REGISTRATION FORM

Note: Seating is limited; preregistration is required. We strongly encourage participants to bring a wireless laptop or tablet to this conference!

Registration Fee: $100 per person (includes continental breakfast, lunch and certificate of attendance)
Checks and purchase orders must be made payable to Hofstra University.

*Visa/MasterCard is also accepted. To pay by credit card and register online, please visit **hofstra.edu/edworkshopreg**.*

For further information, please call **516-463-5750**.

Workshops will be offered in Sessions I, II and III. Please indicate your choice of workshops as well as three alternate choices.

Please print clearly, and make your top three workshop choices and one alternate choice below.

Choices:	Choice #1: _____	Choice #2:_____	Choice #3:_____	
Alternate Choices:	Choice #1: _____	Choice #2:_____	Choice #3:_____	

Name_____

School Name:_____

School Address _____

City/State/ZIP _____

Telephone Number (   ) _____Email _____

School District Purchase Order No._____

Registration is required by Friday, December 2, 2011.

Mail or fax the registration form, together with a check or purchase order made payable to Hofstra University, to:
John R. Lewis, Assistant Dean
Office of Professional Development Services
School of Education, Health and Human Services
120 Hagedorn Hall
119 Hofstra University
Hempstead, New York 11549-1190
Phone: **516-463-5750** | Fax: **516-463-4370**

Please Note:
Registration fees are nonrefundable unless cancellation notification is provided at least 48 hours in advance of the conference.

For directions to campus and a printable campus map, please visit **hofstra.edu/directions**.
In case of inclement weather, please call **516-463-SNOW**.

This is a conference for elementary and middle school teachers, administrators and technology directors interested in learning how education can be transformed by utilizing technology to build collaborative, inquiry-based classroom learning environments.

Supported by: *Eastern Suffolk BOCES | Nassau BOCES | Western Suffolk BOCES*

Hagedorn Hall, South Campus
Friday, December 9, 2011 | 8 a.m. to 3 p.m.

A Conference for K-8 Educators

Emerging Technologies: Engaging the 21st-Century Learner

presents

Hofstra University
School of Education, Health and Human Services

HOFSTRA UNIVERSITY | pride and purpose

34406 10/11

Friday, December 9, 2011 | 8 a.m. to 3 p.m.
A Conference for K-8 Educators
Engaging the 21st-Century Learner:
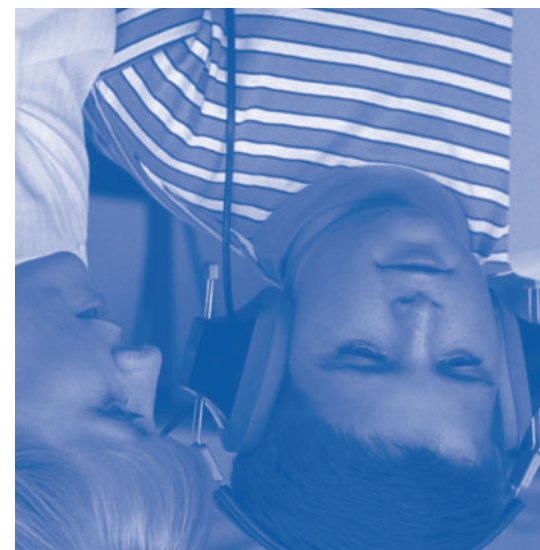**Emerging Technologies:**

School of Education, Health and Human Services
Office of Professional Development Services
120 Hagedorn Hall
119 Hofstra University
Hempstead, NY 11549-1190

HOFSTRA UNIVERSITY.

First Class Mail
U.S. Postage
PAID
Hofstra University

Why You Should Attend This Conference

The magnitude of human knowledge, globalization, and the exponential rate of change brought about by technology require a shift in how education is planned and delivered in the 21st century. There is widespread recognition that our outdated, industrial-age educational system is inadequately preparing students for the challenges of our rapidly changing world. The system needs to bridge the gap between how our students live and how they learn.

"The technology itself is not transformative. It's the school, the pedagogy, that is transformative."   *– Tanya Byron*

"If we teach today as we taught yesterday, we rob our children of tomorrow."   *– John Dewey*

The convergence of excellent teaching and the technology of today and the future is the key to providing students with a learning paradigm that prepares our students to compete in the global world.

This interactive conference features 22 workshops that focus on how teaching and learning can be transformed by utilizing technology to build collaborative, inquiry-based classroom learning environments.

NOTE: We strongly recommend that conference participants bring a wireless laptop or tablet.

