

FetC 14

The Future of Educational Technology:
Transforming Teaching & Learning

2014 Virtual Conference Schedule



KEYNOTE SESSION



Invent To Learn: Making, Tinkering, and Engineering in the Classroom

Sylvia Martinez

Co-author of *Invent to Learn: Making, Tinkering, and Engineering in the Classroom*

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Conference Information

Navigating Through Our Conference and Expo

The FETC Virtual Conference offers a dynamic, interactive platform for sessions and networking. Once you have created your profile, you can enter any area within the conference. Here's what you'll find in each area:

Auditorium—Listen to the keynote and sessions or participate in the live Q&As.

Networking Lounge—Drop by to meet colleagues, establish new contacts or continue conversations that began elsewhere within the environment.

Live Chat—Available in the Auditorium and in the Networking Lounge, or submit questions during sessions to be answered in the live Q&A period.

Exhibit Hall—Research vendors, collect product information, view product demos and have in-depth conversations with solution providers.

Media Center—Collect exhibitor product materials, session proceedings and other takeaways and add them to your briefcase.

Prize Center—Collect points and win prizes! See the list of prizes given away in exhibitor booths and by Show Prize Sponsors.

Social Suite—By using the Social Media Suite, attendees can connect, collaborate and engage with others through Twitter and Facebook. Just click on the Social Suite tab on the Home page, Auditorium or Lounge.

- Twitter users can Tweet from within the virtual environment using the Twitter component and review what others are Tweeting.
- The Facebook component allows users to update their personal Facebook status and view other in-event Facebook status updates.

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Show Prize Drawings

Win great prizes from Show Prize Sponsors and FETC. Collect at least 5 points when you perform different actions and you will be eligible for the show prize drawings. Drawings will be held throughout the day. Visit the Prize Center for the rules and a complete prize list.

Show prizes include:

- **Drawp:** An unlimited one-year subscription (\$99 value) and 30 styluses for your students
- **Microsoft:** Aspire Switch 10 for your school or institution
- **Black Box:** Black Box will be giving away a free Universal Computing Cart to one lucky visitor to their virtual booth. The Universal Computing Cart is the perfect tool to store and charge your laptops, tablets, iPads, Chromebooks or any mobile device that's part of your digital education initiative.
- **FETC:** 8 full conference registrations to FETC 2015—a \$349 value! (Transferable)
- **GRAND PRIZE:** Full conference registration to FETC 2015 plus three nights' hotel at a participating conference hotel—an \$800+ value!



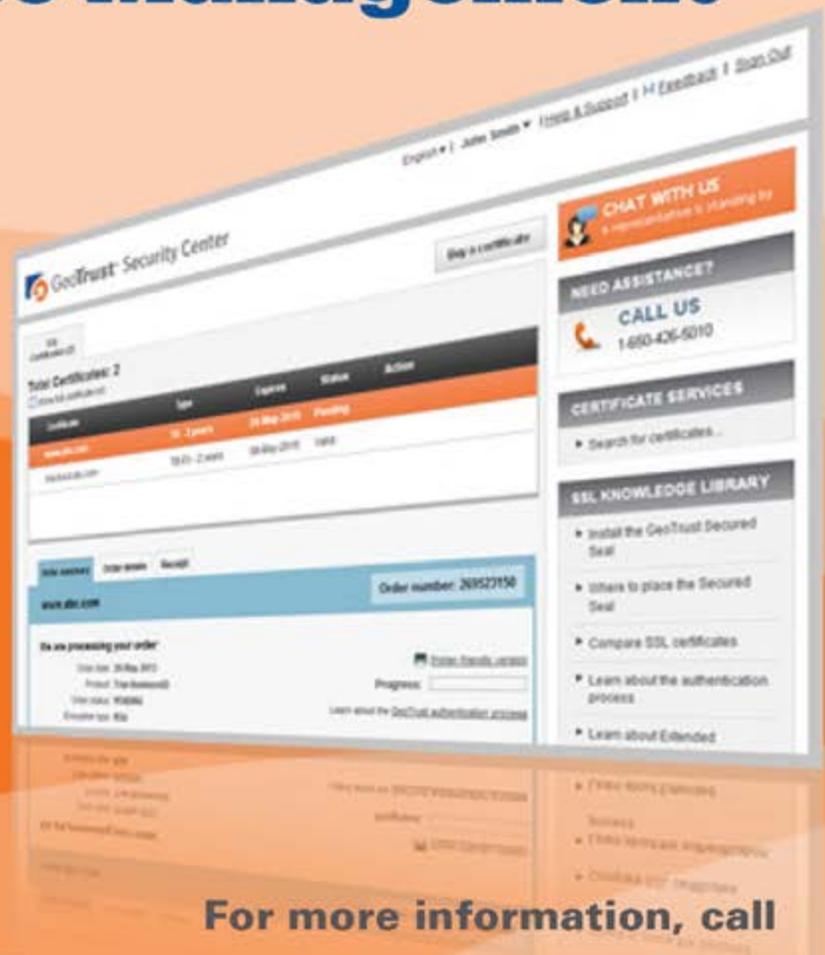
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Session Schedule

