

the **creative** educator's guide to NECC 2007

ATLANTA • JUNE 24-27

GEORGIA WORLD CONGRESS CENTER



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THOUGHTS FROM GARY STAGER

Bring Creativity and Constructivism Back to the Center of Educational Technology

You are reading this magazine because you believe that learning and teaching are manifestations of creativity. You also understand that computers offer unprecedented opportunities for children to learn and express their knowledge in countless ways. I share your passion for using open-ended software in ways that empower children to not only learn what we have always valued, but to construct knowledge in new ways in domains unimaginable just a few years ago.

Seymour Papert calls the computer, the “children’s machine,” while Danny Hillis refers to it as “an imagination machine, which starts with the ideas we put into it and takes them farther than we ever could have taken them on our own.”

I first experienced the imagination machine when I learned to program in a 7th grade class back in 1975. The computer allowed me to make something out of nothing and I felt intellectually powerful for the first time in my life. Since I had no idea what was impossible, I thought anything was possible. I’ve dedicated my 25-year career to helping teachers create such productive contexts for learning.

Kids continue to experience the exhilaration that results from making something shareable on the computer. Ironically, despite the enormous investment made in educational technology over the past quarter century, fewer and fewer students enjoy the type of experience I enjoyed as a 7th grader inside of school. Much of the cool computing stuff is happening outside of school. We have an obligation, as educators, to build upon the technological gifts students present when they arrive in our classrooms.

The past few years have not been easy for educators. The political climate surrounding public education has stifled creative teaching and personal expression. Discussions about educational computing have shifted from changing the world to improving test scores, as if those were mutually exclusive goals. The hardware and software industry have largely toed-the-line and marketed products designed to support the top-down impersonal spirit imposed by politicians.

The good news is that you have not surrendered and a handful of small companies have maintained a commitment to producing products that empower students, inspire creativity and support constructivism. Some of these companies have agreed to share their strength and combine forces to create The Constructivist Consortium.

Although still in its infancy, The Constructivist Consortium is working to advocate for the use of creative open-ended technology tools across all grade levels and subjects. I encourage you to visit the Consortium Member companies in the NECC 2007 exhibit hall and join us for our first event, The Constructivist Celebration, at the Atlanta Botanical Gardens on June 24th.

Gary Stager Executive Director – **The Constructivist Consortium**



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EXHIBIT HALL MAP



Constructivist Consortium Booth: #2212

The Constructivist Consortium was established in 2007 by leading educational technology publishers committed to student empowerment, creative applications of computers and the availability of high-quality open-ended materials. www.constructivistconsortium.org

You can find the following Constructivist Consortium members at:

FableVision Booth: #1654

FableVision produces CD-ROMs, websites, books and films that inspire and teach. www.fablevision.com

Generation YES Booth: #1952

Generation YES is the expert in student-centered technology programs that promote authentic use of technology in schools. www.genyes.com

LCSI Booth: #734

Logo Computer Systems Inc. (LCSI) implements innovative, technology-based constructivist learning programs for K-9 schools. www.microworlds.com

SchoolKiT Booth: #1852

SchoolKiT creates products to help districts achieve relevant professional development, curriculum-focused technology integration, and student technology literacy. www.schoolkit.com

Tech4Learning, Inc. Booth: #1426

Tech4Learning creates software tools and professional development that help integrate technology into successful classroom projects. Our products, including Pixie, the Clay Animation Kit, and Recipes4Success.com, provide solutions that enhance student use of technology. www.tech4learning.com

Other Featured Vendors

You may also be interested in visiting these other companies and organizations that provide tools and resources to support constructivist classrooms.

Crick Software Booth: #1746
www.cricksoft.com

Edutopia/G.I.E.F. Booth: #0214
www.glef.org

Gaggle.net, Inc. Booth: #2054
www.gaggle.net

GeeGuides Booth: #2735
www.geeguides.com

GoKnow, Inc. Booth: #832
www.goknow.com

GollyGee Software, Inc. Booth: #2355
www.gollygee.com

Inspiration Booth: #2218
www.inspiration.com

My eCoach Booth: #2136
www.my-ecoach.com

Oracle E.F. Booth: #2232
www.thinkquest.org



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RECOMMENDED CONFERENCE SESSIONS

Sunday, June 24th, 2007

9:00 AM – 4:00 PM
Special Event

Constructivist Celebration @ NECC (this is not a NECC sponsored workshop)

