



Imperial Valley Technology Conference: 2013 Tech Bowl

Conference at a Glance

Registration Begins At 7:45 A.M.	Lecture Hall 2734 (125)	Room 2721 (36)	Room 2722 (36)	Room 2725 (54)	Room 2727 (36)	Room 2728 (36)
Session 1 8:30-9:30	KEYNOTE SPEAKER - Hall Davidson When the Inside Becomes the Outside: The Old Book Becomes the New Backpack			Digital Workflows for Common Core Teaching - Jon Corippo	Moving Classroom Activities Online - Eddy Avelar	
Session 2 9:45-10:45	KEYNOTE SPEAKER - Hall Davidson When the Inside Becomes the Outside: The Old Book Becomes the New Backpack— REPEAT			Digital Workflows for Common Core Teaching - Jon Corippo (repeat)	Moving Classroom Activities Online - Eddy Avelar— REPEAT	
Session 3 11:00-12:00	Hall Davidson: Making Mobile Media Meaningful	Media Projects with iPads - Richard Salgado	Flip your Elementary Classroom - Ascension Reyes and Virginia Piñeda	What Works in Online Learning - Cynthia Chandler (SDCUE)	Student Programming: Scratch - Scott Moss (SDCUE)	Introduction to Edmodo - Norma Gamez
Lobby 2700 Building 11:00 -1:00	Student Showcase					
Lunch 12:00-1:00	Half-Time Show (Central Union High School Drum Line & Pep Band)					
Session 4 1:00-2:00	Apple TV is your Digital Swiss Army Knife - Jon Corippo	Student Video Presentations - Rick Castrapel, IVC	Creative Uses of iMovie - Susan Millan	Run! Run! As Fast As You Can! Project Based Learning is in our Plan! - Katy Hammack (SDCUE)	Unleashing Google Tools in Your Classroom: Scott Moss (SDCUE)	Research the Easy Way -- David Burt
Session 5 2:15-3:15	Advanced Tricks for iMovie - Jon Corippo	Blogs, Wikis, and more - Dr. Ponce	From "Tech Guy" to "21st Century Tech Leader" - Antonio Romayor	A Day in the Life of an iPad Classroom - Katy Hammack (SDCUE)	Paper or Plastic ? eBooks - Hoppy Chandler (SDCUE)	Powerpoint and Prezi in the Classroom - Eddy Avelar
Closing 3:15-3:30	Closing and Conference Drawing					

Sponsors



ATLAS Title V Grant

Descriptions

Session 1: 8:30-9:30

Keynote— *When the Inside Becomes the Outside: The Old Book Becomes the New Backpack*

Hall Davidson, Discovery Education

Session 1.1, Room 2734 Lecture Hall

Going digital has an amazing unintended consequence for learning. New digital 'techbooks' arrive on iPads (and others) with cloud-based media DNA: fluid, differentiated, embedded and rich as the world wide web. For global learning and non-traditional learning, the inevitable smarter 'books' have profound implications. For when the textbook goes digital, the whole game changes. This learning resource not only touches the cloud, it also becomes its own earthy backpack with a camera, sensors, encyclopedias, and much more. Interactive projects, assessments, QR codes, and mobile-to-mobile media break the silos of learning into deep and immediate connections to learning. Learning—and teaching—greatly and measurably rise when apps, resources, and digital books leave their silos and play well together.

Digital Workflows for Common Core Teaching.

Jon Corippo, Minaret High School

Session 1.4, Room 2725

If you have the tools (tablets, laptops, Google Apps, Edmodo and all those cool things) what's missing?

HOW DO WE TEACH WITH THEM? This session will share easy and exciting workflows that can be easily replicated in any class at any grade level. These tools and activities are also free and CCSS ready! Workflows shared: Iron Chef in the Classroom, Keynote Karaoke, Avoiding "The Suck" and project based grading techniques.

