Surf ACTEM 16

President's Message
By Dennis Crowe

Friends and colleagues, welcome back to school. For me, the start of the school year signals a time to put away the shorts and start wearing long pants again. What a shame to have to cover up these legs of mine!

In August, the ACTEM executive committee met for two days and discussed the state of our organization and put some plans in place for our future. I would like to share a few of the highlights of that meeting.

Executive Director Gary Lanoie provided a detailed financial report. The bad news is that we lost money in FY16. The good news is that ACTEM, in general, is in a good place financially with significant cash reserves. We just have to be mindful of future expenditures and income streams. Please see the annual report in this newsletter for more detail.

We also discussed the ACTEM listserv. The board thinks it is healthy, and I would add that I heartily agree. It provides a place for information gathering, support

DIFFERENT STROKES FOR DIFFERENT FOLKS
ACTEM16 Offers Something for Everyone!
by Barbara Greenstone

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.

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**

10 Congressional App HS Student Challenge, and Workshops for GAFE Admins

12 First LEGO league

The Association *of* Computer Technology Educators *of Maine*

Business Meetings
All Members Welcome!

September 19th 2016
December 12th 2016
March 14th 2017
May 9th 2017

We meet from 9 - noon Mondays in Room 103A/B, 1st Floor, Cross Office Building, Augusta. Remote sites are generally available for these meetings. Check actem.org for meeting details.

ACTEM 2016 Online Registration Open!

The ACTEM 2016 Conference is returning to the Augusta Civic Center this fall on Oct. 13th and14th. The conference registration fee is all inclusive this year and covers any and all workshops each day of your conference registration.

Early bird registration runs now through Sept. 23rd. One day pass is $100 for members and $120 for non-members. Two day pass is $175 for members and $195 for non-members. Online Conference Registration link: http://actem.wildapricot.org/event-2314071

KEYNOTE SPEAKERS:

Thursday - Jennie Magiera, Chief Technology Officer for Des Plaines School District 62, IL

Jennie is a White House Champion for Change, Apple Distinguished Educator, Google for Education Certified Innovator and TEDx Speaker, and she has been working to redefine teaching and learning through innovative new practices.

Friday - Carl Hooker, Director of Innovation and Digital Learning at Eanes ISD, TX

Carl has been named Tech & Learning Magazine's 2014 Leader of the Year and is a member of the Apple Distinguished Educator class of 2013. He currently has publish a couple of books in a series titled Mobile Learning Mindset, a guide for teachers, administrators, parents and others to support and embrace mobile learning in our schools.

WORKSHOPS:

ACTEM 2016 features two full days packed with 175 workshops on a variety of topics with something for everyone. Here is the breakdown of workshop sessions: 10 Apple laptop only, 13 PC only, 4 HP MLTI, 3 ChromeBook Only, 11 Google App, 27 iPad only, 6 Cross-Tablet, 100 platform agnostic sessions

Register online today at: http://actem.wildapricot.org/event-2314071

Hack New England High Schools – hackNEHS

Contributed By The hackNEHS Team

Ever had a great app idea but never got a chance to implement it? Join hackNEHS, a New England High School Hack-a-thon.

We are in the midst of a golden age of technological innovation. It is becoming easier and easier for anyone to learn to code and build creative new products in record time. Events called hack-a-thons are the embodiment of this hands-on spirit, and nowadays they are popping up all over the world.

Right, so what exactly is a hack-a-thon? Think of it as a technological powwow — the biggest hack-a-thons draw tech geeks from all over the world. A hack-a-thon is a gathering where teams build innovative new technologies, all in a relatively short span of time (usually 8-24 hours).

Hack-a-thon projects span the whole spectrum; past examples include creating gesture recognition software to control a computer using its webcam, building a glove that can translate sign language into speech, and programming games.

Anyone is welcome at a hack-a-thon — whether they are a veteran with several past projects under their belt, or a newbie who is just learning how to code. Many hack-a-thons offer workshops for participants who want to learn how to hack with certain technologies (like iOS, Android, Arduino, and Amazon Web Services, to name a few), and they all have experienced mentors who help

out teams. This makes them ideal for budding STEM students.

Alas, most hack-a-thons are geared towards adults and college students, with the few high-school hack-a-thons concentrated mostly on the west coast. So we figured we would change that.

HENCE, HACKNEHS.

Hack New England High Schools (pronounced hack-ness) is a new hack-a-thon run by high-schoolers for high-schoolers. It will be held at 1 Cambridge Center on October 8, 2016. We hope to draw 200+ hackers from all across the New England area — and the entire event will be free. We are currently in the sponsor-seeking process; if you or someone you know is involved in a company / organization that could sponsor us, we would really appreciate it if you could shoot us an email at sponsors@ hacknehs.com.

