

# **Huntsville Back-to-School Training**

## **July 31, 2014**

### **[iPad app - Storykit \(writing across the curriculum\) \(ES\)](#)**

Learn how to utilize the iPad app Storykit to engage your students in writing. Explore the app and share ideas on how to utilize it for extending understanding in all subjects.

### **[iPad app - ScreenChomp \(reading fluency, teaching lessons\) / Class DoJo - Behavior Management- \(ES\)](#)**

Learn how to utilize the iPad app ScreenChomp and the online student behavior management website ClassDojo. Explore the app and learn how to use it to help students with reading fluency and higher order thinking skills. Create a ClassDojo account and learn how to use it for students goal setting and communication with parents.

### **[ActivInspire: So Much More Than a Whiteboard \(ES\)](#)**

Don't be accused of using your interactive whiteboard solely as a projection screen. Explore ActivInspire tools and capabilities that will help you transform your instruction.

### **[BETTER Than Googling! Not Another Wild Goose Chase \(MS\)](#)**

Are your students finding photos of beautiful women while researching online for foxes? Are they quoting from unreliable websites, or even citing Google as a source? Explore some safe and reliable alternatives to googling and tame the wild geese.

### **[Big Huge Labs - Visual Learning Tools \(ES/MS/HS\)](#)**

Learn how to create digital art in the classroom with any topic you are currently teaching using the unique templates on Big Huge Labs. Learn how to design a movie poster of a novel, a trading card of a historical figure, or a magazine cover featuring the trending topics in science.

### **[Bloom's Taxonomy \(ES\)](#)**

### **[Classroom Management \(MS\)](#)**

### **[Classtools.net - Interactive Educational Tools \(HS\)](#)**

Learn to use Classtools.net to create engaging student projects. Design games, quizzes, activities, and diagrams for classroom use. Engage students in higher order thinking projects with interactive technology.

## **Creating and Managing Interactive Standard Specific Reading Centers that Students Actually Enjoy! (ES)**

Does the idea of creating active learning centers seem like a daunting task to you? Are your centers comprised of worksheets, workbooks, or library books? Then, this workshop is for you as you are guided through a weekly reading lesson that takes the students from their Monday morning reading concept web to a finished written product that crosses curriculum and uses technology. Teachers will create an on-line specific vocabulary games to challenge their students to improve word choice and increase understanding of academic terminology. Teachers will develop organizational templates to manage active Reading Centers and create their own prompts on Write to Learn.

## **Developing Effective Use of iPads to Encourage Active Engagement in the Classroom (ES)**

*iCan with iPads* -Let's explore various ways to use *iPads* to generate active engagement! Learn how to use "Story Kit" – a program that encourages students to write, do research, incorporate pictures, and use their imagination to write stories both fiction and non-fiction. Learn how to download Pearson decodable texts and leveled readers to *iBooks* using *iPads* to incorporate reading during small groups, learning centers, and independent reading. Examine an incentive program - "The Rocket Ship to Reading" – to reward and encourage students to want to read independently for practice and enjoyment. They choose to read because they enjoy it, but are also rewarded for doing so!

## **Digits – Assessment Piece and Helping Struggling and Advanced Students (ES)**

Learn about diagnostic, formative, and summative assessments in Digits. Learn how to differentiate in Digits for struggling, ELL, and advanced students.

## **Digits – Differentiation (ES/MS)**

Learn how Digits provide both prevention and remediation in its approach to intervention and differentiation. Learn how to apply the Interactive Learning Cycle to effectively differentiate instruction.

## **DyKnow (ES/MS/HS)**

## **Edmodo: It Takes a Virtual Village (HS)**

They say it takes a village, and Edmodo helps you build a village in the Cloud. Set up and join class groups, make and grade student assignments, and upload and share documents in Edmodo libraries.

## **ELA: Strengthening Instructional Practices (ES)**

Teachers will gain a deeper understanding of the ELA CCRS and develop common understandings to strengthen instructional practice. The focus will be on the six shifts in the ELA Standards and the implications they have on instruction and assessment.

### **iCan Integrate Project-Based Technology into My Classroom! (ES)**

Not sure where to even begin with technology integration? I can help you with easy steps to get you started, including basic skills your students need to know first. Then, using your grade level curriculum, we will explore websites that will have your students creating presentations in no time! Break the cycle of drill and practice. Learn how to let your students CREATE with the Common Core Standards and Technology!

### **Integrating Technology into your Concept Based Units (ES)**

Looking for ways to prepare your students to be critical thinkers and problem solvers? This presentation will be an introduction to free, on-line resources that will engage students and require them to apply complex thinking skills. These resources will require students to evaluate information from multiple sources, consider different perspectives, make sound decisions, and collaborate and communicate their findings effectively – skills necessary to live and work in the world of tomorrow!