Join colleagues from the Constructivist Consortium in a day long celebration of creativity, computing & constructivist learning at the beautiful Atlanta Botanical Gardens. Peter Reynolds and Gary Stager will kick the day off with an inspirational keynote address. Then, it's your turn to jump into exciting hands-on projects led by some of the nation's finest Ed tech leaders. The day ends with an opportunity to share your creations and a panel discussion, "Sustaining Constructivist Learning," featuring leaders of LCSi, GenYES, Schoolkit, Tech4Learning, and Fablevision. Register at: www.constructivistconsortium.org

8:30 AM – 3:30 PM
Workshop

SUF260 Fostering Critical Thinking: Integrating Project-based Learning, Technology, and Information Literacy

Sharon Sutton, Seeds University Elementary School, UCLA with Jack Sutton

Experience project-based learning that integrates technology and information literacy! Examine the role of critical thinking in student research projects while engaging in this inquiry process.

8:30 AM – 3:30 PM
Workshop

SUF245 Your Classroom Has a Digital Camera... Now What?

Janet Caughlin, Valley Public Schools

In this stress-free workshop you'll see photo projects, learn to take good pictures, use photo-editing software, see management techniques, and put photos into PowerPoint.

Monday, June 25th, 2007

8:30 AM – 11:30 AM
Workshop

MA316 Web Authoring Made So Simple, Anyone Can Do It

Laura Spencer, Santee School District with Carolyn Daly and Katy Hammack

Learn how you and your students can use WebBlender to create Web sites to share classroom happenings, digital portfolios, photo galleries, and more.

2:00 PM – 3:00 PM
Lecture

Free Is Good: No-Cost Programs, Web Sites, and Shortcuts

Frank Miracola, Macomb Intermediate School District

The session will review software, Web sites (including the free resources at Recipes4Success.com), and must-know shortcuts that make teaching easier and the learning environment better for students.

Tuesday, June 26th, 2007

11:00 AM – 12:00 PM
Panel

Technology Literacy for All Students

Dennis Harper, Generation Yes with Sylvester Robinson, James L. Smith and Gary Stager

Join us for a comprehensive, comparative look at how states and nations are defining and assessing technology literacy. A debate on preferable methods will follow.

1:00 PM – 3:00 PM
Poster

Are Your Students "Problem Solving" or "Problem Posing" in Mathematics?

Lea Iaricci, LCSi

Participants will see examples of math problems to solve and they'll see the importance of helping their students develop their problem-posing thinking skills.

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RECOMMENDED CONFERENCE SESSIONS



Tuesday, June 26th, 2007

1:00 PM – 3:00 PM

Poster

Mathematics Comes Alive with Electronic Math Experiments

Wendy Petti, Math Cats / Washington International School

Conduct math experiments to investigate angles, symmetry, and coordinates; explore randomness, probability, and math patterns; manipulate algebraic variables and more, using MicroWorlds, Excel, and free online applets.

3:30 PM – 4:30 PM

Spotlight

Papert Matters - Thinking About Children, Computers and Powerful Ideas

Gary Stager, Pepperdine University

Seymour Papert's work has defined the frontiers of education for 40+ years. His colleagues will share what Papert's ideas mean for the future of learning.

Lecture

Japan-USA Tree Watch HyperMirror: Online! Tracking Changes! Collaboratively! Simultaneously!

Agnes Zaorski, Eatontown Public Schools with Dale Hilton, Toshihide Koike, Takanori Maesako, Osamu Morikawa, Peter Reynolds and Cathy Timpone

Japanese students "appear" via HyperMirror Videoconferencing, using Stationery Studio, to simultaneously draw trees, write haiku, and teach tree dances, sharing results of the Japan-USA Tree Watch project.

Wednesday, June 27th, 2007

8:30 AM – 9:30 AM

Problem/Solution

Panel

Assessing Student Technology Literacy

Karen Connaghan, Montgomery County Intermediate Unit with Kate Kemker, Sylvia Martinez and Mia Murphy

Come hear real solutions for meeting the NCLB requirement to assess technology literacy of 8th grade students.

Lecture

Beyond Testing: Projects that Nurture Creativity, Critical Thinking, and Collaboration

Peggy Healy Stearns, Independent

Use open-ended tools and project-based learning to meet cross-curricular objectives while developing higher-level skills. Session will feature exemplary projects, demos, resources, and references.

Hands-on BYOL

Way Beyond WebQuests

Gary Stager, Pepperdine University

Learn how the Web may be used to foster intellectual curiosity and solve sophisticated problems—authentic ones without precise answers—in this collaborative high-tech setting. BYOL hands-on session.

