



ACTEM will be using Hopin as our virtual event platform (the same as last Fall) for the 2021 Spring Conference. Click [here](#) to see a short (90-second) overview of Hopin.

SCHEDULE

- 8:50 AM** Welcome & Opening
- 9:00 - 9:45 AM** Session 1
- 10:00 - 10:45 AM** Session 2
- 11:00 - Noon** Exhibitor Time
- Noon - 12:45 PM** Lunch
(On your own)
- 1:00 - 1:45 PM**
Keynote - Keith Krueger, CoSN CEO
- 2:00 - 2:45 PM** Session 3
- 2:55 PM** Closing & Door Prizes

WORKSHOPS

The workshop schedule for ACTEM's Spring Leadership Conference is currently posted online at the following link: <http://www.actem.org/SpringLeadership-Conference> Details of the work-
(Continued on page 8)

THE CONNECTED EDUCATOR

CONNECTING TECHNOLOGY USING EDUCATORS IN MAINE



Spring Leadership Conference MAY 4, 2021, VIRTUAL CONFERENCE VIA HOPIN



Past conferences have brought together over 100 of Maine's educational technology leaders. Come join other Maine educators for our fourth annual leadership conference!

Our keynote speaker will feature Keith R. Krueger of CoSN. Keith is the Chief Executive Officer of the Consortium for School Networking (CoSN), a nonprofit organization that serves as the voice of K-12 school system technology leaders in North America. CoSN's mission is empowering educational leaders to leverage technology to realize engaging learning environments.

Keith has a global reputation as a key thought leader and in 2008 he was selected by eSchool News as one of

This year's theme will continue the focus on Adapting to the Times: Supporting Learning Through Technology.

ten people who have had a profound impact on educational technology over the last decade.

Keynote Speaker, Keith Krueger, CoSN CEO - "Cha-Cha-Changes"
Frontline Lessons from the Learning Revolution

The overnight change to remote/ distance learning was a bumpy ride last spring. Some say "remote learning failed". But what are we learning about effective and equitable distance learning? Hear examples from CoSN leaders on how things are improving, as well as the hurdles that remain. And, explore new research by Michael Fullan and others on getting to Deeper Learning and how we change learning forever. As the song says, "Times may change me. But I can't trace time."



PRESIDENTS MESSAGE

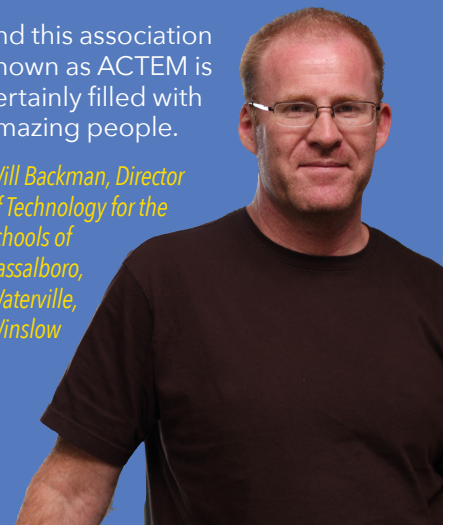
Certainly Uncertain

It is hard to believe that it has already been a year since our schools began to close down due to the pandemic, and after all this time it can still feel like there are so many unanswered questions. You don't need me to tell you that all this uncertainty causes a lot of stress (in fact a British study published in Nature Communications found that being uncertain if you'll get an electric shock is more stressful than knowing for certain that you'll get a shock). I do feel like we're seeing some light at the end of the tunnel, and while the spring

leadership conference will be virtual, I'm remaining hopeful that circumstances will allow the fall conference to be a place to rub elbows again. (The thought of launching t-shirts into the bleachers filled with outstretched hands fills me with joy. It really is the little things that we miss the most.) If anything is certain, it is that this pandemic has placed a spotlight on technology in education and driven forward many innovations that had difficulty gaining traction in prior years. Willing or not, we've all become technology educators in Maine,

and this association known as ACTEM is certainly filled with amazing people.

Will Backman, Director of Technology for the schools of Vassalboro, Waterville, Winslow





Association of Computer Technology Educators of

P.O. BOX 187
GORHAM, ME 04038

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actem 20-21 BUSINESS MEETINGS

March 11, 2021 - Cross Office Building
Room 103A-B: Augusta, ME

May 13, 2021 - Cross Office Building
Room 103A-B: Augusta, ME

ACTEM Business Meetings are held from
9:30 AM-Noon followed by
METDA Meetings from 1:00 PM-3:30 PM

ACTEM 2021 Spring Leadership Conference Registration Free to **actem** Members

ACTEM 2021 Spring Leadership Conference will be held virtually this year on May 4, 2021. The theme this year is: **Adapting to the Times: Supporting Learning Through Technology.**

Save the Date
May 4, 2021
ACTEM Spring Leadership Conference

We will be using the same event platform [Hopin] that we used for our fall conference. Hopin worked very well for our conference last fall and attendees found it easy to use and navigate. Click [HERE](#) to see a short [90 seconds] overview video of Hopin.

Registration for the 2021 Spring Leadership Conference will be FREE for all current individual members. If you are not a member, just join ACTEM for the \$20 membership fee and attend.



If you would like to see what is being offered at the conference, please go to the following weblink: <http://www.actem.org/SpringLeadershipConference>

Attendee registration is open at the following: <http://www.actem.org/event-4178577> Register today to reserve your seat at the annual Spring Leadership Conference for Maine Technology Leaders and their staff.

ACTEM 2021 Fall Conference

by Cheryl Oakes and Stephanie Cheney

At this point in time, the 2021 ACTEM Conference Committee is working on an in-person Conference knowing that we will be able to change to a virtual platform if necessary.

Call for proposals will be open in April and run through June 2021. By this time we may know more definitively whether we will be live and an in-person conference.

We know that the ACTEM conference committee has secured Michael Matera as one of the keynotes for the fall conference. Mr. Matera (<https://www.mrmatera.com/>) presented in Fall of 2020. He was well-received as his passion is instilling the love of learning in others as well as a focus on gamifying the content and curriculum either while teaching in person or remotely! We are pleased he will be returning to Maine to inspire us all. At this point our second Keynote is still unknown. More information to come!

The Committee will open the Call for Proposals in April and run through June 30, 2021. The proposals will be reviewed beginning July 6, 2021, and presenters will be notified by July 31, 2021.

If you are interested in submitting a proposal, we have requests from conference attendees from last October when we held our virtual conference. Also, if you are thinking of sharing ideas that are working well for you please don't limit yourself to this list.

- Best of the Best session- sharing what is working for you and your top 10 items
- Grade level and content level sessions
- Ideas for remote learning- some schools are using remote learning for Snow Days and Pandemic learning
- Online game resources-what works best for you and your students
- Round tables topics and issues
- Science-online labs and science data resources
- Different ways to use Wakelet
- WeVideo tutorials
- Kindergarten and iPads

Save the Date
Oct. 14-15, 2021
ACTEM 2021 Fall Conference

ACTEM 2020 Conference Workshops available Online

Did you miss this fall's ACTEM 2020 Conference? Did you attend the conference but missed some sessions because they occurred in the same time block as others? ACTEM 2020 Virtual Conference workshop videos are now available and posted on our website as a benefit for our members.

ACTEM has downloaded 65 workshop videos from Hopin (our virtual conference system) and now has them posted on our website. Most of the videos, including one of the keynotes are available. A few workshops that specifically requested not to be recorded are unfortunately not available.

