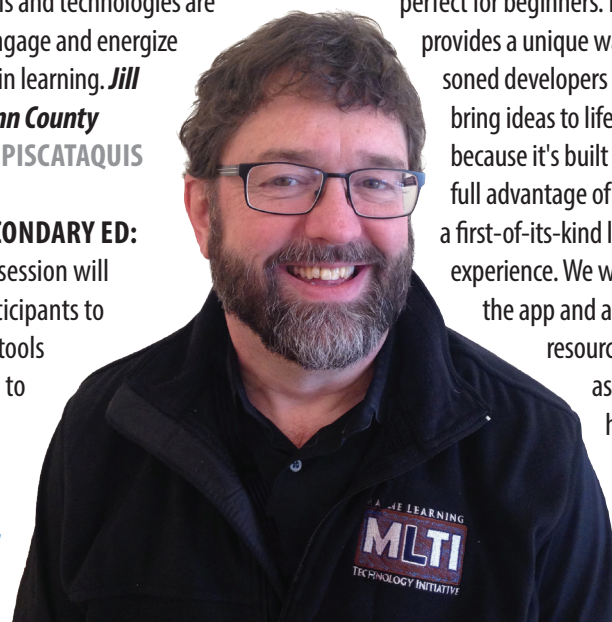**CONQUERING TECH GRANTS: HOW TO MAKE YOUR PROPOSAL WIN** Learn about top tech opportunities and grant resources available to help make your application successful. This session focuses on a wide variety of steps to take to ensure you receive a win. We will also look at tools available to help you narrow in on funding opportunities right for your district and how to determine your eligibility as well as a look at resource available to help you apply. *ePlus Sponsorship Program Staff* ePlus Technologies ANDROSCOGGIN AROOSTOOK

ENGAGE STUDENTS AND ENHANCE PROBLEM-BASED LEARNING WITH FREE MICROSOFT TOOLS Come for a whirlwind ride through over 30 free tools from Microsoft available for your classroom and students. Learn about Photsynth, Photo Gallery, Sway, Microsoft Math, AutoCollage, Songsmith and many more. Explore how these tools and technologies are designed to engage and energize your students in learning. *Jill Pierce, McMinn County Schools* MLTI PISCATAQUIS

GAMING SECONDARY ED: LEVEL 1 This session will introduce participants to concepts and tools to allow them to unlock others' passion through game-based learning. Participants will explore the ways that gamification is changing our students, our classrooms, and our communities. This workshop will feature a mix of lecture, discussion, and gameplay and will introduce attendees to resources for gaming their classrooms including Classcraft, Kahoot!, Moodle and more. Attendees should bring their own internet-ready device. Ready Player One? *Benjamin Brigham, Shead HS* HANCOCK

LEARN TO CODE WITH SWIFT PLAYGROUNDS Swift Playgrounds is a revolutionary new app for iPad that makes learning Swift programming interactive and fun. Solve puzzles to master the basics and increase your skill. Swift Playgrounds requires no coding knowledge, so it's perfect for beginners. It also provides a unique way for seasoned developers to quickly bring ideas to life. And because it's built to take full advantage of iPad, it's a first-of-its-kind learning experience. We will explore the app and associated resources as well as discuss how to bring

Swift Playgrounds to the classroom. Make sure to bring iPad with iOS 10.
Tim Hart, Apple, Inc. MLTI - Apple Primary Solution LINCOLN OXFORD

MICRO-CREDENTIALS 101 What's all the fuss about micro-credentials and digital badging? What are they and how do I earn them? What do they have to do with professional development? What's this new iLearnMaine Educator Micro-credentials program from ACTEM and DOE? Attend this session and not only discover answers to these questions but get a head start on figuring out which micro credentials you might like to earn! *Mike Muir, DOE* MLTI CAPITAL

ONLINE REGISTRATION WITH IC Still using paper registration? OLR allows the parent to register on-line at any time and then just come in to provide the necessary documentation. See how using Online Registration with Infinite Campus can save you paper, reduce the parent meeting time and duplication of information in IC, and reduce the need for inputting all but the enrollment screen data into the system. *Tonya Muchemore, SAD 6* WALDO

**STUDENTS STUDY SEAS; IN-CLASS-ROOM STEM** Providing students opportunities to experience leading real-world science experiments allows international connection through multidisciplinary learning, STEM exposure, and traveling the oceans from their classrooms. The 2016 Atlantic Ocean Relations and Research Regatta is an authentic oceanographic opportunity which supports students' meaningful learning experiences in science, engineering, and arts.
Bob Asselin, Windham/Raymond & Ariadne Dimoulas, Educational Passages FRANKLIN

NETWORK DEFENSES FOR THE RELUCTANT VOLUNTEER Are you the reluctant volunteer, the network conscript, or the unfortunate heir to the server closet? Technology and connectivity have grown rapidly in Maine schools over the years, but the staffing to support the increasingly complex infrastructure hasn't kept pace. Long hours and a lot of ingenuity have kept things running, but perhaps you have that nagging worry that your digital seat belts aren't buckled properly. We'll review some tips and recommendations for school networks, and hopefully help you sleep a little better.
Will Backman, AOS 92 SOMERSET

TINKERING, MAKING, AND ENGINEERING With all the hype and coverage surrounding the Maker Movement, why not come find out what the Maker Movement is all about? Think of constructivism in the 21st century (that concept in education methods once covered in lecture.) Come for a session to create a Maker Movement lesson plan/unit with MakerEd. The goals for this session is to create a lesson you can use Monday not Someday and to relax and have fun. *Sean Malone, DOE* WASHINGTON

WRITE IN 3D WITH AUGMENTED REALITY Join me in the third dimension where writing comes alive using augmented reality technology. Learn how students can use the app Aurasma to create a digital layer that links a real world material object to a virtual animation. AR can redefine the way an audience experiences a piece of writing. Participants will need the app Aurasma to explore its functionality and to look at work samples.
Carrie Barbosa, South Portland HS AUGUSTA

Mike Muir
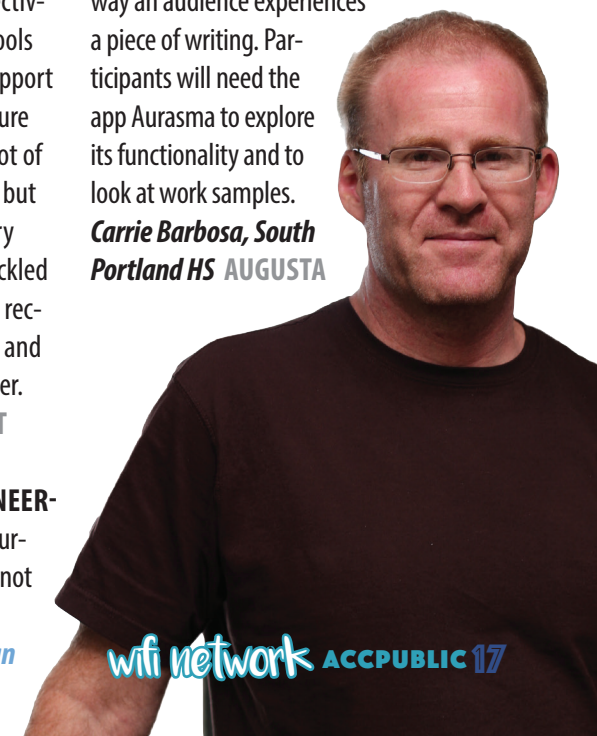
Will Backman

LUNCH SESSIONS 11:30-12:30

BUILDING INSTRUCTIONAL DESIGN COMMUNITY Northern New England is a great place to live and work as an instructional designer, but it doesn't offer many options for socializing, networking, and learning from other designers. We'd like to change that. This roundtable is a space for anyone working in instructional design, assessment, or curriculum development to meet and share challenges, solutions, and strategies. Let's start building a community for everyone working in ID. *Richard Parent, UNE* AUGUSTA

EXPLORE MINECRAFT: EDUCATION EDITION AS A FLEXIBLE LEARNING PLATFORM Minecraft: Education Edition was designed specifically for schools and includes all the features of the core game, plus new features that make Minecraft more accessible and effective in a classroom setting. Educators are able to map student activities directly to specific learning outcomes and curriculum standards. Attend this session to get familiar with Minecraft: Education Edition and explore ideas for incorporating into the classroom to enhance how students work in teams to solve a problem or collaborate as an entire

class to go through learning activities and master challenges within the game. *Yamin Chevallard, Technology Strategist* Microsoft CUMBERLAND

EXPLORING COMPUTER SCIENCE IN THE CLASSROOM Why bring computer science opportunities to your elementary/middle/high school? You'll find out as Carolyn and Dan share their experience of teaching the first computer science course to be offered at Richmond High School. Learn why students are excited to come to class and how computer science has changed their thinking about themselves and the world around them. *Daniel Tompkins & Carolyn Arline, Richmond HS* YORK

GOING ON A VIRTUAL FIELD TRIP THROUGH THE CENTER FOR INTERACTIVE LEARNING & COLLABORATION (CILC) This session will take you on an adventure via Video Conferencing, where

we will explore the many types of virtual content available to enhance classroom curriculum via Distance Learning. This session will take you on a sampling of virtual field trips coordinated with the Center for Interactive Learning and Collaboration (CILC). In addition we will close the session with an overview of possible grant funding opportunities to support your collaborative learning environment. *ePlus & CILC staff* ePlus Technologies ANDROSCOGGIN AROOSTOOK

INCREDIBLE APPLE RESOURCES - COLLECTIONS, BOOKS, COURSES, AND MORE Apple makes great content available to support teachers to support their use of iPad and Mac in the classroom. Curatedcontent in iTunes U. In the iBooks Store Apple Distinguished Educators from around the world have created a powerful collection - the "One Best Thing"series that provides powerful ideas that can be used... anywhere! In this session we will highlight great books, collections, and landing pages that allow streamlined access to great content. *Jim Moulton, Apple, Inc.* Apple, Inc PENOBSCOT

EXPLORING EARLY LITERACY OPPORTUNITIES WITH TECH With passions for early literacy and technology and skill sets in creating specially designed instruction,

Jim Moulton

presenters in this session will provide concrete examples for connecting all three areas to build meaningful learning opportunities for learners of all ages and ability levels. Participants will work to build a deeper understanding of strategies for using technology in primary and elementary classrooms. *Audrey O'Clair, RSU 3 & Stephanie Weber, Auburn* SOMERSET

IPADS IN GRADE 1 - WHAT DO WE VALUE? As we add iPads to stations, carts or using 1:1 configurations, we need to keep questioning what we are doing and why. What value do the iPads bring to reading, writing, or learning math concepts? How do we set up our classrooms to be creative, inquiry-based learning settings including iPads? The session will include participation and conversations about what is happening in attending schools. *Cathy Wolinsky, & Terry Lincoln, Yarmouth* PINETREE

LIKE PROJECT BASED LEARNING, LIKE INQUIRY? TRY STUDENT FILM. We will explore how student film making can have many of the same attributes as inquiry and/or project based learning. You will learn how Falmouth High School built a thriving film program which supports

Nadene Mathes

both independent student films and video projects for classes. We will discuss how we manage equipment, space, and students. We will also discuss teaching resources and our year ending film festival. Participants will be expected to share how student film is working at their schools. *Dan Wolotsky, Falmouth HS* FORT WESTERN

MEDIA AS TEXT We live in a world of media. We're surrounded by it. Come to see an example of and discuss methods of using literacy strategies with media. This session will help any teacher, parent, or student learn to think more analytically about the media around them. There will be examples and discussion, as well as several resources provided for further exploration. *Julie York, South Portland HS* WALDO

PICK A PERFECT PASSEL OF PERSONALIZED PD Especially when it comes to technology integrating, the time for large group, lecture-style, not-so-interesting-or-applicable-to-me Professional Development is OVER. This session will examine several strategies and numerous digital/online resources for personalizing PD and for getting the most out of the extremely limited time we have to focus on our own growth

as educators. *Jonathan R. Werner, Cape Elizabeth* PISCATAQUIS

PRE-SERVICE TEACHER ROUND TABLE Calling all pre-service teachers! This workshop is an opportunity to discuss all things tech and tell us what you'd like to learn. There will be plenty of time for questions and discussion. Come network with each other and find resources to help you teach. *Nadene Mathes, Consultant & Gary Waldron, Brewer* SAGADAHOC

SCAVENGER HUNT ROLL OUT Think you know your special education assistive technology accommodations and modifications? Arrive at this session to take the challenge. Team up to con

Audrey O'Clair

quer special education stations and gain points along the way. Pick up brain break ideas as you go. Be prepared to move, think, and gain life changing knowledge to help individuals with disabilities. Apple is known for their accessibility; come take the assistive technology challenge. The team with the most points at the end of the scavenger challenge wins a coveted prize. Bring your MLTI devices. *Lindsey Carnes, Apple, Inc.* **MLTI - Both Apple Solutions** HOWARD