### **Leadership 2.0 (ES)**

Do you want to instill leadership qualities in your students? Here is your chance to make your students aware of leadership styles, characteristics, accomplishments of notable leaders of the world while integrating technology and teaching research presentation skills, social studies, writing, ELA and arts education. This is a unit that can be used with grades three through twelve. You will leave with handouts, activities, and ideas to take back to your own classroom!

### **"Livebinders: Bringing Student Data to Life!" (ES)**

Do you feel overwhelmed by all the testing and student data? What about all the paperwork? Come learn how to use [livebinder.com](http://livebinder.com) for digital student data notebooks. The presentation will expose teachers to student digital citizenship, student responsibility, and show how we helped students, as well as other stakeholders, have a deeper understanding of student success. Data sources include weekly assessments, benchmark tests, STAR results, and monthly writing samples from the Write to Learn Pearson product. Time will also be spent on creating [livebinder.com](http://livebinder.com) activities and binders for both teacher and student use. This course is for participants that are novice [livebinder.com](http://livebinder.com) users.

### **Livebinders - Your 3-ring binder for the web (Digital Portfolios) (ES/MS/HS)**

Learn to use Livebinders, a 3-ring binder for the web. Users can collect resources, organize them quickly and easily, and share them with a designated audience or keep them private. Students can also use this resource to organize notes, collect research, and create digital portfolios.

### **Managing a Paperless Classroom (MS)**

Learning how to manage a paperless classroom is a fear that many teachers are faced with in 21<sup>st</sup> century instruction. This presentation will address some of the most common questions about how to implement and manage organized instruction by going paperless. The participants will be cognizant of how using Web 2.0 tools such as *Edmodo*, *Class Dojo*, *Padlet*, *Google drive*, and *Socrative* can save you time and paper. You will also have an opportunity to see how instructors can use *iPad* applications and software-based documents to make a paperless classroom a successful enhancement to standards-based instruction.

### **My Big Campus: Your Place in the Cloud (HS)**

Is it a safe, cloud-based backup for digital work, or is it a tool for making online videos and resources accessible in your classroom? It's all of that and more! Come learn tips and tricks to manage your own classroom in the Cloud using My Big Campus.

### **Nearpod - Engaging Learners with Interactive Multimedia (ES/MS/HS)**

Learn to use the Nearpod platform which enables teachers to use their device to manage content on students' mobile devices and/or laptops. Nearpod combines presentation, collaboration, and real-time assessment tools into one integrated solution. Teachers can add polls, videos, open-ended questions and quizzes into their presentations that students can access and answer the question prompts. Teachers can easily create interactive classes, download ready-to-use lessons, and students can join your Nearpod session from anywhere.

### **OLE/Gooru - Creating Digital Lessons for Science and Social Studies (MS/HS)**

Learn how to use the OLE search engine that will help you find great content quickly and easily. It allows teachers to start by looking for a keyword, curriculum topic, or standard, and narrow your search by grade level, or media type. You will have the ability to create classes, filter content, and assign lesson.

### **One Note: Your Digital Student Notebook (MS)**

No more three-ring binders! No more snagging your sweaters on spiral notebooks! Help your students (and yourselves) go paperless using the OneNote software you already have. You and your students can create and share pages on which you can type, draw, and record audio and video, all in one digital notebook.

### **Popplet - Idea Mapping (ES/MS/HS)**

Learn how to use Popplet as a concept mapping tool to help students think and learn visually. Utilize Popplet to capture facts, thoughts, and images which illustrate connections between subjects and ideas.

### **Prezi - Online Digital Presentations (MS/HS)**

Learn how to use Prezi for classroom engagement with direct interactions during classroom sessions or group projects. Collaborate in real time with up to ten others in the classroom to brainstorm and create your presentation on a digital canvas.

### **Project Lead The Way (HS)**

All things Project Lead The Way not included in national teacher training. Topics include: accessing the proper software, purchases, utilizing the online Learning Management System, and program certification

### **Realize Platform Introduction (ES/MS/HS)**

Learn how to utilize the new Realize platform for PH Math, Common Core Literature, Reading Street, and enVision Math.

### **ScootPad (ES)**

### **SOLE: Self-Organized Learning Environments: Utilizing Technology as an Open Source Tool for Student Empowerment (HS)**

Looking for a way to fuel student curiosity for learning? This presentation is on the theory and implementation of SOLE. This is a model that utilizes our digital 1:1 initiative as an open source model for collaboration. SOLE learning is about teachers' facilitating intellectual journeys to prepare kids for living and working in a rapidly changing technological world. SOLE sparks kids natural curiosity causing them to explore answers to kid-created questions, self-discovery, collaboration, and spontaneity. Join me in learning how to promote a spirit of wonder and discovery in a safe and encouraging space that allows children to take intellectual risks, instead of just memorizing facts.

