



## Large Pedagogical Shifts

- One-to-one
- Virtual/Online
- Blended/Hybrid
- Personalized Learning
- Differentiation
- Maker Learning
- STEAM/STEM Initiatives
- SAMR Model

## Instructional Strategies

- Accessibility Tools and Best Practices
- Asynchronous Learning
- Automating Feedback
- Blogging
- Choice Boards
- Creating with Tech
- Digital Collaboration
- Digital Portfolios
- Digital Storytelling
- Escape Rooms
- Formative Assessment
- Game-Based Learning
- Genius Hour
- Hyperdocs
- Increasing Student Agency
- Agnostic Interactive Whiteboard Activities
- Physical Computing
- Self-Paced Lessons
- Student Engagement Strategies
- Synchronous Learning
- Video Creation
- Virtual Tours

## Specific Technologies

- Google Workspace for Education: Classroom, Docs, Slides, Sheets, Forms, Jamboard, Meet, Drawing, Sites, etc.
- Microsoft 365 Education: Teams, OneNote, Learning Tools, Office, Stream, Forms, Sway, Whiteboard, etc.
- Device hardware and OS: Chromebooks, Windows, iPads, Sprout Pro by HP
- 3D Printing
- Game-Based Learning: Minecraft: Education Edition
- AR/VR: zSpace, Lenovo VR Classroom
- Maker Learning: Sphero, Raspberry Pi, E-Textiles, Tinkercad
- Collaborative Tools: Padlet, Flip
- Creation: Canva, Book Creator
- Formative Assessment Tools: Kahoot, Quizizz, Blooket, Gimkit
- Video Creation: Screencastify, Screencastomatic, WeVideo, Powtoon
- EdPuzzle
- Pear Deck
- Hāpara
- Promethean





## Session Ideas

### Google Workspace for Education:

Introduction to Google Classroom  
Google Classroom Best Practices  
Using Google Jamboard as an Instructional Tool  
Using Google Slides as an Instructional Tool  
Using Google Forms as an Instructional Tool  
House of Chrome  
*Many more!*

### Microsoft 365 for Education:

Microsoft Teacher Academy  
Microsoft Trainer Academy  
OneNote Teacher Academy  
Microsoft Office Teacher Academy  
Inclusive Classrooms Academy  
*Many more!*

### Minecraft: Education Edition:

Minecraft Teacher Academy  
Social Emotional Learning with Minecraft:  
Education Edition  
Using Minecraft: Education Edition for eSports

### Virtual/Online Learning:

10 Elements for Online Learning Success  
5 Strategies To Improve Engagement in K-12  
Virtual Learning  
What is the Recipe for K-12 Online Learning  
Success?  
Creating a Strategic Plan that Ensures Success  
of Virtual Learning Initiatives  
*Many more!*

### STEAM and Maker Learning:

Introduction to Makerspaces/Maker Learning  
Introduction to 3D Printing  
Introduction to Physical Computing  
Full STEAM Ahead with E-Textiles  
Sphero Service Bot: An Interdisciplinary Maker  
Learning Project  
Engage and Excite with Augmented and Virtual  
Reality  
3D in EDU

### Forms and Spreadsheets:

Spreadsheets for Teachers  
FORMative Assessments  
Learner Progress and Well-Being Checks Made Easy  
with Forms and Spreadsheets

### Collaboration:

Digital Collaboration: Scaffolding and Strategies  
The One Slide Strategy for Digital Collaboration

### Learners as Creators:

Assessments To Engage the Modern Learner  
What If Students Could Be Self-Published Authors?

### Other:

Creating Self-Paced Lessons  
Engaging Students with Research-Based Strategies  
Creating School-Wide Consistency and Clarity With  
Digital Learning Materials  
Self Efficacy: Setting Students Up for Success  
Amplifying Student Voice with Digital Collaboration  
Amplifying Student Voice with Pear Deck  
Using Video to Personalize Learning  
Teacher Time-Saving Tech Tips  
Fast Feedback

*Ask for a description of any session.*

