



## TWO-DAY (TUESDAY/WEDNESDAY) ACADEMIES

Room	Time	Title	Room	Time	Title
D137	8:30 am-3:30 pm Both Days	Microsoft Innovative Educator (MIE) Trainer Academy	D141	9 am-4 pm Both Days	NCCE Adobe Storytelling Academy

## WEDNESDAY, MARCH 22, 2017

### DON'T MISS:

- Wednesday, 4 pm, KEYNOTE by Jaime Casup, *Iteration and Innovation in Education*, Ballrooms 252-254
- Wednesday, 6-7 pm, No-Host Welcome/Meet the Speakers Reception, Location TBD
- Wednesday, Noon-1 pm, D138—First Timers Meeting

## WEDNESDAY SUMMITS AND ACADEMIES

Room	Time	Title	Room	Time	Title
D135	8:30 am-3:30 pm	Microsoft Innovative Educator (MIE) Teacher Academy	D140	9 am-4 pm	Innovative School Leader Academy
D136	8:30 am-3:30 pm	Microsoft Innovative Educator (MIE) Teacher Academy— Minecraft: Education Edition	F150	9 am-4 pm	NCCE Tech Savvy Teacher Portland Summit Featuring Google for Education
			E145	9 am-4 pm	NCCE's Maker Education Summit



### 2017 Conference App—available for download March 13, 2017

Download the NCCE 2017 conference app on your Apple or Android phone for the most up-to-date conference information. Thanks to our fantastic app developer, Nathan Eliason.



## WEDNESDAY WORKSHOPS

Please note: Workshops are two-hours, hands-on, and included in your conference registration. Pre-registration for workshops is recommended but not required. Pre-register for workshops during the registration process or, if you have already registered for the conference, REACCESS your registration account using this link: <https://conference.ncce.org/2017/registration/> Participants may reserve a seat in up to three workshops but may attend any other workshops on a first-come, first served basis. Pre-registration will hold your seat until 5-minutes prior to the start of that workshop. At five minutes before the start time, all seats will be open on a first-come, first-seated basis. In order to fairly accommodate all workshops, you must be in your seat at least five-minutes prior to the beginning of the workshop or you will lose your seat and it will be open to other attendees.

**TICKET REQUIRED:** All Aboard the Amtrak Train—Wednesday—Depart Seattle at 7:30 am, Arrive Portland at 11 am (light rail pass included)  
 Train-ing: Full STE(A)M Ahead, *Michelle Zimmerman and Renton Prep Students*

Room	8-9:50 AM	10-11:50 AM	12-1:50 PM	2-3:50 PM
D130		Integrating Digital Citizenship: It's Common Sense! A Whole School or Single Classroom Approach <i>Elizabeth Ebersole Chelsea Christopher B. Putzier</i>	Cultural Multimedia: Engage Students with Digital Storytelling <i>Cleary Vaughan-Lee</i>	Gamify Your Course with 3D GameLab! <i>Alfonso Gonzalez</i>
D131		Media Production with a One to One <i>Justin Mckaughan</i>	Implementing Innovative Technology: Ensuring it's Effective and Making it Manageable <i>Hannah Gbenro</i>	Teaching Programming, Animation and Game Design with GameLab <i>Josh Caldwell</i>
D132		STEM Education and Connected Devices <i>Apple Education</i>	Taking Assessment Further with Student Creation, Screencasts and the 3 P's <i>Christopher Butler</i>	Bristlebot Olympics for Makerspaces <i>Jeff Crews and Dean Phillips</i>
E143	Time to Flip! Make Room for Learning <i>Maria Andrade Johnson Michael Pascual Jorge Ledezma</i>	Tinkering with 3D Printing in the Elementary Classroom <i>Kellie Taylor</i>	Incorporating Computer Science in All Classes <i>Jason Galbraith</i>	Finding the Right Tool for the Job <i>Susan Brooks Young</i>
E144	STEAM Powered Classroom <i>Deanna Horsens Shelley Emslie</i>	Using iPads with Bilingual Learners <i>Lisa Rodriguez</i>	Applying Google Classroom <i>Janice Weesner</i>	3D Printing 101- What you need to know to get started! <i>Arnaud Prevot</i>



