

iste 2013 conference notes

created by @gericoats

please tweet and share, add notes from the sessions you attend. We can all benefit from each other!

sunday ignite sessions

Coats Notes

hacking education

Kill your players

integrate art and science for true learning

Kathryn Kaiser

Narrowing the digital divide

Open Doors

youtube video of the opening session with ignites:

Inspiring ideas from the first Ignite session at ISTE 2013

Hack Education (Michelle Cordy)

Kill All the Players (Wesley Fryer)

Science and Art Integration (Kathryn Kaiser)

Open Doors for Students (Michael Mills)

STEM Education (Jeff Piontek)

Sparking Passion in Students Who Have Lost Hope (Carrie Ross)

Silliness in Schools (Dean Shareski)

keynote gamification

monday morning ignite sessions

1. SignPosts to Better Projects

2. Set the stage for inquiry

3. Invite Feedback

4. Think about thinking

5. Think as experts do

6. Watch for Spirals

Evaluating Virtual Manipulatives for Building Conceptual Knowledge

Engaging Students With the Math and Science of Fast Food

Untanglingthe web

Coats Notes

Untangling The Web speakers: Adam Bellow and Steve Dembo

notes by: web20classroom

Untangling the Web: Free Tools to Power Up Your Teaching (Already exists on planner)

GAME ON!

implementing common core through next generation high school standard

Rushton Hurley: how to choose: ipads, androids, chromebooks, or laptops

Change the World - closing keynote Adam Bellows

ISTE ignite notes

Abundant Learning: Four Newish Ideas for Powerful Classrooms, by Will Richardson

[The Paperless iPad Classroom with the Google Drive App by Jonathan Wylie](#)
[iste hacked13 and coach panel transcript via: @cshively](#)
[Visual Notes from Steven Anderson & Kyle Pace's ISTE Session for Administrators](#)
[Social Media in the Classroom: Amplifying our Students by Jennie Magiera & Autumn Laidler](#)
[Visual notes from Stephen Johnson's keynote from @wfryer](#)
[Leading Innovative Change](#)
[8 Keys to Engagement in Online Communities of Practice](#)
[Online Learning Institute](#)
[The Web 2.0 You Might Not Know About](#)
[By @lesliefisher #ISTE13](#)
[Universal Design for Learning](#)
[David Rose \(CAST\) #oli13](#)
[UDL Resources](#)
[Recognition Networks](#)
[Strategic Networks](#)
[Affective Networks](#)
[Beyond the Apps. A Pedagogical Approach](#)
[More EduTecher's Web Tools To Make Your Classroom Rock!](#)
[ISTE 2013 – iPad Setup and Management](#)
[It's Gadget Time](#)
[ISTE 13: Apptastic Standards](#)
[Reinventing PD:](#)
[iProductivity: Student Work Flow in the iClassroom](#)
[Snapshot from Updates on National Ed Tech Initiatives in San Antonio](#)
[Best Nuggets & Tools of ISTE13](#)
[Non-"Tool" Learning](#)
[Monday's best new tools](#)
[Tuesday's best new tools](#)
[Wednesday's best new tools](#)
[10 Killer iPad Projects your Students will LOVE](#)
[Other #iste13 notes](#)
[iste13 notes from jayme Linton](#)
[iste notes Wednesday 6/26](#)
[Other stuff on the Topic of Gaming:](#)
[Other Stuff on the Topic of Web Tools:](#)
[Youtube playlist of sessions \(43 videos\):](#)
[Implementing Online Learning:](#)

sunday ignite sessions

Coats Notes

hacking education

@cordyn

hacktheclassroom.ca

getting someone to do something they wouldn't do otherwise

meaning

hands on

elaboration

make special

we are homoaesthetics

Kill your players

scotty@watchthedigits.com

games: failure leads to learning, it drives discovery learning

quit telling kids how to do everything, let them discover

integrate art and science for true learning

Kathryn Kaiser

Narrowing the digital divide

Michael Mills

@aquiamigo

Open Doors

@wfryer

<http://www.slideshare.net/wfryer/fryer-iste13ignite2-22843434>

youtube video of the opening session with ignites:

<http://teacherluciandumaweb20.blogspot.com/2013/06/iste-best-edtech-global-edconference.html>

Inspiring ideas from the first Ignite session at ISTE 2013

notes from: The Cornerstone, Angela Watson

The [Ignite format](#) for conference sessions is one of my favorites: each presenter has five minutes to speak. They get to show only twenty slides which automatically advance every fifteen seconds. It's a fast-paced session that gives the best ideas designed to inspire and energize educators. Here are some of the highlights from my notes

in Sunday's Ignite at the [ISTE conference](#) in San Antonio, Texas:

Hack Education (Michelle Cordy)

Hacking is about taking existing elements apart and putting them together in new ways to solve problems. That's what we need in education. Every good piece of work starts by scratching a personal itch. *Just because a kid doesn't like to be taught doesn't mean he doesn't like to learn.* We need to hack the structures in schools that prevent this. It's time for teachers and kids to work on projects we need and want.

Kill All the Players (Wesley Fryer)

Failure is what makes games fun: try, test, fail, try again. Educational games that tack the educational component on to the "real" game play rob the player of this failure and the fun, because the fun only happens when you get the right answer. Too many instructions in a game ruin the educational value of trying to figure out a game. Instructions tell players "stop having fun and have a look at this." Giving too many instructions doesn't inspire game playing. If you hold the player's hand too much, you deny them the opportunity of discovery. But if you let the player do it on their own and die, that makes the person want to play again and try to figure things out. One study found that when there's no game tutorial, play time and curriculum retention tripled.

Science and Art Integration (Kathryn Kaiser)

These two subjects have a lot in common—more than you might think. Here's what's happening at Kathryn's school: a kindergarten class had to make a house for the 3 little pigs and then test it to see if it would stand. They also used the free tool [Scratch](#) to convey an aspect of the life cycle in the forest. Students worked collaboratively to explore the phases of design. Sixth graders looked at Renaissance art where they explored the expression of physical space. Fourth graders studied visual artists/dancers and created new collaborations that included digital work. Seventh graders studied key innovators and presented their ideas in a fair, literally embodying the innovators at the fair, dressing up as Steve Jobs and the like. Eight graders designed prototypes for new school furniture, and their final designs were submitted for actual production in a factory. Students learned to look at the world through the complementary lenses of science and art.

Open Doors for Students (Michael Mills)

Books are the bridge between the 20th and 21st centuries. Have students create eBooks and record their voices reading it. Later you can have students go to "Scratch Camp", using [Scratch](#) to create. Change the perception of the word geek in schools. Steve Jobs was a geek. Become a beginner again. Lead a local StoryChaser

Club—inspired by storm chasers. Amplify the awesome things happening at your school by enlisting students in an after-school journalism club to tell digital stories. Kids then have time to play with media and become comfortable with tools.

STEM Education (Jeff Piontek)

Let's turn STEM into STEAM into STREAM by adding reading and arts. Divergent thinking is so important in the 21st century. Creativity and innovation are critical. Students have these skills in PreK and lose them as time goes on. We need to encourage discovery learning at all ages. Learning in the upper grades is measured in credits and seat hours instead of mastery: we need to let students demonstrate mastery and move on to something innovative in both unstructured and structured activities. *We need more play in children's lives.* STEM is the present need, and education follows the money. But we need the arts and reading. We don't have to teach kids to be creative, they already are: we just have to stop assessing and start allowing the creativity to shine through.

Sparkling Passion in Students Who Have Lost Hope (Carrie Ross)

7 out of 10 young people have never been asked what they're passionate about, but passion is what inspires hope. *School needs to be a place where students can rebuild their dreams, or dream up something new.* Show an interest in what students are interested in, and let students know you are a person, too, with hopes and dreams of your own. Students may need to live through your hopes and dreams at first and use them as a springboard toward finding their own. It only takes a few seconds to let a student know you have their back. It's not a sign of weakness to say, "I don't know, but let's find out together." Students want an invitation to know that they can make a difference. *Let them be a part of your team even if they can't hit a home run.* Show them possibilities in the community at large and the chance to leave a legacy when they leave the community or when they leave this world. Our hopes and dreams for students may not be what they want for themselves, and that's okay, we can honor those differences and help them find their passion and see a world out there that is bigger than what they have experienced.

Silliness in Schools (Dean Shareski)

The stupidest creative act is still a creative act (Clay Shirky.) We need more silliness. We live in a remix culture where we take existing things and put them together in new and interesting ways. If people did not do silly things, nothing intelligent would ever get done (Ludwig Wittgenstein.) Do silly thing with kids and have conversations about how to move those things forward to something of value. We need to have a mindset that lets kids explore these things. *Adults need to have fun so children will want to grow up.*

If I have any of the names, session titles, or details wrong, please let me know—I was typing as fast as I could, but I'm sure I missed a few things. What's your take on these ideas? Please share your thoughts in the comments.

keynote gamification

Still need to add my own paper notes from this session, but if anyone would like to add their own, please do! I love having different perspectives.

monday morning ignite sessions

RAW Notes

1. SignPosts to Better Projects

Monday 830 AM

Suzie Boss & Mike Gwaltney

How to take thinking deeper in digital age PBL

Book: teaching with your mouth shut

"inquiry is the personal path of questioning, investigating and reasoning that takes us from not knowing to knowing" - Not a straight line but a circular path

2. Set the stage for inquiry

(Check out Burkdale school in New Zealand)

(check out Google pics about their headquarters)

(check out High tech high in SD)

Marshmallow Challenge (start of year)

Build an atmosphere of trust and respect

Creating a culture of respect

(Book: mark Prinsky?)