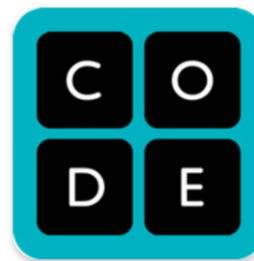
These videos are posted on a member-only portion of ACTEM's website. **Once logged in** - an extra menu option appears in the MEMBERSHIP pull down menu called ACTEM 2020 Recorded Sessions - Members Only as shown below. This menu selection is only available when you log in as an ACTEM member.

ACTEM is making these recordings available as a resource for professional development, to learn about new ideas, and to see what you may have missed at this year's ACTEM 2020 Virtual Conference. Our hope is that members find this a valuable resource!



Code.org Computer Science Professional Learning Programs

Angela Oechsle, Program Director, Project>Login, Educate Maine



Educate Maine and MMSA are currently accepting applications for our computer science professional learning programs. In this program, you will:

- Explore the curriculum and learning tools
- Practice teaching the course as a lead learner
- Collaborate and share your expertise with fellow teachers
- Join an active, nationwide community of CS educators

No computer science experience is necessary! Educators must commit to a year-long professional development program. Scholarships available!

For more information check out the courses: [CS Discoveries](#) and [CS Principles](#). The application link can be found [online](#).

We will keep accepting applications through the end of the school year. I anticipate running our summer institute at the end of July or beginning of August. If anyone has any questions they can [email me](#) directly.

actem Purchasing Consortium for Maine Schools

Maine Schools receive discounted educational pricing on the products and services listed here for ACTEM institutional members.

Actem Purchasing Consortium offers significant price savings on popular software titles from Adobe, Microsoft, Sophos and many other vendors.

ACTEM works to partner with vendors that can offer better pricing for Maine schools and also offer something in return to assist with our mission.

ACTEM Offerings

Contact the ACTEM office for these offerings.

Microsoft | ACTEM has agreements with Microsoft for Select Plus (perpetual) and Microsoft EES - Enrollment for Educational Solutions (subscription) licensing.

Select Plus Districts register under ACTEM's agreement then can purchase software at educational volume license pricing.

Enrollment for Educational Solutions (EES) is subscription licensing based on a people count (FTE's) in a school or district. ACTEM offers pricing at the 3,000 FTE level for all schools.

Adobe | ACTEM offers Maine Schools & staff subscription licensing for Adobe Creative Cloud. This licensing through Adobe's Value Incentive Plan (VIP) offers either **single app, all apps and site licensing options**. All ACTEM Creative Cloud subscriptions have an annual renewal date of Aug. 9th each year. Licensing purchased partway through the renewal period will be pro-rated in cost and will be up for renewal in August at the annual pricing.

Sophos | Security software and hardware, providing endpoint, encryption, email, web, mobile and network security as well as Unified Threat Management products.

Filemaker | FileMaker Pro is an easy-to-use cross-platform relational database software application.

Deep Freeze | Software that preserves your computer configuration. Any changes – either malicious or unintentional – are reversed on reboot.

Kaspersky | Antivirus & Internet security software offers premium protection against viruses, malware, spam & other threats for your home or business.

LanSchool | Classroom management software that is used by schools to monitor students' activity in a digital classroom.

Parallels | Software for Mac that allows you to run both Windows and MacOS applications side-by-side without rebooting.

Rosetta Stone | An online subscription platform to learn a foreign language. ACTEM consolidates a group purchase to allow better pricing for all Maine schools.

Kajeet | Purchase via ACTEM and receive 5% off the Kajeet Education Broadband solution (includes hardware, wireless services, filters and management portal).

MacBook Batteries & Power Adapters | Education pricing on aftermarket batteries & power adapters for MLTI Macbooks.

For more information or quotes, contact:

ACTEM, Executive Director, PO Box 187, Gorham, ME 04038

EMAIL: director@actem.org | PHONE: 207-222-4353

TOLL FREE: 866-99-ACTEM | FAX: 207-222-2057

Vendor Partner Offerings

These vendors have a partnership with ACTEM and offer their products or services at discounts for Maine Schools. Please contact vendors directly when ordering.

BrainPOP | ACTEM Member Schools & Districts can subscribe to BrainPOP and Save Up to 20%.

CDW-G | CDWG offers discount pricing & FREE shipping on orders to ACTEM Institutional members.

ClassLink | ClassLink provides single sign-on to web and Windows applications, and instant access to files at school and in the cloud. ClassLink is an ACTEM partner and offers a discount for Maine districts.

Connection | Connection is partnered with ACTEM to extend discounted pricing on technology products. Connection has a special purchasing portal for ACTEM institutional members. **Portal Link:** www.govconnection.com/actem

Edspire eHall Pass | e-hallpass is a unique digital hall pass management tool for schools, designed to enhance control, security and oversight through electronic hall passes. 10% Discount for ACTEM Members.

Edspire Flextime Manager | FlexTime Manager allows teachers to create, and students to register for, school activity periods. 10% Discount for ACTEM Members.

Eduporium | Our partnership with Eduporium offers members extra discounts on all their products. An online portal provides a link to the many educational tools, customize tech bundles and activities for students. **Portal Link:** <https://www.eduporium.com/actem>

Explore Learning | All Maine Schools receive a 10% discount on all Gizmos, Reflex and Science4Us orders. Contact Brandon Nash at

866-882-4141 x357 or brandon.nash@explorellearning.com

Impero | Impero is a cross-platform software solution, combining a suite of features into one tool for a school's network management, classroom management and online safety needs.

Lightspeed Technologies | Districts with ACTEM Institutional Membership are eligible for discounts of 22% off Lightspeed brand classroom audio technology.

Neverware | With Cloudready, you can get the speed, simplicity, and security of Chromebooks on nearly any PC or Mac, up to 13 years old. Contact Sean Terry at sterry@neverware.com or 646-880-3597 to get started.

Newsela | ACTEM Member Schools & Districts can subscribe to Newsela and Save between 5-25% on Newsela PRO, Powerwords, and Collections!

Vocabulary Spelling City | A game-based website and app that can supplement your core literacy curriculum, saves time streamlining data and improves student performance.

Wyebot | Wyebot is the leader in WiFi automation. Its vendor agnostic Wireless Intelligence Platform provides visibility and analyzes the WiFi network using the patented AI-based engine and market-leading multi-radio sensor, automatically providing problem and solution identification resulting in up to 90% reduction in mean-time to problem resolution.

Check the ACTEM website for more information:

<http://www.actem.org/PURCHASING>

actem

Association of Computer
Technology Educators of

Maine

www.actem.org

MORE OPTIONS FOR LEARNING WITH

Google Workspace for Education

From: <https://blog.google/outreach-initiatives>

Introduced in February of 2021 is the next era of G Suite for Education -- Google Workspace for Education. Google Workspace for Education includes all the products you already use, like Classroom, Meet, Gmail, Calendar, Drive, Docs, Sheets, Slides and many more. More than 170 million students and educators worldwide rely on our suite of tools. Everything you need to teach, learn, connect and share will remain all in one place, accessible from anywhere on any device. To meet the diverse needs of institutions around the globe, from Pre-K to Ph.D, it will now be available in four distinct editions instead of just two.

Our free edition G Suite for Education will be renamed to Google Workspace for Education Fundamentals. If you're currently using this edition, you won't see any changes besides a new name and new features. We'll keep building new solutions for this free version by listening to educators and their needs. Institutions that need more powerful security tools or that want to expand the teaching and learning tools available to their instructors can extend the capabilities of Education Fundamentals to meet their specific needs with one of our paid editions, see sidebar on the right.