THE GREAT ACTEM TRIVIA CHALLENGE Do you have what it takes to win at trivia? Compete against fellow ACTEM participants in this fun, interactive session. Responses don't even have to be in the form of a question. Team play is most welcome. Bring a connected device so you can buzz in. *Tim Hart, Apple, Inc.* **MLTI - Apple Primary Solution** LINCOLN OXFORD

AFTERNOON SESSIONS 12:40-3:30

AUTOMATING YOUR TECH LIFE Do you find yourself doing the same tasks over and over again? Are you beginning to feel like a robot could do more of the work for you? In this session, I'll show you a wide range of tools from A(utomator) to Z(apier) and how you can use them to start doing more work for you. Automating can be scary when you get started, but soon you won't know how you ever got anything done without it! *Suzanne Simmons, Bonny Eagle* YORK

CODEME Technology has a language. It's called code and it is becoming an essential skill. Learning to code teaches you how to solve problems and work together in creative ways. Maine is especially poised to learn to code thanks to MLTI. In this session we will dive into xCode, Apple's premier development tool and use it to

begin exploring App Development. We will also review opportunities and resources available to Maine schools as they begin to bring coding into the curriculum. Make sure to install xCode on your Mac ahead of time. *Tim Hart, Apple, Inc.* **MLTI - Apple Alternate Solution** LINCOLN OXFORD

CURIOSITY BASED LEARNING Participants will dig into the concept of curiosity based learning for students and participate in group activities to practice how to get our students to ask better questions. They will explore the art of curiosity building, and have time to explore resources to ignite wonder and instigate curricular investigations. Required Tools: Laptop with Internet Access (no tablets), Google Apps Account, Open Minds *Jennie Magiera, Des Plaines* ACTEM Keynote Speaker PINETREE

INTERACTIVE PUZZLES WITH STICK AROUND Struggling to get around the room to help everyone at once? Looking for a way for your students to practice material independently that's fun, interactive and customizable? Learn how I accomplish this with Stick Around in my German classes. This iPad app provides students with engaging practice and instant feedback! Learn to create custom puzzles and answer keys with any mate-

rial you choose. Presentation and hands-on experimenting. Please bring your iPad. *AdriAnne Curtis & Amanda Doyle, Thornton Academy* CAPITAL

DESSERT 1:40-2:40 SPONSORED BY BRIGHTBYTES

MEANINGFUL MAKERED The MakerED movement is all about hands on learning and creating in a variety of ways, both technological and otherwise. But how can we make "meaning" out of our creative works? Come join two experienced educators as they explore how design thinking, empathy fueled problem solving, app development, and 3D printing can converge to make learning more meaningful. *Jeff Bailey, Mountain Valley & Dan Ryder, Mount Blue* HOWARD

SESSION THREE 12:40-1:40

AUGMENTING REALITY & ENGAGING LEARNING Attendees will explore free augmented reality apps including Seene, Quiver, Aurasma, Blippar, and Cardboard. Learn to incorporate AR in the SAMR model. Discover how to incorporate Google Expeditions into your content instruction. A demo of Google Expeditions will be given with options to view the demo from both the student and

teacher side of the lesson. *Beth Goodwin, Wells, Annette Slone, & Eric Lawson, York* KIOSK - VENDOR FLOOR

BLENDED PD IN MASHPEE Meeting the needs of an entire district when integrating technology into classrooms can be overwhelming with such diverse learners. The one and done model is ineffective and leaves many teachers feeling lost and left behind. Great professional development should mirror what we need to see in classrooms. Offering ideas and suggestions to design a blended PD model for the benefit of teacher, and ultimately, student learning. *Suzy Brooks & Colleen Terrill, Mashpee Public Schools* SOMERSET

CREATING INTERACTIVE ONLINE INSTRUCTION In this hands-on session, we will address one of the questions that many of us face: How can I make online instructional videos more engaging? Session participants will first examine a case study course in STEM in which instructional designers evaluated platforms and selected a solution for increasing interactivity. Then, participants will test-drive the tools themselves. *Corey Butler & Michael Trombley, UNE* SAGADAHOC

CREATING VISUAL NOTES WITH APPLE MLTI TOOLS A combination of sketching and traditional note taking results in rich educational documents to support learning. Studies show sketching leads to better retention of information and helps clarify ideas. Why not bring this creative form of learning into your classroom? Explore how visual notes support learning. Share and integrate visual notes into your instructional practice. Visual notetaking, uses two parts of your brain, which is referred to as Dual Coding Theory. Research has shown people who doodle while listening retain 29% more information (Andrade, 2009). *Ann Marie Quirion Hutton,* **MLTI - Apple Primary Solution** KENNEBEC

GET IT TOGETHER: USING GOOGLE DRIVE Explore how Google Drive can be used for much more than just storage of files. This online environment can be used by teachers, librarians, educational technicians, students, and parents as a place for collaboration. Learn how student work can be discreetly differentiated online in real time. *Maria Reinstein & Zachary Reinstein, Buckfield HS* ARNOLD

IT DEPARTMENT OF ONE If you are the only technology person in your school or district, then this is for you. We'll be discussing the unique challenges (and

Jeff Bailey & Dan Ryder

benefits) that the one person shop has and what strategies you use to meet them. We'll bring some questions to get us started and hope you'll join in the discussion so that we can all learn from each other. *Paul Meinersmann, St. George MSU & Dave Fournier, RSU 71* PRO AV CLASSROOM - VENDOR FLOOR

JAMF + IPADS: MDM FOR MOBILE FIRST EDUCATION From leveraging Lost Mode to configuring Classroom, you have more power available to you than ever before in

deploying and managing iPads on Casper. Come experience an interactive exploration of how new capabilities intersect with educational missions to ensure success of the smallest to the largest of iPad deployments. *Clif Hirtle, Apple, Inc. & Trey Bachner, JAMF Software Apple, Inc.* PENOBSCOT

LEARNING SPACES...THE FINAL FRONTIER Houston, we have a problem. We've figured out how to get learning in the hands of kids via mobile devices, laptops, BYOD, etc. We see that learning is best done if it's learner-centered and authentic which results in teachers changing their instructional practices. However, when you go into classrooms of modern schools, something looks eerily familiar to the classrooms of yesteryear. Despite the influx of technology and the re-imagining of pedagogy, the physical spaces remain the same. In this session we'll look at ways we are making classroom space a living, breathing part of learning in our district. *Carl Hooker, Eanes Ind. S.D.* ACTEM Keynote Speaker FORT WESTERN

PODCASTS & PODCASTING IN THE CLASSROOM This session will explore podcasts (those that exist) as a rich information source. A well-produced podcast can be the basis of a lesson, a way to

Amanda Kozaka

introduce a topic, or enrichment. We will also cover podcasting (those which you and your students can produce). Podcasting in the classroom has its own advantages and challenges. This "new media" form is one that all schools, teachers and students should be open to exploring and utilizing. *Jon Graham, RSU 4* WALDO

PROMETHEAN NEW PRODUCT UPDATE As we shape the modern classroom of the 21st century, we are focused on providing teachers with tools for creating a highly collaborative learning environment that is inclusive of all. Toward that mission, we're very pleased to announce the launch of the all-new Promethean ActivPanel which was recently awarded Tech & Learning's Best of Show at ISTE 2016. Join us and discover these new teaching and learning tools. FREE evaluation products will be offered to those who would like to provide feedback on their fit in their environment. *Promethean Staff* **ePlus Technologies** ANDROSCOGGIN AROOSTOOK

ROCKS, BALLOONS, & SHINY NEW THINGS This workshop approaches the use of technology in presenting course content for the adult learner in an asynchronous and synchronous online format. The main points being addressed are the use of simple technology tools to create active

student participation and engagement that promotes better comprehension of the subject matter being presented. It will cover blending custom classroom techniques with online activities. *Glen Walton, Kaplan University* WASHINGTON

SUBTITLES: AN ACTIVE LANGUAGE LEARNING TOOL Subtitling videos is a comprehensive way to reinforce vocabulary, phrases, and grammar students learn in their classes and is an authentic learning approach. The main advantage is motivation. Combinating audio, visual, and textual information, students increase their interest because they play an active roll in a specific context and their language acquisition is enhanced. This presentation will demonstrate how Colby students used computer applications to subtitle films in their French and Chinese classes. *Qiuli Wang, Colby College* HANCOCK

TECH INTEGRATION + GROWTH MINDSET = WOW! Frequently the greatest barrier to meaningful tech integration isn't the tech. It's the mindset of those using the tech. In this session, attendees will gain an understanding of Growth vs Fixed Mindset through experimentation and problem solving activities. We will explore both the 4Cs of 21st Century Learning and DEEP Thinking and apply these to analog and digital design

challenges. *Amanda Kozaka & Johnathan R. Werner, Cape Elizabeth* PISCATAQUIS

THE CLOUD WARS: TRANSFORM 21ST CENTURY COLLABORATIVE PROJECTS What is the Cloud, and how do I ride? We will explore several educational and instructional options using cloud technology. Pros and Cons of a variety of educational cloud technologies will be shared as well as how cloud technologies can transform the classroom for collaborative projects. *Jill Pierce, McMinn County Schools* HP CUMBERLAND

USE IPAD KIOSKS TO TRACK VISITORS, DISMISSALS, ETC. No more clipboards! We will show how easy it can be to track visitors, student dismissals, etc using iPads and existing software. Names will now be time stamped and on the receptionist's computer making it easy to check the SIS for any flags, student location, person visited, etc. We would demonstrate how to set up the hardware, show some of the software we've considered, and talk about successes and challenges we've had. *Jim Crick & Paul Emery, Bonny Eagle* FRANKLIN

WELCOME TO GOOGLE CLASSROOM Want to find a great way to collaborate, collect, and organize student work? Want to create an environment for students to view, share and give feedback on fellow

classmates work? Come and find out how easy Google Classroom is to use and how it will revolutionize your teaching! *Mary Beth Bourgoin & Katy Jones, Winslow* AUGUSTA

SESSION FOUR 2:30-3:30

AUGMENTING REALITY & ENGAGING LEARNING Attendees will explore free augmented reality apps including Seene, Quiver, Aurasma, Blippar, and Cardboard. Learn to incorporate AR in the SAMR model. Discover how to incorporate Google Expeditions into your content instruction. A demo of Google Expeditions will be given with options to view the demo from both the student and teacher side of the lesson. *Beth Goodwin, Wells, Annette Slone, & Eric Lawson, York* KIOSK - VENDOR FLOOR

Johnathan R. Werner

CHROMEBOOKS IN THE CLASSROOM
Chromebooks are one of the hottest educational technologies, in this session we'll cover many of the features effective in the classroom. Topics will range from admin-level implementation to day-to-day class use. We will highlight techniques and features that teachers can utilize every day. *Kern Kelley, RSU 19* FORT WESTERN

CLASSROOM APP Classroom is powerful new iPad app that helps teachers guide learning, share work, and manage student devices. In order for a teacher to use the app, the configuration of Classroom is done within your Mobile Device Management (MDM) system by the MDM administrator. In this session, we will show you how both sides, teacher and MDM administrator, work together to guide learning through the use of Classroom app. We'll go through the steps required to configure Classroom app in MDM and then demonstrate

Kern Kelley

features teachers will use in the classroom. *Ann Marie Quirion Hutton & Curtis Armstrong, Apple, Inc.* MLTI - Apple Primary Solution KENNEBEC

CREATING & USING QR CODES We'll be exploring the use and creation of QR codes and YouTube videos to individualize and enhance learning in classrooms. QR codes are a great stepping stone for increasing technology usage in the classroom and leveraging learning across the curricula. Come join us; gain and share ideas and create your own QR code! *Michelle Scribner, Cornville Charter* SOMERSET

DESIGN AND MANAGE ONLINE GROUP PROJECTS Group work can be a source of frustration in asynchronous online courses to a greater degree than in a face-to-face classroom. We will discuss concepts, strategies, and tools for ensuring a better learning experience and productive use of groups in online courses. *Olga LaPlante, UNE* HANCOCK

DIGITAL BREAKOUTS Can you find the clues and enter the codes before time runs out? Use your web searching and content skills to open the locks! *Amy Tucker, Maranacook MS & Sonja Abbott, Auburn MS* ARNOLD

DIGITAL PLAYGROUNDS FOR K-12
Join us as we explore technology-infused, hands-on learning across the curriculum and for all ages. We will bring Osmo, Sphero, BB-8, Ozobot, Tiggly, and more as well as ideas for classroom implementation. You bring curiosity and a willingness to play. *Julie Willcott, KVCC & Mauri Dufour, Auburn* AUGUSTA

INCORPORATING LANGUAGE LEARNING APPS This workshop focuses on incorporating web and mobile applications into lesson planning for English language learners using the SAMR framework. We look at how applications can be used to update and adapt current classroom activities. Only free applications are utilized to accommodate the lower resource classroom. *Erinkate Sousa, UMaine* SAGADAHOC

JAMF + MACS: DEVICE IMAGING VS. MDM Have you dreamt of a fully out of the box Mac deployment workflow? With this past year's announcements in device-based app assignment, powerful local user account creation, and newer MDM-driven software update superpowers the reality is closer than you might imagine. Find out how and when to make the move from imaging your Macs to scaling your efforts and reclaiming time away by tapping into the latest MDM capabilities.

