

Techapalooza – 21st Century Teaching and Learning Institute is brought to all educators by a partnership of Intermediate Unit 1, California University of Pennsylvania, and the 21st Century Teaching and Learning (formerly CFF) Coaches. All Techapalooza sessions will be hands-on and practical - giving participants ample time to explore and determine how the information learned can immediately be implemented in the classroom with students. All activities will support PA State Standard Aligned System (SAS) designed lessons. More information may be found at <http://techapalooza.iu1.org/> and on the wiki <http://techapalooza-2010.iu1.wikispaces.net/>

Registration begins this Saturday, May 15th at <http://www.solutionwhere.com/iu1>. Enrollment is limited to 100 participants each day. Each day has its own separate registration. To attend all 3 days, one must register 3 times. The registration for the whole group session will be automatic but registrants will be required to choose a morning session and an afternoon session. There are 4 sessions offered in the morning and a different 4 in the afternoon. Most of the sessions are offered on 2 different days. To help make the decision of which to attend below are the session descriptions.

Since Intermediate Unit 1 and California University are underwriting most of the cost for this Institute payment will be required upon registration (the fee is \$20 per day which includes lunch). There also will be no wait list. If a session is filled, please choose a different one. If the entire Institute fills and you are available at the last minute to attend, please email Stevie Kline klines@iu1.k12.pa.us who will notify you if there is a last minute cancellation.

Day 1 August 9

7:45-8:15 Registration

8:15-8:30 Welcome and announcements

8:30-9:15 Opening whole group session (Keynote) Leo Kasun, Head of the National Gallery of Art Department of Educational Resources, Washington DC Title TBA

9:15-9:30 Break

9:30-11:30 AM Sessions

A. Geocaching: A Cross-Curricular Activity – Linda Michael - Geocaching is a high-tech treasure hunting game played throughout the world by adventure seekers equipped with GPS devices. Using GPS in the core curriculum is a powerful tool in enhancing student understanding of geography, scientific inquiry, math concepts, physical education, problem solving, and language arts. It is an exciting way to focus on student engagement in the learning process. Participants will learn how to use a GPS device, search for caches hidden around the campus, and explore ideas for geocaching lessons for K-12 students.

B. Hello Avatar! – Laura Jacob - The purpose of this session is to provide an overview and practical applications of the use of avatars in the classroom. Participants will explore the use of avatars by visiting various websites, as well as, three-dimensional virtual environments, learn about the research and practical application of avatars in the classroom, and experience various activities in how an avatar can speak, write, and express educational content for student learning.

C. Top Ten Web Tools – Glenn Aston-Reese - The Techapalooza facilitators will select their “can’t teach without” favorite tools or applications to be included in this session. They will be suitable for all grades and content areas. Participants will explore and discuss how each tool supports the curriculum and enhances instruction.

D 1. Leo Kasun, Head of the National Gallery of Art Department of Educational Resources, Washington, DC Learn, Discover, and Explore: Art Resources from the National Gallery of Art - suitable for all subjects and grade levels.

11:30-12:30 Lunch

12:45-2:45 PM Sessions

E. Glogster: imagine, create and collaborate with an online poster – Lori Lochran – This session is designed to show educators the value of using the web 2.0 tool Glogster to enhance student learning and increase the academic relevance and rigor to any lesson. Participants will be guided through the process of creating their own Glogs and more advanced users will be given additional tools to enhance their Glogs. All participants will see examples of these online posters for all content areas at any grade level.

F. Diigo: Where Social Bookmarking Meets Research Tool - Sharon Thistlethwaite - Participants will learn the benefits of social bookmarking, be guided through the creation of a Diigo account and learn how to use Diigo as an effective research tool for students.

G. Thinkfinity the Gateway to Thousands of Free Internet Resources, Lesson Plans, and Activities – Stevie Kline - Thinkfinity, which means “endless possibilities for learning,” is designed to improve learning in traditional settings and beyond the classroom by providing high-caliber content, activities, and the professional development needed to improve student achievement – anytime, anywhere, and at no cost. This session will explore Thinkfinity and how its resources can be used to effectively teach content aligned to the PA State Standards.