Schedule as of 10/21/14.*

OCTOBER 23, 2014: 10:30 AM - 6:30 PM (ALL TIMES ARE ET)

10:00 am – 10:15 am	Dedicated Exhibit Hall Time
10:15 am – 11:15 am 	OPENING KEYNOTE: Invent To Learn: Making, Tinkering, and Engineering in the Classroom, <i>Sylvia Martinez, co-author of Invent to Learn: Making, Tinkering, and Engineering in the Classroom</i>
11:15 am – 11:25 am	Dedicated Exhibit Hall Time
11:25 am – 11:55 am	Technology Classroom Session: Copyright & Best Practices in Publishing, <i>Jenn Kennett, Content Licensing & Rights Director, Cricket Media, Inc. SPONSORED BY </i>
11:55 am – 12:05 pm	Dedicated Exhibit Hall Time
12:05 pm – 1:05 pm 	FEATURED PRESENTATION: Transforming Teaching and Learning with Augmented Reality, <i>Brad Waid and Drew Minock, The 2 Guys, twoguysandsomeipads.com</i>
1:05 pm – 1:15 pm	Dedicated Exhibit Hall Time
1:15 pm – 1:45 pm	Technology Classroom Session: Empower Kids to Create, Learn and Collaborate with Digital Paper, Ana Albir, CEO/Founder, Drawp SPONSORED BY 
1:45 pm – 1:55 pm	Dedicated Exhibit Hall Time
1:55 pm – 2:55 pm 	FEATURED PRESENTATION: Transforming Learning With Digital Tools, <i>Shannon Miller, Director of School and Library Strategy, In This Together Media, and Executive Director of Library & Educational Services, Biblionasium</i>
2:55 pm – 3:05 pm	Dedicated Exhibit Hall Time
3:05 pm – 3:35 pm	Technology Classroom Session: Effective Technologies for the Digital Classroom, <i>Anoop Gupta, Distinguished Scientist, Microsoft Corporation</i> SPONSORED BY 
3:35 pm – 3:45 pm	Dedicated Exhibit Hall Time
3:45 pm – 4:45 pm 	FEATURED PRESENTATION: Creating and Implementing a Sustainable K-12 Software Coding Program, Kyle Christian Steele, Co-Founder, SourceCode B46
4:45 pm – 4:55 pm	Dedicated Exhibit Hall Time
4:55 pm – 5:25 pm	FEATURED PRESENTATION: Recognizing STEM Success Nationally with the FETC STEM Excellence Awards Program, Mark Smith, Chairman, FETC STEM Excellence Awards Advisory Board
5:25 pm – 5:35 pm	Dedicated Exhibit Hall Time
5:35 pm – 6:35 pm 	FEATURED PRESENTATION: From Angry Birds to Minecraft: What Games Teach Us About Learning, <i>Douglas Kiang, EdTech Teacher, Punahou School, Honolulu, HI</i>

*Schedule is subject to change.

 = LIVE Q & A will follow presentation.