Clif Hirtle, Apple, Inc. & Trey Bachner, JAMF Software Apple, Inc. PENOBSCOT

K-12 CODING RESOURCES, IDEAS AND MORE! Let's discuss ideas and ways RSU57 got elementary through high school kids involved in coding. Listen to students at the MS and HS levels discuss what resources they use and find helpful for their age group. We are also hoping to hear what other schools are using and doing. *Vicky Decker & Charlie Cianciolo, RSU 57* WALDO

LET'S HAVE A WIRELESS BAKE-OFF This session is geared for the IT Director, Network Administrator or anyone interested in learning more about today's wireless technologies and what is right for your school. We will look at the leading vendors and do a comparison of different architectures, models, and feature sets. This session will also include demos of some of the leading solutions to provide an opportunity to see these solutions in action to help you determine what is right for your environment. *ePlus Technologies Staff*

Vicky Decker

ePlus Technologies ANDROSCOGGIN AROOSTOOK

PD PLAYGROUND: PERSONALIZE & GAMIFY STAFF PD We will share our uniquely designed personalized and blended approach to professional development. The PD Playground" was created in partnership with Cumberland High School to be a fun, self-paced, blended professional learning opportunity combining instructor-led hands-on sessions with independent/group tasks leveraging online resources. *Eric Butash,* Highlander Institute WASHINGTON

REIMAGINE 21ST CENTURY TEACHING AND LEARNING WITH WINDOWS IN THE CLASSROOM Foster learning! Learn how Windows 10 and the Microsoft Education resources help schools prepare for 21st Century Learning. Using Windows 10, you'l explore tools and technologies that energize and engage students. You'll learn how to get more out of the software you use every day. And you'll discover how the latest devices and software work together to unleash 21st century learning. *Jill Pierce, McMinn County Schools* HP CUMBERLAND

STORYTELLING MAPS (ARCGIS) See how students and teachers utilize ArcGIS® (a web based mapping and spatial data analysis application). If you are looking for ways for students to visualize and analyze information, this workshop is for you. Explore local, state or world/global issues. We will show you a quick way to set up a Storymap using ArcGIS. This will be a fast paced one hour session that will leave you wanting more! http://www.esri.com/connectEd *Kimberly Fish & Keith Mahoney, Messalonskee MS* FRANKLIN

TOOLS FOR TEACHING HIGH SCHOOL WEB DESIGN There are so many great tools available to support teaching high school web design! Come and explore tools ranging from well-developed curriculum to interactive markup tools and validators. *Melora Norman, Oceanside HS* PISCATAQUIS

YOU ARE THE GAME MASTER The session will cover a framework for designing scenario-based games that promote learning, as well as means for facilitating the games in both face-to-face and online environments. These tools and techniques will platform a discussion about the importance of unscripted play to competency in any subject, and everyone will learn a little bit more about what type of gamers they are. *Chris Malmberg, UNE* PRO AV CLASSROOM - VENDOR FLOOR
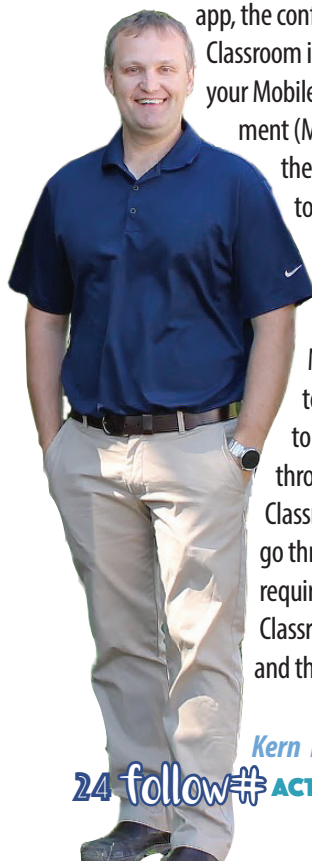
So You Think You Know Surf...

3. WHICH OF THESE EARLY BROWSERS WAS USED IN THE 90S FOR SURFING THE INTERNET?
A. COWABUNGA CRUISER   B. NETSCAPE NAVIGATOR   C. GIDGET GADGET   D. HANG 1010

5:00-6:00 ACHIEVE Award Ceremony

6:30-9:00 BrewCUE   *follow @BrewCUEME for details*

VENDOR RECEPTION 3:30 - 5:00 Bar sponsored by **DIAMOND ASSETS**

REGISTRATION 7:00-8:00 AM

Morning Keynote 8 to 9 AM   "Courageous Edventures" Jennie Magiera

ROOM	Androscoggin Aroostook	Franklin	Hancock	Lincoln Oxford	Cumberland	Kennebec	Penobscot	Piscataquis	Sagadahoc	Somerset	Waldo	Washington	York	Fort Western	Howard	Arnold	Augusta	Pine Tree	Capital	Pro AV classroom	Kiosk on Vendor Floor
Session One 9:15 - 10:15	What Your Need to Know About Security / ePlus	Digital Signage - Where Do I Start? / Tyler Patten	Online Course Gamification / Christine Baumgarthuber & Sarah Cochran	MakerSpaces on a Dime / Lindsey Carnes	Minecraft - Ed Edition as a Flexible Learning Platform / Yamin Chevallard	Digital Story Telling / Ann Marie Quirion Hutton	Creating Digital Books on iPad with Book Creator / Jim Moulton	Reimagine 21st Century Teaching & Learning with Windows / Jill Pierce HP MLTI	Unlock Innovation / Johanna Prince	Effective Discussion Board Strategies / Susan Hyde	Chrome Device Management and GoGuardian / Tonya Muchmore	Choose your own Adventure / Sean Malone	3D Printing / Keith Kelley	Interactive Learning Challenges: Winning the Amazing App Race / Carl Hooker, Friday Keynote	Hands On Scripting / Trey Bachner		Learning to Code by Playing / Julie Williams	Creation Inspiration Adobe Voice & Slate / Monica Burns	My Favorite Things for My Digital Classroom / David Trask	Put Google Forms on a Rocket Ship / Susie Simmons	Augmenting Reality & Engaging Learning / Goodwin, Slone & Lawson
Morning break/networking - 10:15 - 10:30																					
Session Two 10:30 -11:30	Conquering Tech Grants: How to Make Your Proposal WIN / ePlus	Students Study Seas; In-Classroom STEM / Bob Asselin	Gaming Secondary Ed: Level 1 / Benjamin Brigham	Learn to code with Swift Playgrounds / Tim Hart	Collaborative Classrooms Increase Productivity / Yamin Chevallard			Engage & Enhance Problem-Based Learning w/ Free MS Tools / Jill Pierce		Network Defenses for the Reluctant Volunteer / Will Bachman	Online Registration with IC / Tonya Muchmore	Tinkering, Making, and Engineering / Sean Malone					BREAKOUT From the Library! / Julie Williams	Write in 3D with Augmented Reality / Carrie Barbosa	Amplifying Student Voice Through Social Media / Jen Magiera	Micro-Credentials 101 / Mike Muir, MLTI	Augmenting Reality & Engaging Learning / Goodwin, Slone & Lawson
Lunch 11:00 - 12:30 Lunch Sessions 11:30-12:30 Sponsored by Diamond Assets	Virtual Fieldtrips Through the Center for Interactive Learning & Collaboration	*Thursday Lunch is sponsored by DIAMOND ASSETS*	The Great ACTEM Trivia Challenge / Tim Hart		Explore Minecraft -Ed as a Flexible Learning Platform / Yamin Chevallard		Apple Resources: Collections, Books, Courses, and More / Jim Moulton	Pick a Perfect Passel of Personalized PD / Jonathan R. Werner	Pre-Service Teacher Round Table / Nadene Mathes	Exploring Early Literacy Opportunities with Tech / Audrey O'Clair	Media as Text / Julie York		Exploring Computer Science in the Classroom / Dan Tompkins	Student Film / Dan Wolotsky	Scavenger Hunt Roll Out / Lindsey Carnes	Automating Your Tech Life / Suzanne Simmons		Building Instructional Design Community / Richard Parent	iPads in Grade 1 - What Do We Value? / Cathy Wolinsky		
Session Three 12:40 - 1:40	Promethean New Product Update / Promethean	Use iPads Kiosks to Track Visitors, Dismissals etc. / Jim Crick	Subtitles: an Active Language Learning Tool / Quili Wang	CodeME / Tim Hart	Cloud Wars: Transform Collaborative Projects / Jill Pierce	Creating Visual Notes with Apple Tools / Ann Marie Quirion Hutton	JAMF+iPads: MDM for Mobile First Ed / Clif Hirtle & Trey Bachner	Tech Integration +Growth Mindset= WOW! / Amanda Kozacka	Interactive Online Instruction / Corey Butler & Michael Trombley	Blended PD in Mashpee / Suzy Brooks	Podcasts & Podcasting in the Classroom / Jon Graham	Rocks, Balloons, & Shiny New Things / Glenn Walton		Learning Spaces . . . the Final Frontier / Carl Hooker	Meaningful MakerED / Jeff Bailey & Dan Ryder		Get It Together: Using Google Drive / Maria Reinstein	Welcome to Google Classroom / Mary Beth Bourgoin	Couriosity Based Learning / Jennie Magiera	IT Department of One / Paul Meinersmann & Dave Fournier	Augmenting Reality & Engaging Learning / Goodwin, Slone & Lawson
1:40 - 2:30 Dessert Sponsored by Bright Bytes in the Exhibit Area																					
Session Four 2:30 - 3:30	Let's Have a Wireless Bake-off / ePlus	Storytelling Maps (ArcGIS)	Design and Manage Online Group Projects / Olga LaPlante		Reimagine 21st Cent. Teaching & Learning w/ Windows / Jill Pierce	Classroom App / Ann Marie Quirion Hutton & Curtis Armstrong	JAMF+Macs: Device Imaging vs. MDM / Clif Hirtle & Trey Bachner	Tools for Teaching HS Web Design / Melora Norman	Incorporating Language Learning Apps / Erinkate Sousa	Creating and Using QR Codes / Michelle Scribner	K-12 Coding Resources, Ideas & More! / Vicki Decker Thursday	PD Playground - Personalize & Gamify Staff PD / Eric Butash	Chromebook in the Classroom / Kern Kelley			Digital Breakouts / Amy Tucker	Digital Playgrounds for K-12 / Julie Wilcott		Interactive Puzzles with Stick Around / AdriAnne Curtis	You are the Game Master / Chris Malmberg	Augmenting Reality & Engaging Learning / Goodwin, Slone & Lawson

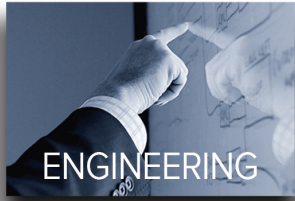**3:30 - 5:00 Exhibitor's Reception, 5:00 - 6:00 - Awards, & DOE Announcement: *Bar sponsored by Diamond Assets***

Morning Keynote 7:45 to 9 AM — "Surviving the Zombie Apocalypse" *Carl Hooker* — Sponsored by JAMF Software and ACTEM