If you are interested in helping out during the event (either as a mentor, workshop leader, or general volunteer), we would love to have you; just contact info@hacknehs.com.

And finally if you are a teacher or a student, please feel free to spread the word about hackNEHS at your school! We're going to have a blast this October, and we look forward to seeing what cool projects everyone comes up with.

ACTEM & Atomic Learning Partnership

ACTEM has negotiated special pricing with Atomic Learning as an optional add-on benefit for our members. Individual members can upgrade their membership with our new MemberPlus option. This option includes an individual subscription to Atomic Learning and all their online resources for this membership year at the bargain price of $25. Atomic Learning

subscriptions are regularly priced at $99 per year. This offer is for individual members only will give you access to explore the resources Atomic Learning has to offer.

Atomic Learning is not just the "how-to" use specific software videos of the past. Atomic Learning offers a vast library of online learning resources relating to instructional practices, college & career readiness, student engagement, technology use and more.

For those attending the 2016 conference, Atomic Learning staff will be available in the ACTEM booth to introduce you to and help you get started with this new resource and new member benefit. Atomic Learning is also planning webinars throughout the school year for our members.

MemberPlus Upgrade Details:
• ACTEM›s MemberPlus upgrade is offered at $25 and provides members with an individual subscription to Atomic Learning and their online resources for this membership year (ending June 30, 2017).
• You must have a current individual ACTEM membership before you can add the MemberPlus upgrade.
• Current ACTEM member for 2016-17 can add the MemberPlus upgrade for just $25.
• Non-members will need to join ACTEM for $20 and add the MemberPlus upgrade option for an additional $25.
• The MemberPlus upgrade option has been added to ACTEM's membership page at: http:// actem. wildapricot.org / join

Please note that the MemberPlus upgrade is not available for institutional memberships. This option is being offered as a special add-on benefit for our individual ACTEM members only.
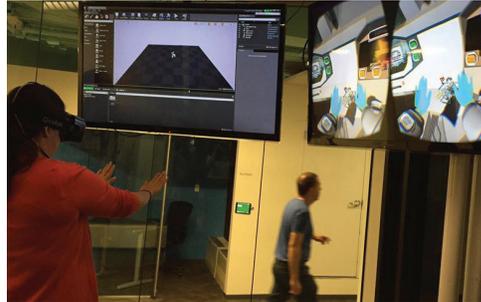
New, at the DOE

Amanda Nguyen has joined the Learning Through Technology team as a Digital Learning Specialist. Amanda grew up in Maine, and has taught high school math and science out of state. Most recently, she completed a Master in Education program focused on technology and innovation in education (she's pretty humble about graduating from the Harvard Graduate School of Education but we're not afraid to share!). Amanda is looking forward to partnering with schools and teachers as they use technology to help deepen student learning through opportunities to create, collaborate, and problem solve. In the image above, Amanda is testing out VR with an astronaut simulation earlier this year, she says "after a few minutes, you really feel weightless!"

Sean Malone is another new digital specialist on the Learning Through Technology Team. In his past gigs, Sean was the technology integrator at RSU 68 in Dover-Foxcroft and taught Language Arts. Sean's educational technology interest include Maker Spaces, Computer Science, Imaginative Play through technology, IT / tech support, and supporting innovative instruction in the classroom. In his down time he enjoys photography, hiking, hanging out with family, cooking, home brewing, and exploring new innovative methods of technology integration in the classroom.

Surf the net

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 **Network Defenses for the Reluctant Volunteer**. 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

If 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 **Think Like an App Designer** where you will learn about skills other than coding that students need for good app design. 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 try **Teaching Robotics with Lego, Sphero, and Ollie.**

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. 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 **Learning 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 K-12 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.

...and on Friday

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

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 **Poster Session: Learning w/ iPads: Middle & High School** where students from the University of Maine Farmington will share what they've learned about apps that support learning. 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**.

FOR TECH INTEGRATORS

Again, 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 **Meet the Authors of the Google Apps Guidebook**, 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 EDU**s 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 to 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**.
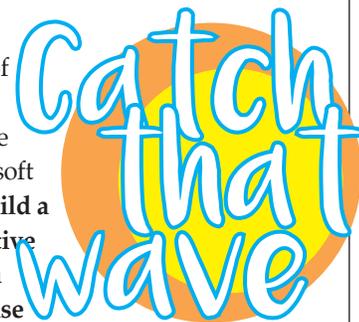
ELEMENTARY TEACHERS

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 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 **Exploring Early Literacy Opportunities with Tech** 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 **iPads in the Kindergarten Classroom**, or check out **NearPod in Elementary School**.

actem Maine

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annual report 2015-16
Membership

2015-16 Member data by category

Individual	509
Institutional (District)	95
Small Institutional	31
Vendor	10
Life	28
Students (College)	1