8-9 a.m.	Registration and Continental Breakfast
9-10:30 a.m.	Workshop Session I
10:45 a.m.-12:15 p.m.	Workshop Session II
12:20-1:20 p.m.	Lunch
1:30-3 p.m.	Workshop Session III

WORKSHOPS

WORKSHOP A:
What are 21st-Century Skills Anyway?
Are 21st-century skills the answer for adequately preparing students for the future? To answer that question it is imperative we understand what these skills are, and more importantly, how can we successfully implement them in the classroom. Discuss Mineola School District's vision for implementation.
Presenter: Dr. Michael Nagler, Superintendent Mineola School District

WORKSHOP B:
School of the Future
The School District of Philadelphia (PA) and Microsoft Corp. joined forces in 2003 to plan, build and support a 750-student high school, called School of the Future, that could serve as a model for 21st-century learning communities around the world. At this workshop, one of School of the Future's educators will discuss how to integrate technology into every area of the learning community, including curriculum delivery, community collaboration, office support, content creation, and sharing content and assessments.
Presenter: Thomas Gaffey, Mathematics Teacher, School of the Future; Microsoft Innovative Educator Master Trainer

WORKSHOP C:
Microsoft's Free Tools
Microsoft Corp. offers free tools to help engage students in a variety of subject areas – from moviemaking to collaboration to science and beyond. Teachers can download these tools for free. This workshop will explore a variety of free resources and demonstrate how they can be used in the classroom.
Presenters: Thomas Gaffey, Mathematics Teacher, School of the Future; Microsoft Innovative Educator Master Trainer

Vince Interrante, 6th Grade Classroom Teacher, Mineola Middle School; Microsoft Innovative Educator Master Trainer

WORKSHOP D:
Survey of Game Design Tools for Kids
In this workshop, participants will explore various game design tools that allow students to create their own games. Many free tools will be reviewed, including Scratch, Alice, Kodu, GameMaker, and GameSalad.
Presenter: Dr. Roberto Joseph, Associate Professor, Department of Teaching, Literacy and Leadership, Hofstra University

WORKSHOP E:
Designing Educational Games With and From SCRATCH
In this workshop, participants will learn how to create a game using MIT's game design tool – SCRATCH. Please install Scratch on your laptop before this workshop, by visiting **info.scratch.mit.edu/Scratch_1.4_Download**.
Presenter: Dr. Roberto Joseph, Associate Professor of Teaching, Literacy and Leadership, Hofstra University

WORKSHOP F:
Geocaching in the Elementary Classroom
Expand your teaching horizons through incorporating modern-day treasure hunts; known as geocaching. Geocaching provides motivating, hands-on learning experiences through collaborative problem-solving adventures that enhance student understanding of topics well beyond basic math/mapping skills. Attend this workshop and learn about this global phenomenon and its place in the classroom.
Presenter: Elisa Barilla, Model Schools Coordinator Nassau BOCES

WORKSHOP G:
When Is a Problem Not a Problem? When it's a Game!
InterroBang?! is a game where you get to have fun with problems. Students and teachers who play InterroBang?! complete real-world missions with deeds that can win prizes, improve problem-solving skills, and connect them with others to do things that just might change the world. Learn how to use this online game to engage middle school students while promoting 21st-century learning skills in your classroom.
Presenter: Vince Interrante, 6th Grade Classroom Teacher, Mineola Middle School; Microsoft Innovative Educator Master Trainer

WORKSHOP H:
iPod, Podcasts, and Apps, Oh My!
At this workshop, educators will learn the classroom tricks of incorporating iPods into the curriculum from a classroom teacher's point of view. Participants will learn how to create a podcast and upload it to iTunes, and will also learn how to find ready-made podcasts along with the location of age-appropriate apps and classroom uses.
Presenters: Melissa Walter, Senior Program Specialist, Western Suffolk BOCES

Karen Schmid, Media Development Specialist, Western Suffolk BOCES

Arlene Ekis, Special Education Teacher St. Patrick School, Huntington, NY

WORKSHOP I:
Google Earth
Explore many of the features that Google Earth has to offer. In addition, participants will see how images, video, and customized content can be embedded into this unique classroom tool. The focus of this session will be primarily for ELA, science and social studies instruction, but all teachers, administrators and technology directors are encouraged to attend. Learn how to navigate the virtual world of Google Earth and let your imagination come alive.
Presenter: R. Mark Pasciuti, Program Specialist I Nassau BOCES

WORKSHOP J:
Building Connections Safely Through Social Networking
This workshop will empower and teach attendees to feel comfortable using social networking tools to grow their personal learning network, connect with experts in the field, and enhance their knowledge and connections.
Presenters: Renee Allen, Coordinator of Professional Development, Western Suffolk BOCES

Penny Notarnicola, Instructional Technology Western Suffolk BOCES

WORKSHOP K:
The Networked Educator
The books on professional development are about to be rewritten and will soon emphasize social networking tools as a way to connect educators. In this presentation, the presenter will discuss how learning supported by social networking and other collaborative tools can help to construct and ultimately share new knowledge in an accelerated and more engaging format. Be prepared to learn some secrets on how to build your global learning network.
Presenter: William Brennan, Director of Technology Farmingdale School District

WORKSHOP L:
A Way With Words
This workshop focuses on the integration of nontraditional tools to enhance the ELA curriculum, specifically in the area of vocabulary enhancement. This will be accomplished by utilizing various websites that allow students to synthesize the information gained instead of just regurgitating it.
Presenter: Katie Sheehan, Technology Teacher Mineola School District

WORKSHOP M:
The Ultimate Digital Notebook
Microsoft OneNote 2010 is a digital notebook that provides a single place where you can gather all your notes and information, with the added benefit of powerful search capabilities to find what you are looking for, plus easy-to-use shared notebooks so you can manage information and work together with others more effectively. Learn how this powerful tool can be used in the classroom.
Presenter: Tony Franklin, Technology Integration Specialist, Microsoft Corp.