### WEDNESDAY SESSIONS

Room	9:30-10:20 AM	10:30-11:20 AM	1-1:50 PM	2-2:50 PM	3-3:50 PM
D133	Bridging the Gap to Your Community: Why a Technology Fair/Exposition is Critical <i>Marc Elliott</i>	Certified Education Technology Leader (CETL) <sup>™</sup> Overview <i>Brooke Trisler</i>	Putting the R in SAMR: Constructivist Approach to Learning Through Design <i>Gil Anspacher</i>	Digital Tools to Connect, Create, and Collaborate <i>Shannon Miller</i>	Student Led Conferences: Culture, Implementation and Technology Utilization <i>Andy Allision</i>
D134		Learning by Doing: Providing Students With Another Learning Path Through Career Technology Education (CTE) <i>Jeremy Macdonald</i>		Virgin Islands & New Jersey Student Community Concerns - Technology & Data EmPower Students <i>Peter Wholihan</i> <i>Leroy Groeneveldt</i>	
D138	Tweedledum and Tweedeldee: Connecting, Communicating, and Collaborating with PLC's Using Twitter and Its Tools <i>Kam Koyama</i>			Modules to Support One-to-One Implementation <i>Sarah Stoddard</i> <i>Laurie Kirkland</i>	Game on! Gamify Your Classroom with Microsoft OneNote and Friends <i>Suzy Lolley</i>
D139	App Smash and App Flow - Because it is not about which App, it is what you do with the Apps <i>Jennifer Gingerich</i>	Using an LMS to Transform and Organize Instruction <i>Kati Tilley</i>	Cultivating a #digcit State of Mind <i>Julie Paddock</i> <i>Nancy Watson</i>	Through the Eyes of a 10-year-old: Self-Guided Learning <i>Jessica Pilsner</i> <i>Michelle Zimmerman</i> <i>Renton Prep Students</i>	Building Bridges between School and Public Library Collections - The MyTRL Library Card Partnership <i>Sharyn Merrigan</i> <i>Margy VanDyke</i>

#### Field Notes:





### THURSDAY SESSIONS

Room	8-8:50 AM	9-9:50 AM	10-10:50 AM	11-11:50 AM	3-3:50 PM	4-4:50 PM
D133	Apps and Extensions - Using Google Chrome in Math <i>Gayle Smith</i>	ISTE EdTEch <i>Alyssa Tormala</i>	Tips for Successful OER Implementation <i>Barbara Soots</i>	Math in Motion – Using Animated Thinking Models to Promote Mathematical Discourse <i>Steve Wyborney</i>	Introduction of IoT for Educators <i>Yung Chou</i>	Who you gonna call? Tech Ninjas! <i>Allison Kershaw, Paige Goodson, and Tech Ninjas</i>
D134	OneNote For Administrators <i>Terence I. Corbett Kisha Corbett</i>	Breakout EDU with OneNote! <i>Freda Williams</i>	Work Smarter -- Not Harder with Adobe Spark <i>Donnia Attidore-Meyers</i>	OneNote--Everything in One Place <i>Astrid Hypolite</i>	Burst Into Bloomz <i>Renita Rhymer</i>	Using Technology for Formative-Based Assessments <i>Eleanor Francois</i>
D135	My Favorite Things: Celebrating Good News and Innovation in Libraries <i>Shannon Miller</i>	Whats Under the Hood in the Microsoft Garage <i>Sandi Adams</i>	CS Discoveries – Empowering Students to Make with CS <i>Josh Caldwell</i>			
D136	Get to Know Minecraft: Education Edition <i>M.E. Pearson</i>	Getting Started: Diverse Learning & Accessibility with Microsoft <i>Scott Bricker</i>	Free Microsoft Office Mobile Apps for iOS, Android, and Windows Devices <i>Shannon Davenport</i>	How Digital Inking Can Help Learning Outcomes <i>Jennifer Morgan-McGregor</i>	Getting Started: Diverse Learning & Accessibility with Microsoft <i>Scott Bricker</i>	Getting Started: Digital Storytelling on ANY Device with Sway <i>Jason Mocherman</i>
D137	A Day of Discovery by PowerSchool – Four -hour Session including five “mini-sessions” <i>Brad Kerst</i>				Under the Hood of Chrome <i>Shelly Stanton</i>	Microsoft Tools Plus More for the Engaging Classroom <i>Andrea Tolley</i>
D138	Creating Copyright Guidelines <i>Ann Ewel</i>	21st Century Students, Environments, and Educators - Building Bridges Between for Connected Learning <i>Jennifer Gingerich</i>	The Transformation from Traditional to STEM Academy of a K-6 Elementary School <i>Dianne Steinbeck</i> How iPads Transformed Learning in my Language Arts Classroom <i>Ellie Gilbert</i>	Resources for Teachers Making Schools Innovative and Safe in a Digital World <i>Michelle Zimmerman Renton Prep Students</i>	OneNote and the ADD Student <i>Jeremy Tucker</i>	IGNITE Session <i>Paige Goodson Teresa Heide Stephanie Lear Linda Reuling</i>