Education Fundamentals and Education Plus are already available today and institutions will be able to purchase Education Standard and the Teaching and Learning Upgrade starting on April 14, 2021. Institutions that already purchased G Suite for Enterprise for Education will start to see the new edition name, Education Plus, in their admin console and will automatically get all the features of Education Plus.

For a complete comparison of our Google Workspace for Education editions go to [this website](#).



- [Google Workspace for Education Standard](#) builds on Education Fundamentals to provide institutions with enhanced security through [Security Center](#), greater visibility with tools such as advanced audit logs and more controls like advanced mobile management to make online learning even more secure.
- [The Teaching and Learning Upgrade](#) builds on Education Fundamentals or Education Standard to enhance educators' instructional impact by providing advanced video communication capabilities in Google Meet, features to enrich class experiences in Classroom and tools that guide critical thinking and academic integrity with originality reports.
- [Google Workspace for Education Plus](#) (formerly G Suite Enterprise for Education) builds on Education Fundamentals, Education Standard and the Teaching and Learning Upgrade. This is the ultimate edition for a comprehensive solution with advanced security and analytics, teaching and learning capabilities and more.



ACTEM Members Receive a Discount on Their ClassLink Subscription

Learn how ClassLink helps everyone in the school system, from students to leaders, and all those in between.



Access

ClassLink empowers 10 million students and staff with instant access to a library of 6,000+ single sign-on apps from the classroom or at home



Analytics

ClassLink Analytics provides essential usage data, so instructors can measure engagement and leaders can make informed purchasing and training decisions



Identity Management

ClassLink Roster Server and OneSync use automation and open standards to make rostering and provisioning easier, more secure, and less time-consuming

"ClassLink allowed us to take a mess of export jobs and SFTP transfers in our SIS and move them to one place where they are easy to find and transparent in how they function. The single sign-on it provides has been an indispensable help in this time of remote learning. ClassLink's OneSync has also greatly enhanced our ability to create and organize our Google Users automatically, bringing a lot more data over from our SIS than our previous SIF solution was able to do."

Peter Robinson, Technology Director - Auburn Public Schools (ME)

(888) 963-7550

www.classlink.com

info@classlink.com



Students Across Maine Compete Virtually in 6th Annual Thomas Cup

By Amanda Nguyen

The 6th Annual Thomas Cup gave high school students the opportunity to compete in several challenges – coding, innovation, robotics, cyber defense, esports, and crime scene investigation. All the events promoted an awareness of various career fields at the nexus of business, innovation and technology and offered students the opportunity to talk with ‘experts’ in the field.

Overall, there were nearly 200 individual students, from 30+ schools, comprising 50+ teams who participated! Some students chose to participate in just one of the week-long activities, while others joined for multiple weeks, as well as for the “Thomas Cup in a Box” event (competing in 5 separate challenges in a 12-hr window).

No matter the skill level that students entered the competition with, they all demonstrate strong communication, collaboration, critical thinking, creativity, and computational thinking skills. There was also some great sportsmanship throughout the competition: many students said that they were just excited to be able to do ‘something fun together’ and ‘to meet students from across the state’ – given current remote learning situations.

Congratulations to all the students who participated this year and a special THANK YOU to the educators who helped make this possible for their students!

6TH ANNUAL THOMAS CUP WINNERS

THOMAS CUP IN A BOX (FIVE CHALLENGES IN 12 HOURS)

This was a very close competition – with some final team scores within a quarter of a point!

- 1st place: Maine School of Science and Mathematics (up to \$10,000 in scholarships for each student)
- 2nd place: Dexter Regional High School (up to \$8,000 in scholarships for each student)
- 3rd place: Yarmouth High School (up to \$6,000 in scholarships for each student)
- 4th place: Windham High School
- 5th place: Lewiston High School

CODING & INNOVATION CHALLENGE (WEEK-LONG)

- 1st place: Yarmouth High School
- 2nd place: Dexter Regional High School & Windham High School (tie)
- 3rd place: Gardiner Area High School

CRIME SCENE INVESTIGATION (WEEK-LONG)

- 1st place: Dexter Regional High School
- 2nd place: Yarmouth High School and Dirigo High School (tie)
- 3rd place: Lake Region Vocational Center
- Honorable Mention: Old Town High School, Dexter Regional High School, Machias Memorial High School, and Windham High School.

ESPORTS (WEEK-LONG)

- 1st place: Phillipsburg High School
- 2nd place: Deering High School

ROBOTICS (WEEK-LONG)

- 1st place: Dexter Regional High School
- 2nd place: Yarmouth High School
- 3rd place: Windham High School Robotics Team.

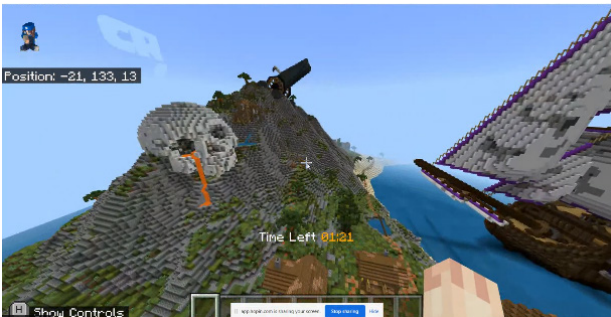
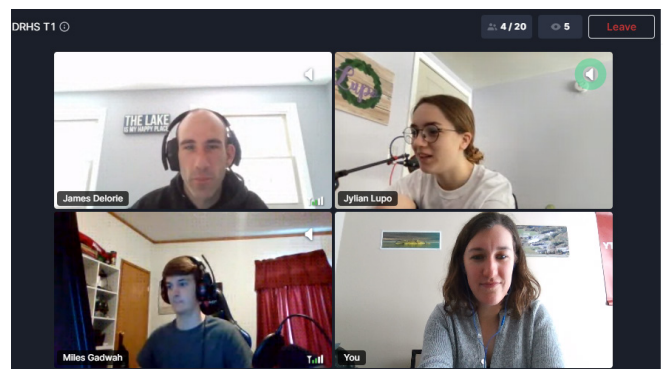
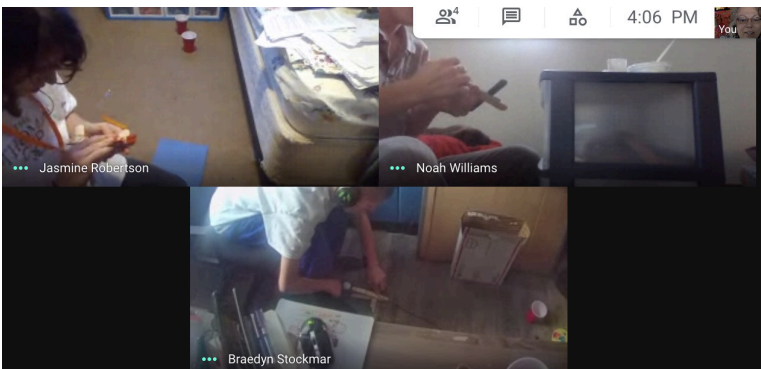
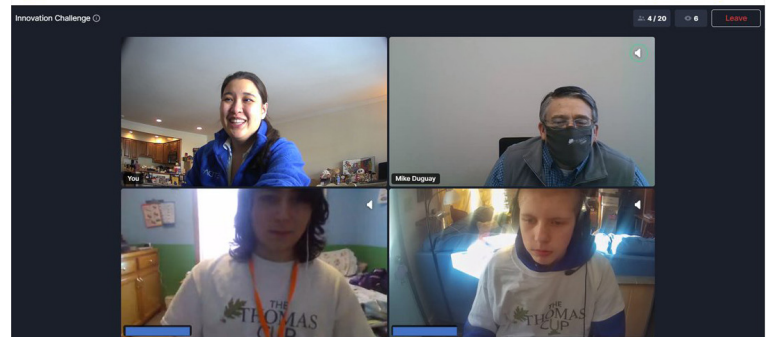
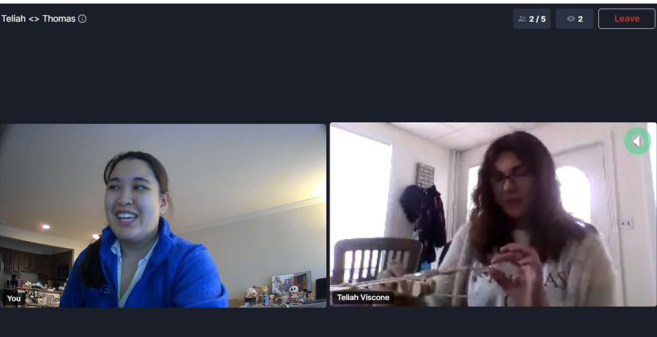
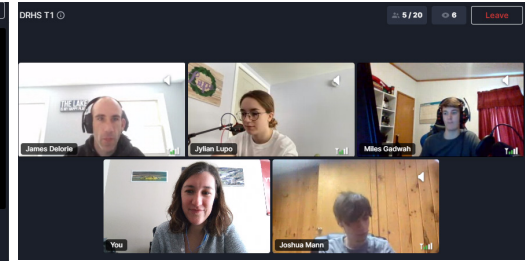
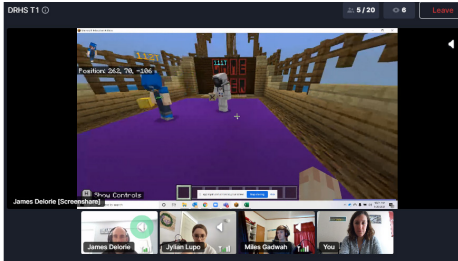
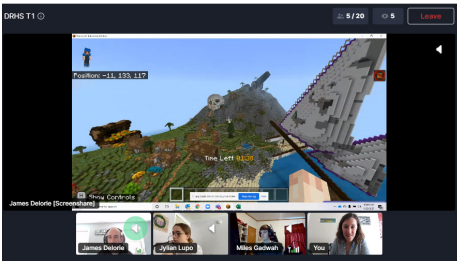