Members by Job Function & Category

- Institutional 13%
- Tech Staff 16%
- Tech Directors 12%
- Teachers 23%
- Other 3%
- Librarians 6%
- Integrators 8%
- Higher Ed 2%
- Administrators 5%
- Undeclared 2%
- Life 4%
- Vendor 2%
- Small Institution 4%
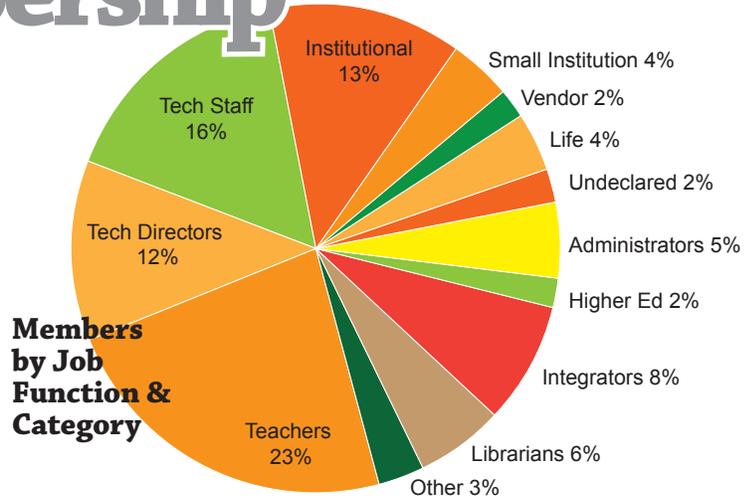
2015 ACTEM Conference

Oct. 15-16, 2014 • Cross Insurance Center, Bangor, ME

Keynotes
Thursday - Leslie Fisher, Fisher Technologies, Inc.
Friday - Jaime Casap, Chief Education Evangelist at Google

Workshops:
The conference featured the following workshops ove the two days:
- 3 - Full Day session
- 23 - Half Day sessions
- 98 - One-Hour Breakout session

Conference Statistics:
- 133 Two Day Passes
- 178 Thursday Attendees
- 292 Friday Attendees
- 88 complimentary registrations -Presenters, committee & board
- 107 Exhibitor Representatives
- 51 Companies Represented

Total Attendance (Attendees + Exhibitor Representatives)
- 373 - Thursday
- 487 - Friday

Awards Program

2015 ACHIEVE Award Recipient
Shanna S. Goodall - Orono High School

2015 John Lunt Friend of Technology Award
Bob Sprankle - Formerly of Wells Ogunquit CSD

Sponsorships
- EdCamp Maine - Waynfleet School, Portland
- Ed Camp Bangor
- EdCamp Western Maine
- MooseTech 2016
- MooseCamp
- *Leverage Learning 2015
- MLTI Student Conference 2016

ACTEM Officers and Board

Officers
Dennis Crowe, President
Michael Richards, Past President
William Backman, Vice President
Deborah White, Recording Secretary
Andrew Wallace, Treasurer

Board Members
Michael Arsenault, SIG Technology Integrators
Dennis Crowe, NEISTE
Rachel Guthrie, Newsletter Editor
Dennis Kunces, Professional Development
Barbara Greenstone, Conference Co-Chair
Crystal Priest, Conference Co-Chair
Jaime Steward, Co-Chair Educator of the Year

Staff
Gary Lanoie, Executive Director • Business Manager

Professional Development Program

In accordance with ACTEM's mission, members may apply for assistance in the form of reimbursement on qualifying technology professional development opportunities. 71 Members received PD reimbursement from ACTEM in 2014-15. Here is the breakdown of what these members attended:

20 - FOSSED 2016
3 - ISTE 2016 Denver
3 - Leverage Learning 2015

8 - Others that included:
MLTI Summer Institute 2015, Google Educator Boot Camp, MacAdmin Conference, NAEYC 2015 Conference, EDLM 588, Blended Learning Conference, TESOL 2016 International Convention & GAFE Summit Montreal

$9,431 75
Reimbursed to Members in 2015-16

ACTEM's mission is to enhance and influence education in Maine through the use of technology.

