Technology Tools for Learning
ETFO's ICT Learning Institute

Friday evening, January 25, and Saturday, January 26, 2019

Join us for an exciting ICT Learning Institute to explore new technology tools and apps to enhance student learning. You will network with colleagues from across the province while participating in a full-day workshop to explore ways to deepen your understanding of the technology and how to incorporate the devices and apps as learning tools in your classroom. You will also hear from an engaging keynote speaker who will help you create a positive digital footprint for you and your students.

ETFO Provincial Office
136 Isabella Street, Toronto

Each participant will select one of five workshops, which they will attend for the duration of the institute. Participants are required to bring their own technology to use throughout the institute.

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Registration information:
- The registration fee for the institute is $50. Participant expenses covered and reimbursed by ETFO (as per ETFO provincial guidelines) are: travel, meals, shared accommodation and dependent care, where applicable.
- A limited number of spots are available for this institute. Successful participants will be selected by random draw (within locals) with preference given to participants who:
  a) have not attended an ETFO ICT Conference before;
  b) have not attended another ETFO provincial conference during the 2018-2019 school year; and
  c) represent a variety of locals from across the province.

- Successful participants will be notified by email by December 20, 2018. Those applicants not selected will be refunded the $50 registration fee.
- To apply, please have your ETFO membership number available and visit the ETFO Events Management System at **events.etfo.org/ upcoming-events/** and click on the *ICT Learning Institute* tab. Be sure to register by December 13, 2018 at 5:00 p.m.

For more information, please contact Ruth Dawson, Executive Staff, rdawson@etfo.org

REGISTRATION DEADLINE: December 13, 2018 5:00 p.m.

CONFERENCE AGENDA

Friday, January 25, 2019

6:30 p.m. – 7:00 p.m.	Registration
7:00 p.m. – 8:45 p.m.	Welcome and Keynote: **Building a Positive Digital Footprint** (Carla Pereira, Director of Communications, Peel District School Board) Every time you communicate, you shape public opinion about you, your family, your profession and your school. This is true about in-person conversations and also what we share on social media. During this keynote, educators will learn how to use social media effectively and responsibly, both on and off the job, while ensuring that both you and your students are protected. Whether attendees are beginning tweeters or social media savvy, they will leave with lessons on how to use social media as a communication tool, as an opportunity for limitless professional development, and how to best celebrate student success by providing safe windows into classrooms.

Saturday, January 26, 2019

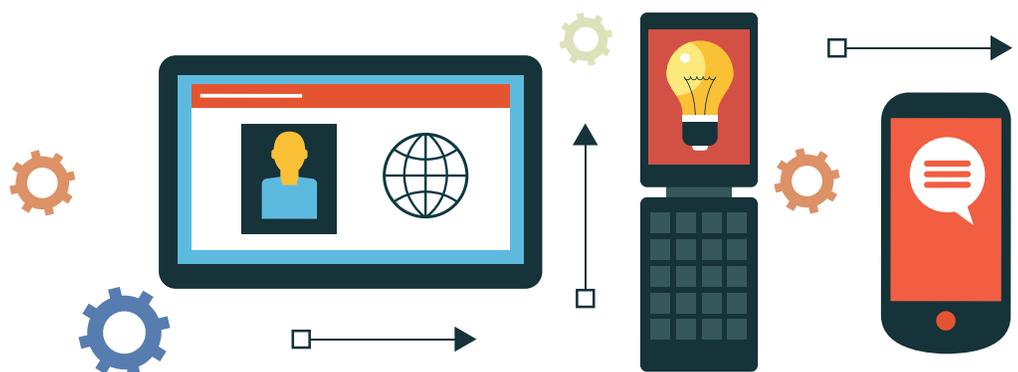|	
9:00 a.m. – 12:00 noon	Hands-on Technology Workshop
12:00 noon – 12:45 p.m.	Lunch
12:45 p.m. – 3:15 p.m.	Hands-on Technology Workshop Continued
3:15 p.m.	Adjournment

Workshops

When you register for the ICT Learning Institute, you will be asked to select one of the workshop options. Remember that you will remain in this workshop throughout the institute. Be sure to select a workshop for the technology tool(s) and grades of particular interest to you.

Workshop A

STEMing It Up in the K-Grade 3 Classroom
Grades K-3

Are you looking for some practical ideas on how to use digital tools to support *STEM* and inquiry-based learning in your classroom? Do you want to introduce the concept of coding to your students but do not know where to start? This is the workshop for you. Join us for an entire day as we learn how to code our way through a picture book. Use some *Google Apps* to provoke and dig deeper into inquiry-based learning. Plus, engage in *STEM* tasks while working through the engineering and design process and learn how to use *Stop Motion* or *Green Screens* to develop authentic and engaging ways for your students to make their learning visible.