Belfast Area High School



Waynflete





**MAINE
EDUCATORS
attend ISTE
PD for FREE**

ISTE Scholarship for Maine Educators

As an ISTE affiliate, ACTEM has 20 scholarships to distribute to our membership for an ISTE's Online Teaching Academy. Here is the information about this opportunity from ISTE...

ACTEM is pleased to partner with the [International Society for Technology in Education](#) (ISTE) to offer 20 scholarships for their Online Teaching Academy, a fully virtual, self-paced professional development course that helps K-12 educators learn foundational principles for teaching online.

Thanks to funding from Zoom Cares, you have the opportunity to access this 15-hour program at no cost (normally \$129)!

The Online Teaching Academy provides guidance on critical topics such as ensuring equity and inclusion, creating community, designing online instruction, and providing feedback and assessments in online learning environments. You can review the complete syllabus [here](#) for more information.

You can register for the academy now and is available for rolling registration through March 19, 2021. You will have 6 months from your registration date to complete the course and earn your certificate of completion, followed by another 6 months of view-only access to the content.

This opportunity is available on a first-come, first-serve basis! Please be sure to register as soon as possible, and before March 19, 2021.

1. [Follow this link](#)
2. If you have an existing ISTE account, enter your username (email) and password to log in. Or create a new account by clicking "New to ISTE? Sign up now" in the top right of the sign in box.
3. Follow the steps to complete your account creation.
4. Once you are logged in, select "Add to Order."
5. Click the cart icon in the top right and then "Checkout."
6. Enter the code [OTAZACTEM] in the Discount Code box, then click "Apply." The price will update to \$0 (be sure you only have 1 item in your cart). If you see an error message, it may be because all the scholarship spots have been taken for your organization.
7. Click "Confirm Order"
8. Access the course [here](#)

Please note that once the scholarship access code reaches its usage limit of 20 registrants, additional registrants will start seeing an error message when trying to register.

As you go through the course, be sure to share your thoughts with #LearningKeepsGoing and tag [@ISTEAffiliate-Handle] and @ISTEConnects (Instagram & Facebook) and @ISTE_(Twitter & LinkedIn)!

ISTE is a nonprofit organization that aims to help educators accelerate innovation in schools with the use of technology. ISTE inspires the creation of solutions and connections that improve opportunities for all learners by delivering: practical guidance, evidence-based professional learning, virtual networks, thought-provoking events and the ISTE Standards.

ACTEM Spring Leadership Conference Workshops

(Continued from Cover)

shop sessions are listed there and will be updated as additional information is provided. Workshops confirmed to date include; MLTI 2.0 with the DOE Team; Supporting Staff with Google Remote & Hybrid Tools, Kern Kelley; A couple of G-Suite sessions with Amplified IT; K-12 Computer Science Education with CSTA; Infrastructure for eSports, Joe McAllister; Innovating the future of Education in a Pandemic, Keith Krueger; Visioning the Future of Teaching & Learning, David Andrade, and many more workshops featuring our exhibitors.

Esports Offer a Way to Engage Hard-to-Reach Students

ISTE Blog by Jerry Fingal -- February 2, 2021

For those involved in scholastic esports, the explosive growth over the past three years is no surprise. Esports, they say, are no different from traditional extracurricular activities; it's just taking time for people to catch on.

"Nobody ever bats an eye at a varsity football team, wrestling, chess club or cheerleading competition," said Chris Aviles, a middle school teacher and esports coach in New Jersey. "This is just the next evolution in meaningful inclusion for students. That's all it is."

Advocates say that scholastic esports go even one better than traditional activities by reaching students who would otherwise not be participating in a school activity. They cite statistics that show an estimated 40% of students involved in esports have never participated in school activities. They also say esports promote interest in STEM and provide an avenue of career technical education (CTE) for the burgeoning professional esports world, a \$1 billion industry that's projected to grow four-fold by 2027.

Exploding growth of esports is an opportunity for schools

From after-school clubs to highly competitive high school leagues, esports is exploding at all levels. The nonprofit North America Scholastic Esports Association started as a regional program in Southern California with 25 clubs and 38 teams. In 2½ years, it has grown to include more than 1,000 clubs and 11,000 students in North America.

And then there are hundreds of schools involved in pay-for-play leagues, such as High School Esports League and PlayVS as well as many home-grown leagues run by educators.

Joe McAllister, an education esports expert for CDW who helps schools and districts set up the infrastructure for esports, said only a handful of states had sanctioned esports programs in 2017. That has expanded to 38 states in 2020 with more on the way. **NOTE: Joe McAllister will be presenting a workshop session at the ACTEM 2021 Spring Leadership Conference on The Infrastructure of Esports in Education.** "Every other state is either talking about a pilot or getting one off the ground," McAllister said. The reasons for the growth are many, including:

- The rise in the popularity of professional esports leagues.
- The changing attitudes among educators and the public toward video games.
- The improvement in school devices and connectivity.
- The willingness by school officials to go where their students are.