WORKSHOP N:
High "Tech-pectations": Using Popular Assistive Technologies for Language and Learning
Did you know that Wal-Mart Stores Inc. and Target Corp. sell AAC devices? From PECS to DynaVox is not the sum of the augmentative communication continuum. During this fast-paced presentation, educators will explore the middle ground and the possibilities for building expressive language capabilities in students with spectrum disorders, through simple everyday technologies.
Presenter: Lorianne Hoenninger, Assistive Technologist Accessible Learning Technology Alternatives

WORKSHOP O:
Power of One Voice
This workshop focuses on utilizing a student's voice as the medium for dynamic multimedia presentations. This will be accomplished through meaningful and powerful Microsoft PowerPoint presentations, podcasts from a creation point of view as well as using live and pre-recorded podcasts, and digital stories utilizing Microsoft Photo Story.
Presenter: Katie Sheehan, Technology Teacher Mineola School District

WORKSHOP P:
Special Needs Students: Besting the Budget Blues
Don't have the funds to expand technology integration in the education of your students with special needs? Don't worry! During this fast-paced workshop, participants are introduced to a variety of websites, online resources and assistive technology tools that are available for free on the Web. If your district has access to the Internet, motivating and engaging students with learning disabilities, while simultaneously compensating for learning deficits, has never been so easy!
Presenter: Lorianne Hoenninger, Assistive Technologist Accessible Learning Technology Alternatives

WORKSHOP Q:
Engaging Students With Diverse Learning Needs With Videoconferencing Technology
The average classroom population has an IQ of 80. In New York state, educators are embracing video conference technology to engage all students and meet curriculum and 21st-century skill goals. By participating in videoconferences with NASA scientists, students in a foreign classroom or an author, students will take charge of their own learning.
Presenter: Patricia Iannacone, Supervisor Nassau BOCES

WORKSHOP R:
Right-clicks, Tips and Tricks
During this workshop, participants are given useful shortcuts for Windows, and Microsoft Word, Excel and PowerPoint. Pre-made files will be presented to give participants a "hands-on" opportunity to try these tips and tricks. As participants work through different applications, ideas for personal productivity and curriculum integration will be presented.
Presenter: Tony Franklin, Technology Integration Specialist, Microsoft Corp.

WORKSHOP S:
Creativity, Mobility and Innovation: The Heart of Educational Transformation
During this session, individuals from the Mineola School District will share their experiences and outcomes as an iPad 1:1 early adopter. From interactive lessons to study aids to productivity tools, there is something for everyone. Uncover new ways to read with iBooks. Discover thousands of hours of free educational content in iTunes U. Students can track their assignments, take notes and study for finals. Teachers can give lessons, monitor progress and stay organized. With thousands of apps available to download, the world's learning is always at the student's and teacher's fingertips.
Presenter: Seana Downing, Account Executive Apple Inc.

WORKSHOP T:
QR Codes: What, Why and How?
What in the world is that black-and-white box on my bag of chips? In this session we will explore QR codes (Quick Response) and their many possible uses in 21st-century education. QR codes can be scanned by readers on mobile devices with built-in cameras. During this workshop, participants will learn about QR codes, including how to scan and generate QR codes, and how QR codes may be used during project-based learning or scavenger hunts. Participates are encouraged to bring their own mobile devices (e.g., smartphones or slate PCs with built-in cameras).
Presenter: Vince Interrante, 6th Grade Classroom Teacher, Mineola Middle School; Microsoft Innovative Educator Master Trainer

WORKSHOP U:
Using iPads in the Early Childhood Classroom
During this workshop, participants will learn about the necessary steps to create an ePub (electronic publication) in their classrooms. In addition, various applications on the iPad that encourage multisensory reinforcement of curriculum will be highlighted, and the use of the iPad and how it supports the curriculum will be showcased. Interdisciplinary lesson applications will also be modeled.
Presenters: Amy Sullivan, 1st Grade Classroom Teacher, Garden City School District

Dara Perlow, Computer Assistant, Garden City School District

WORKSHOP V:
Using UDL to Incorporate Technology Tools In Literacy Instruction
Technology tools, in conjunction with UDL principles, can have a transformative impact on student learning, engagement and creativity during literacy-related activities. During this session, the presenter will introduce and demonstrate the principles of UDL using online resources. Participants will learn how to incorporate online and Web 2.0 technology tools into effective literacy instruction.
Presenter: Dr. Elfreda Blue, Associate Professor of Counseling, Research, Special Education and Rehabilitation, Hofstra University