Moving Classroom Activities Online

Edward Avelar, ICOE

Session 1.5, Room 2727

Educators are increasingly looking towards web-based applications and platforms to increase opportunities for students and reduce costs. Come see how you can be part of this change, and learn about the capabilities of learning management systems, cloud services, and web 2.0 tools to expand learning opportunities, reduce paper, communicate with parents and refresh instruction.

Session 2: 9:45-10:45

Keynote— *When the Inside Becomes the Outside: The Old Book Becomes the New Backpack* (Repeat)

Hall Davidson, Discovery Education

Session 2.1, Room 2734 Lecture Hall

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Digital Workflows for Common Core Teaching.

Jon Corippo, Minaret High School

Session 2.4, Room 2725

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***Moving Classroom Activities Online* (Repeat)**

Edward Avelar, ICOE

Session 2.5, Room 2727

Educators are increasingly looking towards web-based applications and platforms to increase opportunities for students and reduce costs. Come see how you can be part of this change, and learn about the capabilities of learning management systems, cloud services, and web 2.0 tools to expand learning opportunities, reduce paper, communicate with parents and refresh instruction.

Session 3: 11:00-12:00

Making Mobile Media Meaningful

Hall Davidson, Discovery Education

Session 4.1, Room 2734 Lecture Hall

Tablets, mobile phones, and iPads can create and share media (video and audio) in the extended learning anywhere/anytime world. Learn how to send images/videos/audio to common, free "channels" to support classrooms, projects, or entire schools. Use QR codes in surprising ways. Learn about video applications and audio for "dead" phones. Teachers can receive videos, edit and comment, and send them back—all via mobile. Finally, explore apps that do chroma key ("green screen") editing, sharing, stop-motion, effects, build previews, and much, much more. Turn them into video microscopes for less than \$5. Mobiles are digital project kit bags with and media making inside! An iPad will be used, but applications to Android and Windows platforms also apply. Bring your device and explore.

Media Projects with iPads

Richard Salgado, ICOE

Session 3.2, Room 2721

Demonstration of the apps and hardware available for your iPad for Media Production, as well as highlighting the strengths and weaknesses of the iPad as a media production tool.

Flip Your Elementary Classroom

Ascension Reyes and Virginia Piñeda, Sunflower Elementary

Session 3.3, Room 2722

Wondering how to begin to flip your classroom so that students start taking responsibility for their learning? We'll show you a few tips to get started.

What Works in Online Instruction

Cynthia Chandler, President of San Diego CUE / National University

Session 3.4, Room 2725

Experience dozens of lessons learned from teaching online in Higher Education for over a decade. This presentation will share best practices ranging from instructional design to promoting engagement with the online learner. The focus of the content will frame the role of synchronous and asynchronous discussion as key to the success of online learning and training.

Student Programming with Scratch

Scott Moss, Innovation Middle School / National University

Session 3.5, Room 2727

Explore tools and techniques for student programming. Scratch is a free programming tool from MIT. Teach your students problem-solving and computational thinking. Students use Scratch to create games, stories, and animations. See your students express themselves in new ways!

Introduction to Edmodo

Norma Gamez, ICOE

Session 3.6, Room 2728

A brief introduction to Edmodo, the social networking platform for schools. Jump into this easy-to-use and dynamic educationally-based social networking site as we take you through setting up an account and Edmodo's main features.

LUNCH: 12:00-1:00

Food

During lunch the Imperial Valley College Business Club will be selling a tail-gate lunch at \$10 per plate.

Half-Time Show 12:15-12:30

Central Union High School Drum Line and Pep Band will be performing at our half-time show.

Session 4: 1:00-2:00

Apple TV is your digital Swiss Army knife.

Jon Corippo, Minaret High School

Session 3.1, Room 2734 Lecture Hall

Forget about buying bluetooth tablets, doc cams, clickers and whiteboards that cost THOUSANDS. If you have an iPad or iPhone 4s, just add an Apple TV for \$99 to have all those tools AND more. Learn about all the hook ups, networks trick and tips, and the best software, apps and techniques. There's a reason that Apple TVs are the hottest things going in classrooms all across the world.