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Keynote Presentation

10:15 AM – 11:15 AM

KEYNOTE PRESENTATION



Invent To Learn: Making, Tinkering, and Engineering in the Classroom

Sylvia Martinez, co-author of Invent to Learn: Making, Tinkering, and Engineering in the Classroom

The Maker Movement is a revolutionary global collaboration of people learning to solve problems with modern tools and technology. Adults and children are combining new technologies and timeless craft traditions to create exciting projects and control their world. The implications are profound for schools concerned with engaging students, maintaining relevance, and preparing children to solve problems unanticipated by the curriculum. The technological game-changers of 3D printing, physical computing and computer science can fuel transformations in the learning environment. K-12 educators can adapt the powerful technology and “can do” maker ethos to revitalize learner-centered teaching and learning in all subject areas.

Live Q&A

Conference Sessions

11:25 AM – 11:55 AM

TECHNOLOGY CLASSROOM



Copyright & Best Practices in Publishing

Jenn Kennett, Content Licensing & Rights Director, Cricket Media, Inc.

The world of copyrights and permissions is complex and can be confusing. Cricket Media will provide an update on terms, procedures and guidelines to help ensure you are compliant.

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12:05 PM – 1:05 PM

FEATURED PRESENTATION



Transforming Teaching and Learning with Augmented Reality

Brad Waid and Drew Minock, The 2 Guys, twoguysandsomeipads.com

This presentation will showcase the power of Augmented Reality, define what augmented reality is, show the power AR has in transforming the way you teach, how students learn and how it engages the learner. Brad and Drew will be showing many AR demos and apps that you can use in your classroom and how to create your own AR experiences. Be ready to learn and laugh!

Live Q&A

1:15 PM – 1:45 PM

TECHNOLOGY CLASSROOM



Empower Kids to Create, Learn and Collaborate with Digital Paper

Ana Albir, CEO/Founder, Drawp for School

Drawp for school is a versatile creativity, collaboration and workflow app. While tablets provide meaningful creative opportunities for students, managing created content can be difficult because there are many safety and design constraints on the communication of young children. In designing the app, we consulted with educators for nine months to identify the needs of our stakeholders, including teachers, students and parents, and to implement solutions that addressed their distinct needs. The award-winning result provides all the benefits of old-fashioned paper and pencil - flexibility, accessibility, portability, affordability, and storability— while losing none of the magic that tablets provide.

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Conference Sessions (cont.)

1:55 PM – 2:55 PM **FEATURED PRESENTATION**



Transforming Learning with Digital Tools

Shannon Miller, Director of School and Library Strategy, In This Together Media, and Executive Director of Library & Educational Services, Biblionasium

In this presentation, Shannon will be focusing on digital tools and ways to technologically transform classrooms and libraries. She will show several different digital tools and explain how they will make a difference with students and their learning. You will leave this webinar with several ideas and creative examples to use in your own classroom and school community.

 Live Q&A

3:05 PM – 3:35 PM **TECHNOLOGY CLASSROOM**



Effective Technologies for the Digital Classroom

Anoop Gupta, Distinguished Scientist, Microsoft Corporation

Technology has become a fundamental part of our daily life—how we work, play and connect with friends and family. While students use technology at home, use of technology for learning, especially in the classroom, is still quite limited. There are many concerns, and at Microsoft we believe that effective adoption of technology in the classroom must incorporate lessons from learning science and a holistic view of associated pedagogies. The talk will explore what learning science tells us about how students learn, implications for where technology can be effective and available tools and technologies to support these.

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3:45 PM – 4:45 PM **FEATURED PRESENTATION**



Creating and Implementing a Sustainable K-12 Software Coding Program

Kyle Christian Steele, Co-Founder, SourceCode B46

Software coding is an effective classroom tool that will support and enhance students' academic and life outcomes. Learn how Kyle Christian Steele created and implemented a software

coding program at six elementary schools in Orange County Public Schools that builds student's high-level critical thinking and reading literacy skills, increases their confidence and exposes them to software coding through storytelling. Additionally, Kyle will discuss how he overcame resource and funding challenges to create a sustainable program that is cost effective and highly supportive of classroom objectives.