Participants should bring their own Wi-Fi-enabled laptop and/or tablet devices. Participants will also need to have a *Google Apps for Education (GAFE)* or Gmail account. If bringing a school or board device, please see your IT administrator regarding the process for adding apps, as a list of apps to add will be provided prior to the institute. If bringing a school/board device, you will need to ensure that it can connect to outside Wi-Fi servers.

Workshop B

Enhancing Student Learning and Engagement with iPads and Tech Devices
Grades K-6

Join us to discover a variety of fun and engaging iPad apps that students can use to creatively demonstrate their knowledge and understanding about a topic or concept being explored in the classroom. The apps that will be explored include: *Green Screen, Screen Casting, iMovie, Explain Everything, ScratchJr, Tell About, Draw and Tell, Book Creator and PicCollage*. These apps will provide learners with opportunities to practice essential skills for oral language development, print representation, coding and storytelling skills.

Together, participants will also explore a variety of other classroom tech devices such as *Dash, Osmo, Sphero, Makey Makey* and more! Join us to learn how these devices can promote critical thinking, problem solving and collaboration in your classroom.

Participants must bring their own iPad with Wi-Fi capabilities and have an active *Apple ID* (account) to fully participate in this hands-on workshop. If bringing a school or board device, please see your IT administrator regarding the process for adding apps as a list of apps to add will be provided prior to the institute. If bringing a school/board device, you will need to ensure that it can connect to outside Wi-Fi servers.

Workshop C

Engage, Inspire, Learn: Using Technology to Empower Your Learners
Grades 1-8

Join this workshop for a fully immersive, hands-on learning adventure! Participants will have a chance to deepen their professional knowledge and comfort on a variety of technology tools and ideas. Participants will explore iPads and Chromebooks, the *Google Suite* of products as well web-based tools, apps and extensions! This workshop is designed to meet you wherever you happen to currently be on your technology integration journey and will allow you to guide your own learning with specific focus on building your personal capacity. From effective integration of computer coding and robotics, efficient assessment with Google and highly engaging projects such as *Choose Your Own Adventure Stories, Green Screen with iPads*, 3D printing/design and *Digital Breakout Rooms*, participants will walk away from this workshop energized, engaged and empowered! Learn as your students will, with a focus on inquiry, engagement, global competencies and project-based learning!
(continued)

Workshops
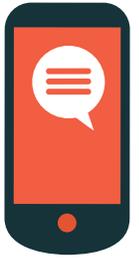
Participants must bring their own laptop or Chromebook with Wi-Fi capabilities and the Chrome browser installed. You will also need to have a *Google Apps for Education* or Gmail account. If bringing a school/board device you will need to ensure that it can connect to outside Wi-Fi servers.

Workshop D

The Language of Coding: Providing Unplugged and Plugged Opportunities
Grades K-3

This workshop will provide educators with a hands-on opportunity to explore and play with coding, make curriculum connections and gain new ideas that they can use in their classroom. Coding is often referred to as the new literacy of our modern learning environment. It allows students to connect to the global competencies and develop their metacognitive and problem-solving skills to prepare them for 21st century learning. Participants will explore how to provide coding experiences that provide children with intentionally scaffolded knowledge and understanding prior to moving into plugged coding. Initially, we will explore opportunities that educators can provide for students to code without a device (i.e., navigating a grid, coding games), followed by opportunities with a device or robot (i.e., iPad, *Bee Bot, Dash*). Together, we will discuss ways to further develop young learners' ability to increase vocabulary (i.e., directional words), sequence, retell, read code (i.e., code blocks) and connect to various picture books. Join us to delve deeply into the world of coding in the primary classroom.

Participants must bring their own laptop or Chromebook with Wi-Fi capabilities and the Chrome browser installed (for web-based coding). You will also need a Wi-Fi enabled tablet or phone with Bluetooth capabilities (for coding apps). You will also need to have a *Google Apps for Education* or Gmail account. If bringing a school/board device, you will need to ensure that it can connect to outside Wi-Fi servers.

Workshop E

Project-Based Learning in the Junior Classroom
Grades 4-8

Are you ready to engage your students with big problems, real-life situations and projects that will allow them to showcase global competencies? Join this workshop to explore project-based learning. Participants will explore and create project-based learning experiences to use throughout the year ahead. We will integrate coding with *Dash & Dot*, and *Spheros* and create powerful movies with *Green Screen*, iPads and *iMovie*. Together we will also explore the engaging world of Choose Your Own Adventure stories and build with them. Join us to discover ways to integrate design thinking into classroom practice! Throughout the workshop, participants can play, build and ask questions to prepare for integrating project-based learning in their classrooms.

Participants must bring their own laptop or Chromebook with Wi-Fi capabilities and the Chrome browser installed. You will also need to have a *Google Apps for Education* or Gmail account. If bringing a school/board device you will need to ensure that it can connect to outside Wi-Fi servers.

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