### **Standards Based Instruction-Using Pacing Guides to Guide Instruction/Technology Integration – Edmodo Snapshot (MS/HS)**

Educators will become familiar with the location, format, and design of the ELA pacing Guides. Educators will unwrap a standard from the first nine weeks to determine learning targets. Educators will develop a sample formative assessment based on learning targets using Edmodo Snapshot.

### **SuccessMaker (Grades 3-5)**

Learn how SuccessMaker will provide reading and math intervention for your identified students. Explore the curriculum as a student. Learn to navigate the teacher dashboard to make assignments and review student performance.

### **TED Ed Videos in the Classroom (HS)**

Learn about the TED Ed website and how to use professionally-produced videos on many different educational topics. Choose any educational video and create customized questions and discussions about the topic.

### **There's a BOOK for That! (ES)**

Need a literacy make-over? This session will explore what's new in children's literature for 2014 while identifying the common core connections in each book through print and the digital world of reading. In this training, you will learn not only what books and apps are top picks for all content areas, but how to motivate students to keep reading after the textbook assignment without focusing on points, toys, or candy. The participants will practice using strategies to introduce books and generate a list of his/her top ten lists of books/apps to implement in instruction. Increasing the volume of books a student reads will stimulate learning and critical thinking by enhancing the student's vocabulary, comprehension, and writing proficiency.

### **Twitter for Educators: Developing Your PLN (HS)**

Ready to Tweet? Participants will leave this session with a basic understanding of *Twitter*. They will learn the following: how to sign up for *Twitter*, how to Tweet, what a hashtag is, how/why to use a hashtag, who to follow, and how to develop their own PLN – Professional Learning Network. *Twitter* chats will also be introduced and dates/times provided for some of the most popular educational *Twitter* chats.

### **Using GPS Devices in the Classroom (HS)**

"I'm just waiting for the day when we will actually use this stuff in real life?" Sound familiar? When students see that there is a real world application, student interest sparks, engagement and learning escalates, and discipline problems diminish! Learn how to use GPS devices to teach kids real world applications for math. Participants will learn how to use the coordinates of the corners of a parcel of land to calculate the area and ultimately find out the acreage of the land that they will inherit from Grandpa!

### **Using Web 2.0 Tools to Promote Writing Across the Curriculum (ES)**

Write on! With the emergence of Web 2.0 and global communications tools, the art of writing is becoming increasingly vital to our students. This session is designed to provide examples of ways elementary classrooms can connect with each other digitally using *blogs*, *Padlet*, and *StoryKit* through all content areas for writing. We will also discuss ways in which these tools provide our students with authentic audiences and meaningful content. In addition, we will share how we use these tools to promote digital literacy, and to teach digital citizenship and responsibility. Those attending this session will leave with a link to a digital handout and be able to give these tips and tricks "a try" in their own classroom!

### **Voki/Comix - Engaging Students Using Interactive Digital Tools (HS)**

Learn to use Voki, a presentation tool for creating characters that share information provided by students, in order to summarize current content topics and engaging students in classroom conversation. Learn how to use Comix to compose comic strips with fictional characters to share educational information in graphic format. *Voki accounts can only be granted to students 13 and older.*

### **Water, Water, Everywhere (ES)**

How would you like to have a complete lesson to take home on the water cycle, which incorporates science, ELA, and technology? You will interact with the technology as you participate as a student, yet will have all of the tools to present it yourself, including handouts, lesson plans, and the knowledge to apply it in your classroom. Join us for a “water workout” as we explore interactive activities to teach students about this valuable resource necessary for life!

### **Write To Learn (Grades 3-5)**

Learn how to utilize WriteToLearn to engage your students in writing essays and summaries. Explore the program as a student and a teacher to make connections across the curriculum. Learn how to expand writing practice for your students on a regular basis.

### **Writing Coach (MS/HS)**

Learn how to personalize instruction and integrate interactive technology with Prentice Hall’s Writing Coach. Become acquainted with the program, teaching resources, and approach to instruction that enables ELA teachers to meet the needs of all students while teaching writing and grammar.

### **Zondle: Games to Support the Common Core and Student Learning (ES)**

*Let’s Zondle!* Zondle is an interactive student based website that allows teachers to create games that support student learning. *Zondle’s* approach to learning is grounded in educational research from the University of Oxford and neuroscience research from the University of Bristol. Teachers can correlate what they create in *Zondle* to form a standards-based learning environment that increases active student engagement allowing students to play games, collaborate and create to learn standards! You will learn how to set up *Zondle* for your classroom and utilize the program effectively.