REGISTRATION 7 - 7:45 AM

ROOM	Androscoggin Aroostook	Franklin	Hancock	Lincoln Oxford	Cumberland	Kennebec	Penobscot	Piscataquis	Sagadahoc	Somerset	Waldo	Washington	York	Fort Western	Howard	Arnold	Augusta	Pine Tree	Capital	Pro AV classroom	Kiosk on Vendor Floor
Session One 9:15 - 10:15	Let's Have a Wireless Bake-off *ePlus*	Breakout EDU *Kern Kelly's students*	Easy Tools for Formative Assessment & Monitoring Learning *Matthew Drewette Card*	Creating Virtual Reality Experiences *Tim Hart*	HP Session: Admin Tools *Jill Pierce*	Coding and Robotics in Early Learning *Julie Willcott*	Collaboration Across the Apple Environment *Jim Moulton & Clif Hirtle*	Teaching Robotics with Lego, Sphero and Ollie *Jason Lanoie & Joseph Boudreau*	MakerSpaces on a Dime	Tweeting with Young Learners *Nadene Mathes*	Micro-credentials 101 *Mike Muir - MLTI*	Apps & AT Across the Curriculum, iOS & Google! *Diana Petschauer*	Minecraft - Our Students Love It! *Mary O'Brien*	The Teen Brain And The Digital World *Jill Spencer*	Audience In Mind: Publishing With iPads *Marie Roy*	Bring Coding & Game Design 2 Your School *Beth Goodwin*	The Many Uses of Google Classroom *Mary Gamble*	Utilize Google My Maps in Your Classroom *Mike Arsenault*	Classcraft: Turn Your Class into an Epic Adventure *Amy Tucker*	Making PD Playful *Jennie Magiera*	Augmenting Reality & Engaging Learning *Goodwin, Slone & Lawson*
Morning break/networking - 10:15 - 11:00 — Sponsored by Pro AV																					
Session Two 11:00 -12:00	Promethean New Product Update *Promethean*	Breakout EDU *Kern Kelly's students*	Designing Rubrics w/ GoogleDocs & ThemeSpark *Matthew Drewette Card*		iPad in Elementary Numeracy Instruction *Pam Buffington*	Apple's Latest OS -MacOS Sierra & iOS 10 *Clif Hirtle*	Blended Learning: Online and Seat Time *Drew Pisani*	Designing Innovative Professional Development *Amanda Nguye, MLTI*	Learning with iPads in PreK and Beyond! *Bonnie Blagojevic*	The Google Apps Guidebook *Kern Kelley & Tech Sherpas*			Support Math Problem Solving w/ CueThink *Vicki Decker*	Brainbreaks: Using Improv to Open up Thinking *Carl Hooker*	3D Design/ Printing Can Be Elementary! *Thomas Charltray & Charlie Cianciolo*		Learning w/ iPads: Middle & High School *Theresa Overall & UMF students*		Reaching students through photo-journalism *Mia Morrison*		
Lunch 11:30-1:00 / **Lunch Sessions** 12:00-1:00	Cloud Update *ePlus*	Education Today with Maine Public Broadcasting Network *Dave Boardman*		The Great Trivia Challenge *Tim Hart*	Q & A and Open Chat *Laurie Underwood*	Content Creation on iPad & Sharing Thru Seesaw *Pauline McCarthy and Sean Moore*	School's Out for Summer: Apple School Manager, Apple IDs, & You *Clif Hirtle*	Illustrating to Write *Ann Marie Quirion Hutton*	Scavenger Hunt Roll Out *Lindsey Carnes*	Social Media for the Youngest *Jennifer Stanbro*		Lunch Date for Teacher Education Programs *Cynthia Curry*	Avoiding Textbook Costs with Online Resources *Paul Charpentier*	Rapid Fire Apps & Tools *Southern Maine Tech Integrators*	Learning through Technology and MLTI Fall Update *Mike Muir*	Tell Your School's Story on Social Media *Jonathan Werner*		From ACTEM to ACTion: PD #NextSteps *Rebecca Redman*	What to Use in MARVEL *Tina Taggert*	Lunch	
Session Three 1:10-2:10	Conquering Tech Grants: How to Make Your Proposal WIN *ePlus*	Breakout EDU *Kern Kelly's students*	Using Instagram in the Classroom *Paul Wallace*	Learn to Code with Swift Playgrounds *Tim Hart*	Minecraft - Ed Edition as a Flexible Learning Platform *Yamin Chevallard*	Effectively Leveraging iPad in High School *Amanda Doyle*	Managing Shared iPads in an Elementary Classroom *Clif Hirtle*	Creating Digital Breakout EDU's *Terri Dawson*	iBooks Author, MultiModal Style *Lindsey Carnes*		Cloud Wars: Transform 21st Century Collaborative Projects *Jill Pierce, MLTI*	Dyslexia: AT, Accommodations & Literacy Strategies *Diana Petschauer*	Creating Simple Games on Your iPad *Jeff Bailey*	Swimming in the SAMR Pool *Carl Hooker*	Portfolios Using an iPad and Blogger Jr. *Jacqueline Durant-Harthorne & Joanne Gauley*	Innovation in K-2 classroom: Tech Petting Zoo *Irina Tuule*	Lunch Cleanup	STEM/STEAM Learning in the Classroom *Jullie Wilcott*	Let the Students Lead the Way: Building a Student Innovation Team - *Jennie Magiera*		Augmenting Reality & Engaging Learning *Goodwin, Slone & Lawson*
Session Four 2:20-3:20	Virtual Fieldtrips through the Center for Interactive Learning & Collaboration		Use Plickers To Instantly Check Learning *Paul Wallace*	Classroom App *Ann Marie Quirion Hutton & Curtis Armstrong*	Build a Collaborative Classroom and Increase Productivity *Yamin Chevallard*	iPad in Elementary Literacy Instruction *Mauri Dufour*	JSS Extension Attributes: Secret Sauce for the Advanced Casper Chef *Clif Hirtle & Trey Bachner*			iPads in the Kindergarten Classroom *Christine White & Theresa LaPage*	AASL's Best Apps for Teaching and Learning *Cathy Potter*		Critical Creativity: Meaningful Making *Dan Ryder*		Nearpod in Ele. School *Cryer & Longley*		What's the Deal with Fantasy Sports? *Jason Bersani*	Seesaw, Step-by-Step Basics *Pauline McCarthy*	Robots as Assistive Technology *John Brandt*		

Doorprizes - 3:20 - 3:45 *You must be present to win!*

Too many choices? Feeling overwhelmed? Here are some suggestions for planning your Friday schedule, based on your role in your school.

Compiled by Barbara Greenstone

ADMINISTRATORS

If you're an administrator, you may want to spend all morning in **Making PD Playful**, where you will explore engaging ways to share everything you've learned at the ACTEM Conference with your staff. If you prefer a one-hour session, try **Easy Tools for Formative Assessment and Monitoring Learning**. Here you will learn about digital assessment tools that your teachers can use in their classrooms. You may want to spend the second session in **Access for All Through Universal Design** where you can learn how to help your teachers design learning opportunities that use technology in ways that make them accessible to all students. Another good choice for Session 2 is **Designing Innovative Professional Development**, a session that will help you create PD sessions that model the techniques and strategies you want to see in classrooms. If you like a working lunch, there are several options for lunchtime learning. Grab your food and head to **Tell Your School's Story on Social Media** for tips on getting the word out about the good things happening in your school, or catch up with on what's new in **Learning Through Technology and MLTI Fall Update**. After lunch, you might choose to spend the whole afternoon learning about a model for technology integration in **Swimming in the SAMR Pool**. If you prefer a shorter session, **Tech Integration + Growth Mindset = WOW!** may give you some ideas for fostering technology integration in your school. In Session 4, check out **Classroom App** (if you missed it yesterday) or try **Robots as Assistive Technology** to learn about how you might help students who can't attend school to be involved remotely. Or, for something completely different, check out **What's the Deal with Fantasy Sports?**

LIBRARIANS

If you are a librarian (or if you think like a librarian), here are suggestions for Friday's schedule. You could decide to spend the whole morning in **Creating Virtual Reality Experiences** where you will learn all you need to know to create something that will amaze your students. If you'd like a shorter session to start the day, check out **The Teen Brain and the Digital World** or **MakerSpaces on a Dime** (if you missed it yesterday). Then move on to **Brainbreaks: Using Improv to Open Up Thinking** to experience some activities that you can use with students to unleash creativity. Or, if you work at an elementary school and are wondering if 3D printing is for you, try **3D Printing/Design can be Elementary!** Then, grab your lunch and grab a friend and head to **What to Use in MARVEL**. As a librarian, you are already familiar with MARVEL, but this is an opportunity to introduce it to a colleague. After lunch, you may decide to spend the whole afternoon in **iBooks Author - MultiModal Style**, learning how to make interactive digital books. If you prefer a one-hour session, and you're thinking of writing a grant, check out **Conquering Tech Grants: How to Make Your Proposals WIN**. In Session 4, you might join your colleagues in **AASL's Best Apps for Teaching and Learning** or, if you haven't tried a breakout activity yet, go to **Breakout EDU**.

TECH COORDINATORS

Session 1 on Friday has several good choices for tech coordinators. If you missed it yesterday, you may want to catch **Let's Have a Wireless Bake-off** where you can compare various wireless networking products. Another good choice is **MakerSpaces on a Dime** where you can spend some time tinkering. In session 2, check out **Promethean New Product Update** or, if you went to that yesterday, try **3D Printing can be Elementary!** You may also be interested in **Apple's Latest OS - MacOS Sierra and iOS 10**. If you're interested in a working lunch, there are a couple sessions you might like. You can head to **Cloud Update** to learn about different cloud solutions, or check out **School's Out for Summer: Apple School Manager, Managed Apple IDs, and You**. After lunch, it's time for Session 3. You have another opportunity to catch **Conquering Tech Grants: How to make your proposal WIN**, or go to **The Cloud Wars: Transform 21st Century Collaborative Projects**. Then, for Session 4, end the day with **JSS Extension Attributes: Secret Sauce for the Advanced Casper Chef** or if you're not interested in Casper, learn about how you can support students who cannot physically attend school in **Robots as Assistive Technology**.

TECH INTEGRATORS

If you are a tech integrator, almost any session at the ACTEM Conference is relevant, but here are a few suggestions. If you want to start with a longer, hands-on session, you might try **Bring Coding & Game Design 2 Your School** where you can get some new ideas for starting or expanding coding opportunities in your building. Another all-morning choice is **Making PD Playful**, a session that may get you thinking differently about how you work with teachers. If you want a shorter session, try **MakerSpaces on a Dime**, if you missed it yesterday. In Session 2, check out **Access for All Through Universal Design** to learn how you can help teachers make sure their lessons are accessible to everyone, or go to **Designing Innovative Professional Development** for more ideas for teaching teachers. At lunchtime, grab your food and head to **Learning through Technology and MLTI Fall Update** to find out what's new at MLTI, or try **From ACTEM to ACTion: PD #NextSteps**. After lunch, there are two all-afternoon sessions that might appeal to you. The first is **Swimming in the SAMR Pool** where you will review the SAMR model for technology integration and learn to look at it in a new way. The other is **Creating Digital Breakout EDUs** to learn how to make the Breakout activities everyone has been enjoying throughout the conference. If you are looking for a one-hour session after lunch, head to **Learn to Code with Swift Playgrounds** or, if you are thinking of starting a student tech team, try **Let the Students Lead the Way: Building a Student Innovation Team**. End your day in Session 4 with **Classroom App**, or **Critical Creativity: Meaningful Making**.

STEM TEACHERS

If you are a STEM (Science, Technology, Engineering, and Mathematics) teacher, these Friday sessions are for you, but we encourage you to try a few from the Humanities list too. There are two morning-long sessions you might like. One is **Apps & AT Across the Curriculum, iOS & Google!** where you will learn how to make your lessons accessible to all students, across multiple platforms. The other is **Bring Coding & Game Design 2 Your School** where you will learn how to get started with Hour of Code and other coding opportunities. If you're looking for a shorter session and you're a Mac user, try **Collaboration Across the Apple Environment**, or if you are in a GAFE school, check out **The Many Uses of Google Classroom**. For lunchtime conversation, make your way to **Education Today with Maine Public Broadcasting Network** where the folks from MPBN are eager to hear from you. Or, if you teach with iPads, you may enjoy **Content Creation on iPad & Sharing Through Seesaw**. Two good choices for Session 3 are **STEM/STEAM Learning in the Classroom** and **Creating Simple Games on your iPad**. Finally, end your day learning about an assessment tool in **Use Plickers To Instantly Check Learning**, or crank up your imagination and head to **Critical Creativity: Meaningful Making**.

HUMANITIES TEACHERS

These sessions are good choices for humanities teachers, but we also encourage you to try a few sessions from the STEM teachers' list. You may

want to spend your morning in **Apps & AT Across the Curriculum, iOS & Google!** where you will learn how to design lessons that are accessible to all students. If you are looking for shorter sessions, start with **Utilize Google My Maps in Your Classroom** and make an interactive map, or take this opportunity to learn more about your students in **The Teen Brain and the Digital World**. For Session 2, check out **Designing Rubrics w/ GoogleDocs & ThemeSpark**, or unleash your creativity in **Brainbreaks: Using Improv to Open up Thinking**. It's lunch time, so grab some food and head to **Illustrating to Write or Rapid Fire Apps & Tools**. If you have some struggling readers in your classes, you may want to spend the afternoon in **Dyslexia: AT, Accommodations & Literacy Strategies**. If you prefer one-hour sessions, start the afternoon with **Using Instagram in the Classroom** or **Portfolios using an iPad and Blogger Jr**. You could end your day checking out another portfolio possibility in **Seesaw, Step-by-Step Basics**. If that's not your cup of tea, learn about some free **Microsoft tools in Build a Collaborative Classroom and Increase Productivity**.