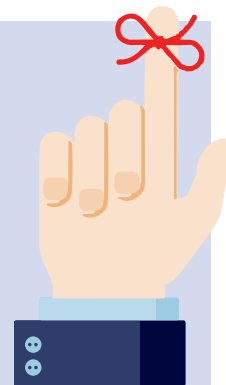
Aviles, a co-author of "The Esports Education Playbook: Empowering Every Learner Through Inclusive Gaming," says esports have followed a predictable pattern. "It follows the law of innovation, where you have your early adopters and when you hit market saturation is when people start to come around," he said.

"Schools are learning that esports are just as meaningful to students as traditional sports," Aviles said. "My kids learn about teamwork, leadership and communication just like they would in regular sports. All you're doing is you're switching out the sport."

ISTE has its own resource for educators. The "Esports in Schools" jump-start guide outlines the strategies and tools educators need to build a successful program.

The above article is an edited version of ISTE Blog published by Jerry Fingal on February 2, 2021. The complete unedited version of this article is available on the ISTE Blog at <https://www.iste.org/explore>

**DUE
JULY
1ST
YOUR ACTEM
MEMBERSHIP
RENEWALS**



ACTEM has a fixed membership year from July 1st-June 30th annually.

INDIVIDUAL ACTEM MEMBERSHIP BENEFITS \$20 ANNUALLY

- Quarterly newsletter
- Lunch at quarterly business meetings
- Discounted registration fees at the annual ACTEM conference and other sponsored PD
- Opportunity for Professional Development reimbursement up to \$400
- Access to OverDrive eBook & Audio book PD library
- Educational discounts on software & other items (as permitted by vendor)
- Access to a member-only resource area on ACTEM's website (Recorded workshop videos)

INSTITUTIONAL MEMBERSHIP \$50 ANNUALLY \$25 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.
- Also provides one free fall conference registration to an approved district/school administrator for institutional members.

Renew your membership 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://www.actem.org/join>.



BIG DEAL MEDIA

Trusted Resources for Educators

Big Deal Media saves educators hours of research and thousands of dollars while identifying top-quality resources and OERs for schools and classrooms. It is a content-rich collection of trusted print and electronic publications that offer the information and tools K-12 educators need—all vetted through the prism of the curriculum. It consistently delivers wish lists of resources and funding opportunities, and has done so since 1995.

Big Deal Media publications provide timely, relevant, and reliable resources in a rapidly changing educational environment, created with insight and attention to detail by seasoned educational publishing professionals and practicing K-12 educators.

CHECK IT OUT

(<https://www.bigdealbook.com>)

and sign up for their K-12 Technology newsletter.



Dynamic Platform, Powerful Voices, Treasure Trove of Resources

That's ISTE Live 21!

Registration for ISTE Live 21, happening virtually June 26-30, is now open! This fully immersive online event is where you'll get the strategies you need to move from surviving disruption to reimagining learning! It's where you'll join a global corps of educators to discover fresh approaches and share cutting-edge ideas, all focused on ensuring your students are prepared to meet the challenges of the moment.

Whether you're looking for guidance on a student filmmaking project, want to learn how to incorporate computational thinking into literature, or are eager to hear from a district leader who has pulled off a complicated tech initiative, there's something for you regardless of your role, grade level or subject area.

This summer, gather with educators worldwide on our custom-built platform where you'll learn from experts, communicate with each other in real time and access a rich archive of over 1,000 learning experiences that you can return to again and again for six months.

More than 13,000 participants attended ISTE20 Live, our first-ever virtual event, and the response was overwhelmingly positive:

Register by March 1 to get the lowest price of the year. Plus, get more value by choosing the Educator Virtual Journey, which allows you to bundle the conference with our Summer Learning Academy and Creative Constructor Lab.

REGISTRATION INCLUDES:

- Hundreds of presentations, featuring powerful voices from education and beyond, sharing inspiring stories about how innovations can change lives and improve learning for students.
- A custom-built, dynamic platform that makes it easy to ask questions, share ideas and make connections.
- Hundreds of sessions and learning experiences archived for you to return to again and again for six months.

EARLY BIRD REGISTRATION

Rates: (March 2nd - May 1st)

Member: \$155 | Nonmember: \$165 | Presenter: \$130

Registration Link: <https://conference.iste.org/2021/attend/>

NOTE TO ACTEM MEMBERS - The ISTE Live 21 conference would qualify for the ACTEM Professional Development Reimbursement Program. For more information on this member benefit, check out the following website: <http://www.actem.org/ACTEM-PD>



My hat is off to #ISTE for innovating and creating an experience that is different and gives us a chance to connect and learn from one another in a dedicated space.

—Debbie Campbell, Dean of Instruction, Houston Independent School District, Texas

11 Student Projects That Promote Social Justice & Digital Citizenship

ISTE Blog by Jennifer Snelling -- February 14, 2021

Teachers often tell their students they have the power to change the world. And they've never been more right about that. Digital tools have made it so easy for students to get involved in all sorts of causes and service projects.

But they can't do it alone. Educators can light this spark by guiding students to resources and organizations to take action. A nice bonus is that authentic social justice or community service projects have the potential to engage students in the subject matter teachers need them to learn. These projects also empower kids to participate in their society and our democracy.

"This is some of the best work we can do as educators," says Suzie Boss, author of *Reinventing Project-Based Learning* with Jane Krauss. "These sorts of projects help students figure out what they're passionate about, and what they're capable of."

Boss recognizes that, for many teachers, connecting to experts and audiences can be a challenge. Boss recommends crowdsourcing your own school community to see if they know anyone who can help or give feedback on student ideas.

Community partners are often eager for a practical, useful way to connect with schools, Boss says. If you ask for a short amount of time to allow kids to see the organization in action or request a demonstration of how to design experiments, people are generally willing to help. Don't forget that tools such as Zoom, Microsoft Teams or Google Hangouts are there to overcome logistical challenges brought on by the switch to remote learning

And you don't have to start from scratch. Boss recommends joining an existing project or adapting one to your students' needs. Here are a couple of the 11 examples of existing projects or organizations that students can tap into:

1 CONSTITUTIONAL RIGHTS FOUNDATION

The Constitutional Rights Foundation is a nonprofit, nonpartisan, community-based organization dedicated to educating young people about the importance of civic participation in a democratic society. The website has ideas of project-based civics lessons on immigration and the Bill of Rights as well as many other aspects of the U.S. democracy.

2 EARTH CARE EDUCATION

Earth Care Education includes science and math resources that encourage students to be environmental stewards. The intention is to create an online community to increase awareness of climate change and inspiration for repairing the planet.