3. Invite Feedback

Students need different types of feedback such as peers, industry experts, formative assessment

PBL skills Bullseye (see mikes websites)

4. Think about thinking

Help kids think better

Use reflection

(visit Science Leadership Academy for big thinking questions)

Project Zero, National center for teaching thinking, Critical Thinking Consortium

5. Think as experts do

Get kids to think as experts do: <http://digitalis.nwp.org/resource/3509>

How do we work with words to create stories and illustrations

6. Watch for Spirals

Create a bigger energy field for your project

Jamie McGrath shared the video Ghost Jacket: regarding cleaning up the lost and found pile at school <http://tinyurl.com/ghostjacket>

Students making videos for the community <http://tinyurl.com/filmacademy>

How projects can spiral into bigger or different things: The Age of Exploration Blog use hashtag #comments4kids so that people all over the world can respond

Evaluating Virtual Manipulatives for Building Conceptual Knowledge

MONDAY 9:30-10:30

Notes by @JenPeyrot

Speakers: Julie Mcleod, Mary Jo Dondlinger, Sheri Vasinda

Ratios--Resizing images tinyurl.com/resizingimages

Thinking blocks used to build models, solving for unknowns when you know two ratios are proportionate. tinyurl.com/thinkingblox

Technology Scaffolds:

- Visual Modeling
- Material Intelligence
- Amplification of Effort

Technology Impediment:

It's Virtual-the best thing you could give me with technology is better than the best thing you could give me on paper.

Emotional Connections to Learning (related to concept building):

- feelings of competency
- easy
- fun
- Confused

Self-regulatory Learning Behaviors:

- Persistence
- Leveraging resources

Discovery & Learning:

-invented play(created their own games) -constructing knowledge (at first I thought...) -trial and error

Affordances of well-designed Virtual Manipulatives:

-Visibility of conceptual metaphor -Interactive Dynamics -Nature type of tech-based scaffolds

Multidemsional VM Evaluation:

Evaluating VM for building students conceptual understanding

-Hiding/highlighting concept -----revealing understanding(resizing of images was high)

Conceptual Visibility and Virtual Dynamics highest, build the most conceptual knowledge

Low CV, Low Dynamics = less conceptual knowledge being built

Can't access the virtual manipulatives they gave us in the session on the iPad. The speaker said that this is the argument for keeping the laptop.

Good VM Sites: NCTM, National Library of Manipulatives, Learn Alberta

Engaging Students With the Math and Science of Fast Food

MONDAY 9:30-10:30 BYOD Session

Speaker: James Gill @jagill

Using McDonald's nutrition calculator. This will make you change your eating habits.

Side note: this calculator is designed for Canada where a Canadian Medium Drink is smaller than a US Medium Drink.

You may wish to download it before the workshop:

<http://www1.mcdonalds.ca/NutritionCalculator/NutritionFactsEN.pdf>

This is the link to the interactive website we will be using tomorrow:

http://www.mcdonalds.ca/ca/en/food/nutrition_calculator.html

Big Mac vs Large Fries

More calories? Fries

More sodium? Big Mac (twice as much)

Build that highest/lowest calorie meal (entre, drink, side, dessert) that a normal human would be able to eat. Compare

Fast Food Nutrition Calculators by restaurant

<http://www.fastfoodnutrition.org/fast-food-meal-calculator.php>

Pull when you can, push when you must, but nudge all the time.

Untangling the web

Coats Notes

@adambellow

@teach42 steve dembo

padlet...new interface, looks windows8ish

www.padlet.cpm/wall/iste13

moderation ability

ipiccy

free photo app

super awesome!!

thinglink

add content to pictures, videos, links, etc

create photos to show differences between current and at time period

student assignments

intro lessons

review lessons

easel.ly

fully customizable infographic maker

infogr.am

infographic maker with chartmaker, upload excel file it will make charts for you

noun project

icons to use in infographics... many free, some unique to be paid for, intended for infographic purpose

polleverywhere

added new feature...html5

inf
need to transcribe from papernotes...

Untangling The Web speakers: Addam Bellow and Steve Dembo

notes by: web20classroom

Adam Bellow- @adambellow

Steve Dembo- @teach42

<http://padlet.com/wall/ISTE13>

Padlet-Used to be Wallwisher-Sharing of digital resources on a digital wall. Links, videos, comments. Lots of options for customizing boards, setting privacy settings.

iPiccy-ipiccy.com Online photo editing. Loads of features. Powerful tools for editing. All free.

Thinglink-thinglink.com Adding hot links, content, videos to pictures.

Easel.ly-Create you own info graphics. Lots for templates to choose from. Makes creating infographics easy.

Infogr.am-Input your own data and the program will create the info graphic for you.

The Noun Project- thenounproject.com Free CC images/graphics to use in presentations and for projects.

Polleverywhere <http://polleverywhere.com> Create polls and gather feedback from mobile devices.

InfuseLearning-<http://infuselearning.com> Similar to PollEverywhere, lots of classroom features for feedback and questions.

BigHugeLabs-bighugelabs.com/education Create posters, puzzles, cards, etc with images. Free accounts for teachers.

SignGenerators-signgenerator.org Create your own signs or highway sign images.

Delivr- <http://delivr.com> Create reusable QR codes. Change the URL to QR codes on the fly.

QRPhoria- <http://qrphoria.com> Super customizable QR codes. Even put in your own photos and logos into QR Codes.

Aurasma- <http://aurasma.com> What QR Codes should be. Create linkable images and objects.

WeVideo- <http://wevideo.com> Collaborative video editing in the cloud. Accounts for educators.

Untangling The Web Community <http://Untanglingthewebcommunity.com> The free community to share thoughts on Web 2.0 tools, earn badges, and watch demos of all the tools in the book.

Untangling the Web: Free Tools to Power Up Your Teaching (Already exists on planner)

[Concurrent Session :

Hashtag session #FINtastic

Tech tools change so often but they want to present tools that should stay the same time.

Padlet; <http://padlet.com/wall/iste13> - Good tool to share quickly. Select different ways to share information..SHARING ALL THEIR RESOURCES TO THIS PADLET. VIDEOS, IMAGES, DOCUMENTS, ETC.

-great starting point

-personalization

iPiccy.com: Innovative Online Photo Editor. Like picnick

-edit photos

-create avatars

-can use layers

-share with social media

All the options are free

Thinglink- easy way to add content to pictures, ideas: now and then images

Easel.ly beta...Not so easy, but great for making infographics. Allows for editing of infographics...This is a lot more difficult to use, not a plug and go...Good for at the end of a research paper, when they have all the information.

infogr.am - much easier way to create an infographic, less options for editing.

Polleverywhere - Quick response to polls

InfuseLearning - Simple user interface, and students access quickly. You get them in the same room it shows up on their screen as you create the question....Student feedback on the fly.

GAME ON!

RAW NOTES

Liz Kolb

@lkolb

Using everyday video games

text kolb to 50500 to get presentation

Move beyond the engagement of technology: engage, enhance, extend

95% of teachers that use games in the classroom use games that were created for education, not non-education based games.

"if you cannot enhance and extend, don't use the game"

Uses 3d game lab

Has changed from point system to.....?

1. Narrow Games System
2. Research Games
3. Discovering games that connect to k-12 curriculum
4. Developing mgt strategies:
5. Bringing the games into the k-8 classroom

African Safari Adventure Journalism Lesson Plan: <http://tinn.cc/safariiste>, learning goal: information narratives and genres of writing is the focus

Minecraft: Creative mode was used vs survival mode (this was the case for a teacher using it with first graders)

Procedural writing lesson using Minecraft: 1, students explore MC and choose a procedure 2. Teacher modeled how and when to take screenshots 3. Students then screen shot their procedures 4. Students then wrote out the procedures

Ticket to Ride (iPad) lesson: <http://tiny.cc/ticketiste>

Lesson1: create a tour book

implementing common core through next generation high school standard

Coats Notes

byod session

jchadsey@educurious.org

educurious

approach , next generation high schools grnt, gates foundation funded

1. full year project based blended learning,
2. educurious expert nextwork (teen)
3. adaptive professional development services

student engaged in projected built to standards

1. educurious design principles (copy from handout)
2. position youth as developing experts
3. extend opportunities to engage in project based learning
4. build competency based pathways
5. provide continuous feedback and metacognitive facilitation
6. differentiate through multi faceted learning supports
7. use contemporary disciplinary knowledge skills and practices
- 8.

expert panel used for driving instruction. 1 expert per 8 kids .professional screenwriters, chemists from dupont, etc.

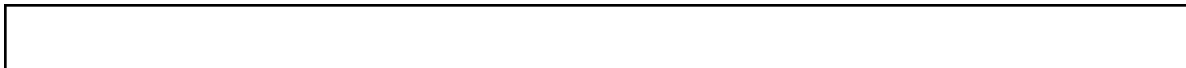
local experts help develop student success with real world implementation and feedback unit overview begins with prezi that outlines the outcomes and lesson trajectory

use of a learning management system like schoology or edmodo. experts can step in with their own roles within the system

need to finish transcribing handwritten notes

Rushton Hurley: how to choose: ipads, androids, chromebooks, or laptops
preso will be available online and when I have it I will include it

www.youtube.com/disco



Change the World - closing keynote Adam Bellows

<http://t.co/oJIIXMVip5> - youtube video published by iste of the closing keynote

ISTE ignite notes

by [@neelyhudson](#)

ISTE ignite talks- These are short, “ted talk” style pitches about ideas or resources that were presented at the opening of the conference. These folks were live on the stage, and huge screens broadcasted their talks to thousands crammed up

in this giant ballroom. Over ten thousand people attended, and an awesome little tex-mex high school country music “house band” jump started us each day. The energy was palpable!

Here are the random snatches of ignite that I jotted down:

- [“Hack the Classroom”](#)- the idea of mixing up our traditional ideas of education, and try things a little differently.
- book: [Cathedral and the Bazaar](#)- by Raymond

Every good work of software {research} starts by scratching a developer's {person's} personal itch.