9:00 AM – 11:00 AM

Poster

Enhancing the Literacy Skills of Special Needs Students with Clay Animation

Brenda Mercado, Region 9, NYC Dept. of Education

Participants will learn how to use clay animation, an innovative technology method, to enhance language, sequencing, creativity, and multi-sensory skills of special needs students.

Poster

Clay Animation: Intro to Magic

Anne Truger, Special Education District of Lake County (SEDOL) with Jennifer Gibson

Travel with us into the magic of clay animation! Clay animation is an excellent way to maximize collaboration among students. It's motivational, educational, and fun!



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TECH4LEARNING THEATER PRESENTATIONS

Building School to Home Connections with WebBlender

Learn how Orange County Public Schools uses WebBlender to develop school to home connections. Explore a staff development model that has resulted in hundreds of teacher web pages all begun after one day of training. See how you too can help teachers share classroom schedules, assignments, and information with parents via classroom web pages.

John Lien

A former science teacher with 17 years of experience and great passion for technology and learning, John is the Director of Instructional Technology for Orange County Public Schools, Orlando, Florida.

Connect to the Community with Digital Storytelling

Digital storytelling is an engaging means of integrating technology into the classroom curriculum. Come learn how, in a recent community project, we paired our students with local war veterans to develop digital records of their wartime experiences. The students used Frames to develop a professional product that contained pictures, text, transitions, music, and voice, giving our students a deeper insight on war and its effects.

Barbara Lohse

The former Director of Technology for Allamuchy Township in Hackensack, New Jersey, Barbara now consults with school districts on engaging learners with digital storytelling.

Engaging At-Risk Students with Hands-on Clay Animation

How do you reach the seemingly unreachable? With clay animation, of course! Clay animation brings about terrific kinesthetic and cooperative learning, along with the enhancement of previously learned software skills. Clay animation helps bring subjects alive, while engrossing students in new found talents!

Darcy White

Now teaching for nine years, Darcy loves working with the students in high school social studies at the Peoria Transition Center, the alternative high school in the Peoria Unified School District in Chandler, Arizona.

Getting the MOST from Pixie

Learn about Woodward Academy students' first Pixie projects. Shelley will share the students' version of Things That are MOST in the World and explain how this first-time project was successfully managed in a second grade classroom. She will also share several other multimedia book projects created by K-2 students. Learn how you can apply this literature-based project model as well as planning and management techniques for creating engaging Pixie projects across elementary grades and subjects.

Shelley Paul

Shelley Paul, Director of Instructional Technology at Woodward Academy in Atlanta, GA, loves using poetry and literature to enhance all subjects and believes in the power of creative tools for even the youngest learners.

Making WebBooks with WebBlender

Kids think Web pages are the ultimate publishing method, so they'll work really hard to create a fabulous product. Web pages are also a fantastic way to show parents what kids have been doing. If you've seen student-created books on the Web, and thought they were hard to create, come and see how easy WebBlender makes it.

Janet Caughlin

A nationally recognized expert on technology in the classroom, Janet is author of ten software tutorials for educators. A K-12 Media Specialist for almost 30 years, Janet is a classroom teacher through and through.

Multimedia Holiday Cards

Come and learn how to differentiate learning using Pixie! We created a simple and exciting holiday project that reaches all learners. Students with a variety of special needs created a two page multimedia card for their parents. This project can be modified to accommodate the diversified needs of any population.

Anne Truger

One of Tech4Learning's Innovative Educators and a special education teacher for 14 years, Anne began using clay animation in 2002. Anne is the Technology Facilitator for Differentiated Learning at SEDOL in Illinois.

Power of Pixie and WebBlender = Visual Literacy for Students!

Teachers and students can use tools to create powerful graphic organizers, templates, and activity sheets across the curriculum. Use ready made activities or design your own. Draw pictures or import them, and experiment with special effects. Add text, record your voice, then share your creation in a slide show or publish a simple web page with WebBlender.

Jennifer Hicks

After teaching at the elementary level for 9 years, Jennifer worked as an Instructional Technology Resource Teacher in Henrico County and is now in the same position at Hanover County Public Schools in Virginia.

Reaching Standards through Imagination

Come and learn how Santee School District's "Reaching Standards through Imagination" program gets kids excited about learning by providing technology tools kids need to discover, explore, and develop authentic products. Explore how teachers and students use the tools in the Imagination Suite to meet the needs and interests of their diverse student population and build a personal connection between kids and the curriculum.

