



TESIC BGM Sessions and FAQ

Holiday Inn, 180 Portugal Cove Road, St. John's
Nov. 17, 2017



[Register Here](#)

Sessions Descriptions

Early Morning Sessions (9:00 - 10:15)

Session A - Become an Apple Teacher. Fuel Your Passion for Learning

John Maschak (Apple Development Executive)

Build new skills. Inspire your students. Unlock the power of iPad, Mac, and Apple apps in your classrooms with Apple Teacher, a free professional learning program. Explore the Apple Teacher Starter Guides and the Apple Teacher Learning Centre where you can earn badges and track your learning journey.

Session B - Coding with Scratch

Matthew Grant (Holy Trinity High)

Scratch is a visual block based computer programming language for beginners and intermediates that has very useful applications. From making video games to programming robots Scratch shows students the power of programming. Students learn several aspects of design as they work collaboratively using the backpack feature.

Scratch is challenging and versatile so it could find its place in classrooms from grade 3 to grade 12.

Session C - Google Forms

Rick Snow (NLESD)

In this session participants will learn how to convert existing summative assessments into formative and self assessments. In addition participants will learn how to use Google Forms to collect and automatically score Exit Cards. Included in this session will be a discussion of Google Form quizzing and Flubaroo add on.

Session D - Assistive Technology

Janine Foley (Baccalieu Collegiate)

Charlene Caines (Crescent Collegiate)

This session will be a practical session devoted to implementing the use of Assistive Technology. We will do a brief overview of the Microsoft Surface Tablets and Chromebooks. We will also look at different Google Apps and Extensions to support learners in the classroom.

Session E - Google Classroom (Part 1 of 2)

Andrea Neville (NLESD)

Google Classroom is an app in G Suite that integrates activities across Drive, Docs, Slides, Gmail and Calendar to help teachers and students connect. Using Classroom you can distribute files, give feedback on assignments, while reducing paper in the classroom. In this session teachers will create a classroom; setup the theme, resources and settings; explore question types, assignments and grading; try out share to classroom; and work with a partner to experience the system as a student. Participants will need their own device, a laptop or Chromebook is recommended. Google Chrome will need to be pre-installed. An iPad or iPhone can be used for most tasks; you will need the Chrome, Drive, Docs, Slides and Classroom apps pre-installed. PLEASE SIGN UP FOR LATE MORNING SESSION AS WELL

Late Morning Sessions (10:30 - 11:45)

Session A - Teaching Tech. Ed. in NL

David Gill (MUN)

This session will present the findings of my recent case study entitled "Teaching Intermediate Technology Education in Newfoundland and Labrador". It is the first in depth study conducted in NL of the day-to-day teaching activities of technology education teachers. Issues of teacher experience and belief, professional development, leadership, and curricular marginalization will be discussed within a framework of provincial, national, and international understanding of technology education. TESIC's role within the NL tech ed community will also be discussed in relation to the data and themes of the study.

Session B - Coding with Sphero

Megan Roome (Villanova Junior High)

Melissa Lee (Elizabeth Park Elementary School)

The Sphero SPRK+ is a sphere shaped robot that is programmable through the Sphero Edu app. It exposes students to the world of programming through simple drag and drop block based coding. Programming with Sphero SPRK+ opens doors to a multitude of STEAM activities and fosters the 4Cs. We will explore the basics of how to program the Sphero SPRK+ and different ways to incorporate programming into already existing curriculum. If you would like to come with your own mobile device please download the Sphero Edu app beforehand. It is available for Apple and Android, as well as in the Chrome Web Store.

Session C - Google Sites

Rick Snow (NLESD)

In this session participants will learn how to use Google Sites to create a class website. Then participants will use Google Forms to collect homework entries to be displayed on the website which automatically sorts homework entries by teacher, homeroom and subject area.

Session D - Assistive Technology in Universally Designed Classrooms

Gabrielle Young (MUN)

This session will present findings from an exploratory study, which used semi-structured interviews, classroom observations, and focus groups, to provide a contextual understanding of how teachers in Newfoundland implement assistive technology in inclusive classrooms within the framework of universal design for learning. This presentation will address how teachers develop instructional practices that incorporate assistive technology within the context of universal design and supports and challenges that influence these practices.