- We are [“homo-aestheticus”](#)
- [@cordym](#)

Overt instructions rob game players of discovery

- [The Digits](#)- uses video and gaming to teach kids math skills
- [Scratch](#)- programming stories, animation and games for kids or beginners

Low income students increase test scores 30% by using [smartphones](#)

[Yoda and Miyagi](#) are the best teachers

[@aquiamigo](#)

Your word is your wand

[Digital citizenship](#) is a verb

[@wrfryer](#)

[STREAM](#)- putting letters back into STEM... we might need Arts, Reading and wRiting, maybe some Research.

[Sir Ken Robinson](#)

education must be [divergent](#), employing creative thinking

encourage [mastery](#)

we must raise globally empathic citizens

- there should be more silliness in school
- silly induces creativity
- Clay Shirky- [the stupidest creative act is still a creative](#) act
- [great quotes](#) learning change
- we are a remix culture
- twitter life cycle

Adults need to have fun so children will want to grow up.

-Erica Bauermeister

Abundant Learning: Four Newish Ideas for Powerful Classrooms,

by Will Richardson

http://www.slideshare.net/willrich45/iste13?utm_content=buffer3c497&utm_source=buffer&utm_medium=twitter&utm_campaign=Buffer

The Paperless iPad Classroom with the Google Drive App by Jonathan Wylie

Based on "The Paperless Classroom with Google Docs" By Eric Curts

https://docs.google.com/document/d/1os1kSxo9kg14AjfpECsx_iOEt9WZuXQSSC1HNh7XyJ4/edit?pli=1

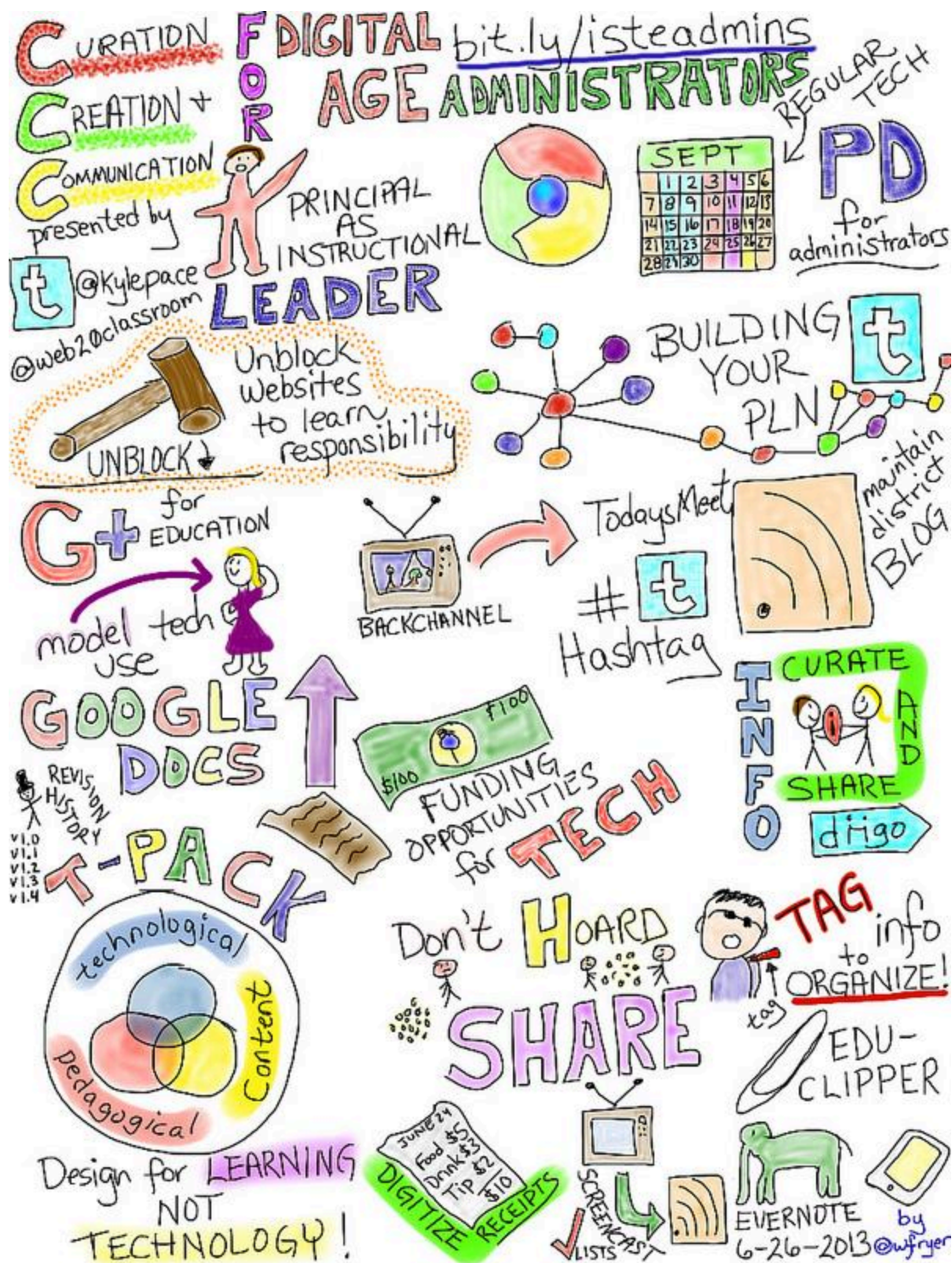
iste hacked13 and coach panel transcript via: @cshively

<http://sigetc.iste.wikispaces.net/Resources>

Visual Notes from Steven Anderson & Kyle Pace's ISTE Session for Administrators

@wfryer

<http://www.speedofcreativity.org/2013/06/27/visual-notes-from-steven-anderson-kyle-paces-iste-session-for-administrators/>



Social Media in the Classroom: Amplifying our Students by Jennie Magiera & Autumn Laidler

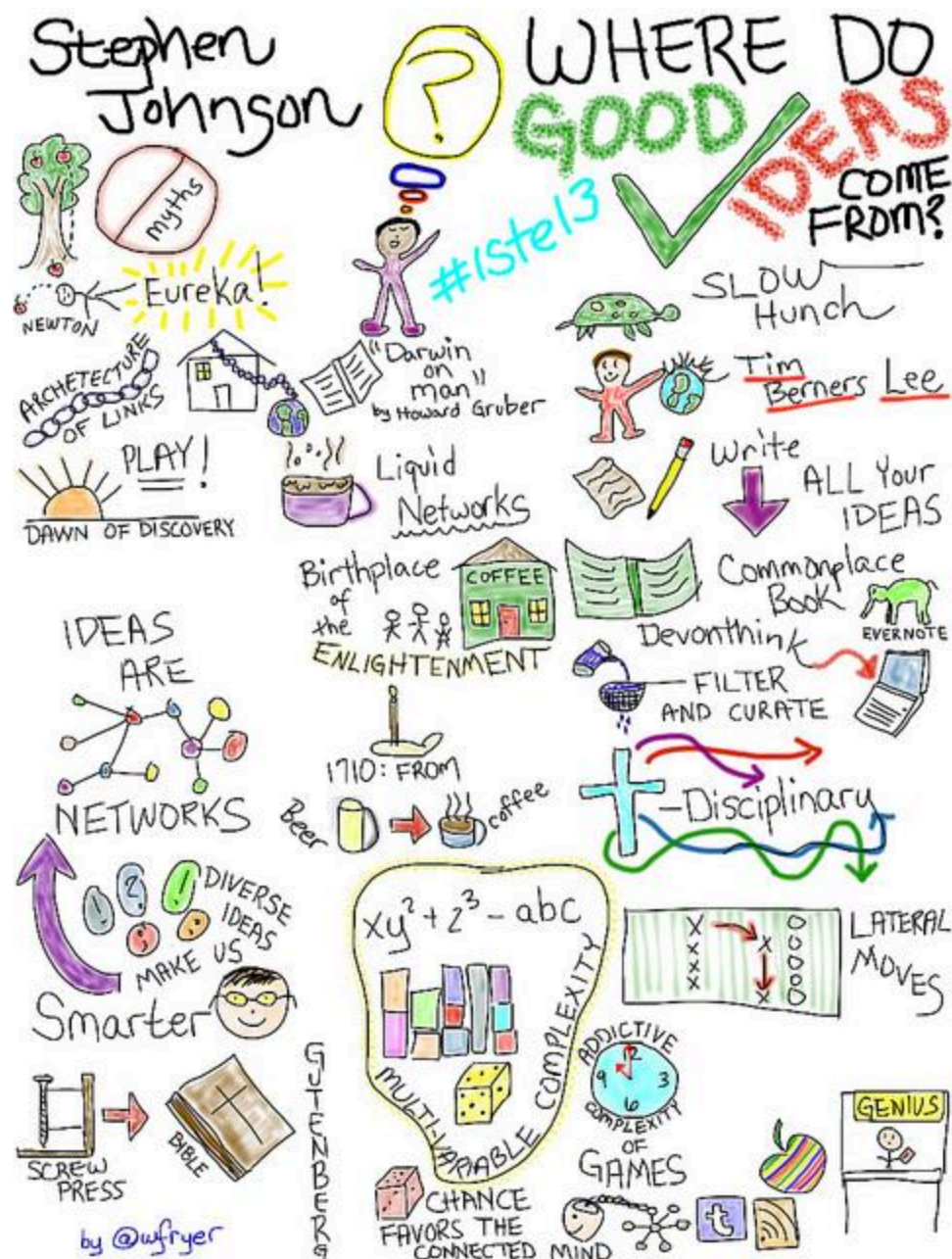
@wfryer

<http://www.speedofcreativity.org/2013/06/26/social-media-in-the-classroom-amplifying->

our-students-by-jennie-magiera-autumn-laidler/

Visual notes from Stephen Johnson's keynote from @wfryer

<http://blog.iste.org/fryer-johnson/>



Leading Innovative Change

George Couros

Link: bit.ly/iste13-gcouros

https://docs.google.com/document/d/1DEppJZzyJA5eVqzOS9TSW_d3baFujq9AczWtRugN-ww/edit