 Live Q&A

4:55 PM – 5:25 PM **FEATURED PRESENTATION**



Recognizing STEM Success Nationally with the FETC STEM Excellence Awards Program

Mark Smith, Chairman, FETC STEM Excellence Awards Advisory Board

Education is focused on the role of science, technology, engineering and math (STEM). If the United States is to hold a competitive edge in a rapidly changing global workforce, bolstering the nation's STEM workforce is essential. Our nation is improving the way our students learn science, mathematics, technology and engineering and the business, education and STEM communities are working together in an interdisciplinary and applied approach to achieve this goal. We will also introduce FETC's new STEM Excellence Awards program—created to recognize excellence and innovation in the field of STEM education at the primary, middle school and high school levels, with nominees and winners selected from each level. Join this session to learn how to apply for FETC 2015!

5:35 PM – 6:35 PM **FEATURED PRESENTATION**



From Angry Birds to Minecraft: What Games Teach Us About Learning

Douglas Kiang, EdTech Teacher, Punahou School, Honolulu, HI

Explore five secrets that make games addictive, and learn about specific ways that you can use game dynamics in your classroom to differentiate instruction and engage learners. See video interviews with students, gameplay videos, and examples from many current games that kids play that demonstrate what game designers know about tutorials, learning, and scaffolding of content. Discover an overview of the concept of gamification, and why it is so effective at changing behavior.

 Live Q&A

35th Annual National Conference

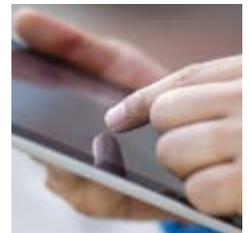


January 20-23

ORANGE COUNTY CONVENTION CENTER ORLANDO, FL

Inspired to Learn, Learning to Inspire

Discover the future of education technology at **FETC 2015**. Be inspired by education technology implementations in compelling sessions, workshops and events for education professionals, industry leaders and policy practitioners committed to the future of teaching and learning.



- **EXPERT SPEAKERS:** Sessions and workshops give you the opportunity to learn from ed tech gurus and pioneers like Kathy Schrock, Leslie Fisher, Rushton Hurley, Gail Lovely and a host of others!
- **OUTSTANDING PROGRAMMING:** More than 400 expert and peer-led sessions focused on the latest technologies: Maker ed and game design, online/hybrid learning, LMS and BYOD/1:1 pilots, professional development and more
- **DIRECT ACCESS TO TOP SOLUTION PROVIDERS:** Meet face-to-face with hundreds of top technology solution providers in the tech-specific Exhibit Hall

Register now and Save \$100 with Super Early Bird pricing! Find complete conference information online at **fetc.org**

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Speakers

KEYNOTE SPEAKER



Sylvia Martinez

Co-author of *Invent to Learn: Making, Tinkering, and Engineering in the Classroom*

Sylvia works in schools around the world to bring the power of authentic learning into classrooms, particularly in science, technology, engineering and math (STEM) subjects. Sylvia speaks, writes and advocates for student-centered, project-based learning, gender equity in technology, computer programming, and life-long learning. For the past 10 years, Sylvia served as president of Generation YES, a non-profit dedicated to empowering young people to improve their schools and communities through modern technology. Prior to Generation YES, Sylvia oversaw product development at several software publishers, and was involved in the design and creation of video games and educational software. Before becoming involved in education, Sylvia worked in aerospace engineering as a senior scientist on the GPS navigational satellite system research and development. She holds a master's in education technology and a bachelor's in electrical engineering.

VIRTUAL CONFERENCE FACULTY



Ana Albir

CEO/Founder,
Drawp for Schools

In addition to an MBA from Stanford, Ana received a BS in physics with a concentration in music from MIT. Her unique background in technology and the arts informs her passion for developing new ways for children to participate in creative expression. Inspired by the belief that technology used appropriately can greatly contribute to healthy childhood development, Ana founded Drawp to nurture creativity, foster self-esteem, and inspire children to interact creatively with the world they live in. She continues to pursue her love of music and serves on the Visual Arts Council for the Yerba Buena Center for the Arts, and is a director at the Children's Creativity Museum in San Francisco.



