

iTeach808: Empowering Hawaii's Teachers In Technology

Promoting Global Learning Using Technology

Saturday, September 19, 2015

#iTeach808

(Google+, Facebook, Twitter, Pinterest, groups, communities, etc.)

Person Sharing	Person/group to follow	Which social media	Rationale
Stacie Berdan	@StacieBerdan Facebook page	Twitter Facebook	
Susan Davis	@suludavis	Twitter	English teacher, blogger with Getting Smart
Shane Asselstine	@HikariKishi +Shane Asselstine	Twitter Google+	GBL with a focus on Minecraft integration
Laurel Oshiro	@iTeach808 @Laurel_Oshiro	Twitter Facebook	iTeach808 Facebook page
Sharon Fukayama	@FukayamaSensei	Twitter/Instagram	Promote Dual Language Education
Leah Anderson	@LeahAnderson808	Twitter	Global Classroom Collaborations
Jennifer Arthur	@MrsArthur808		

iTeach808 Resources to Share

(App, software, website, service, tip, or trick)

Person Sharing	Resource to share (Link)	What it is	How you use it	Deeper Purpose Which "C"? (Critical Thinking, Communication, Collaboration, Creativity)
Stacie Berdan	http://stacieberdan.com/ Keynote Presentation Handout			
Shane Asselstine	https://sites.google.com/site/misterasselstine/minecraft-projects	Primary page for the MinecraftEdu projects at Momilani Elementary School.	These are projects that my students have been working on over the past	All of the Cs are incorporated into these projects. Students are

	http://code.org/professional-development-workshops/4881805	The next K5 Code.org public workshop on O'ahu. Learning to code in the curriculum.	few years. It is a great place to see the potential of MinecraftEdu in the classroom. Register for this free one day workshop held at Momilani Elementary School from 8:00 - 4:00!	tasked with engaging project based learning assignments that encourage critical thinking and creativity in the form of solution and design. All work is done in small groups of 3-5 students where communication and collaboration are key factors for success. Creativity and Critical Thinking through solving coding challenges across 4 courses and other activities.
Susan Davis	Keynote Presentation International Dot Day Global Read Aloud Quadblogging International Holocaust Remembrance Day TEDxYouth *** Design Thinking for Educators Genius Hour	"4 Projects for Building Global Connections"	These are projects, large and small, for connecting your students globally. The Design Thinking and Genius Hour resources	All four Cs are present as students build skills to connect on a global scale. Creativity provides the inspiration and leads to innovation. Communication

			provide an fundamental s for student-drive n initiatives to address world problems.	on is crucial for sharing. Critical thinking is needed to connect with experts and address real world problems. Collaboration within the classroom and with others around the world inspires the creative process to start all over again.
Sharon Fukayama	http://www.fukayamasensei.com	My website that documents my pilot Japanese/English Science classroom.	I add photos and notes to the site.	I hope to collaborate with others on getting more classrooms to be dual language.
Jennifer Arthur	goo.gl/omcCsp Facing the Future : Global Sustainability Curriculum & Teacher PD Global Dimension : Classroom resources ages 3+ Digital Promise Global Global Issues Network Nepris: Invite STEAM professionals into the classroom H2O For Life Taking IT Global : Using technology to solve real global problems.	Google Doc with website links, will be updated with today's session notes Websites to get your classroom connected with others from around the world.		

	#MysterySkype : Skype with mystery guests from around the world.			
Leah Anderson	tinyurl.com/punvrs2020 (personal Project Website) http://www.tigweb.org/tiged/?npc http://globalissuesnetwork.org/ http://www.nwf.org/Young-Reporters-for-the-Environment.aspx	Website, including resource page, for global classroom collaborations. TakingITGlobal for educators looking for ways to connect	This site chronicles 3 years of a Hawaii-Sweden collaboration around issues of global concern.	This site provides a framework others can use to create their own global collaborations. Students' critical thinking and creativity are highlighted with some work samples.