Using Educational Technology in Project Based Learning

PBL Goes Hi-Tech!

Enjoy 3 days of professional development & choose your own Personal Learning Path!

July 24-26, 2013
Butternut School District-
Promethean Charter School
312 West Wisconsin St
Butternut WI 54514

Daily Agenda

July 24 — Digitization of Project Based Learning – full group tech 2.0 exploration!

July 25 — Select from 13 technology-focused sessions that support PBL!

July 26 — Workday with onsite, just-in-time tech support from trainers

This workshop is for all teachers, with an emphasis on Project Based learning. Network with peers from across the area. Generate new ideas and get excited about using educational technology to support your project based learning program. You'll have 3 full days to learn and work on projects that you can bring back to the classroom in the fall. Come with ideas and be ready to share great experiences in your schools!

Choose 2 one-half day tech training sessions: Movie making PC or Mac, Edmodo, LiveBinders, Google Apps, Google Sites, Web 2.0 featured tools sessions 1 & 2, Google Earth and Flat classrooms + more.

Registration is limited to 50 participants.

Participants will receive a $300.00 stipend.

(must attend all 3 days of training)

One Viterbo School Year credit pending for $110

Register at:

myQuickReg.com

Registration Deadline: July 11, 2013

Questions? Contact Jim Lee at (715) 682-2363 Ext 124 or jiml@cesa12.org
or Nancy Harrison at (715) 682-2363 Ext 160 or nancyh@cesa12.org

Day 1 (Wednesday, July 24)

- **9:00** - Welcome & Opening
- **9:30** - *Digitization of Project Based Learning* by Jan Bontz

Digitization of Project Based Learning – Education's digital revolution is transforming project-based learning. During this presentation we will explore the essential components of PBL and see examples of how digital resources are utilized in PBL environments to brainstorm ideas, propose projects, compile research, document learning, create products, communicate with others, and present projects to authentic audiences.

- **12:00** - Lunch
- **1:00** - Video & Brain Break
- **1:20** - Polycom with Holly Scharf at WITC
- **2:00** - Digitization of Project Based Learning by Jan Bontz
- **3:30** - End of Day #1

Day 2 (Thursday, July 25)
Sign up for <u>one morning</u> and <u>one afternoon</u> session.

- **9:00 - 12:00 Morning Sessions to choose from:**
  - Using iMovie to Inspire Student Creativity with Roy Haeger
  - What's Up Doc? with Michelle Byholm
  - LiveBinders & Other Online Resource Management Tools - Classroom Project Management with Mary Maderich
  - Digital Assessment Tools with Jan Bontz
  - Google Earth - Navigating Your World with Rich Kildow
  - Project Foundry Level I with Todd Brunclik
- **1:00 - 4:00 Afternoon Sessions to choose from:**
  - Using MovieMaker (PC) to Inspire Student Creativity with Mary Maderich
  - Google Sites Websites for Project Building with Rich Kildow
  - Get Started with Weebly with Michelle Byholm
  - Flat Classrooms Project with Tammy Benabides
  - Edmodo - Classroom Project Management with Roy Haeger
  - Virtual Treasure Hunts with Jan Bontz
  - Project Foundry Level II with Todd Brunclik
- **4:00 - End of Day #2**

Day 3 (Friday, July 26)
Come prepared with a project in mind to design and develop your technology integration.

- **9:00** - Project work time with just-in-time technology support
- **12:00** - Lunch
- **1:00** - Project work time
- **2:00** - Project success report outs
- **3:00** - End of Day #3

Technology Requirements: Please bring your laptops and gadgets!

Workshop Descriptions
Each workshop description below is for the Day 2 Agenda!
Choose one from the A.M. sessions and one from the P.M. sessions.

A.M. Sessions

1A. *Using iMovie to Inspire Student Creativity* **with Roy Haeger**
We will explore the many uses of iMovie - not just the video production functions. The fact that iMovie is 'drag and drop' make it a great choice for producing media-rich projects, appealing to most grade levels and learning styles. We will also explore how other programs on the Mac can expand on what iMovie is capable of.

2A. *What's Up Doc?* **with Michelle Byholm**
Get to know what Google Docs is all about and how to collaborate with the several kinds of Google Docs: text documents, spreadsheets, presentations, drawing, and forms. The use of these Docs will open a new door in your classroom and help make collaboration with students and staff that much easier

3A. *LiveBinders & Other Online Resource Management Tools* **with Mary Maderich**
Spend some time organizing your classroom documents using LiveBinders.

4A. *Digital Assessment Tools* **with Jan Bontz**
Participants will explore Bloom's Digital Taxonomy and a variety or other virtual tools that can be utilized to design a variety of formative and summative assessments to monitor and evaluate project-based learning. They will have an opportunity to utilize online resources to create assessment tools.

5A. *Google Earth - Navigating Your World* **with Rich Kildow**
How would you like to bring a photo-journalist, travel agent, spy satellite, telescope, moon lander, and a Mars rover into your classroom in the same day? Google Earth allows you to do just that and take your students places you never thought possible.

6A. *Project Foundry Level 1*
This session is for people who have Project Foundry and want more instruction and time to work in the program with an expert!

P.M. Sessions

7P. *Using MovieMaker (PC) to Inspire Student Creativity* **with Mary Maderich**
Get started with MovieMaker on your PC, take and import video, start project and learn how to record video & audio, add titles & music and more!

8P. *Google Sites Websites for Project Building* **with Rich Kildow**
Learn this easy website builders to create your classroom websites and make great lessons for students to create their own websites.

9P. *Get Started with Weebly* **with Michelle Byholm**
Weebly allows you to easily build and publish internal web sites. By the end of your time, you will have the beginning of a web site without the html headache.

10P. *Flat Classrooms Project* **with Tammy Benabides**
In this session participants will explore the projects available in Flat Classrooms and learn about free online tools that enable and enhance globally collaborative project
Participants will get the textbook: *Flattening Classrooms, Engaging Minds* http://www.flatclassroombook.com/

11P. *Edmodo - Classroom Project Management* **with Roy Haeger**
Edmodo is a multi function Web 2.0 tool which can be used to: create an online-based learning community; improve class communication between teachers, students and parents; create a safe forum for collaboration, the exchange of ideas, submission of assignments and distribution of materials/tutorial/ etc.

12P. Virtual Treasure Hunts with Jan Bontz
A Web Quest is a virtual treasure hunt that can be an integral part of finding and understanding information about a specific project theme or topic. Participants in this session will be introduced to several resources that will help them develop project web quests. They will have the opportunity to develop a web quest of their own that they can incorporate into their own projects.

13P. *Project Foundry Level 2*
This session is for people who have Project foundry and want more instruction and time to work in the program with an expert!