Anoop Gupta

*Distinguished Scientist,
Microsoft Corporation*

Anoop Gupta is a Distinguished Scientist at Microsoft Research, focusing on cross-disciplinary projects that have potential for large business or societal impact. He is currently focusing on future of rich-media documents, collaboration and technology as a tool for transformation in education. From 2007 to 2009, Gupta served as corporate vice president of technology policy and strategy. From 2003 to 2007, Gupta was the founding CVP for Microsoft's Unified Communications business (now Lync). From 2001 to 2003, Gupta was technology assistant to Bill Gates. Gupta joined Microsoft in 1997 after Microsoft acquired his startup, VxTreme. Before joining Microsoft in 1997, Gupta was a professor of Computer Science at Stanford. He has published more than 100 papers in major conferences and journals and has issued more than 65 U.S. patents. Gupta received his Ph.D. from CMU in computer science in 1986. He holds a B.Tech. in EE from IIT Delhi, from which he graduated and received the President's Gold Medal in 1980.



Jenn Kennett

*Content Licensing & Rights Director,
Cricket Media, Inc.*

Jenn Kennett joined Cricket Media in February 2013 as the Content Licensing & Rights Director to help unlock and license their award-winning children's content in literature and arts, science and social studies. Prior to joining Cricket Media, Jenn founded a rights agency, Creative Compliance, that provides rights services and consulting to major education and reference publishers. Creative Compliance was purchased by Cricket Media in March 2014. Creative Compliance continues to provide exceptional rights and media services within Cricket Media.



Douglas Kiang

*EdTech Teacher, Punahou School
Honolulu, HI*

Douglas Kiang is a speaker, teacher and workshop presenter with more than 20 years of teaching experience in independent schools at every grade level. He currently teaches at Punahou School, where he teaches computer science and supports faculty in the one-to-one program. He is also a keynote speaker and presenter for EdTechTeacher.org. Douglas holds a master's degree in technology, innovation and education from Harvard and is an Apple Distinguished Educator.

Speakers (cont.)



Shannon Miller

Director of School and Library Strategy, In This Together Media, and Executive Director of Library & Educational Services, Biblionasium

Shannon, a hands-on K-12 librarian from a rural school district, is an influential speaker, blogger (the Van Meter Library Voice), tweeter and winner of social media's Shorty Award for Connecting People, along with other ed tech honors. She is also works to inform future product development as a consultant to companies such as Rosen Publishing and Mackin Educational Resources. Miller sets an inspirational example for other teacher-librarians with Skype and Google Hangout sessions that bring her students together with authors, educators and other classrooms worldwide, and is currently involved in planning an expansion of her school's library. She served as the moderator for School Library Journal's "Be the Change" free leadership webcast series last year and has lectured nationally on topics ranging from students' role in preventing bullying to variations on how to be a connected school leader. Learn more at <http://vanmeterlibraryvoice.blogspot.com/p/about-me.html>



Drew Minock

The 2 Guys, twoguysandsomeipads.com

Drew Minock is a rising star in the world of education technology and motivational speaking. Drew is the co-founder of the education blog "Two Guys and Some iPads" and the augmented reality meet-up "AR Detroit." Minock launched the popular educational podcast "The Two Guys Show," aimed at inspiring educators to reach new heights. Drew currently serves on the Teacher Advisory Board for the ed tech startups Remind 101 and Three Ring. He also serves as an educational advisor for Daqri, the world's leading augmented reality developer, which creates AR experiences that allow students to absorb and retain ideas like never before.

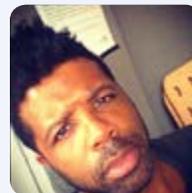


Mark Smith

Chairman, FETC STEM Excellence Awards Advisory Board

Mark Smith graduated with a law degree from Dayton School of Law in 2001, focused on intellectual property rights and patents, trademarks, licensing and technology agreements. He earned his BS in from James Madison University in 1998 with a degree in Integrated Science and Technology (STEM before the acronym STEM was applied.) Mark has worked in

education for 10 years, five of those with Knox County Schools, where he served as Dean of STEM, CTE department chair and STEM teacher. Mark's responsibilities include: outreach, community development, partnerships, student mentorships, STEM course curriculum development, resource management and external support on behalf of the L and N, as well as being a building liaison for the STEMspark Hub. Mark is currently MACUL Executive Director, a STEM integration specialist, curriculum developer, PD provider and STEM program designer, DEN educator and STEM Leader.