## THURSDAY SESSIONS

Room	8-8:50 AM	9-9:50 AM	10-10:50 AM	11-11:50 AM	3-3:50 PM	4-4:50 PM
D139	Technology Management.... to Learning Leadership <b>Mark Vetter</b> <b>Dr. Mark Knight</b>	How one District Provided 1:1 Chromebooks to 10,000 Students in under 4 Weeks <b>Chris Bailey</b> <b>Sarah Luczyk</b>	Protecting Student Privacy in the Digital Age <b>Jean Gritter</b> <b>Miranda Doyle</b>	1:1 From Adoption to Integration <b>Katie Dorr</b> <b>Scott Brittain</b>	Presenting the 2016 ISTE Standards for Students <b>Sarah Stoeckl</b> <b>Carolyn Sykora</b>	How One Elementary School Became a Future Ready School <b>Ryan Hoxie</b>
D140	JuxtaposeJS: A New Tech Tool for Teaching Higher Level Thinking Skills <b>Virginia Pettit</b>	The Poverty-Induced Digital Divide and Tech Equity: Gaining Access <b>Rebecca Lewis-Pankratz</b>	Formative Assessments that Engage <b>Kristina Wambold</b>	Digital Tools For Growth-focused Assessment <b>Tyler Rabin</b>	Trends in Pedagogy <b>Kristin Whiteaker</b> <b>Jeff Page</b>	If Only I Had Known ... <b>Sandy Gady</b> <b>Stephanie Stanley</b>
E141	A Rookies Guide to Makerspaces, Successes, Failures and Ideas <b>Travis Rush</b>	Retrofitting does not FIT <b>Crystal Cameron</b> <b>Wanda Hill</b>	Activate Your Students' Brains! <b>Conn McQuinn</b> <b>Kieran O'Mahony</b>	Virtual reality? Augmented reality? Mixed reality? What's the classroom reality for this new technology? <b>Tim Mason</b>	Be a part of the Group...Office 365 Group <b>Jennifer Mitchell</b> <b>Jason Mocherman</b>	Getting Formtastic with Office 365 <b>Jason Mocherman</b> <b>Jennifer Mitchell</b>
E145	Unlocking the Power of the NGSS Two Hour Session <b>Paul Anderson</b>		From Plan to Action: Examining and Implementing the 2016 National Educational Technology Plan – Two-hour Session <b>Jeremy Macdonald</b>		Technology Inspires Great Instruction: Using PebbleGo and Cantata Learning in Your Library <b>Shannon Miller</b>	Teacher Librarian Birds of a Feather Round Table and Reception <b>Shannon Miller</b> <b>Morgen Larsen</b>
E146	A Look into Best Practices for Deploying Google for Education at Your District <b>Alexandrea Alphonso</b>	Fireside Chat with Google for Education's <b>Jaime Casap</b> <b>Alexandrea Alphonso</b>	Future of Storytelling <b>Brad Waid</b>	Design Thinking: A Framework for Innovation <b>Brad Waid</b>	Classroom Game Design <b>Paul Anderson</b>	The Blended Learning Cycle <b>Paul Anderson</b>
E148	Increase Student Reading Time and Literacy Skills with Unlimited Access to Digital Content and Curriculum Tools <b>Dave McMullen</b> <b>Stacy Talus</b>	Engaging Digital Natives in Collaborative Classrooms <b>Kris Astle</b>	Inspiring the Next Generation of Inventors with littleBits <b>Portia Price</b> <b>Kim Dillard</b>	Educator-led Cooperative Learning Using pivotEd <b>Rachel Caruso-Novack</b> <b>Ann-Marie Begnaud</b>	TEALS: Teach High School Computer Science with Tech Industry Volunteers <b>Patrick O'Steen</b> <b>Helen Henry</b>	Using Newspapers as Informational Texts in the Classroom <b>Diane Brady</b>