NOTE: The above article is an edited version of ISTE Blog published by Jennifer Snelling -- February 14, 2021. The complete unedited version of this article is available on the ISTE Blog at <https://www.iste.org/explore/digital-citizenship/11-student-projects-promote-social-justice-and-digital-citizenship>



Tips &

By Rachel Guthrie

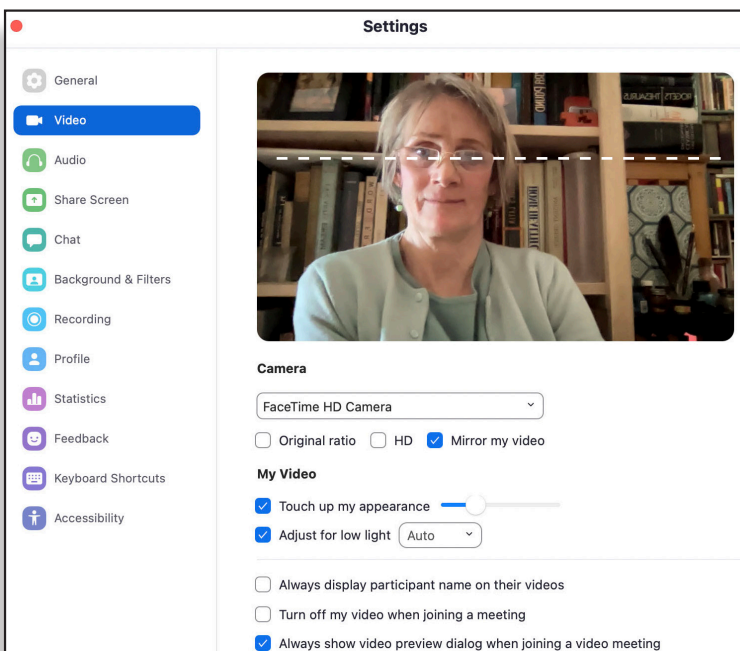
1 Look professional. This is an easy thing to do, and so many people don't take the small amount of time it takes to set yourself up. I'm not talking hair and makeup, Zoom takes care of that with the "Fix my appearance" button in video settings, you can even add natural looking eyebrows).

I am talking about the angle, no one wants to be looking up your nose, and your background - an unmade bed, a pile of dirty dishes - these things set a tone. Your school may be able to provide a standard background image that you can pop into the background section of your Video settings. To set this up, go to "Preferences" and upload a photo. I have used Van Gogh's "The Scream" for days that my student are going to hear from me about late work. The point is, if you can't set up an office or schoolroom environment, make a considerate choice. Also, you want some light on your face, it's nice if it is more to one side or the other rather than dead on. A bright window or light behind you makes it hard for students to see you. Your eyes should come about 1/3 down from the top of the screen (rule of thirds). Do I need to say anything about pajamas?

2 Take care of the audio and video settings. I like to disable audio and video. If you work for a school, when you start a meeting, the school policy may default to record the sessions, that recording begins right

away. By disabling your audio and video at startup, you can log in, then enable your audio and video once you are ready. In settings, go to Video, then in the Meetings section, check "Turn off my video when joining a meeting." In the Audio setting, check "Mute microphone when joining a meeting." This has helped me when I am rushed, I can join a meeting quickly to be on time, but I may not have my computer set up facing the right wall for a meeting, or perhaps I still have the radio on, or have not yet turned on the right light. While you're there, test your speakers...it's good to know things are working properly. Then check your video to see how your lighting is looking.

3 To Enable or Disable the waiting room? I like to disable it, so that I can login 15 minutes early as I prepare materials for class: open up slide shows, launch any Internet tabs open I plan to show, or have the software launched that I plan to demonstrate with. Thanks to MaryJo O'Connor for this reminder of a best practice; I often, I have an agenda for the day prepared, and will share



TRICKS

my screen with that on it. It's just like having your lesson plan written up on the board before class. Some students enjoy the time before I start class to connect with each other. On the flip side, enabling the waiting room gives you a filter, so you can choose not to admit party crashers.

4 You can lock the meeting once everyone has joined, this is just a security measure. Use the security badge in the toolbar for this. You can take meeting security even further by requiring a passcode to join your meetings. This feature can be applied to both your Personal Meeting ID, so only those with the passcode will be able to reach you, and to newly scheduled meetings. To learn all the ways to add a passcode for your meetings, please view this [article](#).

5 Share your computer's audio. In the toolbar, click the share button, it is green, on the bottom toolbar. Click "Share computer sound" and "Share screen for video" at the bottom of the screen. If you plan to show a video to your students, the sound and video quality will be better.

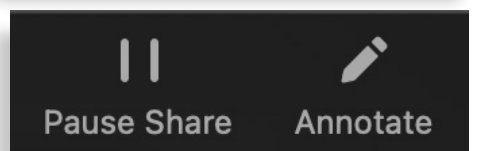
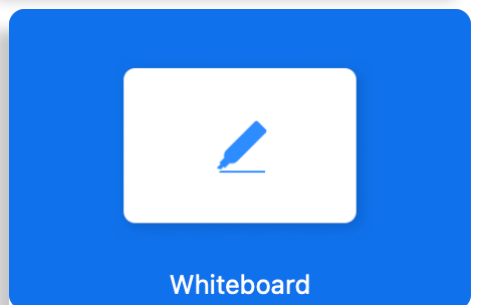
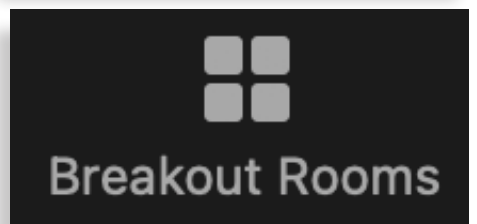
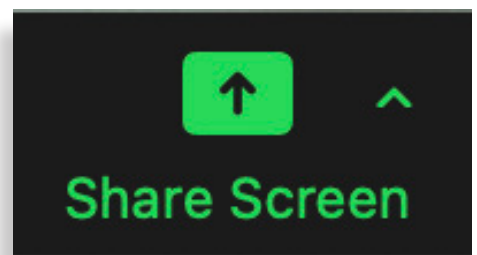
6 Learn to use breakout rooms. This feature can take some time to get used to, but it is valuable. Think "Talk and Turn" or other strategies you've used in the classroom, it's similar. Breakout rooms are tricky though, there is a great Zoom tutorial available [here](#).

7 Use the whiteboard. Click Share screen, then click Whiteboard, then click Share. Use the tools to write on the whiteboard. The plus button on the bottom right will add another page, and the pages can be saved (in the tool bar click the share button) as images on your computer. You'll see that you can save these whiteboard notes for students who miss class.

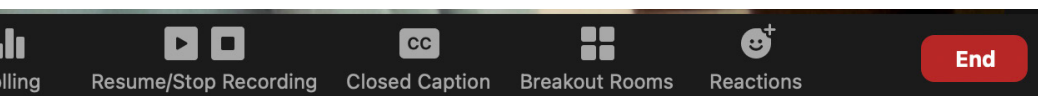
8 Annotate web pages. Once you have shared your screen you may show a web page, or another screen for a software demonstration, you can use the annotate tool in the bottom toolbar to highlight certain features by underlining, drawing a circle around something, for instance.