<p>Thoughts Shared:</p> <ol style="list-style-type: none"> 1. Create a vision with stakeholders. 2. Put learning first and technology second. 3. Create meaningful learning experiences with staff. 4. Narrow your focus. 5. Embrace an “Open Culture” 6. Build Leadership based on people’s strengths 7. Work towards and tap into “Digital Leadership” 	<p>Videos:</p> <ul style="list-style-type: none"> • iPad vs. Paper • How to Fight • Martin van Buren • How Web Powers Global Innovation • Louis Hates Twitter • Countdown (Snuggie Version) • First Ski Jump
<p>Helpful Links:</p> <ul style="list-style-type: none"> • Building the Culture of an Empowered Mindset Towards Technology Innovation (Blog Post) • No Quick Fix - Will Richardson • PSD70 Mission, Vision, and Values • 4 Guiding Questions for your IT Department • Our Digital Portfolio Project • Learning Leader Project • Mobile Learning Initiative • Innovation Week • School “Digital Citizenship” Rubric • 184 Project • Authentic Audience 	<p>Other:</p> <ul style="list-style-type: none"> • 11 Ideas for Fostering an Innovative Culture

8 Keys to Engagement in Online Communities of Practice

https://docs.google.com/document/d/1ps-DcQVA_OwG5hRwOVj1jrNC005QSO4XF3KmmYqV-ew/edit

Online CoP - It isn't as simple as build it and they will come. There is a need for leadership and strong communication in order to make it a community.

Elements to consider in design:

1. Define purpose and audience - can't be all things to all people. But the community needs to include a social component as well, with a friendly vibe.
2. Pick the right platform - tools must be friendly and meet the purpose. Look at what's already in place, such as Edmodo, LMS, Ning, even VBrick portal. Teachers might participate more readily in a platform

already in use at school.

3. Establish active leadership and ownership
4. Model and practice good communication skills
5. Give in order to receive
6. Add synchronous events - webinars are typically low thread environments. A variety of levels and variety of topics appropriate to the purpose and audience keeps a larger group involved.
7. Plan for consistency - have regular pacing for involvement and communication. Commit to a consistent activity and stick to it.
8. Track performance and results

Building community isn't all about pushing info. It's about building the capacity of group members to learn from and with each other. Consider doing the See, Think, Wonder protocol around a piece - typically a face to face discussion protocol, but can transfer to the online environment in order to be engage participants in discussion and build a sense of community.

EdWeb has a community platform - <http://www.edweb.net/> Join free and have access to live and recorded webinars.

Online Learning Institute

<http://oli.etlo.org/content/oli-agenda-2013>

Online Learning Institute

Grand Hyatt Hotel, 600 E Market Street, San Antonio, TX

Texas Ballrooms A, B & C

Co-Sponsored by ETLO, INACOL, ISTE and SREB

Wednesday, June 26, 2013

8:00 – 3:00 p.m.

AGENDA

Breakfast Provided Beginning at 7:45 a.m.

8:00-8:30 Welcome and Introductions: Brian Lewis, [ISTE](#); Matlea Parker, [SREB](#); Rob Darrow, [INACOL](#); and Barbara Treacy, EDC's [EdTech Leaders Online](#)

8:30-9:25 Presentation, [Dr. David H. Rose](#), President, Founder and Chief Education Officer, CAST

9:25-9:30 Roundtables Overview: Leinda Peterman, EDC/ETLO

9:30-10:15 Roundtables I:

- 1. Using a Digital Learning Environment for Statewide Programs — Karen Kahan, Texas Education Agency [\[Notes\]](#)
- 2. Creating Communities of Online Learners and Enhancing Online Course Content with Social Media — Dr. Jennifer A. Alexiou-Ray, University of Montevallo [\[Notes\]](#)
- 3. Rise of the Virtual School in Tennessee: From Policy to Best Practice — Scott Merrick, MNPS Virtual School [\[Notes\]](#)
- 4. Planning and Implementing an Online or Blended Learning Program — Jennifer Slackman, Edgenuity [\[Notes\]](#)
- 5. Take Charge of Implementing Common Core with Online Professional Development — Erin Earnst, EdTech Leaders Online [\[Notes\]](#)
- 6. Mobile Technologies and "Accountable Talk" — Dr. Linda Mensing Triplett, Lesley University [\[Notes\]](#)
- 7. Learning is Boundless in a 21st Century Common Core Classroom — Dyane Smokorowski, USD 385 Andover Public Schools [\[Notes\]](#)
- 8. Online Learning Trends and Updates from the Speak Up Research Project — Julie Evans, Project Tomorrow [\[Notes\]](#)
- 9. Embracing Collaboration and Interactivity in Online Platforms — Monica Isabel Martinez, TCEA [\[Notes\]](#)
- 10. Shifting from Onsite to Online Instruction: Planning Effective and Sustainable Learning — Kim Michel, Commonwealth Learning Online Institute [\[Notes\]](#)
- 11. Academic Integrity - Making a Difference in Every Setting — Claudine A. Townley, Florida Virtual School [\[Notes\]](#)
- 12. Affective Coaching and Professional Development for Blended Learning Environments — Jaison Oliver, Reasoning Mind [\[Notes\]](#)
- 13. Exchange 2.0 Advocacy and Implementation – Using Technology to Create a Global Classroom — Kristyn Mohr, Global Nomads Group with iEARN [\[Notes\]](#)

10:15-10:30 Break

10:30-10:35 Remarks: Renee Citlau, SREB/iNACOL National Online Teacher of the Year

10:35-11:20 Roundtables II:

- 1. Learning is Boundless in a 21st Century Common Core Classroom — Dyane Smokorowski, USD 385 Andover Public Schools [\[Notes\]](#)
- 2. Is it APplicable? iPad Apps for Online Teaching and Learning — Dr. Cassie Raulston, University of Montevallo [\[Notes\]](#)
- 3. Online Learning to the Rescue of K-12 Budget Crisis — Jessie Minter, Galveston Independent School District/Hamilton Independent School District [\[Notes\]](#)
- 4. Creating a Statewide Shared Online Learning Site — Dan Morris and Teresa Yohon, eNetColorado [\[Notes\]](#)
- 5. Professional Development that Works (and aligned to Common Core too!) — Pamela Jacobs, American Institutes for Research [\[Notes\]](#)
- 6. 8 Keys to Engagement in Online Communities of Practice — Lisa Schmucki, edWeb.net [\[Notes\]](#)
- 7. Creating a District Wide Blended Learning Certificate Program — Sara Stewart and Dixie Stephens, CCSD [\[Notes\]](#)
- 8. Closing the Cracks: Retrieving Those Who Fell Through — Charlotte Chauvin, Kansas City Missouri Public Schools [\[Notes\]](#)
- 9. Got TPACK? Let's Play a Game! — Lisa Hervey, PH.D, NBCT, The Friday Institute, North Carolina State University [\[Notes\]](#)
- 10. Effective Online Teaching: Open Teacher Training for K-12 — Jay Heap and Joe Cozart, Georgia Virtual School [\[Notes\]](#)
- 11. Exchange 2.0 Advocacy and Implementation – Using Technology to Create a Global Classroom — Kristyn Mohr,

Global Nomads Group with iEARN [Notes]

- 12. Big Data - Small Data: Which do we care about the most? — Bill Zobrist, Pearson Learning Solutions [Notes]
- 13. Planning the Blended Learning Experience — Nevin Katz, EdTech Leaders Online [Notes]

11:20-12:10 Roundtables III:

- 1. Take Charge of Implementing Common Core with Online Professional Development — Erin Earnst, EdTech Leaders Online [Notes]
- 2. Is it APplicable? iPad Apps for Online Teaching and Learning — Dr. Cassie Raulston, University of Montevallo [Notes]
- 3. Game Based Learning: Hopes, Dreams and Realities — Andrew Gardner, BrainPOP [Notes]
- 4. Tennis Shoes, Transformation, and Thought Leadership: No One Has to Lose for Everyone to Win — Mike Abbiatti, Southern Regional Education Board Educational Technology Cooperative /Arkansas Research and Education Optical Network [Notes]
- 5. A “College and Career Readiness Conversation” with the National Online Teacher of the Year — Renee Citlau and Matlea Parker, Southern Regional Education Board (SREB) [Notes]
- 6. New online PD courses for Texas educators (Intel Teach Elements Online Professional Development for Texas Educators) — Daryl Michel and Terri Pérez, The University of Texas at Austin [Notes]
- 7. Online Learning to the Rescue of K-12 Budget Crisis — Jessie Minter, Galveston Independent School District/Hamilton Independent School District [Notes]
- 8. Got Student Engagement? Digital Tools for Online Learning and Teaching — Lisa Hervey, PH.D, NBCT, The Friday Institute, North Carolina State University [Notes]
- 9. Blended Learning: How Do You Measure It? — Rob Darrow, International Association for K-12 Online Learning [Notes]
- 10. PBL in English Class, Much More Than Word Processing — Margaret Patterson, KEYS Academy, Harlingen CISD [Notes]
- 11. Using a Digital Learning Environment for Statewide Programs — Karen Kahan, Texas Education Agency [Notes]
- 12. Embedding Social Networking and Mobile Device Tools in Online Courses — Laura Briggs, Loudoun County Public Schools – North Tier Consortium, Northern Virginia [Notes]
- 13. International Online Assessments and Projects — Blake Skidmore, Second Baptist School [Notes]