Laura Spencer and Katy Hammack

Laura is the Coordinator of Instructional Technology, and Katy is a Curriculum Resource Teacher at Santee SD in California. Laura and Katy implement Santee's "Reaching Standards through Imagination" program.

Supporting a One-to-One Initiative with Recipes4Success

Learn how the staff and students at Springfield Middle School in Springfield, Oregon use Recipes4Success to support their one-to-one laptop initiative.

Eva LaMar

Eva is the One-to-One Laptop Program Development Specialist for Oregon's first laptop initiative. Before joining the staff in Springfield, she taught for 14 years and has written articles for Intel Education, GLEF, and The Geo-Literacy Project.

Using Pixie in the Primary Grade Classroom

Learn how you can use Pixie creativity software to meet early literacy goals. Explore existing activities that support alphabetic principle, initial sounds, word families, and digraphs, as well as learn how to create your own activities. Then, see how you can extend literacy skills with student-created projects that incorporate painting, matching, reading, writing, storytelling, narration, and more.

Amy Clark

Amy Clark has taught for 7 years and currently uses clay animation with her students at Hyman Elementary in Duncanville, Texas.

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TECH4LEARNING THEATER PRESENTATIONS



Clay Animation in the Classroom

Clay animation is a highly motivating and incredibly effective way to engage students in curriculum activities. Clay animation bridges the gap between the tangible and the technical, making it a perfect hands-on approach to learning. Learn how to harness this process to improve student understanding of important classroom concepts.

Creativity and Curriculum with Pixie

With the NETS Revision including “creativity and innovation” high on the list, giving students an open-ended tool is more important than ever. Learn about Pixie, an exciting creativity tool with an array of paint tools, image editing effects, stickers, and cross-curricular activities. Explore how you can use Pixie to address math concepts, social studies applications for culture, language arts proficiencies for first person narratives, and more.

Digital Storytelling with Frames

Frames is the premier tool for turning your images into animations, but have you thought about using it beyond a clay animation project? Explore ideas for using Frames to tell stories for social studies, create autobiographies, demonstrate scientific change through time lapse, and more. Learn techniques for using tools in Frames that make managing and creating these videos a snap.

Illustrious Illustrating with Twist

Learn how to use Twist to transform ideas into original illustrations using shapes, curves, and fills. See how students can use Twist to demonstrate cross-curricular understandings and create original artwork, school logos, characters for animation, images for multimedia projects, and other artistic designs.

Introduction to WebBlender

Whether you are new to WebBlender or want to see the new features in Version 2, come learn about this exciting Web authoring tool. Participants will learn how to create rich web sites with text, graphics, and sound to share school reports, field trips, photo galleries, hobbies, and much more. Discover how WebBlender is the fastest way from your mind to the Web!

Making Your Digital Images Shine with ImageBlender

You've taken pictures with your digital camera, but what next? Learn how adding effects, merging photographs, and creating original artwork can make your images shine. From custom color palettes to varying opacity, from layers to cloning, learn how to apply ImageBlender features to get your images looking just the way you want for multimedia projects, presentations, and web pages.

Multimedia Projects with MediaBlender

Learn how your students can utilize movies, sounds, and animations to share ideas and communicate understanding as they create and present MediaBlender projects. Come see cross-curricular, standards-based multimedia projects and explore lesson ideas and strategies for integration. Leave ready to implement this powerful learning tool in your classroom.

Science Matters! Meeting K-2 Standards with Pixie

Learn how you can use Pixie creativity software to meet science standards. Explore existing activities that teach and assess student

understanding of the five senses, animal classification, and life cycles, as well as learn how to create your own activities. Then, see how you can extend observation, problem-solving, and critical thinking skills with student-created projects that incorporate painting, matching, writing, storytelling, narration, and more.

Stop-Motion Animation with Frames

Learn how to engage students with stop-motion animation as you explore the techniques needed to make it. Learn to use blue screens and cameras to take pictures and combine still images into an animation. Leave with skills and ideas for designing projects and implementing stop-motion animation in your classroom.

Student Portfolios with WebBlender

WebBlender is the perfect tool for creating a portfolio of academic and learning performances. Students can use WebBlender to create portfolios that demonstrate performances using text, sound, graphics, and video, making them highly representative of a varied body of work.

Supporting Student Technology Work with Recipes4Success

Recipes4Success isn't just a tool for teacher training; user access allows students to use it as well. Explore how students can use the Recipes to get an introduction to a software tool, review the Snacks for just-in-time answers to their technology questions, and view My Books you have created to help them work on classroom projects.