H. 4x4: Four FUN uses for Video in the Classroom – Bridget Camp – Come for an interactive and collaborative session revolving around four types of user-generated video that use best

practices to create standards based lessons for the classroom. Attendees should come prepared to star in their own videos. The equipment needed for this session will be provided.

2:45-3:00 Break

3:00-3:45 Whole Group Session – Kristin Van Strien, Assistant Director of Information Services
Intermediate Unit 1, – Copyright not Copy Wrong – Fair use and Copyright- The Educational Implications.

3:45-4:00 Today's Animoto, Evaluations and Prizes

Day 2 August 10

7:45-8:15 Registration

8:15-8:30 Welcome and announcements

8:30-9:15 Opening Whole Group Session – An Introduction to the PREP (Partnership Resourcing Educational Performance) Program at Cal U–Walter Czekaj, University Exhibitions Coordinator, California University of Pennsylvania,

9:15-9:30 Break

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11:30-12:30 Lunch

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I. Mobile Learning with QR Codes – Laura Jacob - This session provides an overview and discussion of the the practical applications for the use of QR Codes in the classroom. Participants will learn how QR Code and Semacode technology are used in the business world and how they may apply to education. Educators will create their own QR Codes to use in a future lesson and use sample QR Code readers (cell phone and laptop) to simulate a student's experience with the technology. By the end of the presentation participants will be able to use and develop their own codes for immediate implementation. Links for applicable readers (for all makes and models of cell phones and computer platforms) will be provided.

J. Wikispaces for Educators – Rob Ruddle -This workshop will explore the use of Wikispaces in the classroom. We will begin with wiki basics and progress toward more advanced tricks. Every participant will have time to begin creating their own wikispace for use in their classroom. If participants already have a wikispace, the instructors will be available to help them make improvements.

K. DiscoveryStreaming: Beyond the Videos - Sharon Thistlethwaite - Discovery Streaming is so much more than just cool videos! Participants will explore the many useful tools Discovery has to offer 21st Century educators. These user friendly tools will help to excite and engage your students in the classroom, lab, or at home. You will need your existing Discovery username and password. All IU1 school districts have purchased Discovery Streaming for the 2010-2011 school year, so we can help you create an account too. You will learn how to embed a Discovery video into a PowerPoint presentation and have time to locate resources to create a dynamic lesson. Bring along any materials you need to help with the creation of your lesson ie. lesson plans, texts, etc.

I. Creating Student Sleuths – Primary Source Investigation – Stevie Kline- Engage students and develop their 21st Century Skills – learn innovative ways to use digital tools with primary resources from the National Archives, Digital Vaults, and the FDR Presidential Library. Learn strategies to Integrate language arts and social studies.

2:45-3:00 Break

3:00-3:45 Whole Group Session - Techapalooza facilitators- "What you always wanted to know but were afraid to ask!"

3:45-4:00 Today's Animoto, Evaluations and Prizes

Day 3 August 11

7:45-8:15 Registration

8:15-8:30 Welcome and announcements

8:30-9:15 Opening whole group session - Best Practices Showcase – Techpalooza facilitators and school district educators

9:15-9:30 Break

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D2. Todd Edwards and Anne Marie Layhue - Connections in Web 2.0 (Skype, Wikispaces, Today's Meet and Tumblr)- This workshop will explore some of the current technologies available for connecting classrooms using specific Web 2.0 tools. We will explore teaching techniques, lesson designs and implementations using the following technologies: Skype (a popular peer-to-peer videoconferencing solution), Wikispaces (used to create webpages and their associated discussion forums), Today's Meet (an efficient web-based chat forum creator), and Tumblr blogging (a popular blogging host site). Participants will actively engage in the formats, beginning the process of designing a component for a lesson that they will eventually teach.

2:45-3:00 Break

3:00-3:45 Whole Group Session – all participants!!! The best thing I learned and will use with my students “Smackdown”

3:45-4:00 Techapalooza Animoto, Evaluation and Prizes