12:10-1:00 Lunch Provided

1:00-1:45 Panel Presentation: The Changing Role of the Educator

- **Julie Evans**, Project Tomorrow CEO
- **Angela Smith**, Texas Virtual School Network Operations Director
- **Winnie Bracco**, iLearn NYC

1:45-2:30 Roundtables IV:

- 1. Re-imagining Remediation on the Path to College Readiness — Angie Smajstrla, The NROC Project [Notes]
- 2. A Professional Development Model for Pre-Service and In-Service School Counselors and College/Career Coaches — Leinda Peterman, EdTech Leaders Online [Notes]
- 3. Planning the Blended Learning Experience — Nevin Katz, EdTech Leaders Online [Notes]
- 4. Game Based Learning: Hopes, Dreams and Realities — Andrew Gardner, BrainPOP [Notes]
- 5. New online PD courses for Texas educators (Intel Teach Elements Online Professional Development for Texas Educators) — Daryl Michel and Terri Pérez, The University of Texas at Austin [Notes]
- 6. Bring the Home Bound Students Back — Kip Robins, Region 6 Education Service Center [Notes]
- 7. Creating Engaging Online Content that Meets the Needs of Various Learning Styles — Jennifer Nobles, NC Virtual

Public School [Notes]

- 8. [Embedding Social Networking and Mobile Device Tools in Online Courses](#) — Laura Briggs, Loudoun County Public Schools – North Tier Consortium, Northern Virginia [Notes]
- 9. [Got Student Engagement? Digital Tools for Online Learning and Teaching](#) — Lisa Hervey, PH.D, NBCT, The Friday Institute, North Carolina State University [Notes]
- 10. [10 Tips for Effective Online Facilitation](#) — Alex Dreier, EdTech Leaders Online [Notes]

2:30-3:00 Wrap Up and Evaluation

For more information, contact Barbara Treacy, ETLO, btreacy@edc.org, Leinda Peterman, ETLO, lpeterman@edc.org, and Matlea Parker, SREB, matlea.parker@sreb.org

Registration: Register now at the [ISTE registration site](#). The registration fee is \$159. Contact lpeterman@edc.org if you wish to register only for the Online Learning Institute.

- See more at: <http://oli.etlo.org/content/oli-agenda-2013#sthash.BCI5jNj2.dpuf>

The Web 2.0 You Might Not Know About

By [@lesliefisher](#) #ISTE13

<https://www.evernote.com/shard/s95/sh/26334284-a73f-4a61-8e3e-9aad88a61b8f/a0ce1e83523148807926e73b9f9e3fe0>

@techrav

We communicate using various mobile devices.

Remind101.com allows you to do group messaging one to many people. The students see a phone number that they can't reply back to. You text the students the homework or text messages to the parents. This is great for one way communication.

Celly.com lets you text one to one, one to many, or many to many. You send it over celly and they send back to you. This is a great collaboration tool.

Poll Everywhere is the grand daddy of online student response tools using texting.

<http://free.primarypad.com/p/iste14> Based on Google Docs and Etherpad but no login required. Has time slider so you can see what unfolds in real time. You can copy it in. The pad is free for 30 days so will want to save your pad so it does not disappear.

Padlet is new Wallwisher. Check it out <http://padlet.com/wall/nutdyuycux>

Goo.gl is URL shortener that tracks every URL you ever shortened and makes a QR code for it.

Today'sMeet.com is a place to make a room and share a link. Primary pad is a free for all while today's meet goal is a back channel to collaborate.

EverNote is an awesome app. You can install Evernote web clipper plugin. You can take a tweet and save it forever with the clipper. Evernote also has clearly to remove all extraneous content from page. Of you have premium account, it will read the story back to you. Readability is also great app and plugin to clean up an article and only see text.

GetPocket.com is a site that let's you pocket information and customize it to share to students. Pocket is free and is supported by 300 of the bug websites.

Ifttt.com If This Then That is a website which works with different websites to try to put things together. Go to Channels and see all apps supported by it so for example, you can archive any Foursquare checkin to Evernote. DropBox has a setting to upload all of your mobile images to your dropbox. You can use Ifttt.com so that any times you are tagged in a Facebook photo it will automatically send to Dropbox. IFTTT will automate the web.

Wunderlist lets you make a To Do list and even assign it to other people.

Infuse Learning go to student.infuselearning.com and have the teacher logged in. Every teacher is given a room number. This is like Socrative or Nearpod to ask questions, drawings etc. You can see data on every student. It even has Draw Response where you can draw picture and then upload it. You can see all of the drawings. This is completely free and can save a PDF file of all of your work. You can make all quick assessments into quizzes. The questions can be read back you and can even change the language. You can download the data into a spreadsheet.

Simple screen sharing with Screenleap Screencastomatic has a web version and downloadable app. You can now record your screen and your face with camera and it has a yellow circle that moves with your math.

Weebly.com is a great and easy website creation tool. This is the easiest way to make a website. It comes with 40 student accounts for free. Go to education.weebly.com

Workflowy.com is a great way to create an outline. You can hide, show, and share each outline and organize them by hashtag. It does a cleaner job for outline than Google Docs.

Edcanvas.com let's you create a step by step guide on the web. You can add text or quiz and bring in content from almost anywhere else. You can start an idea and then search YouTube and drag in your video as your second step. You can then share this and make this private or collaborate. You can add text or audio comments as well.

Learnist is like Pinterest but it is focused on learning and teaching. There is an app for that as well.

Linoit.com creates a cork boards where you can add postits, a photo, video, picture as well and can collaborate with anyone else who has this URL.

SmallDemons gives you rich content from a book like the people, places, and media mentioned in the book. This is a great ti make connections with the student fir the book.

There is an option to download YouTube video directly by YouTube video using FastestTube.

Tubechop is a nice site to chop up YouTube with slider to place you want with a link and embed code.

Lmgty.com Let Me Google That For You creates a link of a real time google search.

Ifaketext.com creates a fake text message screenshot.

Doodle is a great way to schedule an event to keep track if what works for everyone in a group.

Universal Design for Learning

David Rose (CAST) #oli13

@mollylarge

Learner variability might be more useful terminology than disability. Brains develop in different ways, at different times. Understanding the variability plus understanding design options will lead to better materials for more students.

National Ed Tech Plan calls for "using state-of-the-art technology and Universal Design for Learning (UDL) concepts to enable, motivate and inspire all students to achieve, regardless of background, languages or disabilities."

Section 103(24) defines UDL as practice that provides:

- A) flexibility in the ways information is presented, in the ways students repsond or demonstrate knowledge and skills, and in the ways studenters are engage; and
- B) reduces barriers in instruction, provides appropriate accommodations, supports, and challenges, and maintains high achievement expectations for all students, including students with disabilities and students who are limited English proficient.

Students with different disabilities see things differently - look for details about how students with Williams students and students with Down Syndrome, matched for IQ, see the same thing differently (Letter D made up of small Ys)

Old view of skilled reading is that it is a combination of comprehension and decoding. Now the view of reading

is that it lights up large areas of your brain, with brain creating simulations (mental model). Different parts of the brain light up for different aspects of narrative - character, goal, setting, time, etc. Skilled readers picture what is happening in their heads.

Sources of variation in constructing meaning - perception (vision, hearing), symbol recognition (letter recognition, decoding, vocab, language), comprehension (background knowledge, critical features, working memory, reading strategies). Good design takes these into consideration, provides options for perception, symbol recognition and comprehension. Ideally not all options are activated for all students all the time - they can be accessed based on need.

UDL Resources

: <http://www.udlcenter.org/aboutudl>

3 principles of UDL:

Recognition Networks

The "what" of learning

Present information and content in different ways

Strategic Networks

The "how" of learning

Differentiate the ways that students can express what they know

Affective Networks

The "why" of learning

Stimulate interest and motivation for learning

Beyond the Apps, A Pedagogical Approach

Aaron Svoboda

<https://docs.google.com/file/d/0B1KsjIA6fXIwbFZpbHRxdIB5ZHc/edit>

More EduTecher's Web Tools To Make Your Classroom Rock!

Adam Bellow @adambellow

<https://docs.google.com/document/d/1KU6Wh4lZe7jTkHEEfp6xpcS9Gqu9BIIyskq14PrIubE/edit?login=1&pli=1&overridemobile=true>

<http://bit.ly/2013WebTools> - Adam's resource

Makey Makey (product)- great for kids to explore constructing circuit boards into basic computer/games- works with play doh

51 Million new websites since ISTE12

Web Tool NOT Web 2.0

1 new thing at a time - don't try to do it all

Educational technology is not about stuff, it's about what we do with it

Today'smeet.com/iste2013 - use a back channel

Google- change reading level when searching- more- tools - reading level

Ujam- make an original song! Have kids hum a tune

Desmos- free graphing calculator use the explore option and check out equation computations for a graph

Class Dojo

Remind 101- text parents without revealing your phone number

Let students use the tools they have!

TED talk by Dan Meyer - Math Curriculum Makeover

101qs.com - 101 questions

Ifttt - if this then that. Create a statement. If it rains tomorrow send me an email. If someone tweets ISTE13 email me.

ClassBadges - create badges and share them. Award badges for real life things-great for gamification

Fotor- photo editing that's super quick and easy- don't have to have an account

Screenleap- instantly share your screen to ANY device

Animoto- have you checked it out lately? Completely redone

Padlet- formerly wallwisher. Sticky notes

Futureme.org- send an email to yourself in the future! Like a time capsule! Have kids email goals...

Printwhatyoulike.com- enter a website and use editor to make font bigger, remove background, hover hold down shift to select more and just print what you want!

