Level Up Your Google Sites

Session Description
Hands On! Bring Your Device
Note: (Tablets and Phones are NOT recommended for this session)

Google Sites ease of use and simple user interface make it the ideal tool for student and project portfolios. Unfortunately the design and aesthetics are severely lacking and uninspirational.

In this hands on and fast paced session we will have the opportunity to build and design; *image maps, front page sliders, personalized banner, landing page, favicon, Google Web Designer, Gadgets, Embeds, and more.*

Strands: #beginner, #intermediate, | **Type of Session:** Spotlight Session
Session Resources: Getting Started | Slider Template | Sites Template
Header | Favicon | Image Slider | Image Map

Presenter: Michael Wacker

Position: Chief Professional Development | **Organization:** EdTechTeam
Location: Louisville, CO | **Contact Email:** michael@edtechteam.com |

Bio:

A former elementary teacher, Michael has since served as Online Learning Specialist on the student and adult learning side. This experience included designing and facilitating teacher and administrator professional development online courses and workshops. On the student side, his experience involves directing the build and design of online courses, technical development and course conversions, as well as curriculum course revisions and iterations. With more than six years of progressively responsible experience in eLearning and Blended

Learning, he is consulted around ideas of strategic design and innovation in public and private schools internationally to support the professional development and redesign of classrooms, pedagogy, and traditional instructional models, to better serve all learners. Michael's strengths are in helping to maximize learning opportunities through the design of dynamic spaces (online and face to face) of interaction, inquiry, and engagement for students, teachers, and administrators. Dedicated to educational innovation, he strives to utilize best practice eLearning techniques and leverage a pedagogy and technology that allows for anywhere, anytime learning.