 Most of the suggested sessions for STEM or humanities teachers will appeal to elementary teachers too, but we have some designed specifically for that grade span. If you are an elementary school teacher, your Session 1 choice could be **Coding and Robotics in Early Learning** where you will explore ways young children can learn to code. An alternative choice is **Tweeting with Young Learners**, a session for getting started with a class Twitter account. If you teach with iPads, consider spending Session 2 in **iPad in Elementary Instruction or Learning with iPads in PreK and Beyond!** Otherwise, head on over to **3D Design/ Printing can be Elementary!** If you like working through lunch, grab your food and head to either **Media as Text or Scavenger Hunt Roll Out**. If you are an early elementary teacher who is using or considering using iPads, you won't want to miss **iPads in Grade 1 - What Do We Value?** After lunch, early elementary teachers may choose to spend the rest of the afternoon in **Innovation in K-2 Classroom: Tech Petting Zoo**. Otherwise, head over to **Social Media for the Youngest** or **Dyslexia: AT, Accommodations & Literacy Strategies**. There are three great choices for elementary teachers in Session 4. End your day with **iPad in Elementary Literacy Instruction**, or **I-Pads in the Kindergarten Classroom**, or check out **NearPod in Elementary School.**

HIGHER ED

If you teach in a college or are involved in educating or supporting pre-service or in-service teachers, any of the conference sessions may be helpful in increasing your awareness of K-12 technology education, but we have a few sessions designed specifically for the higher ed. audience. For your first session on Friday, try **The Teen Brain and the Digital Word** where you will learn what the research tells us about adolescent brain development and student use of digital devices . Then head to **Blended Learning: Online and Seat Time** to learn about combining online and face-to-face learning opportunities. If you want to attend a lunchtime session, you might like **Avoiding Textbook Costs with Online Resources**, or you could go to the **Lunch Date for Teacher Education Programs**. In the afternoon, you can't go wrong with **Swimming in the SAMR Pool**. This afternoon-long session will help you understand this model for technology integration and show you examples of what it looks like. If you'd like a shorter session, try **STEM/STEAM Learning in the Classroom** to get an idea of how teachers can integrate the arts with STEM subjects. Then for your final session, have some fun at **Breakout EDU**.

So You Think You Know Surf...

4. BEFORE SURFING THE INTERNET BECAME POPULAR, WHAT OTHER KINDS OF SURFING DID PEOPLE DO?
A. WIND SURFING   B. BODY SURFING   C. VAN SURFING   D. ALL OF THE ABOVE

A.M. HALF DAY SESSIONS 9:15-12:00

APPS & AT ACROSS THE CURRICULUM, IOS & GOOGLE! After issuing 1:1 iPads, hromebooks & laptops, many schools are now implementing BYOD (Bring Your Own Device) programs. Support All learners including diverse learners in a UDL environment using iOS accessibility tools and Apps as well Google Apps in Chrome to support executive function, reading and writing, access to curriculum/books/handouts, math and research tools! iPads, Chromebooks, laptops, tablets, support on all devices! *Diana Petschauer, Stacy Driscoll & Kelsey Hall, ATforED.com* WASHINGTON

BRING CODING & GAME DESIGN 2 YOUR SCHOOL Open your toolbox wider and make room for Blockly, Flappy Bird, Frozen, Star Wars, Hour of Code, Java, Box Island and Floors Pixel Press. Play with these apps and websites in our 3-hour, hands-on, BYOD session. Hear how we brought Hour of Code, and coding and game design clubs and activities to our elementary, middle and high schools. Leave with new skills to inspiration and engage students of all ages in computer science. *Beth Goodwin, Becca Redman & Marty Cryer, Wells* ARNOLD

CREATING VIRTUAL REALITY EXPERIENCES Virtual Reality is having a big year with devices like Oculus Rift and HTC Vive hitting the main stream. While virtual environments are nothing new, today's VR technology is delivering amazingly immersive experiences. Historically, creating VR spaces has been incredibly difficult. Today the tools for creating VR are accessible to all. In this session, we will create awesome virtual reality experiences using nothing more than a bit of HTML. Don't know HTML? No problem, you will learn all you need. Start here to be part of the next big thing to hit the world of technology. *Tim Hart, Apple, Inc.* MLTI LINCOLN OXFORD

LEADERSHIP STRAND FOR ADMINISTRATORS Administrators are constantly on the go managing multiple projects and meetings daily. How do you effectively manage multiple administrative duties, promote organizational practices and foster visionary leadership effectively? In this leadership session we will explore the ISTE Standards for Administrators and share examples of digital age tools, like OneNote, and other productivity tools you can use to organize your projects and model digital age learning and leadership. *Jill Pierce, McMinn County Schools* HP CUMBERLAND

Jennie Magiera

MAKING PD PLAYFUL Now that participants have had a time to explore what redefining teaching and learning could look like throughout this conference, they will explore how to spread this new thinking on to their colleagues. This session will touch upon various PD models that are based in the same philosophies explored throughout the conference: curiosity, play and solving problems. Required Tools: Laptop with Internet Access (no tablets), Google Apps Account, Open Minds *Jennie Magiera* ACTEM Keynote Speaker CAPITAL

SESSION ONE 9:15-10:15

AUDIENCE IN MIND: PUBLISHING WITH IPADS Technology allows young learners to share their thinking and learning with an ever-expanding audience. Come learn how one kindergarten teacher uses iPads with apps such as Twitter and Blogger Jr. to empower students to communicate with families, communities, and other classrooms. Explore resources and experiment with tools and processes you can take back to the classroom, so they should plan to attend with iPads. *Marie Roy & Seth Mitchell, RSU 2* HOWARD

AUGMENTING REALITY & ENGAGING LEARNING Explore free augmented reality apps including Seene, Quiver, Aurasma, Blippar, and Cardboard. Learn to incorporate AR in the SAMR model. Discover how to incorporate Google Expeditions into your content instruction. A demo of Google Expeditions will be given with options to view the demo from both the student and teacher side of the lesson. *Beth Goodwin, Wells, Annette Slone, & Eric Lawson, York* KIOSK - VENDOR FLOOR

Kern Kelley & Students

BREAKOUT EDU Breakout EDU is an ultra-engaging learning game for everyone. In the conference setting, a small group of educators will be timed to complete a series of challenges, reveal clues, and unlock mysteries. Breakout sessions teach teamwork, critical thinking, and troubleshooting by presenting participants with challenges that ignite their natural drive to problem-solve. The Mighty Pen is one of the Breakout EDU games based on a recently discovered artifact with hidden clues, puzzles, and messages for you to discover. Can you breakout in time? Join us and find out! *Kern Kelley & Students, RSU 19* FRANKLIN

CODING AND ROBOTICS IN EARLY LEARNING How can coding and robotics be included in the PreK-4 classroom? This session will include discussion of what coding and robotics can be in an early learning environment. Ideas and lesson plans for implementation in the classroom will be included. There will be an opportunity to explore and experience including Osmo Coding and Sphero robotic balls. *Julie Willcott, ADE & KVCC* Apple, Inc. KENNEBEC

COLLABORATION ACROSS THE APPLE ENVIRONMENT Apple tools provide some powerfully simple ways for teachers and students to collaborate - from Reminders and Calendars to Notes and Photos and News, come learn some new ways to collaborate and discover ways these tools can be put to use in your classroom in purposeful and effective ways. *Jim Moulton & Clif Hirtle, Apple, Inc.* Apple, Inc. PENOBSCOT

EASY TOOLS FOR FORMATIVE ASSESSMENT & MONITORING LEARNING Monitoring learning of all students, not just those who raise their hands, is more important now with our shifts to proficiency-based learning models and new eductator effectiveness systems. Come learn about three easy to use tools that monitor the learning of ALL students in your classroom: Pear Deck, Kahoot!, and Plickers. *Matt Drewette-Card, AOS 94* HANCOCK

CLASSCRAFT: TURN YOUR CLASS INTO AN EPIC ADVENTURE Come learn how Classcraft can transform your class into an adventure! Have your students level up for being good learners, unlock real-life benefits as they progress, and work in teams to overcome common obstacles. See how driving student engagement, fosters meaningful collaboration and managing your classroom in a fun and creative way can be a total game changer. *Amy Tucker, Maranacook MS* PRO AV CLASSROOM - VENDOR FLOOR

LET'S HAVE A WIRELESS BAKE-OFF This session is geared for the IT Director, Network Administrator or anyone interested in learning more about today's wireless technologies and what is right for your school. We will look at the leading vendors and do a comparison of different architectures, models, and feature sets. This session will also include demos of some of the leading solutions to provide an opportunity to see these solutions in action to help you determine what is right

for your environment. *ePlus Technologies Staff* **ePlus Technologies** ANDROSCOGGIN AROOSTOOK

MICRO-CREDENTIALS 101 What's all the fuss about micro-credentials and digital badging? What are they and how do I earn them? What do they have to do with professional development? What's this new iLearnMaine Educator Micro-credentials program from ACTEM and DOE? Attend this session and not only discover answers to these questions but get a head start on figuring out which micro credentials you might like to earn! *Mike Muir, DOE* MLTI WALDO

MINECRAFT - OUR STUDENTS LOVE IT! Minecraft is a widely popular, multiplayer computer game for students of all ages. Teachers all over the world are using Minecraft in classrooms as well as in extra curricular clubs. We have started a Minecraft server called EastCoastMiners. Come meet the miners and learn about the collaboration and learning happening within our world. This game is engaging, but is it educational? Come and decide for yourself. *Mary O'Brien, RSU 38 & Blake Bourque* YORK

TEACHING ROBOTICS WITH LEGO, SPHERO AND OLLIE This

is a hands-on approach introducing basic concepts in the field of robotics. This is accomplished by implementing a multi-media curriculum based on the Carnegie Mellon Video Trainer and designed to teach behavior-based programming to students in a classroom setting using the MINDSTORMS Software. Teach robotics differently by using Spheros and Ollies. Students connect by Bluetooth using the apps to program and perform a number of tasks. *Jason Lanoie & Joseph Boudreau, Windham* PISCATAQUIS

THE MANY USES OF GOOGLE CLASSROOM Google Classroom can change the way you run your class or even your school. You'll learn how three educators are using Google Classroom's features in different ways. Whether you are just learning about Google Classroom, or you just want to learn how to get more out of it, this session is for you. This
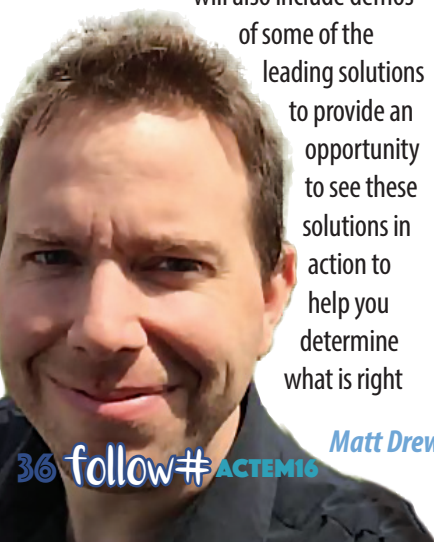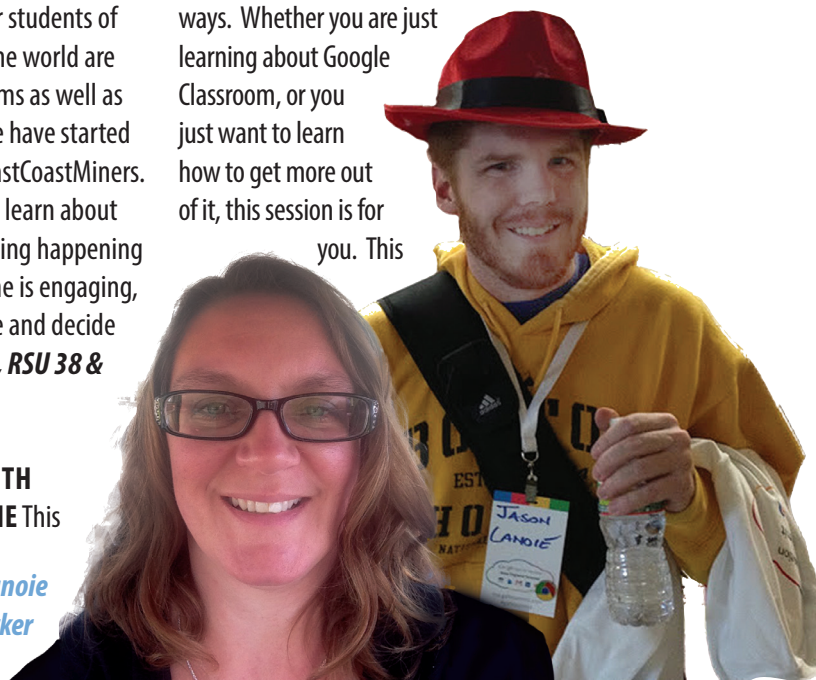
session is best for participants who already have Google Apps for Education at their school as it allows you to participate actively. *Mary Gamble, Deb Carver & Jeff Bailey, Mountain Valley HS* AUGUSTA

THE TEEN BRAIN AND THE DIGITAL WORLD What do we now know about adolescent brain development that we didn't just 10 years ago? Is digital addiction real? What about multi-tasking? What's executive function got to do with digital devices? Why should we keep ourselves up-to-date on neuroscience research? Because teens are complex beings who are not quite yet finished in their maturation process. In this interactive session, we'll separate the urban myths about brain development from the information that might actually make a difference in your digital classroom. *Jill Spencer & Chris Toy, Thomas College* FORT WESTERN

TWEETING WITH YOUNG LEARNERS Come see how using Twitter with our youngest learners can support and reinforce learning. We'll look at creating a classroom account, discuss how to connect with other early childhood classrooms and teachers, and look at specific ways to use Twitter with our youngest learners. *Nadene Mathes, consultant* SOMERSET