Capzules

Infuselearning- interactive questioning similar to socratic

Educlipper- created by Adam Bellow - like Pinterest but specifically for education. In addition to adding websites, youtube, etc, You can upload files, videos, etc from YOUR computer, create class groups and share

with kids!

Easelly.com- infographics - make them quickly and customize

ISTE 2013 - iPad Setup and Management

MrToddKennedy.wordpress.com

[http://mrtoddkenedy.wordpress.com/2013/06/25/iste-2013-ipad-setup-and-managem
ent/](http://mrtoddkenedy.wordpress.com/2013/06/25/iste-2013-ipad-setup-and-managem
ent/)

Session Description: How does Apple Configurator and Volume Purchase Program work? Which mobile device management solution is best for you? Review scenarios and get answers.

Jim Crum

Jim is the Director of Technology for a couple of schools in Hawaii. He has just completed a full 1:1 iPad roll-out in one school, and is working on a very large deployment in another school for the Fall.

Jim is very familiar with the Apple Configurator, JAMF, and the Meraki MDM solution, and spent the bulk of his time walking through some of the settings in Configurator and how Meraki works.

One of the keys for Jim is the Meraki solution is fairly bandwidth intensive, which can be problematic for many schools. One person in the crowd indicated that they have only a 1.5 Mb connection for their schools! (Whoa! Hard to imagine that still exists today)

Jim uses Meraki AP's because they like to throttle things like Youtube and other bandwidth intensive apps at the AP level – which is an interesting way to look at it.

The reason Jim uses JAMF is they want to self-publish apps, and books without having to go through the App Store, and this feature is not available to them with the Meraki MDM. In his opinion – Meraki works just like Configurator, except that you don't need a physical computer – the rest happens in “the cloud” The Meraki system is free, so long as you have at least one Meraki AP, and may be a good solution for a small deployment.

The only advice Jim gives re: MDM solutions is to check out demos, trial versions, define the policy and weigh analysis.

Although he does say that the iPad really causes a lot of local network traffic.

One more thing to note, the Volume License Program is a little complicated, but it's worth the effort for the discount levels when you purchase 20 licenses of an app.

Todd's note: I thought the session was okay. Even though we had large screens, Jim's graphics and images weren't sized so you could see what they were. He was able to help everyone understand what is possible with the tools. Also of interest – had lots of “issues” with IT guys. Finding it interesting that this “battle” is still happening, and the “solution” I'm hearing the most is the IT Director should be a teacher.

http://www.youtube.com/watch?feature=player_embedded&v=did4clABUKA

It's Gadget Time

notes from digitalrob

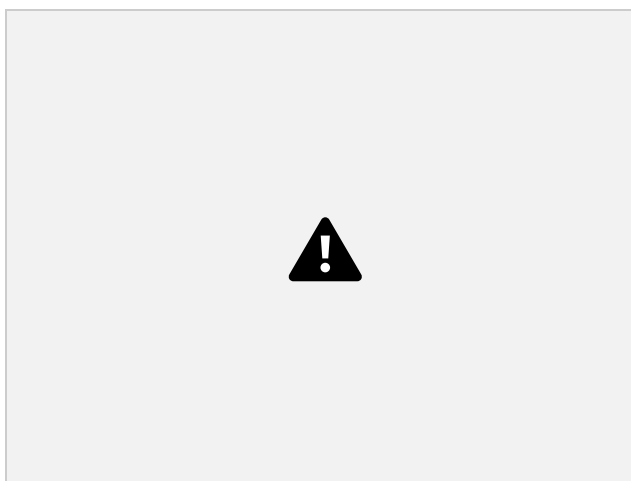
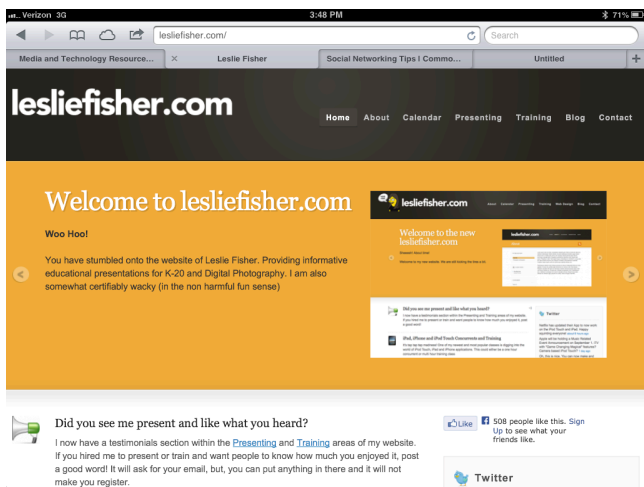
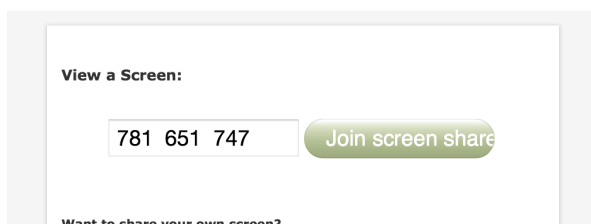
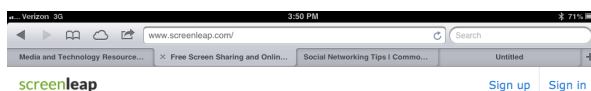
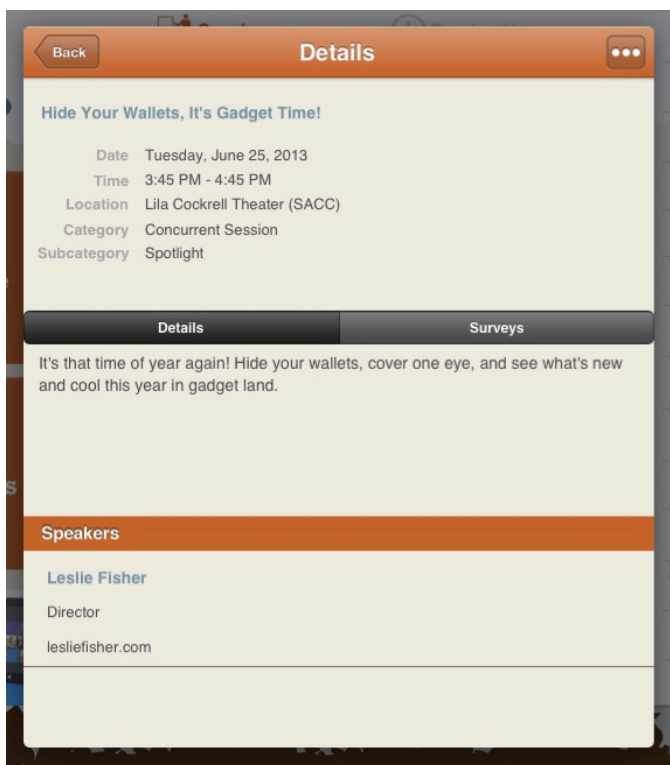
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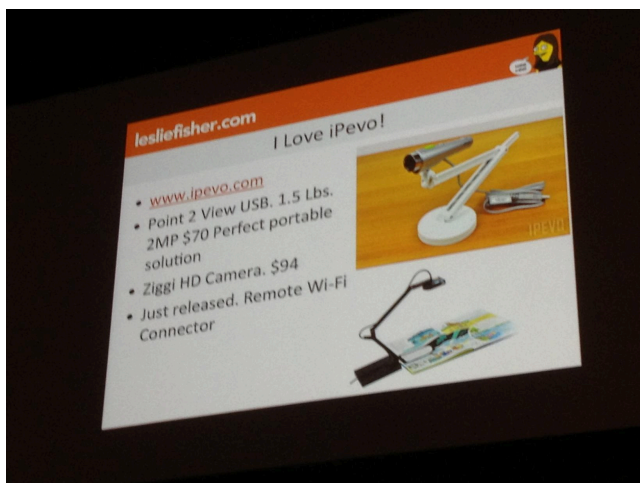
- Lesliefisher.com
- www.screenleap.com - share screen, 2 hours for free per day, just uses a code.
- www.infuselearning.com/
 - engage any student on any device
 - allows for real time student feedback or collective questioning
 - questions can be developed
 - Several types of questions to create
 - Student class question & feedback system. BYOD feedback system. Nicer than PollEverywhere.
 - Free!
- www.edcanvas.com
 - create step by step guides for any topic
 - insert video, images...
- www.remind101.com
 - teachers sign up their class and they are provided a code
 - Teacher then shares the code to parent and students
 - People sign up by texting or emailing to the code
 - Students and teachers never see their corresponding numbers / emails
 - Teacher can then send a message to code which everyone signed up will get
 - Free!
- Fur.ly
 - shorten multiple urls into one
 - puts a drop down at the top of the browser bar with all of the sites in the list
- Gadgets
 - Alternatives to the flip
 - sony action cam
 - sony bloggies
 - AR Drone
 - hovercraft with a video camera
 - Launch in student parking lot and record the kids leaving to ditch campus
 - The football coach & band director use them to see formations
 - iPevo cameras