Fiscal Year 2015-16 Financials
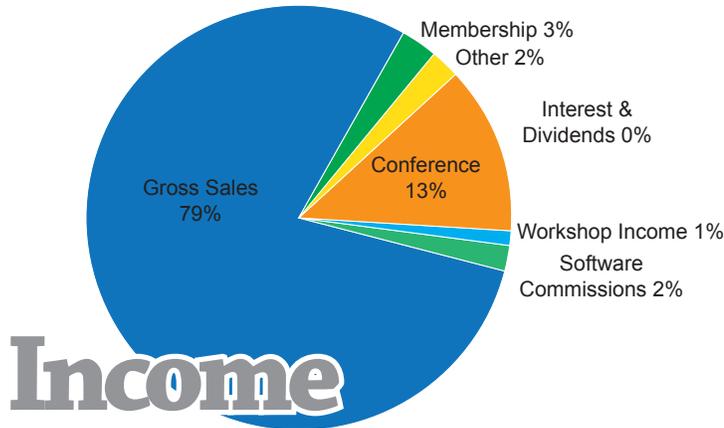
Income

ACTEM Income sources by category and percentage

Income Category	Income	%
Membership	$ 18,560	3%
Other Income	$ 11,501	2%
Conference	$ 94,093	13%
Interest & Dividends	$ 859	-
Workshop	$ 6,745	1%
Software Commissions	$ 16,030	2%
Gross Sales	$ 563,316	79%
Total Income	**$711,104**	

Expenses
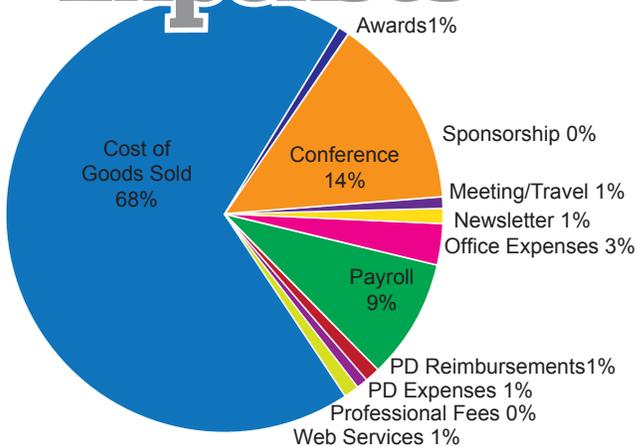
Expense Category	Expense	%
Awards	$4,401	1%
Sponsorship	$1,252	-
Conference	$104,272	14%
Depreciation	$1,182	-
Meeting/Travel	$6,918	1%
Office Expenses	$23,810	3%
Newsletter	$6,963	
Payroll	$64,472	9%
PD Reimbursements to Members	$9,432	1%
PD Expenses	$8,620	1%
Professional Fees	$2,016	-
Taxes	$96	-
Web Services	$2,799	1%
Other	$2	1%
Total Expenses (Listed above)	**$236,211**	
Total Cost of Goods Sold	**$504,319**	68%

ACTEM Cost of Goods and Profit from Sales

Total Sales	Cost of Goods	Total Profit
$563,316	$504,319	$58,997

Maine Community Foundation Fund

Fund Balance - June 2015	$ 183,625.85
Realized/Unrealized Gains Losses	$ - 2,693.00
MCF Admin Fee	$ - 2,348.43
MCF Interest	$ 868.72
Fund Balance - June 2016	$ 179,454.14

Maine Community Foundation works with nonprofit organizations like ACTEM and provides professional investment management services.

FY 2015-16 Financial Summary...

Total Income	**$ 711,104**
Total Cost of Goods Sold [Expense]	$ 504,319
Total Other Expenses	$ 236,211
Total Realized/Unrealized Loss	$ 2,693
FY 2015-16 Net Loss	**$ - 32,119**

Balance Sheet Account Assets as of June 30, 2016

Key Bank Checking	$ 29,425.52
Key Bank Savings	$ 50,175.61
PayPal	$ 910.75
Petty Cash	$ 63.71
Maine Community Foundation	$ 179,454.14
Total Account Assets	**$ 260,029.73**

Congressional App
High School Student Challenge

July 18, 2016 Press Release: Student-developed app from each District will be chosen to receive national recognition

Representatives Chellie Pingree and Bruce Poliquin today invited Maine high school students to participate in the 2016 Congressional App Challenge.

Students have until November 2, 2016, to develop and submit their own smart-phone apps—a winning app from each of Maine's Congressional Districts will be chosen to receive national recognition.

"This competition is an exciting opportunity to put those skills to the test while learning how to develop the smartphone apps we use every day," said Pingree.

"Never has it been more important for our students to have the practical experience to use and master digital technologies," said Poliquin. "This program will give students the unique opportunity to broaden their skills and learn in a fun and competitive environment."

Students can participate as individuals or in a team of up to four. The apps can cover any topic. In addition to the app, students must submit a 3-4 minute video explaining their app and how it works.

A panel convened by the Maine Technology Institute will judge the submissions. They will be judged on 1) the creativity and originality of the app idea; 2) user experience and design of the idea's implementation; and 3) quality of coding and programming.

The deadline for submissions is November 2, 2016. Students can register for the competition at http://www.congressionalappchallenge.us/compete-2016/sign-up.