UTILIZE GOOGLE MY MAPS IN YOUR CLASSROOM Google Drive now includes Google My Maps. Like other tools within Google Drive, Google My Maps can be shared and posted online. Join Google Certified Innovator, Mike Arsenault, in this hands-on session as we delve into creating interactive maps using Google My Maps. Come prepared to make a map and share ideas for ways to incorporate this tool into your classroom. *Mike Arsenault, Yarmouth* PINETREE

SESSION TWO 11:00-12:00

3D DESIGN/PRINTING CAN BE ELEMENTARY! 3D design and printing seems like a thing that can only exist in the upper grades. What if I told you we have 1st graders 3D designing and printing, and you can too? Join me for this open workshop/discussion about 3D printing and design to learn how you can bring it back to your building. *Thomas Charltray, Pond Cove, Ele & Charlie Cianciolo, RSU 57* HOWARD

APPLE'S LATEST OS -MACOS SIERRA & iOS 10 Come get the low-down on the latest features of Sierra and iOS 10 and how these new capabilities can be leveraged in your classroom. We'll cover the gamut from Macs that talk to Photos that auto-index, ensuring you have the tools and tips to best equip you in the year ahead. *Clif Hirtle, Apple, Inc.* **Apple, Inc.** PENOBSCOT

AUGMENTING REALITY & ENGAGING LEARNING Attendees will explore free augmented reality apps including Seene, Quiver, Aurasma, Blippar, and Cardboard. Learn to incorporate AR in the SAMR model. Discover how to incorporate Google Expeditions into your content instruction. A demo of Google Expeditions will

Matt Drewette-Card

Jason Lanoie
Amy Tucker

Chris Toy
Mike Arsenault
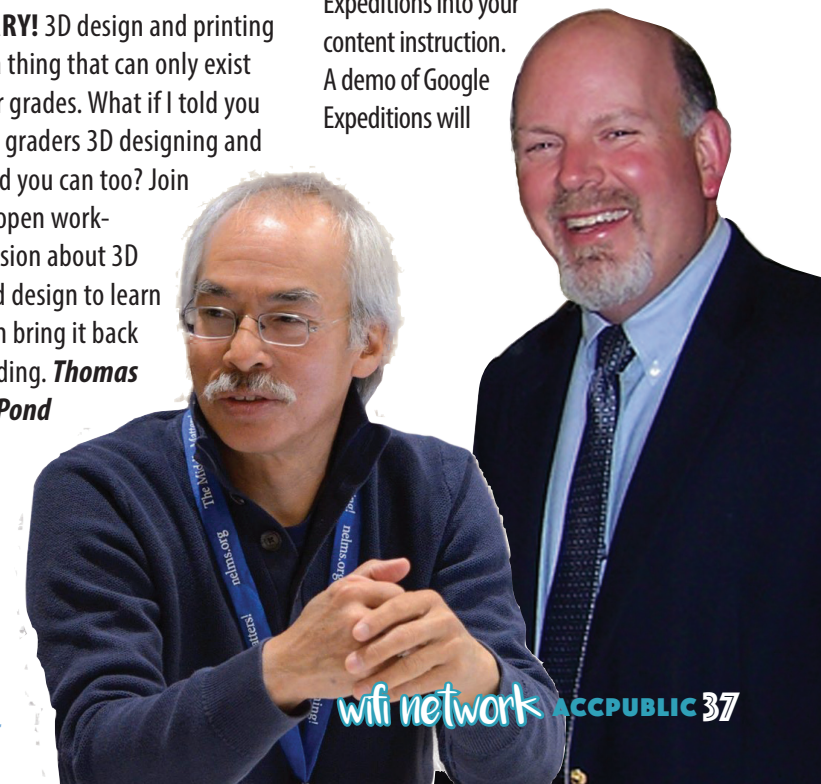
be given with options to view the demo from both the student and teacher side of the lesson. *Beth Goodwin, Wells, Annette Slone, & Eric Lawson, York* KIOSK - VENDOR FLOOR

BLENDED LEARNING: ONLINE AND SEAT TIME This workshop is designed to explore other pathways for student success and to develop more resources to help improve student learning. These alternatives engage students with flipped classroom and face-to-face instruction. Participants will explore free pathways and resources for creating and finding content, using platforms such as Moodle, Google Classroom, iTunes University, EDPuzzle, and OpenEd to deliver and assess content for traditional and non-traditional students. This session will combine presentation with hands-on learning. *Drew Pisani & Chris Pirkl, Deering HS* PISCATAQUIS

BRAINBREAKS: USING IMPROV TO OPEN UP THINKING Risk-taking and celebrating failure can be great ways to stimulate creativity in the classroom. During this very interactive session, we'll go through a series of improv activities designed to help students activate the creative side of their brains. Come prepared to move, think, and leave your inhibitions at the door. *Carl Hooker, Eanes Ind. S.D.* ACTEM Keynote Speaker FORT WESTERN

BREAKOUT EDU Breakout EDU is an ultra-engaging learning game for everyone. In the conference setting, a small group of educators will be timed to complete a series of challenges, reveal clues, and unlock mysteries. Breakout sessions teach teamwork, critical thinking, and troubleshooting by presenting participants with challenges that ignite their natural drive to problem-solve. The Mighty Pen is one of the Breakout EDU games based on a recently discovered artifact with hidden clues, puzzles, and messages for you to discover. Can you breakout in time? Join us and find out! *Kern Kelley & Students, RSU 19* FRANKLIN

LEARNING WITH IPADS IN PREK AND BEYOND! How can we use iPads to provide additional learning opportunities for young children and partner with families and others in the community? When and how should we discuss media diet and balance? Why are "media mentors" important? Stories from a variety of early learning programs using iPads with young children, including a public PreK classroom, family engagement, and public library program will be shared. *Bonnie Blagojevic, Morningtown & Vicky Grotton, Glenburn* SOMERSET

DESIGNING INNOVATIVE PROFESSIONAL DEVELOPMENT Do you have a long list of topics that need to be covered during your limited amounts of professional development time? Would you rather spend that time inspiring teachers to use more innovative teaching and learning tools? This session will give school leaders ideas about how they can design professional development opportunities for their teachers that will model what they'd like to see in classrooms (increased student engagement, deeper learning, etc.), while still covering the required topics at the same time. Participants should bring either a laptop or tablet device to the session. *Amanda Nguyen, DOE MLTI* SAGADAHOC

AVOIDING TEXTBOOK COSTS WITH ONLINE RESOURCES This presentation will show how a variety of resources were gathered online to "replace" the use of a textbook in a required first semester college course. Content was developed following Universal Design for Learning (UDL) principles and allows faculty a choice of materials for their course section. *Paul Charpentier, SMCC* YORK

CLOUD UPDATE With so many changes in today's IT world it is sometimes hard to determine what applications are appropriate for the cloud. We will look at industry trends, new technologies, and various deployment models. This will include examination of a variety of models from public cloud, private cloud, and hybrid models. We will also examine the nuts and bolts of what is involved with these various deployment models. *ePlus Technologies Staff* **ePlus Technologies** ANDROSCOGGIN AROOSTOOK

CONTENT CREATION ON IPAD AND SHARING THROUGH SEESAW Combining the powerful content creation capabilities of iPad with the curating, reflection, and sharing capabilities of Seesaw make great things possible in a proficiency-based classroom. Students can create content that shows their understanding, reflect on their work, then curate and share with teachers and peers. When a classroom is ready, parent sharing is a possibility as well! In this session you'll hear stories from educators who have used these tools in Maine classrooms. *Pauline McCarthy, SPSD & Sean Moore, Jameson School* **Apple, Inc.** KENNEBEC

EDUCATION TODAY WITH MAINE PUBLIC BROADCASTING NETWORK What does a student-centered classroom look like? Are we leveraging educational technology to the fullest? Have we made it indispensable to teaching and learning? The Maine Education Project is interested in hearing your thoughts on what it's like in schools today in this conversational session sponsored by Maine's public television and radio network. Come talk about challenges and successes in the classroom today. *David Boardman, MPBN* FRANKLIN

FROM ACTEM TO ACTION: PD #NEXTSTEPS The #EdChatME Design Team shares the vision driving the Maine Twitter presence for educators everywhere. Discover an action-oriented PLN, not a sounding board of like-minds. Turn your ACTEM learning into #NEXTSTEPS! Connect pre-service teachers with a robust support system! Collaborate across districts & disciplines! Build dialogue between classroom teachers & administrators! This session applies to experienced Tweeters & newbies alike! *Rebecca Redman, WOSCD & EdChatME Design Team* PINETREE

HP Q & A AND OPEN CHAT Join Laurie Underwood for a lunch time chat about HP/Microsoft and MLTI items of interest. This is an informal session designed to help you out. *Laurie Underwood, HP* **HP** CUMBERLAND

ILLUSTRATING TO WRITE Illustration is a part of many great stories, extending the ability of ideas to be shared, and increasing enjoyment and comprehension on the part of the reader. MacBook

So You Think You Know Surf...

5. WHAT SONG WAS THE B-SIDE OF THE ORIGINAL 1963 RELEASE OF THE SINGLE "SURFIN' U.S.A"?
A. "Shut Down"   B. "Little Deuce Coupe"   C. "Lonely Sea"   D. "Let's Go Trippin'"

Carl Hooker

Bonnie Blagojevic

provides many possibilities for creating illustrations, making drawing a part of the overall literacy experience. In this session we'll see how easy it is to get students started with creating their own original illustrations, and discuss how adding illustration to writing can raise the rigor. *Ann Marie Quirion Hutton, Apple, Inc.* **MLTI - Apple Alternate Solution** PISCATAQUIS

LEARNING THROUGH TECHNOLOGY & MLTI FALL UPDATE The Learning Through Technology Team and MLTI are offering you even more resources this year. Join us if you are interested in our new projects and initiatives. You'll learn about new team members, new tools for students and teachers, and new profes-

sional development that could help your school with Proficiency Based Diplomas, Teacher Effectiveness, and the increased rigor of MLRs and testing. *Mike Muir & DOE Learning Through Technology Team* **MLTI** HOWARD

LUNCH DATE FOR TEACHER EDUCATION PROGRAMS This lunch gathering is for professors, adjunct faculty, classroom teachers who host preservice teachers, and students in education programs. Come share ideas for how teacher ed programs can work individually and collaboratively to improve the preparation of teachers to teach with technology. Conversation starters: How is your program using the ISTE Standards? Including technology in PBE? Working with field placement sites? *MLTI-Teacher Preparation Collaborative* **MLTI** WASHINGTON

RAPID FIRE APPS & TOOLS Bring your "A-Game" and your favorite Apps to this interactive gathering sharing as many ideas as possible before the time is up just like a game of hot Potato! *Southern Maine Integrators Group: Susie Simmons, Dan Tompkins, Anne MacDonnald, Cathy Wolinsky, Mike Arsenault, Lisa Hogan, Laura Girr,* FORT WESTERN

SCAVENGER HUNT ROLL OUT Think

you know your special education assistive technology accommodation and modifications? Take the challenge here! Team up to conquer special education stations and gain points along the way. Pick up brain break ideas as you go. Be prepared to move, think, and gain life changing knowledge to help individuals with disabilities. The team with the most points at the end of the scavenger challenge wins a coveted prize. Bring your MLTI devices. *Lindsey Carnes, Apple, Inc.* **MLTI - Both Apple Solutions** SAGADAHOC

SCHOOL'S OUT FOR SUMMER: APPLE SCHOOL MANAGER, MANAGED APPLE IDS, AND YOU You have seen the webinars. You know the capabilities. Bring your lunch box and tough questions for a consultative conversation around what the new world of organizational Apple IDs and role-based school portals means for you in the year ahead. *Clif Hirtle, Apple, Inc.* **Apple, Inc.** PENOBSCOT

SOCIAL MEDIA FOR THE YOUNGEST The best way to teach digital citizenship is to give kids experience in monitored social media environments. We will share our experiences with using a variety of social media platforms with grades K-5 in the library and classroom contexts. KidBlog, Edmodo, and Seesaw will be presented

as walled gardens where kids can create, share, and interact online. Participants can expect project ideas, strategies, assessment tools and lessons learned. *Jennifer Stanbro & Gretchen Hartley, Skillen Ele.* **MASL** SOMERSET

TELL YOUR SCHOOL'S STORY ON SOCIAL MEDIA Schools can either tell their own story or let someone else tell it for them. They can highlight the work that exemplifies their mission, or they can put the power to choose in someone else's hands, and then find themselves misconstrued or unfairly criticized. This session will explore a number of resources that allow schools to capitalize on the power of Social Media and ways to celebrate the best in your classroom, building, library, or district. *Jonathan R. Werner, Cape Elizabeth* ARNOLD

AFTERNOON SESSIONS 1:10-3:20

CREATING DIGITAL BREAKOUT EDUs Participants will experience a Digital Breakout EDU game before actually creating one of their own based on curriculum or content they teach. They will then be able to engage students in the playing of and creating of Digital Breakouts. This session is based on the BreakoutEDU Boxes and is

built around the 4 C's. (Creativity, Collaboration, Critical Thinking and Communication.) *Terri Dawson & Angela Gospodarek, Gorham MS* PISCATAQUIS