THURSDAY SESSIONS						
Room	8-8:50 AM	9-9:50 AM	10-10:50 AM	11-11:50 AM	3-3:50 PM	4-4:50 PM
F149	Developing Global Thinkers and Innovative Problem Solvers through First Lego League <i>Emily O'Halloran</i>	Passion-Based Learning: Light your Classroom on Fire! <i>Lindsey Matthews</i>	Technology Procurement Demystified: The RFI, RFP, and RFQ <i>Eric Chambers</i>	A Journey in Game Based Learning: Utilizing the Game Journey with Storytelling, ASL, Literature and Self-determination <i>Jessica Pilsner</i> <i>Michelle Zimmerman</i>		Insert Coin: Engaging Learners with the Basics of Game Design <i>Chris Hesselbein</i>
F150	A Window Into Our Ed Tech Program <i>Scott Bricker</i>	Extend Learning using Online Discussion Forums <i>Colette Cassinelli</i>	Speedgeeking with Coffeechug 4.0 <i>Aaron Maurer</i>	Go Beyond G Suite for Education with Chrome Apps & Extensions <i>Colette Cassinelli</i>	Bringing Inquiry Learning to the 21st Century Classroom <i>N. Cotner, J. Dawson, M. Lipinczyk</i>	
F151	From In-Trouble to In-Business <i>Kevin Honeycutt</i>	Igniting Innovation and Creativity in Our Makerspaces With Digital Tools and Apps <i>Shannon Miller</i>	30 in 50 2017: 30 Brand New Tech-Savvy Tools for your classroom <i>Jason Neiffer and Mike Agostinelli</i>	Peripheral Learners <i>Kevin Honeycutt</i>	A Panel Discussion with Representatives from Amazon, Google and Microsoft <i>Justin Talmadge</i>	Bringing Learning Management back to the LMS <i>Mike Agostinelli and Jason Neiffer</i>
F152	The Final Rose: Choose the Right Tool for Digital Storytelling <i>Traci Piltz</i>	The Quest for A Gamified Computer Lab Curriculum <i>Chris Winikka</i>	Bringing Coding to Life for Primary Grade Students with Robotic Two-Hour Sessions <i>Jeff Crews and Dean Phillips</i>		Engaging Middle/High School Students in Robotics <i>Jeff Crews and Dean Phillips</i>	



## FRIDAY, MARCH 24, 2017

### DON'T MISS:

- Friday, 7:45 am—D135—Annual NCCE Membership Meeting
- Friday, 12-1:30 pm—Exhibit Hall Blitz
- Friday, 2:30—Closing Session and Prize Giveaways