The Congressional App Challenge is happening in Congressional Districts nationwide—Members of Congress must choose to participate for students in their District to be eligible. Winning apps from each District will be displayed and recognized at an event in Washington, D.C. The Internet Education Foundation coordinates the competition.

More information on the competition, as well as resources for teachers and students, can be found at www.congressionalappchallenge.us and pingree.house.gov/appchallenge

Read about last year's winning app, Flex, developed by two students at the Baxter Academy in Portland.

ACTEM & Amplified IT offering Two Workshops for GAFE Admins

1. GAFE Admin Console Technical Retreat Nov. 15, 2016 – Augusta Civic Center *Registration Costs: $225 Members - $250 Non-members*

Do you manage Google Apps for Education (GAFE) for your school? Have you configured your Google Domain services and settings to EDU Best Practices?

The default admin console does not come configured for a school environment. This one day technical retreat will begin by walking through how to migrate to GAFE and ensure you're going down the right road for your school's Google journey. Even if you're already on Google, there are still many opportunities to assure that GAFE is being built on solid domain foundations. The day continues with a deep dive into the admin console and what services and settings you really need to change for your staff and more importantly, students. We'll include tips and tricks for user provisioning and management.

The afternoon will feature an overview on ChromeBooks, deployment strategies, device selection and management. We'll also provide an overview of Third Party Services and Tools that will make your life easier as well as protecting and securing your domain. The day will finish with a question and answer session to discuss topics that weren't covered during the day or to go into greater detail on topics discussed during the day.

2. Google Apps Certified Admin Bootcamp: Nov. 16, 2016 – Augusta Civic Center. *Registration Costs: $399 Members - $425 Non-members (Includes $100 Exam Fee)*

The Google Apps Certified Administrator qualification certifies administrators who demonstrate the skill to manage a Google Apps for Education domain. This unique single day bootcamp approach provides the necessary training, collaboration and support to accelerate certification. This intensive one-day training is focused on giving you all of the skills and understanding necessary to achieve the Google Apps Certified Administrator credential.

All areas of the Google Admin Console as related to the exam are clearly and concisely covered. An extra focus is placed on the educational K-12 application and how it relates to the exam material with a focus on educational use cases. As part of the

Bootcamp, you will be registered for the Google Apps Certified Administrator exam. For those ready, time is blocked into the schedule and the exam can be taken within the workshop at the end of the day. For those not ready the exam can be taken at home within 5 days.

Register for both days and save $50! GAFE Admin Console Technical Training & Google Apps Certified Admin Bootcamp - Two-Day Package. Nov. 15-16, 2016 – Augusta Civic Center. Registration Costs: $574 Members - $625 Non-members.

NOTE: The ACTEM board has agreed to assist members with the cost of the "Google Apps Certified Admin Bootcamp" workshop. All ACTEM members will receive a $100 professional development grant to assist with the cost of this workshop. That basically covers the cost of the Google Apps Certified Administrator exam for members. This special PD grant is available for individual ACTEM members only.

Both workshops have a maximum of 30 participants. Please go to the following websites and register today to reserve your seat:

GAFE Admin Console Technical Retreat -- http://actem.wildapricot.org/event-2317958
Google Apps Certified Admin Bootcamp -- http://actem.wildapricot.org/event-2317963

Horizon Report 2016 K-12 Edition

Produced by New Media Consortium/CoSN

What is on the five-year horizon for K-12 schools worldwide? Which trends and technologies will drive educational change? What are the challenges that we consider as solvable or difficult to overcome, and how can we strategize effective solutions? These questions and similar inquiries regarding technology adoption and transforming teaching and learning steered the collaborative research and discussions of a body of 55 experts to produce the NMC/CoSN Horizon Report: 2016 K-12 Edition, made possible by Share Fair Nation under a grant from the Morgridge Family Foundation. This publication charts the five-year horizon for the impact of emerging technologies in school communities across the globe. The full report will be available online on September 14th. A brief preview PDF of the report is currently available at http://cdn.nmc.org/media/2016-nmc-horizon-report-k12-preview.pdf .

Membership Renewals Due

ACTEM has a fixed membership year from July 1st – June 30th annually. That means all memberships will be coming up for renewal on July 1, 2016.

Individual ACTEM Membership Benefits ($20 annually)
• Quarterly newsletter "The Electronic Educator"
• Lunch at quarterly business meetings
• Discounted registration fees at the

annual ACTEM conference and other sponsored PD

• Opportunity to apply for Professional Development reimbursement • Educational discounts on software & other items (as permitted by vendor)

Institutional Membership - $50 annually ($25 for small, single school districts)

• Gives school and districts the opportunity to purchase software and other items at our low educational, volume pricing.

• Some of ACTEM's vendor partners also provide special benefits to our institutional members.

