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Session 1 Notes: Prepping Ts for Tech Rich Classrooms

Attendees:

- [Susie Simmons](#), 6-12 Tech Coach at Bonny Eagle RSU #6
- [Dan Callahan](#), Training & Professional Learning Specialist, Massachusetts Teachers Association
- [Charlie Cianciolo](#), K-5 Technology integrator and coach RSU #57

Notes:

- You don't need to be doing everything; don't aim for R(edefinition) first; aim for S(ubstitution)
- Think about what our new Ts saw when they were going through their "training" in college; no screens allowed; devices are "the devil"
- Experimenting needs to be expected/supported; failure is ok (learn from mistakes)
- What do you want teaching to look like and then demonstrate that in everything you do; if you expect meaningful use of technology then show that
- Pedagogy and skills are more important than the latest mandate (ie SmarterBalanced=years wasted)
- kahoot.it - online formative assessment - fun competitive
- socrative - like the above site
- college training is beyond our control; need to start working on it once they come into our district

- Less specific tools and more skills (word processing versus Word)
- New teacher training needs to help to boost up the technology integration skills
- Should we identify teachers and “require” them to attend a class or get “Remedial help”?
- Included in the evaluation process? If so, there needs to be a commonality to how that is assessed.

Session 2 Notes: Makerspaces

Attendees:

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Notes:

“Discovery space”

3D Printing station

[“Fab Lab”](#)- a place to play, to create, to learn, to mentor, to invent.

“Inspired play”

Pinterest as a resource

Taking apart and putting back together

Intent and purpose

Inquiry

How to videos via YouTube

Need a project to do or the materials will just sit there

Stop motion video- leave how-to resources on table

Classroom stations

Involve the students in making the choices

Foss Kits

Mini courses

“Fun Friday”

Enrichment opportunities

Lego corner (Lego wall, “add to a building” theme)

*Educators at [#EdCampOOB](#) can get free copies of Contraption Maker for school:
contraptionmaker.com/education

[Make Magazine](#)

[The Brown Bag Challenge](#)

[Another Brown Bag idea](#)

[Mad Science of Maine](#)

Purpose

- Support teacher's classroom projects
 - Example: raising trout--digital data collection
- Student tinkering

Space Considerations

- room, cart, table
- Stations
- Manpower will determine your space and what you can do

Materials

- old computers, old parts, old books
- Lego
- K'Nex
- Foss Kit
- [Ruth's Reusable Resources](#)
 - Longmeadow, MA has something similar
- Fundraiser: go to Maker Faire and sell little kits for things like goop, playdough, cookies

Resources/References

- [Instructables](#): DIY instructions
- YouTube: Videos to show students how to do something
- [Maker Spaces on Pinterest](#): Good for visuals of different spaces, project ideas, etc.
- *The Element* by Ken Robinson: finding your passion

- *Building Up*
- *The Most Magnificent Thing* by Ashley Spires - good for teaching perseverance: trial and error and feedback
- *Calder's Circus* illustrated by Melissa Sweet (Maine Illustrator!)
- Gallimoto (Spelling?)

Modeling behavior: kids don't necessarily know how to make things -- that they can make things.

Saco Middle School has a table and leaves materials and a model.

Very few kids will do it on their own without a model.

"Take apart lab": take apart old computers, old parts, old books -- see what things looks like on the inside.

"What do you want to do?"

- 3D print artificial hands

"What can we make with this?"

Projects you can do

- sticky note stop motion
- Mini-courses: Reggio-Emilia emergent curriculum, the whole school would come together and teach each other. Six week mini courses.
- Fun Friday
- Genius Hour
- Maker club
- Green screen
- Bring a maker in and let them work in the space for a few hours.
- [Brown Bag challenges](#): fill a bag with materials and leave a challenge (e.g. Build the tallest thing you can)

- Rube Goldberg (for a fun example, look for the OK Go video for "This too Shall Pass")
- Snap Circuits
- Mad Science will come to schools
- Little Bits (not cheap, but cool): magnets
 - There are cards with projects/challenges
- Arduino (spelling?)
- Paper snowflakes
- Duct tape projects (sourcing from Lowes, HD)
- Praying Mantis egg sacs -- design a terrarium
- Grow potatoes
- Making isn't just technology: sewing, knitting, crochet
- Coding -- Scratch, Daisy the Dinosaur, cup stacking, Robot Turtles board game (<http://www.robotturtles.com>)

Documenting:

- How do you capture what they are doing?
 - Kids can take projects.
 - Digital projects can be put on school/library websites.
 - Edmodo
 - Student showcases: blog, etc.
 - Let students help in showcase -- how, where, why.
- Evidence: support grows

Eric Braun (<http://twitter.com/southshoreeric>) : We are connecting 3D printing to PBL by making the project authentic in a project to print 3D hands for kids. Looking for teachers to collaborate on this.

Working with [Enabling the Future](#)

<http://30hands.com/blog/3d-printing-digital-storytelling-go-hand-in-hand-to-make-a-difference/>

Susie Simmons (@SusieTechIntegr): Spaces “defined” by topic at the MS; computer technician has a kids corner where students take apart and experiment with old tech; library has other corner set up, too.

Green screen work area (telling your story)

The Most Magnificent Thing (book) by A. Spires:

http://www.amazon.com/Most-Magnificent-Thing-Ashley-Spires/dp/1554537045/ref=sr_1_1?s=books&ie=UTF8&qid=1438095929&sr=1-1&keywords=the+most+magnificent+thing&pebp=1438095931963&perid=0V84N761RBVP207CMBRZ

Dreaming Up (book) by C. Hale:

<http://www.amazon.com/Dreaming-Up-A-Celebration-Building/dp/1600606512>

Maker faire: selling projects to fundraise for future materials

Session 3 Notes: Standards & Authentic Learning - How to fit it all in?!

RtI coordinator HS-Is it different at elem, ms, hs

How do you actually get to authentic? something that means something to the student

Examples--

problems that come up at school, let it go, might hit standard might not

community connections--partner with experts in the community to do something community needs

Discrepant timelines--bridge building takes a lot of time

How to make sure your learning is AUTHENTIC
Community investment/community involvement
Have freedom to be creative
You have to trust your students in a non-traditional classroom
This is REAL work -people will see the results - makes students more accountable
Project-based learning
Making connections to local organizations (conservation commission in OOB)
Science/SS focus - STEM
Chamber of Commerce connection
Cross-curricular - you can hit many standards at the same time
Traditional Math curriculum is going away - teachers are using what they choose in order to teach all of the standards
Authentic takes time - managing projects

[Billy Corcoran & Cynthia Nye - Project-Based Learning Unit](#)

[Billy & Cynthia PBL US Regions Unit](#)