DYSLEXIA:AT, ACCOMMODATIONS & LITERACY STRATEGIES Dyslexia is the most common type of specific learning disability affecting 10-15% of the total population. It is critical that educators acknowledge and support access to the curriculum. Explore research based intervention that is explicit, systematic, and multisensory. Embedding these interventions and AT tools personalizes learning and ensures access to language, literacy, and learning opportunities. *Diana Petschauer, Kelsey Hall & Stacy Driscoll, ATforED.com* WASHINGTON

iBOOKS AUTHOR MULTIMODAL STYLE Dive into iBooks Author to harness the power of developing multi-modal, Multi-Touch iBooks. You'll learn features which make iBooks come to life for learners by incorporating audio files, 3D widgets, image glossaries, study cards, jailbreaking templates, and much more. Come prepared with a topic and assets to develop your own Multi-Touch iBook. This session is great for MLTI beginners and experts. *Lindsey Carnes, Apple, Inc.* **MLTI - Apple Alternate Solution** SAGADAHOC

INNOVATION IN THE K-2 CLASSROOM: TECH PETTING ZOO Remember your classroom hamster? Now, it's time to replace it with Tech Petting Zoo and get friendly with innovative technology. Our Tech Petting Zoo is a mobile Makerspace that fuels creativity, inspires experiential learning and genuinely boosts 21st century teaching. We select age-appropriate tech that aligns with K-2 standards and builds a STEAM foundation. In this workshop, we will explore tech integration into K-2 curriculum, construct a sample Petting Zoo and discuss tech loaded classroom projects. *Irina Tuule, Eduporium* **Eduporium** ARNOLD

Lisa Hogan

Terri Dawson
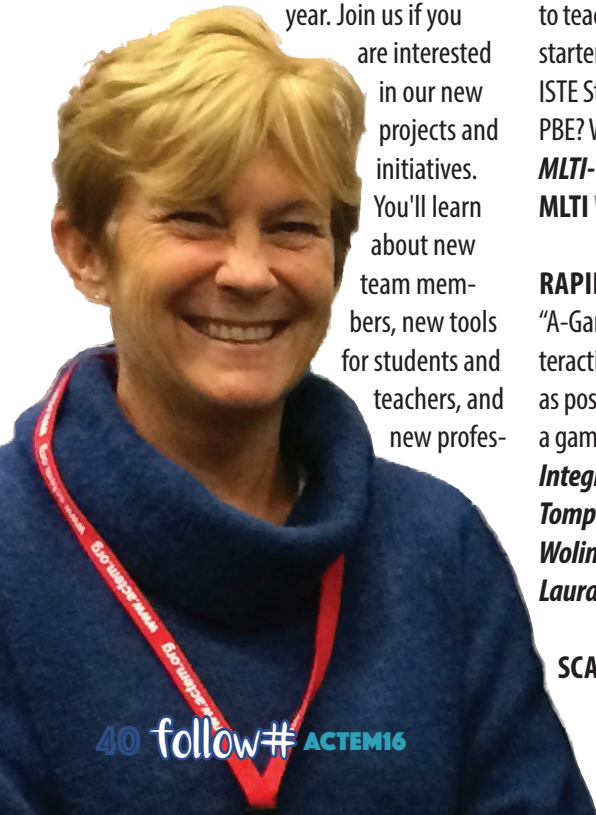
SWIMMING IN THE SAMR POOL
Sometimes we ask teachers to dive before they can swim with technology. Dr. Ruben Peuntedura's SAMR model has been instrumental in helping our district embrace the shift from traditional learning to a more student-centered approach. In this session, I'll share actual examples of integration of iPads in K-12 settings. From ELA to math to music, using mobile devices in a meaningful way can really bring learning into the transformational deep end. *Carl Hooker, Eanes Ind. S.D.* **ACTEM Keynote Speaker** FORT WESTERN

SESSION THREE 1:10-2:10

AUGMENTING REALITY & ENGAGING LEARNING Attendees will explore free augmented reality apps including Seene, Quiver, Aurasma, Blippar, and Cardboard. Learn to incorporate AR in the SAMR model. Discover how to incorporate Google Expeditions into your content instruction. A demo of Google Expeditions will be given with options to view the demo from both the student and teacher side of the lesson. *Beth Goodwin, Wells, Annette Slone, & Eric Lawson, York* KIOSK - VENDOR FLOOR

BREAKOUT EDU Breakout EDU is an ultra-engaging learning game for everyone.

In the conference setting, a small group of educators will be timed to complete a series of challenges, reveal clues, and unlock mysteries. Breakout sessions teach teamwork, critical thinking, and trouble-shooting by presenting participants with challenges that ignite their natural drive to problem-solve. The Mighty Pen is one of the Breakout EDU games based on a recently discovered artifact with hidden clues, puzzles, and messages for you to discover. Can you breakout in time? Join us and find out! *Kern Kelley & Students, RSU 19* FRANKLIN

CONQUERING TECH GRANTS: HOW TO MAKE YOUR PROPOSAL WIN Learn about top tech opportunities and grant resources available to help make your application successful. This session focuses on a wide variety of steps to take to ensure you receive a win. We will also look at tools available to help you narrow in on funding opportunities right for your district and how to determine your eligibility as well as a look at resource available to help you apply. *ePlus Grant Sponsorship Program Staff* **ePlus Technologies** ANDROSCOGGIN AROOSTOOK

CREATING SIMPLE GAMES ON YOUR IPAD Ever wonder if those students you

always "catch on games" in class could just use that energy to make games themselves? Now any student with an iPad can create games using the Hopscotch app. Learn the very basics of computer programming with hands on examples. Discover powerful ways to integrate your class content and reinforce learning concepts. *Jeff Bailey, Mountain Valley* YORK

EFFECTIVELY LEVERAGING IPADS IN HIGH SCHOOL Thornton Academy has recently been recognized as an Apple Distinguished School. In this session Integration Specialist Amanda Doyle will describe how Thornton Academy has embraced iPads across the curriculum areas. Participants will come away with great ideas of how iPads can be leveraged in their high school classroom to improve teaching and learning. *Amanda Doyle, Thornton Academy* **Apple, Inc.** KENNEBEC

EXPLORE MINECRAFT: EDUCATION EDITION AS A FLEXIBLE LEARNING PLATFORM
Minecraft: Edu-

cation Edition was designed specifically for schools and includes all the features of the core game, plus new features that make Minecraft more accessible and effective in a classroom setting. Educators are able to map student activities directly to specific learning outcomes and curriculum standards. Attend this session to get familiar with Minecraft: Education Edition and explore ideas for incorporating into the classroom to enhance how students work in teams to solve a problem or collaborate as an entire class to go through learning activities and master challenges within the game. *Yamin Chevallard, Technology Strategist* **Microsoft** CUMBERLAND

LEARN TO CODE WITH SWIFT PLAYGROUNDS Swift Playgrounds is a revolutionary new app for iPad that makes learning Swift programming interactive and fun. Solve puzzles to master the basics and increase your skill. Swift Playgrounds requires no coding knowledge, so it's perfect for beginners. It also provides a unique way for seasoned developers to quickly bring ideas to life. And because it's built to take full advantage of iPad,

it's a first-of-its-kind learning experience. We will explore the app and associated resources as well as discuss how to bring Swift Playgrounds to the classroom. Make sure to bring iPad with iOS 10. *Tim Hart, Apple, Inc.* **MLTI - Apple Primary Solution** LINCOLN OXFORD

LET THE STUDENTS LEAD THE WAY: BUILDING A STUDENT INNOVATION TEAM Allow students to lead your classroom, school or district's technology initiative. Build a team to advise, support and train teachers as they explore digital learning. In this session, learn how to start your own team, tips for getting started, and how to adapt the idea to your own situation. *Jennie Magiera* **ACTEM Keynote Speaker** CAPITAL

MANAGING SHARED IPADS IN AN ELEMENTARY CLASSROOM Shared use used to be a story of carts and cables. This year's announcements around Shared iPad, Managed Apple IDs, and all new Apple Configurator have changed the rules considerably. Come experience walkthroughs of Shared iPad and

Configurator 2, while taking a deeper look at the increasingly central role mobile device management (MDM) plays in the setup and management of elementary school shared devices. *Clif Hirtle, Apple, Inc.* **Apple, Inc.** PENOBSCOT

PORTFOLIOS USING AN IPAD AND BLOGGER JR Come see just how easy it is to teach even a kindergartner how to post to their digital portfolios using Blogger Jr and an iPad. In this session, we will take you from setting up your students in the app to how to connect Blogger Jr to your classroom blog. Come learn what has taken me years to evolve. *Jacqueline Durante- Harthorne & Joanne Gauley, Gorham*

STEM/STEAM LEARNING IN THE CLASSROOM Come find out what integrated science learning, aka STEM (Science-Technology-Engineering-Math) and STEAM (Science-Technology-Engineering-Art-Math), can be in a technology-rich classroom. This session will include ideas for using hands-on learning and digital tools for all ages/grade levels. *Julie Willcott, KVCC* PINETREE

THE CLOUD WARS: TRANSFORM 21ST CENTURY

Julie Willcott

So You Think You Know Surf...

6. WHAT IS "CHANNEL SURFING"?
A. Surfing the English Channel   B. Watching surfing videos on a YouTube channel   C. Using a remote to skip through TV channels looking for something to watch   D. Surfing while channeling Moondoggie (from the Gidget movies)

COLLABORATIVE PROJECTS What is the Cloud, and how do I ride? This session will explore several educational and instructional options using cloud technology. Pros and Cons of a variety of educational cloud technologies will be shared as well as how cloud technologies can transform the classroom for collaborative projects. *Jill Pierce, McMinn County Schools* **MLTI** WALDO

USING INSTAGRAM IN THE CLASSROOM Instagram is a social media platform that most students and parents are on. So why not use what they are already using to an advantage in the classroom? Students get engaged in the material because they know their audience is going to be their peers, not just teachers. This session covers how Instagram works, many practical ideas for classroom use in all content areas at different grade levels, adding knowledge via video, and the power of hashtags. *Paul Wallace, MSAD 31* HANCOCK

SESSION FOUR 2:20-3:20

AASL'S BEST APPS FOR TEACHING & LEARNING Each year the American Association of School Librarians (AASL) releases the list of Best Apps for Teaching and Learning. Find out which apps made the 2016 list in this fast-paced session. Participants will learn about innovative apps in the areas of content creation, STEM, books, organization & management, and humanities. We'll explore the features of each app and how the apps can be used in classrooms. *Cathy Potter, Falmouth MASL* WALDO

AUGMENTING REALITY & ENGAGING LEARNING Attendees will explore free augmented reality apps including Seene, Quiver, Aurasma, Blippar, and Cardboard. Learn to incorporate AR in the SAMR model. Discover how to incorporate Google Expeditions into your content instruction. A demo of Google Expeditions will be given with options to view the demo from both the student and teacher side of the lesson. *Beth Goodwin, Wells, Annette Slone, & Eric Lawson, York* KIOSK - VENDOR FLOOR

ROBOTS AS ASSISTIVE TECHNOLOGY The role of robotics is growing in many areas and their use as Assistive Technology will only increase in the future. In Maine schools, robots are currently being used for remote "telepresence," allowing students with disabilities or health needs to continue to participate in classroom activities. This workshop will showcase two vendors of these devices (VGo and Double Robotics) and will provide information on how schools may acquire a device.