### FRIDAY WORKSHOPS

Room	8:30-10:20 AM	10:30 am-12:20 PM	12:30-2:20 PM
D129	FREE Microsoft Certification Testing—preregistration recommended ( <a href="#">link</a> )		
D130	Achieving More by Going Paper-less: Ideas to Transform Your Classroom in the Innovation Age <i>Elizabeth Rossmiller</i>	Makerspace Mindset and Culture <i>Aaron Maurer</i>	Google Classroom in the Classroom - and out? <i>Paul Zimmerman</i>
D131	Inspire Innovation by Fostering Collaboration and Creativity <i>Brad Waid</i>	Taking it Global: Creating World Ready Students <i>Eric Kellerer and Michelle Claverie</i>	Connected Classroom - Utilizing Microsoft Classroom for digital class conversation, collaboration and calendaring <i>Cheryl McClure</i>
D132	Changing the Stories Heard: Leveraging Social Media in Schools <i>Ginger Lewman</i>	Where the Rubber Meets the Road: Mapping the Energy within your Next Tech Initiative <i>Mike Sanders</i>	Candy is Dandy! Cross Curricular Lesson using G Suite! <i>Jason Neiffer and Mike Agostinelli</i>
E142	Infographics Using Adobe Illustrator <i>Cindy Schultz</i>	Making Physical Computing Accessible to All Students and All Teachers <i>Josh Caldwell</i>	
E143	Purposeful PD: Using the Cohort Model to Ignite Change <i>Karen Hickenbottom, Caitlin Vansteel</i>	OneNote, One Solution---The One Tech Tool Students & Teachers Must Have <i>Scott Bricker</i>	
E144	Getting Googly with Google Classroom <i>Simon Miller</i>	Google Tips to make you a GEEK <i>Shelly Stanton</i>	Hands on Robotics- EV3 Mindstorm Programming <i>Sarah Hart</i>





FRIDAY SESSIONS					
Room	8:30-9:20 AM	9:30-10:20 AM	10:30-11:20 AM		1:30-2:20 PM
D133			OPEN ED - Moving Beyond Textbooks, Personalized Learning <i>Sarah Hart</i>		Turn Professional Development on its Ear <i>Ray Birks</i>
D134	The Martian Rescue: Immersive Problem Solving & Team Building featuring Sphero SPRK – Two-hour Session <i>Mike Nye, Stacy Stockseth &amp; Cindy Dziurzynski</i>		Nurturing Technology Use in Your Building Through Coaching, Engaging Professional Development, and Collaboration <i>J. King-Edmeade, E. Mells, D. Gonzalez-Williams</i>		Kahoot It!!! <i>Juanita Frett</i>
D135	<b>7:45-8:30</b> <b>MEMBERSHIP MEETING</b>	I Can't Wait Until I Go to High School: Establishing a 1-to-1 Digital Environment at the Secondary Level <i>D. Guymon, C. Woolstenhulme, K Pixler</i>	What's Next in the Next-Gen Classroom? <i>Cindy Etherton</i>		Answering the Burning Questions, Igniting Curiosity through Mathematical Modeling with Technology <i>Abe Wallin</i>
D136	Get to Know Minecraft: Education Edition <i>M.E. Pearson</i>	Getting Started: Diverse Learning & Accessibility with Microsoft <i>Scott Bricker</i>	Free Microsoft Office Mobile Apps for iOS, Android, and Windows Devices <i>Shannon Davenport</i>	Getting Started: Digital Storytelling on ANY Device with Sway <i>Shannon Davenport</i>	Getting Started: Personalizing Learning with the OneNote Class Notebook <i>Jennifer Morgan-McGregor</i>
D137		10 Cool Takes on Science Hardware and Apps for your Tablets and Phones Beyond the Usual! <i>Martin Horejsi</i>	Personalized Micro Professional Development with Twitter <i>Chris Hesselbein</i>		Cultivating "SuperBetter" Powers: How to teach students using research-based strategies of gamefulness <i>M.Snyder, T. Ellison</i>
D138	Monthly Memos and Infographics <i>Kimberly Rose</i>	IGNITE <i>Ann Brucker</i> <i>Christine Frantzen</i> <i>Deanna Horsens</i>	Fighting malicious intent: How Washington's K-20 Network is responding to denial of service attacks on school networks <i>D. Small, D. Mah, N. Pitzer</i>		Diving Deep: A Mindful Investigation of Nicholas Carr's The Shallows <i>Noah Barfield</i>
D139	Leveraging Office 365 to support flipped and blended in learning <i>Dave Davis, Kim Williams</i>	Virtual Publishing: 50 Fast Paced Minutes of Tool Exploration <i>Jane Miller</i>	Parent/School/Student Communication with Mobile Tech-The Good, Bad, Dangerous <i>Allen Hancock</i>		21st Century Tools For 21st Century Learning <i>Jeff Gearhart</i>
D140	Launch Learning with HyperDocs: <i>Brandi Snow</i>	Preparing for/Supporting a large deployment of 1-to-1 devices <i>Peter Jurhs</i>	NextGen Science in the Primary Classroom <i>Nicolette Oliver</i>		BreakoutEDU with OneNote <i>Freda Williams</i>