Kyle Christian Steele

Co-Founder, SourceCode B46

Kyle is the CEO & co-founder of SourceCode B46, a course that helps K-12 students transform their stories into animated movies using software code. SCB46 has grown from a volunteer program of 12 students to a company that serves more than 600 students. He is also the co-founder of two tech startups and the largest tech meet-up in the southeast. Additionally, he is an alumnus of DreamIT Accelerator, ranked the #3 tech accelerator by *Forbes*. Kyle is a former teacher and has a BS in Biology from Bethune-Cookman University.



Brad Waid

The 2 Guys, twoguysandsomeipads.com

Brad Waid is an energetic and passionate educator, speaker and blogger who whose mission is to inspire educational change through technology and augmented reality. He is one of the co-founders of AR Detroit, co-host of the "2 Guys Show" and co-founder of the "Two Guys and Some iPads" blog (twoguysandsomeipads.com). Brad is on the National School Board Association's "20 to Watch" list, has been featured on best-keynote.com and sits on the advisory board of two education technology companies.



Moderator

Christopher Piehler

Executive Director, 1105 Media Education Group

Christopher Piehler is the executive editor of *T.H.E. Journal*. In addition to his work on the monthly digital publication, he edits two newsletters, *District Cloud Computing* and *21st Century School*.

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Microsoft is working to bring the benefits of technology and technology skills to all. We share the ultimate aim of all stakeholders: to use technology to help improve education and learning, create opportunity, and raise living standards for people around the world. Our commitment, therefore, is to the success of each educator and learner. Our mission is to help learners and educators throughout the world realize their full potential. That is why Microsoft partners with education communities around the world to deliver a relevant and effective scalable set of technologies, services and programs that focus the contributions of many on improved learning outcomes for the individual.

www.microsoft.com/education



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@smartinez	Sylvia Martinez
@CricketMediaInc	Jenn Kennett
@TechBradWaid	Brad Waid
@TechMinock	Drew Minock
@DrawpEdu	Ana Albir
@shannonmiller	Shannon Miller
@Microsoft	Anoop Gupta
@kylecsteele	Kyle Christian Steele
@SmithStem	Mark Smith
@dkiang	Douglas Kiang
@THEJournalChris	Chris Piehler

Exhibitors

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Black Box iPad, Chromebook, Tablet and Laptop Carts can safely store, charge and transport all types of eLearning devices. Their rapid wiring system, safety-first design and future-proof technology, all in a small footprint, make them ideal for today's classrooms and administrative areas. Visit TabletCarts.com to find the cart that's right for your application and for free access to brochures, videos, a buyer's guide, and more. In our nearly 40 years of existence, Black Box has served the needs of many educational institutions. And now, with the advent of mobile learning and 1:1, Black Box offers the tools and expertise to help schools succeed and make the most for their students.

www.TabletCarts.com

FETC



FETC is the content-rich conference that brings education leaders and technology experts together to exchange techniques and strategies for teaching and learning success. Known worldwide for its outstanding program, FETC provides educators and administrators the opportunity to explore the integration of technology across the curriculum—from kindergarten to college—through hands-on exposure to the latest hardware, software and successful strategies. FETC offers a wealth of information for all education professions—teachers, principals and deans, district administrators, curriculum designers, media specialists, technology directors and others.

www.fetc.org

GovConnection



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www.govconnection.com

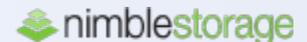
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www.iDashboards.com

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T.H.E. Journal



T.H.E. Journal magazine, its website, eNewsletters and online resources inform and educate K-12 administrators, technologists and educators on the latest strategies and best practices that impact how technology influences the landscape of teaching and administration at schools and districts nationwide. Each T.H.E. Journal asset delivers news, trends, features, case studies and expert advice on vital topics that cover such hot subjects as security, policy and advocacy, smart classrooms, mobile and wireless computing, funding, green technologies, distance learning, administrative and academic computing, plus much more. Visit our booth to sign up for your free digital or print subscription to our magazine, or visit www.thejournal.com/subscribe.

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FetC 14

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