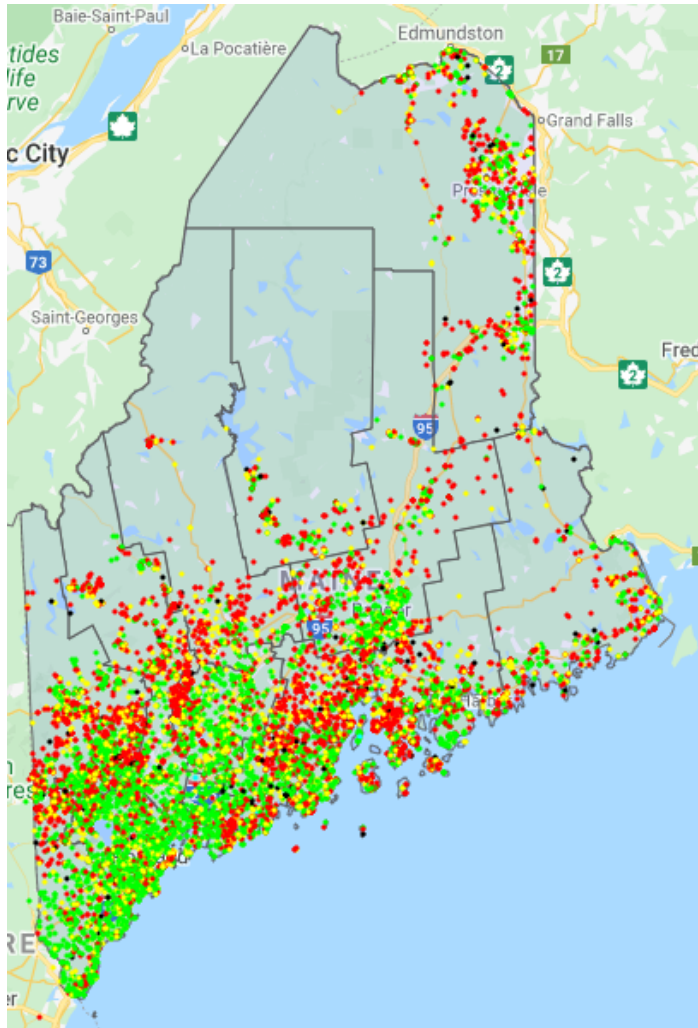
9 Use the spacebar to talk. In Audio Settings at the bottom of the page, click check box that says "Press and hold SPACE key..." Now you can use this keyboard shortcut to talk.

10 Have a sponge activity ready. In these highly technological times, many students are "there on time" but are struggling to get logged in. A sponge activity helps with keeping the students who are there engaged, plus, as Alan November taught me, it lubes their brain, priming it for learning.



Send your Zoom tips to rguthrie@smccme.edu for publication in the next newsletter. I am also starting a Zoom "Wish list" send your ideas for that, too!





Get Up To Speed

Maine Launches Statewide Internet Speed Test Mapping Initiative

The Maine Broadband Coalition has launched a statewide internet speed test mapping initiative. The goal of the “Get Up To Speed” initiative is to gather data from across the state to generate the most comprehensive map of both the presence and quality of internet in Maine to date.

Residents are being asked to help the initiative by taking this less-than-a-minute test to map their own speed through the [Maine Broadband Coalition’s website](#). We strongly encourage you to share this link with your community, so that we can get the most accurate map possible.

The Maine Broadband Coalition will aggregate, document, and visualize the speed testing information to provide users and state officials with up-to-date service maps. Participants can view their results (while personal information remains confidential) and [watch the public map](#) of Maine grow in real time.

The new speed testing initiative is the crucial next step in ensuring the delivery of broadband throughout the state and will help local, regional, and state leaders develop projects and steer investments to the places that need it most. This map, along with other data collected, will help inform where the bond funding, approved by Maine voters in July, can have the most impact.

For more information, [read the Maine Broadband Coalition Press Release](#).

- <10 M down
- <25 M down
- ≥ 25 M down
- ≥ 500 M down

MLTI 2.0 Advisory Group

The MLTI 2.0’s new program design includes the addition of advisory groups. MLTI 2.0 advisory groups will be organized as necessary and will be small groups of content specific stakeholders that will meet and provide advice and recommendations to the 2.0 program staff. Generally, advisory groups as a program element are intended to:

- Create a community of relationships
- Assist in keeping 2.0 responsive and relevant
- Foster innovation
- Provide a communication channel to the issues, concerns and people in the field

We want to organize MLTI 2.0’s first advisory group around planning and designing the 2021 MLTI Student Conference. An application is available [here](#)

In the future, we will reach out as more advisory groups are formed so we can make sure we have representation from a broad scope.



MLTI Student Conference 2021

The MLTI Student conference will be held virtually during the week of May 17, 2021. Here is what we know so far:

- The advisory group will plan and design the 2021 student conference.
- The advisory group will be volunteer teams of two (one educator and one student).
- We will take up to four groups of two (total of eight members plus the 2.0 program staff) who represent the diversity of school location, size, and demographic.
- The Student Conference Advisory Group will meet up to 5 times for 45-60 minutes each. A tentative meeting schedule is below:
 - o February- Planning, big picture & theme. Included -students, educators and program staff
 - o March (2 meetings) - Included -students, educators and program staff (1 meeting), Included educators and program staff (1 meeting)
 - o April - Included -students, educators and program staff
 - o May - Included -educators and program staff

Please feel free to reach out directly to [Deb Lajoie](#) or [Jon Graham](#) for any questions.



Maine CITE Program Welcomes New Director

Jessi Wright, MBA, ATP has been named the new Director for the [Maine CITE Program](#), the Assistive Technology (AT) program for the state of Maine. Jessi began her duties on February 1, 2021.

Jessi was previously the Director of the West Virginia State Assistive Technology Program located at the West Virginia University Center for Excellence in Disabilities.

Jessi has worked in the disability field for over 15 years, ten years of which were with state assistive technology programs. She has extensive experience in disability services program management and is recognized as a national leader in the assistive technology field with knowledge of AT services, training, data management, funding, and grant writing.

An outdoor enthusiast, Jessi is looking forward to exploring all the adventure Maine has to offer. She is excited to join the Maine CITE team, the disability community in the state of Maine, and participating in the efforts to increase independence and accessibility for individuals with disabilities.

The Maine CITE Program, located at the University of Maine Augusta, is the statewide AT program, administered by the Maine Department of Education and funded by the federal Administration for Community Living. Maine CITE provides information, training, and services about AT, manages the statewide device demo, loan, and reuse programs, and provides technical assistance to organizations and individuals. Maine CITE's online searchable AT inventory, AT4Maine, has more than 1000 devices available for demo and loan that can be accessed at the website, [AT4Maine.org](#).

Maine CITE also administers the Maine Accessible Educational Materials Program (Maine AEM) which provides information, training, and technical assistance to educators to ensure educational content and communications are accessible to all.

For more information about AT or AEM resources in Maine, please contact Maine CITE at 207-621-3195 or by visiting their websites:



[MaineCITE.org](#) | [AT4Maine.org](#) | [Maine-AEM.org](#)





- eBooks
- Audiobooks

Are you an individual ACTEM member? If so, one of the benefits of membership

includes access to ACTEM's OverDrive Professional Development Library.

Your membership allows you to borrow up to 2 books at a time for up to 3 weeks. Our collection includes books from many of our previous keynote speakers including: Joe Sanfelipo, Jennie Magiera, Carl Hooker, Rushton Hurley and also our 2019 keynote speakers, Tom Murray and Michael Cohen.

To access the library go to <http://bit.ly/ACTEM-overdrive>. Login to your account (email associated w/ACTEM membership).

OVERDRIVE TRAINING RESOURCES

Learning how to use OverDrive is easy and can fit into your busy schedule. OverDrive features access to on-demand training modules, downloadable PDFs, upcoming webinars, and tools to help you any time of day or night.