Session E - Google Classroom (Part 2 of 2)

Andrea Neville (NLESD)

Google Classroom is an app in G Suite that integrates activities across Drive, Docs, Slides, Gmail and Calendar to help teachers and students connect. Using Classroom you can distribute files, give feedback on assignments, while reducing paper in the classroom. In this session teachers will create a classroom; setup the theme, resources and settings; explore question types, assignments and grading; try out share to classroom; and work with a partner to experience the system as a student. Participants will need their own device, a laptop or Chromebook is recommended. Google Chrome

will need to be pre-installed. An iPad or iPhone can be used for most tasks; you will need the Chrome, Drive, Docs, Slides and Classroom apps pre-installed. THIS IS A CONTINUATION OF THE MORNING SESSION

Afternoon Sessions (1:45 - 3:00)

Session A - Get Started with Code

John Maschak (Apple Development Executive)

The early years of schooling are a great time to introduce coding concepts as a way of thinking about the everyday and digital world, and to develop foundation skills in computational thinking. Apps specifically designed for younger learners use visual-based coding puzzles to develop problem-solving skills, identify patterns, encourage persistence, and promote creativity. Discover how you can bring coding into the primary classroom using the visual-based programming app Tynker. Tynker, designed for students ages five to eleven, allows students to seamlessly transition from visual blocks to Swift so that they become familiar with Swift syntax early on. Join us to learn how to help your K-5 students to explore coding concepts, practice applying these skills and to begin thinking like coders.

Session B - Round Table on Technology Education/Skilled Trades

Jason Aue (Macdonald Drive Junior High)

Rod Lundrigan (O'Donel High School)

This session will be an open discussion on Technology Education and Skilled Trade Courses taught in Junior High and High School. If you have questions about a course, a topic for discussion, something you want to show others that you do, or just want to know what other Technology Education/Skilled Trades teachers are doing then this is the session for you!

Session C - 3D Printing

Matthew Grant (Holy Trinity High)

Jarratt Rose (J. M. Olds Collegiate)

3D printing allows the user to create anything that's in their imagination. Download a design from the internet or create your own from scratch then print it into real life. 3D printing motivates students to learn computer assisted design (CAD) skills that can be useful in dozens of careers.

Session D - Green Screen

Ashleigh Hudson (Vanier Elementary School)

Want to Jazz up your classroom presentations? Want to transform your classroom to be any where in the world? Want to find a fun way to motivate students? Then Green Screen video production may be for you. Green Screen videos can be used for a variety of subject areas and grade levels. The use of these video creation projects allows students to be more active in their learning. Students develop writing skills, communication skills, researching skills, problem solving skills, teamwork skills and technical skills through Green Screen video production.

We will be exploring with iPads and the app DoInk.

Session E - Google Scripts

Andrea Neville (NLESD)

Google Apps Script is a scripting language used in conjunction with Google web-based applications (Google Docs, Google Sheets, Google Forms, Gmail, etc.) and external APIs. Google Apps Script is the language of many add-ons or helper tools. The key to using Google Apps Script is understanding its underlying language – JavaScript - and working with API's (Application Programming Interface). In this introduction, you'll explore how Google Apps Script can automate helpful tasks by building a custom add-on. Familiarity with coding (VBScript, Javascript or HTML for example) is helpful but not required. A laptop or Chromebook is required for this session. Google Chrome needs to be preinstalled. A tablet or phone cannot be used for the activities except to access the support resources.

Notes

The BGM is being held at the Holiday Inn on 180 Portugal Cove Rd, St. John's (709) 722-0506. If you need to book a room a group have rooms have been put aside for us. Let them know that you are attending the TESIC BGM.

TESIC is not responsible for substitute time, travel, and accommodations (if needed). However, lunch will be provided as we are holding our Biennial General Meeting during that time.

To apply for substitute time your school may also require you to register for this event on the NLESD PL Calendar. The PL Calendar registration is just a basic registration for the purposes of your substitute time application and not necessary for TESIC. This form is the official registration.

Payment options:

via Purchase Order: We are on the SDS system as a vendor

via email money transfer you can email jarrettrose@nlesd.ca

via in person you can pay using cash, cheque,, or credit at the event. Please come early to pay to avoid missing any of your first session.

If you have any questions about payment please contact jarrattrose@nlesd.ca

If you have any questions about registration please contact jasonaue@nlesd.ca