Membership can be renewed by sending a PO or check to the ACTEM office at P.O. Box 187, Gorham, ME 04038. Members may also renew online with a credit card or PayPal at http://actem.wildapricot.org/join.

ISTE 2017 Call for Proposals

The Call for Proposals for ISTE 2017 is now open. That means it's time to get serious about taking that bright idea you have and turning it into a bold conference proposal. We're seeking sessions that help educators develop students' learning, problem-solving, critical-thinking, creativity, communication and collaboration skills. If you've had a lightning-bolt moment that led you to create an innovative ed tech initiative, tell us about it in your proposal. Proposals will be accepted through Sept. 29. Go to http://conference.iste.org/2017/ and click the "For Presenters" link to submit a proposal
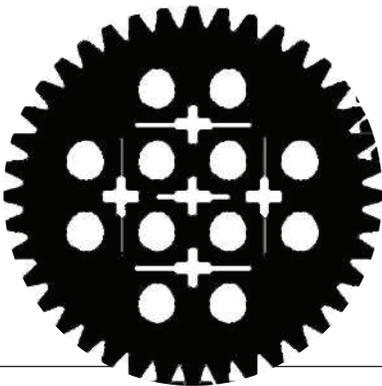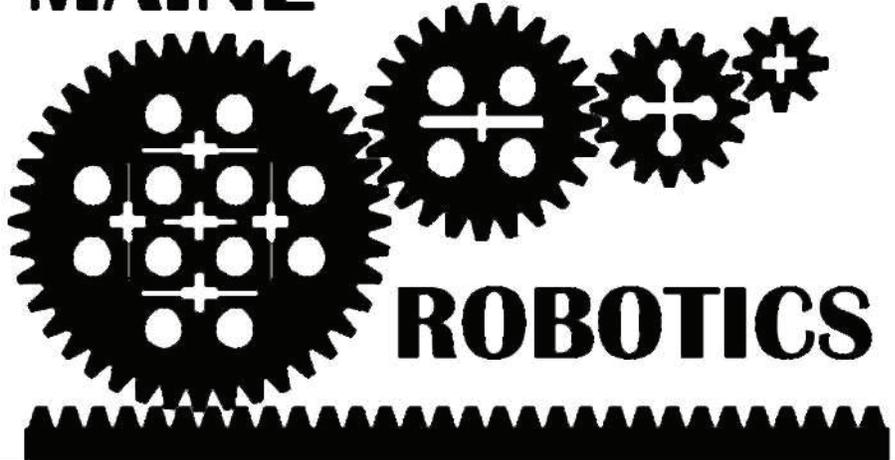
FIRST LEGO League

By Thomas Bickford,
Executive Director Maine Robotics

For the 17th year running, Maine is hosting a season of the Internationally renown FIRST LEGO League (FLL) program.

This program has teams of 2 to 10 members, ages 9 to 14 (and a few 15 year olds) building LEGO robots using the MindStorms kit. The teams also do a research project focused on the year's theme.

This year the theme is "ANIMAL ALLIES" and dives into ways that humans and the animal kingdom can work together.

As an educator, I can say that we picked this program in 2000 because of the impact it would have on Maine youth and we haven't been disappointed. Over 6,000 Maine students have engaged in the process and learned about:
- Engineering
- Computer programming
- Research
- Teamwork, and
- Leadership

THE TIMELINE

- Registration is now open for teams to form up. Each team needs to have two official coaches, in Maine about 1/2 are volunteers and 1/2 are teachers receiving a coaching stipend.

AUGUST 30TH FIRST announces all the details of this year's challenge.
SEPTEMBER AND OCTOBER Maine Robotics offers coach training
SEPTEMBER Maine competition registration occurs
NOVEMBER Qualifying tournaments are held around the state
DECEMBER 10TH The State Championship is held in Augusta. We had 60 teams and 3,000 people at the 2015 championship!

The FIRST LEGO League is the friendliest most rewarding competition I've come across in my 30+ years of teaching. If you want to find out why, please don't hesitate to give our office a call about the details. Check out these websites:

Maine Robotics FLL Page
http://www.mainerobotics.org/first-lego-league.html

US FIRST LEGO League Website:
http://www.firstinspires.org/robotics/fll

Hope to see you there! Maine Robotics is a Maine non-profit working with schools, communities and families to bring STEM programs to Maine. We work with over 2,300 youth and 100 schools each year. www.mainerobotics.org

Different Strokes for Different Folks

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 **120 Little Assessments: Our CBE Story** to learn about a pilot program at UNE. 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**.