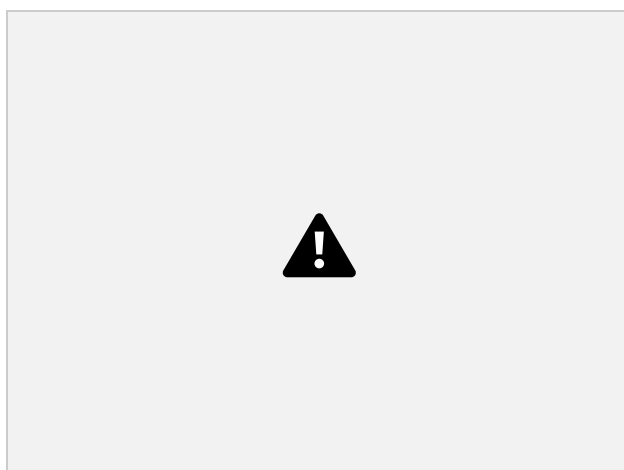
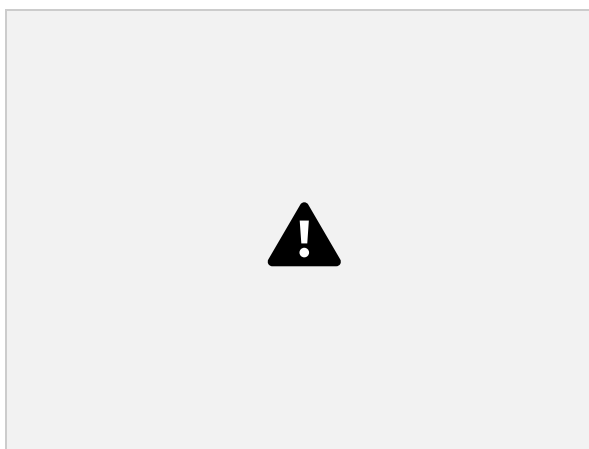
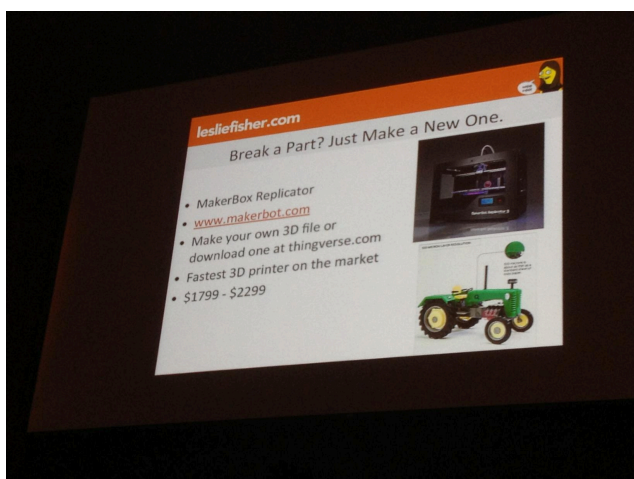
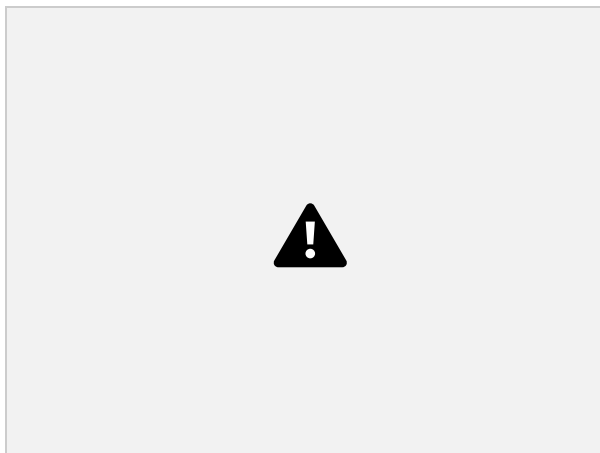
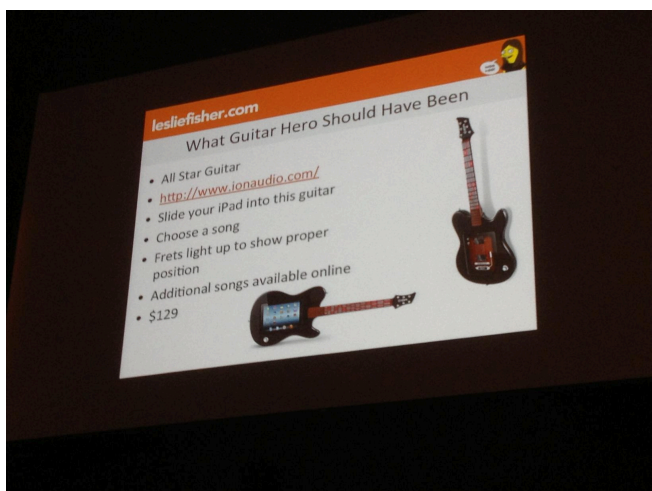
- Ziggi HD Camera: \$94.00
 - Also have a wireless camera
 - iPevo Interactive Whiteboard devices (less than \$200)
- Sony Tablet Z
 - thin
 - waterproof
 - 10.1 display
 - 9 hours of battery life
 - Runs Droid
- Leap Motion
 - turn your computer into the tech from MinorityReport
 - \$80.00
 - Available in 3 weeks
 - works on Macs & PCs not tablets
- MYO
 - Wearable technology
 - Make gestures to control technology
 - Wow!
 - getmyo.com
 - \$149.00
 - Early 2014 release
- Video: A Magazine is an iPad that doesn't work
 - a
- All Star Guitar
- Project Glass
 - 2014
 - \$1500 price tag
- Video: The Talking Shoe
 - Satire video - funny
- Wearable Fitness Monitors
 - Fitbit
 - Withings
 - HAPPIFork
- Moleskine Notebook
 - Evernote integration
 - Evernote's document camera
- Project Mighty
 - iPad app & pen for art

- allows easy transfer from device to device
 - Ruler allows user to draw perfectly straight lines
 - Little ruler: codename Napoleon.
- Bag Organizer
 - Cocoon Rubberband Grid
- WiFi T-shirt from ThinkGeek
- Aurasma
 - QR codes without the codes
- Layared
- Flipboard
 - Hidden feature
 - Search hashtags
 - Create pages based on hashtags
- Hone
 - device for findingthings
- App: word lens
 - translate on the fly
 - GET This
- App: Google Translate
-
-
- Too fast too keep up. see pictures

Photos









ISTE 13: Apptastic Standards

<https://sites.google.com/site/iste13ecalhoon/slides>

Elizabeth Calhoon

Reinventing PD:

Interactive Modeling

https://docs.google.com/file/d/0B_Fbfb1mWoNwVnlmUXIzd0U1VDO/edit

iProductivity: Student WorkFlow in the iClassroom

avi Spector

[https://www.dropbox.com/s/dxps4778ezz8baz/Saturday%20-%20ISTE%202013%20\(PM%20Session\).pdf](https://www.dropbox.com/s/dxps4778ezz8baz/Saturday%20-%20ISTE%202013%20(PM%20Session).pdf)

Snapshot from Updates on National Ed Tech Initiatives in San Antonio

rockcb

National Ed Tech Office

Question he's asked often: Does technology really improve learning? This is a dumb Q. Does paper improve learning? No. Tech allows us to do new things, to reimagine/redesign learning. We need to ask how we leverage these tools to improve learning.

Four challenges we face that IT is uniquely suited to help solve:

1. Students disadvantaged by geolocation
2. Students treated the same regardless of need - this is the least
3. Class schedules valued over learning
4. Data comes too late to be useful

Major initiatives:

How do we improve infrastructure?

-Even if building has a big pipe to the door, that doesn't mean that it's correlated with the internal connections in the building. School Speed Test.com - have your school do this.

-Schools need 120 Mbps/bldg for digital learning.



Typical school is right around 16mbps!



- Obama's ConnectEd announcement:

-99% of schools need to be connected IN the classroom in 5 years

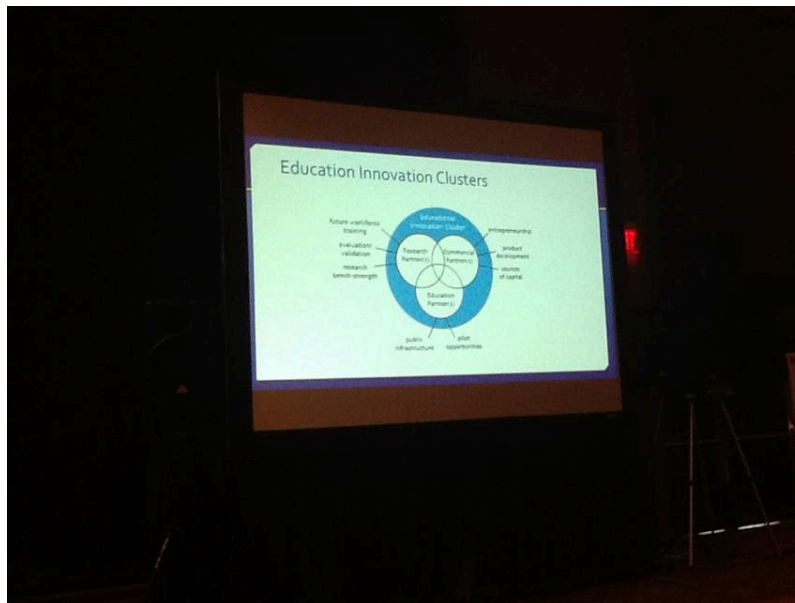
1. Increase broadband - modernize E-Rate

2. Affordable devices - are there ways DOE could help schools strategically source products?

3. Prepared Teachers

Connected Schools Guide - Coming Soon

- Measuring Effectiveness: new report from DOE
 - There are other options for determining what's effective
 - Expanding Evidence of Quality and Effectiveness in Education
- Building Partnerships:
 - Education Innovation Clusters - New initiative with research, commercial and edu partners



-
- Developer Toolkit for ed tech startups
-
- Sharing Learning Content - free.ed.gov
 - Once we get this broadband issue figured out, how to we strategically share content?
 - Smithsonian, Khan Academy, Better Lesson
 - Can we get content to do a better job of finding teachers and not the other way around?
 - CONNECTED LEARNING REGISTRY - database is live
 - There are 220k learning object, want to add lots more (the human genome project of digital learning)

Illinois Shared Learning - built ways to share content

- SETDA report on data in learning
- Connected Educator Month: October events online
- www.connectededucators.org > join in by group

HOMEWORK!