FRIDAY SESSIONS					
Room	8:30-9:20 AM	9:30-10:20 AM	10:30-11:20 AM		1:30-2:20 PM
E141	We made a FutureBus and you can too! <i>G Bundy</i>	Student Led Conferences: Culture, Implementation and Technology Utilization <i>Andy Allison</i>	Slides Are All You Need <i>Shaundel Krumheuer</i>		
E145	Future Proof Your Classroom – Two-hour Session <i>Paul Anderson</i>		Augmented Reality: Engaging a Minecraft Generation <i>Brad Waid</i>		Game Changing Apps <i>Brad Waid</i>
E146	Got Books? Promote Reading and YA Literature using G Suite <i>Colette Cassinelli</i>	Screencasting for Students, Teachers or Librarians! <i>Colette Cassinelli</i>			The Flipped Classroom <i>Paul Anderson</i>
E148	FileWave 101: Simplify your management of Windows, Mac, IOS, and Android Devices within a single platform <i>Stephen Mirante</i>	Embedding Library Resources into the Classroom One Digital Package at a Time <i>V. Bahr, J. Maydole</i>	All of Your Digital Tools in One Easy Place! <i>Robb Shirley</i>		
F149	We Don't Need No Stinking Badges!: Game Thinking, Gamification for Every Classroom <i>Sarah Windisch</i>	Get your school moving: How to provide engaging professional development for your staff! <i>Karl Edie, Erin Tostenson</i>	STEM Robotics 101 - Approachable STEM/CS for All <i>Randy Steele</i>		The Innovation of Technology <i>Sara Stiles, Steve Burt</i>
F150	Looking for innovation - an administrators guide to finding Tech-Savvy teaching in the classroom <i>Jason Neiffer</i>		Communication is the key! Easy to build Tech-Savvy notification systems for your classroom <i>Mike Agostinelli</i>		
F151	Classroom Coding with Ozobot <i>Katherine Livick</i>	3D Printing in the classroom <i>Andy Beadon</i>	Trending Topics: What's Next in Education <i>Ginger Lewman</i>		
F152	Facing Increasing Malware Threats and a Growing Trend of BYOD with a New Approach of Device Security <i>Yung Chou</i>		STEAM Surges: Unique Opportunities and Challenges for a Small School <i>Carly Reiter, Phelana Pang</i>	NOTE TIME: 12:30-2:20 PM SAMRize your District: The Cutting Edge of Digital Integration <i>Brent Howard</i>	