Catch that wave
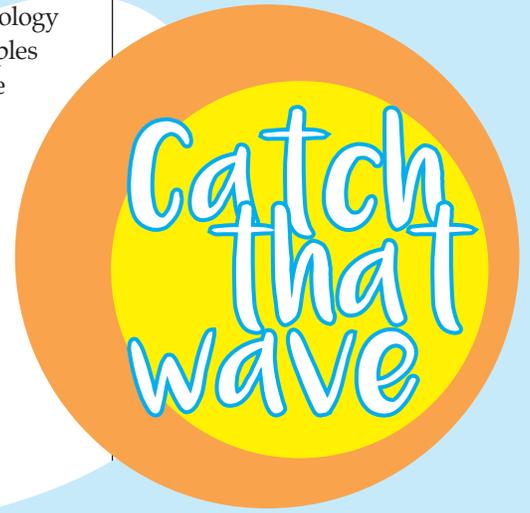
President's Message

and to, occasionally, vent, among other things. ACTEM has tried other communication tools in the past and it just hasn't gotten off the ground. We decided, though, that the ACTEM President should, twice year, remind everyone on the list of our guidelines. This isn't in response to any recent posting; we just decided it would be best practice. I will be looking to send that out after Labor Day and again after the first of the year.

Mike Muir, the Director of The Learning Through Technology team at the DOE, joined us on the first day. Mike provided an update on many items, including the MLTI refresh, the state wifi committee, the MLTI advisory board and micro-credentials. He also informed us that two new members had joined his team, almost filling all of the positions on the team after operating short-handed for many years.

We had a webinar with Keith Kruger, Executive Director and Dresden Farrand, Senior Director of Membership and Chapters, from CoSN (Consortium for School Networking). ACTEM has always been an ISTE (International Society for Technology in Education) affiliate. The webinar was initiated to discuss the possibility of ACTEM having a relationship (state affiliate?) with CoSN. CoSN (http://cosn.org/) is an organization for district technology leaders. We are still doing some fact finding and will report back at a later date about this initiative.

Day two started with the Gorham school's superintendent, Heather Perry, taking the group through a re-visioning exercise. After looking at the results, we decided that our mission statement, written so many years ago, is still very relevant: The mission of ACTEM (the Association of Computer Technology Educators of Maine) is to enhance and influence education in Maine through the use of technology. But it was decided that our vision statements could use some work, and a subcommittee has been formed, chaired by Andy Wallace, to work on them. Hoping to finish this up in the spring. Thank you to Heather for taking the time to work with us.

Other action items included a decision for ACTEM to support regional tech meetings. We have tried this before, and some have been called "Pizza and Tech." We are looking for a facilitator to arrange a location and purchase munchies, with ACTEM offering up to $10 per attendee. All we ask is an attendance list! Interested? Email ACTEM vice president Will Backman (wbackman@aos92.org).

I have more I would like to share, but I have run out of space! Many thanks to the executive committee for giving up two summer days! It is a dedicated and talented group, and I can tell you that ACTEM is in great hands, despite your questionable choice for president!

I have to find the rest of my long pants! Enjoy the start of your school year!

Products Designed for the Classroom

At Belkin International, we create products that help people realize the power of technology and make people's lives better, easier and more fulfilling. This has been Belkin's mission since our inception in 1983.

Belkin Education Solutions – enabling technology integration for next generation learning environments

The integration of technology in modern learning environments presents enormous opportunities for enriched collaboration and learning, but can also present significant challenges in training, connectivity, administrative support, and Classroom management. Schools need a strong infrastructure to support increased bandwidth requirements, universal accessories to protect and support mixed computing environments, and simple, intuitive classroom collaboration tools that are easy to learn and use. At Belkin, we partner with schools to better understand the challenges they are facing and create solutions that will enable simple and seamless integration of the latest technology to enhance the learning experience and minimize management costs and complexity. Belkin education solutions fill the gaps and raise the bar for rich learning environments.

THE CHALLENGE: Enabling Next-Gen Learning

Belkin has looked to the classroom to identify what educators are in need of to help connect the technology that has been implemented to the students. Our product development has worked with educators across the country on the development of our product line up. Our technology helps connect people to the technology that they are already using.

Belkin's Value

Belkin's vertical integration, including in-house manufacturing, quality, and materials organization, allow us to provide quality products at a competitive price - maximizing the value of our customer's capital investments. We understand the high cost of deploying technology, and our products alleviate that cost burden by exceeding current standards and designing platform-agnostic accessories for maximum compatibility. Belkin's wide selection of solutions are competitively priced. By helping administrators' future-proof purchases and by ensuring compatibility across technology environments, IT departments will save time, money and resources.

Belkin is there for protection of your assets with product quality and warranty. Belkin is a solution leader in cabling, power, cases, and networking solutions. All products meet or exceed industry qualifications and are backed by Belkin warranties. Belkin warrants that our products will be free from defects in materials and workmanship.

Innovative and Awarding Winning Products

Belkin has developed some of the most innovative products on the market that have come to make the classroom experience much more fulfilling for educators and students. Belkin's tablet stage has enabled classrooms to become more connected with the technology that they are already using. Our storage solutions provide a cost effective way to store and charge the devices that are used in the classroom.