John Brandt, Maine CITE **Maine CITE** CAPITAL

BREAKOUT EDU Breakout EDU is an ultra-engaging learning game for everyone. In the conference setting, a small group of educators will be timed to complete a series of challenges, reveal clues, and unlock mysteries. Breakout sessions teach teamwork, critical thinking, and troubleshooting by presenting participants with challenges that ignite their natural drive to problem-solve. The Mighty Pen is one of the Breakout EDU games based on a recently discovered artifact with hidden clues, puzzles, and messages for you to discover. Can you breakout in time? Join us and find out! *Kern Kelley & Students, RSU 19* FRANKLIN

BUILD A COLLABORATIVE CLASSROOM AND INCREASE PRODUCTIVITY Technology is bringing a new dynamic to the classroom. Learn how to integrate 21st Century skills with Microsoft tools that will excite, engage,
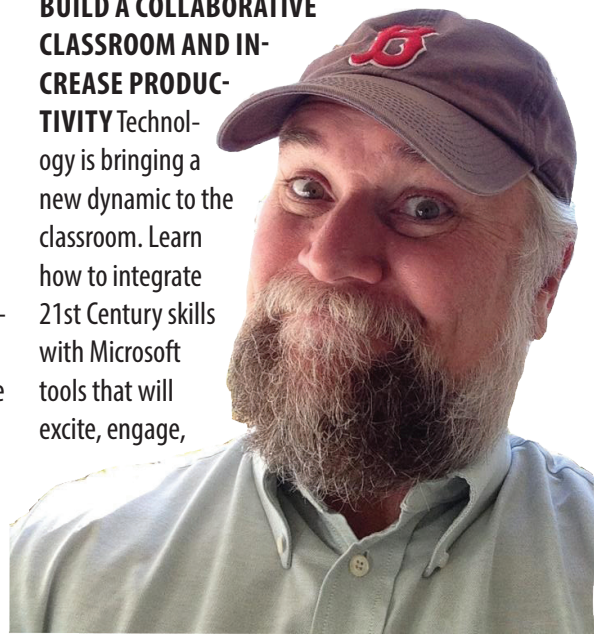
John Brandt

and elevate your students to uncommon levels. This overview will feature easily adopted pedagogical uses of free Microsoft tools like Snip, Sway, and Skype for Business, and OneNote Class Notebooks to help incorporate blended learning. *Yamin Chevallard, Technology Strategist* **Microsoft** CUMBERLAND

CLASSROOM APP Classroom is powerful new iPad app that helps teachers guide learning, share work, and manage student devices. In order for a teacher to use the app, the configuration of Classroom is done within your Mobile Device Management (MDM) system by the MDM administrator. In this session, we will show you how both sides: teacher and MDM administrator, work together to guide learning through the use of Classroom app. We will go through the steps required to configure Classroom app in MDM and then demonstrate the features teachers will use in the classroom, including: Opening an app, Locking an app open on an iPad, Opening a webpage or iBook chapter, Locking an iPad, Viewing an iPad screen, Reseting a student's password, AirPlay an iPad to Apple TV *Ann Marie Quiri-*
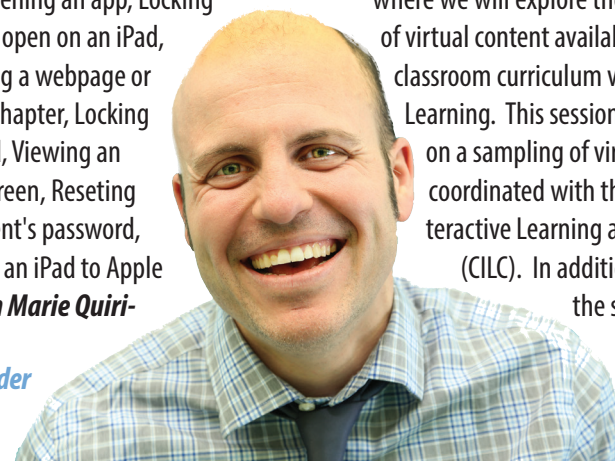
on Hutton & Curtis Armstrong, Apple, Inc. **MLTI - Apple Primary Solution** LINCOLN OXFORD

CRITICAL CREATIVITY: MEANINGFUL MAKING We've the opportunity to turn our classrooms and impact areas into studios where students can transform whimsical ideas into purposeful action and meaningful products. In this session, participants will explore how creative endeavors from sketchnoting to soundtracking, blackout poetry to digital color palettes, Little Bits to LEGO bricks can lead to deeper learning and understanding of content area learning. Imagination is the only prerequisite. *Dan Ryder, Mt. Blue HS* YORK

GOING ON A VIRTUAL FIELD TRIP THROUGH THE CENTER FOR INTERACTIVE LEARNING & COLLABORATION (CILC) This session will take you on an adventure via Video Conferencing, where we will explore the many types of virtual content available to enhance classroom curriculum via Distance Learning. This session will take you on a sampling of virtual field trips coordinated with the Center for Interactive Learning and Collaboration (CILC). In addition we will close the session with an

overview of possible grant funding opportunities to support your collaborative learning environment. *ePlus & CILC staff* **ePlus Technologies** ANDROSCOGGIN AROOSTOOK

iPADS IN ELEMENTARY LITERACY INSTRUCTION Literacy. That one word drives so much of the work that goes on in the elementary classroom. In this session participants will discover effective strategies for using iPads to support literacy development for all their students. From the basics of vocabulary development and gaining control over sight words to creating multitouch books that can be shared around the globe, this session will have you going back to class armed with new ways to help your students learn. *Mauri Dufour - ADE & Auburn School Dept.* **Apple, Inc.** KENNEBEC

iPADS IN THE KINDERGARTEN CLASSROOM Looking for a way to incorporate iPads into your everyday classroom activities? Discover ways to keep children engaged and active in learning by using a variety of apps during whole group as well as small group activities. We will be looking at activities which will help the child see the iPad as a learning tool rather than a gaming device. *Christine White & Theresa LaPage, Alfred Elementary* SOMERSET

Dan Ryder

JSS EXTENSION ATTRIBUTES: SECRET SAUCE FOR THE ADVANCED CASPER CHEF Ever dream of elegant reports and conditional polices based off machine data just not available in your JSS? Come discover how to leverage one of the secret ingredients of advanced Casper administrators: how to create custom inventory information to automate deployments, feed proactive policies, and ensure accurate reporting for leadership and learning alike. *Clif Hirtle, Apple, Inc. & Trey Bachner, Jamf Software Apple, Inc.* PENOBSCOT

NEARPOD IN THE ELEMENTARY SCHOOL Nearpod is an engaging and useful tool for delivering content, assessments, and activities to help student learning and teacher productivity. Students ask if they can have a Nearpod lesson! Access lessons as a whole group or individuals, in class or at home, over an internet connection. Include lesson information, videos, virtual reality images, websites, several types of quizzes, and other activities easily and quickly. *Marty Cryer & Donna Longley, Wells Elementary* HOWARD

SEESAW, STEP-BY-STEP BASICS Seesaw, the Learning Journal. Bring your devices and join us in this hands-on session to experience the many ways your students will be able to show what they are learning. We will walk through the steps to set up your own class, tour the teacher dashboard, and access resources for follow-up support. Seesaw supports iOS, Android, Chromebooks, Computers, and Kindle Fire. I will use an iPad and MacBook for the demo. Resources will be posted on my website @ https://goo.gl/1keu7S *Pauline McCarthy, South Portland* PINETREE

USE PLICKERS TO INSTANTLY CHECK LEARNING This interactive session guides participants through the sign up, set up, and application of Plickers, an app that allows teachers to instantly check student learning. Unlike other programs requiring 1-on-1 devices, it uses a set of coded cards students hold up to answer questions. The teacher scans the room with a phone/tablet which scores and records student responses. It's a great app for formative assessment for any level in any subject area. *Paul Wallace, MSAD 31* HANCOCK

WHAT'S THE DEAL WITH FANTASY SPORTS? When we're all staring at the list of presentations and we're like, "Dang we need something fluffy for a Friday afternoon," consider this: Fantasy Sports is growing in interest year after year, and it might just be that thing that gets tech-hesitant people to spend more time in front of their computer using it. What does it have to do with school? How about statistics? Research? Budgeting? Negotiating skills? *Jason Bersani, Winslow* AUGUSTA

*DOOR PRIZES AT 3:20
in the Exhibitor Keynote Stage
(you **must** be present to win!)*

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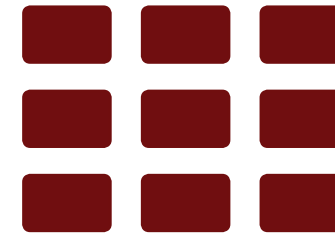
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So You Think You Know Surf...

7. WHAT IS A "SERF"? **A. A misspelling of the word "surf"**
B. A servant who works for a feudal lord
C. A beachgoer who refuses to surf **D. An internet troll**

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Waterville

LEARNING BOOTHS

What's a Learning Booth? It is a place where you can find out how to integrate presented products into your own education solution. Stop by these booths for demonstrations and sessions targeted to your needs. Each representative has planned their displays with you mind.

LEARNING BOOTH 1: EDUPORIUM

We started Eduporium with the belief that technology can truly, effectively help children learn and grow. No, we're not encouraging children to spend more time texting or taking selfies on their smartphones—we're talking about productive, meaningful technology that can unlock their imagination and engage their problem-solving skills. We're talking about using open-source microcontrollers to help children learn to program, or challenging kids to design and create their own toys through 3D printers. The possibilities are boundless—we have the technology today to really make a positive impact on our children and push them toward a successful future.

We are the place where children, technology, and community intersect. A platform on which to showcase the latest and most cutting-edge technology in education. A gathering point for parents, teachers, and innovators. A space where we can all work together so that every child has access to meaningful technology and no child is forgotten.

LEARNING BOOTH 2: EPLUS

ePlus inc., is a leading integrator of technology solutions. We enable organizations to optimize their IT infrastructure and supply chain processes by delivering world-class IT products from top manufacturers, managed and professional services, flexible lease financing, proprietary software, and patented business methods and systems. With our core focus areas in data center/cloud computing, collaboration, IT infrastructure, services capabilities, and security--complemented by leasing and software--ePlus can develop and deliver innovative, scalable, and financially sound solutions. This broad offering truly sets us apart from our competition. We call it the ePlus Advantage™. With extensive experience implementing cost-effective solutions for K-12 school districts and some of the country's leading universities, ePlus can help you deliver a first class learning experience to your students. Our team will work with faculty and staff to streamline operations within your school enabling your teachers to focus on what matters most — teaching.

LEARNING BOOTH 3: HP/MICROSOFT

Two giants of the technology world teamed up to present a MLTI solution option for Maine schools. Come stop by and meet our staff and learn about our solution.

HP has a long tradition of supporting innovation in education, beginning with our founders, Bill Hewlett and Dave Packard. For years, HP has worked to change the equation in education. We're aiming our efforts inside and outside the classroom, working with students, teachers, and entrepreneurs to redesign and complement the learning process, wherever it takes place.

At Microsoft, our mission and values are to help people and businesses throughout the world realize their full potential. Microsoft wants to help inspire and prepare all students to learn and innovate by providing quality tools and resources. Microsoft has partnered with ACTEM to offer cost effective EES subscription licensing to Maine Schools.

LEARNING BOOTH 4: CDWG

CDW is a leading provider of integrated information technology solutions in the U.S. and Canada. We help our 250,000 small, medium and large business, government, education, and healthcare customers by delivering critical solutions to their increasingly complex IT needs.

CDWG has partnered with ACTEM to provide discounts on their products and services to our members. As an added bonus, ACTEM members also receive free shipping on all orders.

LEARNING BOOTHS 6-7 : PRO AV

ProAV specializes in enhancing your current classroom setting by integrating the newest technology, products and services - so come check out what's new in our booth and how you can use that in your school. We've been in the business of technology integration and training in Maine for over 5 years, and will continue to support your schools with the latest and greatest technology, making it work for you and your specific needs. We will be showcasing lots of products in our booth, including but not limited to: Interactive Whiteboards, Interactive Projectors, Document Cameras, Projectors, IPTV, Digital Signage and Flat-Panel Displays. Come stop by and meet our staff to find out what Pro AV can do to help you this school year!

LEARNING BOOTHS

LB1 Eduporium
LB2 ePlus
LB3 HP
LB3 Microsoft
LB4 CDWG
LB5
LB6 & 7 ProAV
ACTEM Atomic Learning

SUPER BOOTHS

SB1 Apple
SB2 Diamond Assets
SB3 Networkmaine
SB4
SB5 Headlight AV
SB6

CENTER BOOTHS

1 North Coast Services
2
3
4
5 Learning Technology Team-MLTI
6 Edgenuity
7 School Messenger
8
9 SchoolPointe
10 Houghlin Mifflin
11 Kensington
12
13
14
15 PowerSchool

16 JumpRope
17 LinkIt - Advanced Assessment Systems
18
19 GovConnection
20 Ruckus
21 Office Depot
22 Edupoint Educational Systems
23 ELB Education
24
25 Technology Education Concepts
26 Pear Deck
27 ByteSpeed
28 Lightspeed Technologies

29 Infinite Campus
30 Belkin
31 Maine CITE
32 IPEVO
33 DSCI
34 Spectrum Industries
35 Jamf Software
36 ENA - Education Network of America
37 Axis Business Solutions
38 Pine Tree Society
39 Data Memory Systems
40 Otus
41&**42** ACTEM Store
43
44

So You Think You Know Surf...

ANSWERS 1.D, 2.C, 3.B, 4.D, 5.A, 6.C, 7.B, 8.A

W = Wired Internet in Booth

LUNCH SEATING

Learning Booth LB1
Learning Booth LB2
BAR
Learning Booth LB3
Learning Booth LB4

| 1 | 2 | | 3 | 4 | | 5 | 6 |
| 7 | 8 | | 9 | 10 | | 11 | 12 |

Learning Booth LB5

| 13 | 14 | | 15 | 16 | | 17 | 18 |
| 19 | 20 | | 21 | 22 | | 23 | 24 |

FOOD & COFFEE   FOOD & COFFEE

Learning Booth LB6

| 25 | 26 | | 27 | 28 | | 29 | 30 |
| 31 | 32 | | 33 | 34 | | 35 | 36 |

Learning Booth LB7

Super Booth SB1   Super Booth SB2

| 37 | 38 | 39 | 40 |

STAGE

LUNCH SEATING

Super Booth SB3   Super Booth SB3
Super Booth SB5   Super Booth SB5

Bleacher Seating for Keynotes & General Sessions

Main Entrance

ACTEM BOOTH & Store
Exhibitor Info & Registration

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