Training Teachers with Recipes4Success

Learn how you can use Recipes4Success as part of a staff development program. Get an overview of how and when to use the Recipes and Snacks with teachers, set up user access, and create customized training materials with My Books. Then, explore training ideas for using the proficiency assessments and levels to differentiate the content for your technology workshops.

Tech4Learning Presenter Biographies

Angela Allen

After working as the Lead Technology Specialist for the Region 12 ESC, the Tech Coordinator for Duncanville ISD, and the Grant Coordinator at Taylor ISD, Angela currently represents Tech4Learning in the state of Texas.

Elizabeth Buyer

Before coming to Tech4Learning, Elizabeth was a Technology and Computer Integration Specialist for Newport News School District in Virginia. She is currently a Trainer and Integration Specialist at Tech4Learning.

Carolyn Daly

Carolyn taught for 4 years as a bilingual educator in California, and 2 years in international schools in Costa Rica and Guatemala. A past trainer for Tech4Learning, she is currently the Western Regional Sales Manager.

Melinda Kolk

Melinda is the author of Teaching with Clay Animation and has published many articles on clay animation and using a project approach to technology. She is the Director of Professional Development for Tech4Learning.

David Wagner

David Wagner is the President and CEO of Tech4Learning. After working at HyperStudio, David helped found Tech4Learning with a vision of education where students are actively engaged in the learning process.



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TECH4LEARNING THEATER SCHEDULE

Theater 1

Monday – June 25, 2007

Theater 2

10:00 AM **Clay Animation** in the Classroom
10:30 AM **Illustrious Illustrating** with **Twist**
11:00 AM Getting the **MOST** from **Pixie**
11:30 AM Making WebBooks with **WebBlender**
12:00 PM **ImageBlender** Makes Your Digital Images Shine
12:30 PM Training Teachers with **Recipes4Success**
1:00 PM Creativity and Curriculum with **Pixie**
1:30 PM Connect to the Community with **Digital Storytelling**
2:00 PM Reaching Standards Through Imagination
2:30 PM **Clay Animation** in the Classroom
3:00 PM **Illustrious Illustrating** with **Twist**
3:30 PM Using **WebBlender** to Build School to Home Connections
4:00 PM Creativity and Curriculum with **Pixie**
4:30 PM Stop-Motion Animation with **Frames**

9:45 AM Power of **Pixie** and **WebBlender** = Visual Literacy for Students!
10:15 AM Introduction to **WebBlender**
10:45 AM Stop-Motion Animation with **Frames**
11:15 AM Multimedia Projects with **MediaBlender**
11:45 AM **Illustrious Illustrating** with **Twist**
12:15 PM **Clay Animation** in the Classroom
12:45 PM Introduction to **WebBlender**
1:15 PM Supporting a One-to-One Initiative with **Recipes4Success**
1:45 PM **ImageBlender** Makes Your Digital Images Shine
2:15 PM Science Matters! Meeting K-2 Standards with **Pixie**
2:45 PM Introduction to **WebBlender**
3:15 PM Multimedia Projects with **MediaBlender**
3:45 PM **Clay Animation** in the Classroom
4:15 PM Multimedia Holiday Cards
4:45 PM Student Portfolios with **WebBlender**

Tuesday – June 26, 2007

10:00 AM Science Matters! Meeting K-2 Standards with **Pixie**
10:30 AM Stop-Motion Animation with **Frames**
11:00 AM Using **WebBlender** to Build School to Home Connections
11:30 AM Multimedia Projects with **MediaBlender**
12:00 PM Engaging At-Risk Students with Hands-on **Clay Animation**
12:30 PM **Illustrious Illustrating** with **Twist**
1:00 PM Creativity and Curriculum with **Pixie**
1:30 PM Supporting Student Technology Work with **Recipes4Success**
2:00 PM Connect to the Community with **Digital Storytelling**
2:30 PM Making Your Digital Images Shine with **ImageBlender**
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3:45 PM Multimedia Projects with **MediaBlender**
4:15 PM Creativity and Curriculum with **Pixie**

Wednesday – June 27, 2007

10:00 AM Reaching Standards Through Imagination
10:30 AM Digital Storytelling with **Frames**
11:00 AM Using **WebBlender** to Build School to Home Connections
11:30 AM **Illustrious Illustrating** with **Twist**
12:00 PM Creativity and Curriculum with **Pixie**
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