To access these resources go to: <https://resources.overdrive.com/k-12-schools/how-to-videos/sora/>

actem MEMBERSHIP BENEFIT

FREE eBook Lending Library

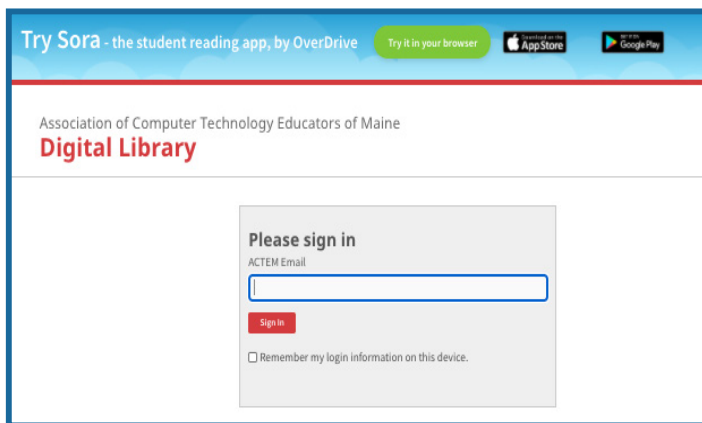
One of the many benefits of ACTEM membership includes access to our OverDrive Professional Development Library.

Your membership allows you to borrow up to 2 books at a time for up to 3 weeks. Our collection includes books from many of our previous keynote speakers including: Joe Sanfelipo, Jennie Magiera, Carl Hooker, Rushton Hurley, Tom Murray and Michael Cohen. There are even some audio books to help you learn on the road.

Check out "50 Things You Can Do With Google Classroom", "Blended Learning in Action", "Boredom Busters", or "The Martians in Your Classroom" and many many more.

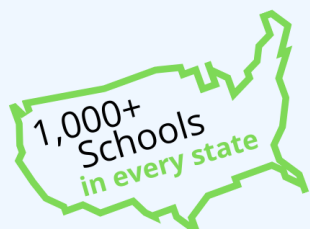
To access the library go to: <http://bit.ly/ACTEM-overdrive>

All you need to login to your account is your email address that is associated with your ACTEM membership.



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e-hallpass.com

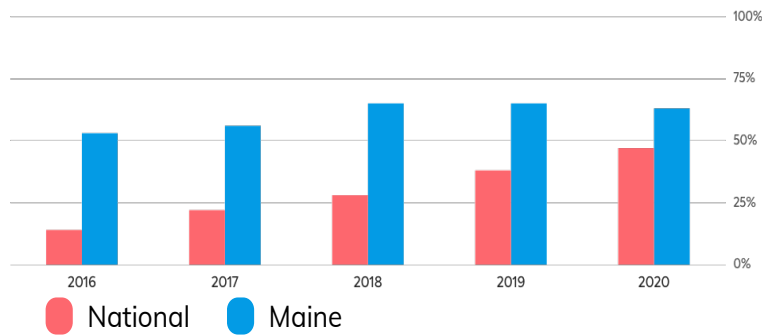
Runs on all Platforms

888-401-2011

Maine K-12 schools need high-speed internet access to take advantage of digital learning in every classroom, every day.

63% of ME school districts are at 1 Mbps/student

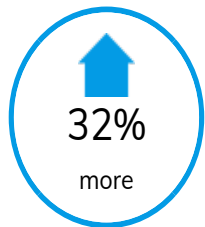
Progress toward the FCC recommended bandwidth goal



Gov. Janet Mills is committed to connecting Maine students

"High-speed internet is critical to the success of Maine schools and our students. I am committed to ensuring that every Maine student, in every classroom, every day, has the support and tools, including high-speed broadband, to reach their full potential and become the innovators, entrepreneurs, and leaders that our state needs to succeed."

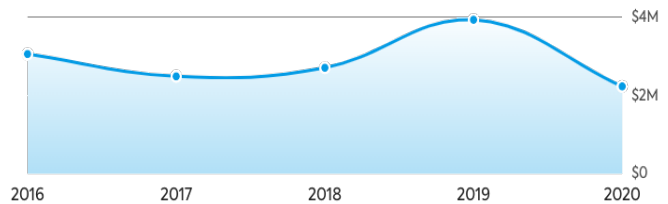
55 school districts under 1 Mbps/student have expiring internet contracts



ME school districts would meet the FCC's 1 Mbps per student goal if these school districts upgraded this year.

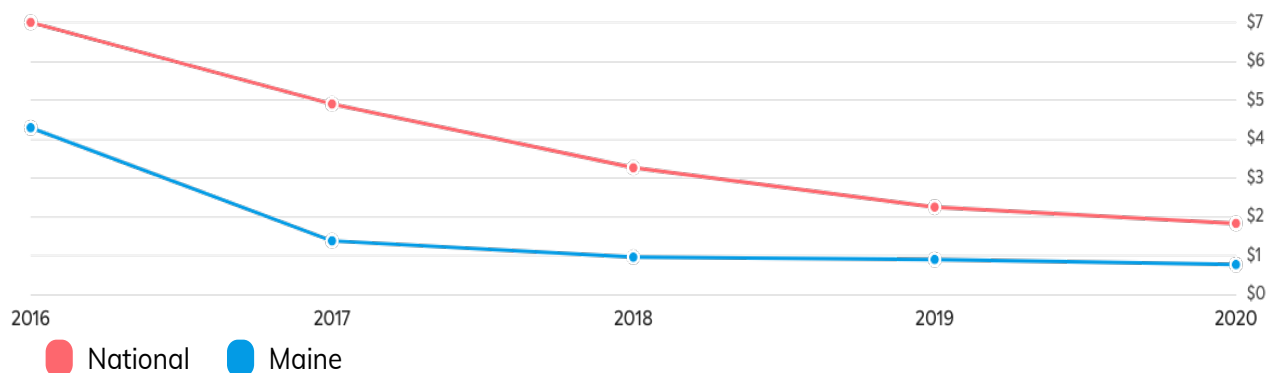
ME school districts filed for \$2.2M in E-rate funds in 2020

E-rate discount funding requested



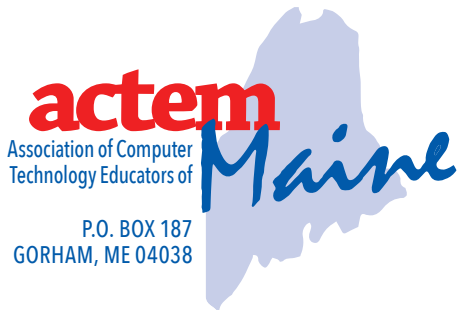
Since 2016, the cost of broadband in ME decreased by 82%

Median Cost per Mbps



Source: USAC Form 471 E-rate applications. 1 Mbps = 1,000 kbps.
www.connectk12.org





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UPCOMING EVENTS *Professional Development*

March 1-4 2021 COSN Conference. eShow, Washington, DC

March 17-20 2021 NCCE Virtual 2021 Northwest Council for Computer Education

March 15-19, 2021 ACTEM sponsored Jamf 200 Online Training

March 18-19, 2021 - Virtual METAA CTO Clinic 2021

March 18-27, 2021 Virtual Spring CUE 2021

May 4, 2021 ACTEM Spring Leadership Conference

Week of May 17, 2021 MLTI Student Conference 2021

June 27-30 2021-ISTE 2021 San Antonio, Texas

Maine Educators Become an Apple Teacher

Oct. 14-15, 2021 ACTEM 2021 Hopefully at the Augusta Civic Center

Google Teacher Certifications Become a Google Certified Educator



Maine Become an Apple Teacher

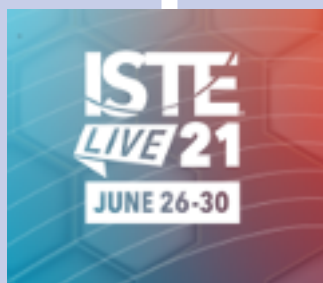


Tech Sherpas meet every Tuesday at 3:00 pm.

#EdChatME Mondays 8:30-9:30pm

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

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



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