The protection line up that Belkin has developed with students in mind and offers the best protection in market. The superior protection is great for the student use and offers complete piece of mind for parents and teachers.

The lineup includes two ISTE best in show awards. The 2015 award winner the always on air protect slim case and the 2016 best in show award winner air shield. Both cases offer superior protection for Chromebooks in the classroom.

The Belkin Approach

The Belkin approach is simple we are designing quality products at affordable prices to help classrooms across the country stay connected with their technology. We hope to fill that need with your students in the future and hopefully ease some of the pain that educators face in the classroom.

For More Information or Product Samples
Please reach out to the Belkin Education team
Educationteam@belkin.com

Belkin International, Inc. 12045 E. Waterfront Drive Playa Vista, CA 90094 USA

EXPERIENCE LEARNING. MOVE FORWARD.
Online professional learning available in the ACTEM MemberPlus upgrade

Included in the ACTEM MemberPlus Upgrade, is access to Atomic Learning's online resources!

Upgrade your membership to log in to Atomic Learning and gain access to a vast library of online learning resources relating to instructional practices, college and career readiness, student engagement, technology use, and more.

Our new Hoonuit Online Learning Framework works to personalize online learning using four components:

LearnIt.
Learn from Best Practices

DoIt.
Apply Learning to Life

ShareIt.
Connect and Get Feedback

ProveIt.
Document Learning

All of our conceptual learning resources are available in this *LearnIt. DoIt. ShareIt. ProveIt.* format. See a short overview video.

In addition to the personalized learning experience, you can **document your professional learning** with Atomic Learning's reporting capabilities, assessments, and Certificates of Completion.

You also have the opportunity to **join webinar training sessions** hosted by our customer support team. These sessions will highlight new Atomic Learning content as it relates to hot education topics.

Win a $25 Amazon Gift Card!
Log in to www.AtomicLearning.com, view a course of your choice, and email the certificate of completion to atomic@atomiclearning.com for your chance to win! Submit by Nov. 4, 2016.

Have ACTEM MemberPlus, but not sure how to log in? Contact cs@atomiclearning.com.

For more information about how Atomic Learning can work for you and your district, contact:
Kim Fusco | 866-259-6890 ext 155 | kfusco@AtomicLearning.com

Upcoming Events

October 13-14 - ACTEM 2016 Conference - Augusta Civic Center http://www.edline.net/pages/ACTEM/MAINEducation_Conference

Oct. 19-20 - 2016 MassCUE - Theme: Global Connections, Digital Learning at Gillette Stadium, MA http://www.masscue.org/pages/MassCUE

Oct. 25th - 2016 CECA/CSL - at Aqua Turf in Southington, CT http://www.ceca-ct.org/ceca/

Nov. 3-4 - VITA-Learn - Vermont Fest - November 3-4, 2016 at Killington Grand http://vita-learn.org/vt-fest/

November 9-10 - LL2016 Leverage Learning: iPads in the Elementary Grades - Hilton Garden Inn Riverwatch, Auburn, ME http://institute2016.auburnschl.edu/LL2016_Hold_the_Date.html

Nov. 15th — GAFE Admin Console Technical Retreat — Augusta Civic Center http://actem.wildapricot.org/event-2317958

Nov. 16th — Google Apps Certified Admin Bootcamp — Augusta Civic Center http://actem.wildapricot.org/event-2317963

Nov. 30 — Dec. 2nd - 2016 Christa McAuliffe Technology Conference - Pre-conference November 29 Conference - November 30 -December 2 at Manchester - The Radisson & Expo Center http://www.nhcmtc.org/cms/

June 25-28, 2017 - ISTE 2017 — San Antonio, TX https://conference.iste.org/2017/

MLTI Professional Development
Apple Solutions:
http://maine.gov/mlti/events/apple.shtml

HP Solution:
http://maine.gov/mlti/events/hp.shtml

UMaine Courses
Non-degree registration information
https://umaine.edu/graduate/apply/cert-nd-app-info/

Master of Education in Instructional Technology
https://online.umaine.edu/graduate-degrees/master-of-education-in-instructional-technology/

Certificate in Classroom Technology Integration
https://online.umaine.edu/graduate-certificates/classroom-technology-integrationist/

NEW Certificate in Instructional Design
https://online.umaine.edu/graduate-certificates/graduate-certificate-instructional-design/

Other
Tech Sherpas Tuesday 3pm
http://www.techsherpas.org/

#EdChatME Mondays 8:30-9:30pm
https://twitter.com/hashtag/edchatme

About Time and Beyond First Thursday at 3:30pm
http://www.abouttimeandbeyond.com/