- Express need to move forward with FCC (e-rate)
 - Get process kicked off as soon as possible
 - Reach out to FCC and ask them to move forward with ConnectEd
- Encourage your school to participate in CEM
- Give us feedback on FREE.ed.gov



Best Nuggets & Tools of ISTE13

notes from atxteacher

Non-"Tool" Learning

Adjust the reading level of Google search results

- search tools
 - all results
 - reading level

Great rubric on analyzing and creating infographics

- <http://bit.ly/VisualEyeCandy>

Web 2.0 replaced by "web tools"

amazing curation of apps tied to revised Bloom's = <http://www.schrockguide.net/bloomin-apps.html>
innovation

- increase your innovation by increasing the diversity of your influences and connections
- view an idea as a network of ideas that come from remixing contributions from a variety of sources
- curate your slow hunches so they can be developed when the time is right
- consider a concierge model of education

gaming

- gaming leads to pleasurable emotions which positively affect learning and our lives
- games have a story
- the challenge and instant feedback drive players, who are willing to fail 80% of the time

Monday's best new tools

- Screenleap

- via web browser can see lead screen on other devices
 - Leslie Fisher (@lesliefisher)
- Haiku Deck
 - PPT creator for iPad with lots of clip art
 - Leslie Fisher
- **Remind101**
 - for teachers to text message students and stay in touch with parents - FREE
 - Leslie Fisher
- Penultimate and Livescribe with Evernote
 - Nicholas Provenzano (@TheNerdyTeacher)
 - Leslie Fisher
- Pocket
 - grabs info from web for newspaper
 - Leslie Fisher
- free.primarypad.com
 - TRY AGAIN
 - Leslie Fisher
- **Flipboard**
 - twitter newspaper
 - second to **Zite**
 - Leslie Fisher
- iMotion HD
 - stop motion video generator
 - Leslie Fisher
- iMovie - movie trailer
 - creates movie trailer - lots of prompts
 - Leslie Fisher
- Infuse Learning
 - like Socrative but has drawing element
 - Leslie Fisher
 - Nicholas Provenzano
 - Dembo (@Teach42) & Bellow (@adambellow)
- Google Forms with Flubaroo Script
 - Flubaroo allows for grading
 - Chicago Public Schools Libraries
 - David Sebek (@theheadknuckle)
- Padlet.com
 - visual layout of collected websites

- padlet.com/wall/iste13
- Dembo & Bellow
- **Infogram**
 - create infographics
 - Dembo & Bellow
- **TheNounProject**
 - icons for nouns for use in infographics
 - Dembo & Bellow
- QRphoria
 - QR code generator allowing for lots of manipulation of the graphic
 - Dembo & Bellow
- WeVideo
 - web-based video editor similar to iMovie
 - Dembo & Bellow

Tuesday's best new tools

- If This Then That (IFTTT)
 - creates if then statements to allow you to curate from your different tools
 - Bellow
 - Leslie Fisher
- PrintWhatYouLike.com
 - allows you to reduce what is printed from websites
 - lots of tools to adjust font and photos
 - Bellow

Wednesday's best new tools

- www.edcanvas.com
 - how to guide from multi-media source
 - Leslie Fisher
- FastestTube
 - Download YouTube Videos
 - adds plug in to allow you to download YouTube videos
 - Leslie Fisher
- TubeChop
 - clip a section of a YouTube video
 - gives you an embed code or link
 - Leslie Fisher
- answergarden.ch
 - generates word clouds based on input from multiple users

- good for brainstorming
- vialogues
 - embed videos and have dialogues about them
 - control features

10 Killer iPad Projects your Students will LOVE

notes from techrav

By Jessica Dyer @MrsJDyer and Holly Dornak @HollyDornak

Go to <http://goo.gl/luodp> for resources for this talk. When you give information let your students take a picture to access information later. How do you use your iPads with your students in reference to Bloom's Taxonomy. Lots of time students are stuck in Flash Card mode of remembering and understanding. You want to utilize iPads to foster higher level thinking.

The Essential Skills for the iPad that all teachers should know.

- Spotlight Search: Swipe backwards until you get your Search box.
- Adding images to the Camera Roll: Besides taking pictures, 2 other ways to add to camera roll are by taking screenshots by holding down top and home button and from the Internet by clicking on an image and save to camera roll.
- Taking Video: Make sure kids remember to hold the iPad horizontally so the video fills the screen and is not tall and skinny.
- The Action button: This is the button with the arrow to share your stuff somewhere. They should know the name Action Button.

Turning in Assignments

- Dongle is the cord that comes with iPad. If you plug it into a PC or Mac then you turn your iPad into a Flash Drive to pull images off.
- Email: You can email anything from the iPad to someone.
- Cloud Storage: Use DropBox, Google Drive, Evernote, and Skitch to save items to a single account online. DropBox is the easiest one for iPads.
- Edmodo: You can turn in projects from your camera and video roll through the edmodo app.
- Showbie: Is an app that a teacher uses to create a class with a code. Then students can turn things in to one place. Go to <http://showbie.com> for a list of all the apps showbie interfaces with.

A free app that everyone needs to have is Apps Gone Free. Apps Gone Free gives you a daily alert about 5-7 apps, many usable in the classroom, that are free. Apps Gone Free finds when apps occasionally go free.

Apps:

- Skitch: An app that let's you take a picture and annotate it. A student can create a Skitch of math problems based on pictures taken around the school. Skitch works together with Evernote and Penultimate for a single log-in.

Postcards

- Turbo Collage Lite and Postino: Great apps for sending postcards. TurboCollage lets you make a collage out of many images. These images save to their camera roll and then on Postino they can create a virtual post card with the image. This app will actually mail a physical post card out for a fee or you can email it for a fee. If a student shares what they made with others, a real audience for these projects, then your motivation level skyrockets.

Graphic Organizers

- Stickyboard: Let's you storyboard with sticky notes.
- Grafo Lite lets you create a whole graphic organizer with imported images etc.

Sock Puppet, Toontastic, and Puppet Pals HD let you make a puppet show.

- Sock Puppet lets you select characters, background, and props. You tap the images to open the mouth and record at the top. It changes the voices to make them high and silly.
- Toontastic has a great story arc with Setup, Conflict, Challenge, Climax, and Resolution which is great to teach literature. It let's you set music for a mood.
- Puppet Pals: The paid version allows you to take a picture and cut out a kid and use their own background.
- iMovie: You can create your toontastic and save as a video and then bring it into iMovie to make a whole movie out of it.
- Cute Cut is a free iMovie knockoff.
- iMotion HD and OSnap! are 2 stop motion animation apps.

Interactive Whiteboard apps include Educreations and Doodlecast.

- Doodlecast lets you create a video with writing and speaking and you can email it out. You can have students use the app and they do the talking themselves.
- Educreations has a site full of tutorials.
- Voicethread has a central image and the class comments on it. When you make your Voicethread public you can invite other community members as well to comment on it. The free version allows you to create 5 threads for free. Voicethread also has a web app so it can be accessed from any device.

Creating books

- Outline is a Notebook to collaborate their ideas.
- Drawing Pad is a drawing app/
- Strip Designer and Comic Lite are 2 comic strip apps. Strip Designer lets you use real photos and add comic book formatting and text bubbles.

- Scribble Press is an app for creating books. Scribble Press used to be free (now its \$2.99) and has a place for your books and to browse other books. You can order a print copy of the book after your students make the book.
- Little Story Maker let's you narrate on top of your text.
- Book Creator is a great book making apps. You can choose type of layout. You can add pictures, videos, text. Students can create their own textbooks with video. You can share it out as an iBook.

Build a talking museum

- Croak.it: A great way to get audio and make a URL for the audio. Then you create the audio into QR codes that users can scan to view rich content about it. QR Codes are a great way to create rich content.
- DropVox: It syncs audio recordings with your DropBox account. It is a paid app.
- Scan: You create QR codes and use scan to then scan the code and open the audio. Use QRstuff.com to make QR codes.
- You can make recordings using web apps using recordmp3.org You can record for up to 2 minutes and it gives you a URL when you are done.

Connect to your Community

- You can use FaceTime or Skype for this. This makes authentic learning. You can use this for virtual field trips.
- Skype for Education is a wonderful community for educators from all over the world.
- Digital Wish and Sign Up Genius help you manage connections. Digital Wish is where you put a wish for what you want to connect to. Sign Up Genius helps you manage connections.

Get Social

- Use edmodo to socially interact with students. Twitter is a great way to interact with teachers. @EmilyDRocha is a first grade teacher who tweets about her class. Blogger is another great platform for blogging.

Other #iste13 notes

iste13 notes from jayme Linton

@jaymelinton

These are awesome!

<https://docs.google.com/document/d/1C2k0J5awT7NDQx9ctb9jVvQDSnnE6J2513aJbtI7H50/e>

iste notes Wednesday 6/26

not sure who original notetaker is

if you are out there, please let me know to receive credit

https://docs.google.com/document/d/1kbtJP9nifSbx6l1jRQICvaBk64_UKWC_UF0pDHtrYkc/edit

Other stuff on the Topic of Gaming:

<http://www.edutopia.org/blog/gbl-ideas-from-iste-andrew-miller>

Other Stuff on the Topic of Web Tools:

<http://teacherluciandumaweb20.blogspot.com/2013/06/iste-best-edtech-global-edconference.html>

Youtube playlist of sessions (43 videos):

https://www.youtube.com/watch?v=KgL182ToXnY&list=PL6aVN_9hcQEG7VFNiKXzx6RPxg5dSEnpc

Implementing Online Learning:

<https://sites.google.com/site/isteonlinelearning/home>