Student Video Presentations

Rick Castrapel, Imperial Valley College

Session 4.2, Room 2721

Do you require your students to present team projects in class? Do they fidget and drone on nervously in front of an illegible display board while their eyes are focused like laser gun sights on only their instructor? Assign a video project presentation instead! This session will show several student videos from a statistics class. It is clear from the videos that the student teams have mastered and applied difficult concepts ... And had a lot of fun doing it!

Creative Uses of iMovie

Susan Millan, Sunflower Elementary

Session 4.3, Room 2722

In this session, you will work alongside 4th, 5th, and 6th grade students from Sunflower Elementary in El Centro, learning the basics of an iMovie creation on iPads (adding graphics, captions, and voice recording).

Run! Run! As Fast As You Can! Project Based Learning is in our Plan

Katy Hammack, PRIDE Academy, Santee School District

Session 4.4, Room 2725

Come discover how kindergarten and first grade classrooms can effectively implement project-based learning into their curriculum. Student work and photos will be shared, along with suggestions for technology integration.

Unleash Google Tools In Your Classroom

Scott Moss, Innovation Middle School / National University

Session 4.5, Room 2727

Learn the basic tools available through a Google account. Google Documents, Forms and Drawing = ability to create, share, collaborate, edit, collect data, and show off artistic talent.

Research the Easy Way

David Burt, Southwest High

Session 4.6, Room 2728

Do you want your students to spend more time researching and learning and less time looking for information? This session will show you how to design a research activity that will help your students research and learn based on the what you want them to accomplish.

Session 5: 2:15-3:15

Advanced Tricks for iMovie.

Jon Corippo, Minaret High School

Session 5.1, Room 2734

Digital Storytelling is nice as a phase, especially for true beginners, but ideally, we should be raising our students' skills to a far higher level. Learn how to teach your students to have a "cinematic narrative" look with easy, fast tips in iMovie including: custom titling, layers and cutaways, green screen and affordable hardware suggestions for success. Jon's students have won dozens of film awards, and he'll share all the tricks.

Blogs, Wikis, and more

Gregorio Ponce, SDSU

Session 5.2, Room 2721

With an emphasis on Blogs and Wikis, this session describes and illustrates with different examples how to put the 2.0 in Web 2.0 technologies. That is, how teachers and students can use blogs and wikis as collaborative tools.

From "Tech Guy" to "21st Century Tech Leader"

Antonio Romayor, El Centro Elementary

Session 5.3, Room 2722

From "Tech Guy" to "21st Century Tech Leader" – Our new role as brand makers, innovators, and problem solvers. Come learn about marketing in public education, Common Core hurdles and solutions, tablet management and App deployment policy.

A Day in the Life of an iPad Classroom

Katy Hammack, PRIDE Academy, Santee School District

Session 5.4, Room 2725

You have a classroom set of iPads, but how do you effectively use them? Learn how iPads are changing the way teachers teach and students learn in two third grade classrooms.

Paper or Plastic?

Hoppy Chandler, iHigh Virtual Academy

Session 5.5, Room 2727

Publishers continue to do what they have almost always have done: publish textbooks. The inclusion of software [usually a test generator, some video clips, the [paper] printed text converted to electronic text, and other moves from print text to CD/DVD-based offerings] have been slow in coming. The quality uneven at best and abysmal in general, so seeing a step forward in various subject area is a welcome increment.

PowerPoint and Prezi in the Classroom

Eddy Avelar, ICOE

Session 5.6, Room 2728

This session will demonstrate how to use PowerPoint to create interactive applications—including clickable maps, interactive quizzes, and games—all through simple steps. We will also take a look at Prezi, a cloud based presentation software that opens up a new world in presentations. The zoomable canvas makes it fun to explore ideas. Presentations are visually captivating and that lead your audience in a very different way.