Monday, August 21st
Bliss Carman Middle School - Fredericton
Session Descriptions

Notes: All sessions subject to change.
Many sessions are interactive so please bring your school laptop or personal device (Wifi access for personal devices will be available)

Welcome & Introductions
8:45 – 9:00

Morning Keynote – Rien Meesters
9:00 – 9:30

Session Block A
9:40 – 10:40

A 1
Being a Connected Educator
Jill Davidson, ASD-West
As educators, it is critical for us to be constantly learning. Being learners makes us more empathetic and responsive as teachers. Today it is possible for us to join professional learning communities with educators around the globe. This session will share ways to connect with educators both within the district and across the world.

A 2
Engaging Science
Jon Hoyt Hallett, ASD-West
This session will explore activities and approaches to engage students in hands-on, minds-on and science skills based learning.

A 3
Learning to Code in a K-5 Classroom
Liz McCabe – McAdam Avenue Elementary School
Using unplugged activities and a simple web-based platform, students developed basic coding skills through a variety of challenges. Students then utilized digital video (including green screen) to explain the process and share their learning as they programmed mBots (robotic cars).

A 4
Introduction to Microsoft OneNote
Carm Desjardins, ASD-West
Microsoft OneNote is the ultimate digital organizer. Learn how you can leverage this program to help with formative assessment and how to organize your weekly, monthly or even year-long lesson plans. Please bring laptop.

A 5
Meeting Curriculum Outcomes in a MakerSpace
Natasha Lingley, Bliss Carman Middle School
Interested in learning more about Makerspaces and how to integrate Make Education into the middle school classroom? This session will provide examples of curricular connections across various subject areas with a focus on the design process. Let's take a look at what you already do in your classroom and learn how to "Make" it! Project ideas range from no-tech to high-tech!

A 6
PowerTeacher Pro Tips & Tricks
Yvette Seeley
Come see the newest tips and tricks in using PowerTeacher Pro at the elementary and middle school levels.

A-7 MakerSpace / Library
Intro to 3D Design
Will Carmichael (Student), George Street Middle School
This session will provide teachers with a student's perspective on how to introduce 3D design and printing in the classroom. Will is a grade 8 student from George Street Middle who spent his grade 7 year designing, iterating, printing, and finally presenting his math-inspired "cryptex" at the Canada Wide Science Fair.

Session Block B
10:50 – 11:50

B 1
Engineering Brightness
Ian Fogarty, Riverview High School
Come see how Engineering Brightness uses philanthropy to teach circuits, 3D printing, social studies, geography, and culture while simultaneously addressing light poverty. There are multiple entry points from elementary through middle school to high school.
https://www.youtube.com/watch?v=90ZRMvdn_ZQ

B 2
Breaking Out of Science Class
Carolyn Barnhart & Louise Standing, Fredericton High School
A Breakout Room was created as a pilot project for 112 Chemistry students as formative assessment in preparing for the final exam - it was designed to align perfectly with curriculum outcomes. Fun, interactive, challenging AND reviewing for the exam...crazy! 100% student engagement and 100% positive reviews. Are YOU up for the challenge?

B 3
Programming with Micro:bits
Dustin Jez, Fair Chance Learning
Micro:bits are tiny, programmable computers designed to make learning and teaching coding and robotics easy and fun. Join us for this hands on session to see how you can use them in your classroom at all grade levels.

B 4
Sail the Seven C's with Minecraft
Ben Kelly, Caledonia Regional High School
This informative and hands-on session by Global Minecraft Mentor Ben Kelly will allow participants to see how curriculum and 21st century skills can be supported using Microsoft's Minecraft Education Edition while also having ample time to play! Come see exemplars, the newest features and get a first look at the new Minecraft Education Edition before others in New Brunswick! Participants should bring a laptop if possible with Minecraft Education Edition installed from this link (PC or Mac and demo accounts will be provided at session free)
https://education.minecraft.net/get-started/download/
For a pre-conference look at some resources visit
www.BBTNB.com/MinecraftEDU and
https://education.minecraft.net/

B 5
Teaching with Tech in K-5 Math
Nicole Holloway, New Maryland Elementary School
Are you looking for some new interactive math tools for your SMARTBoard to engage your students during your math class? In this session I will show you some of the tools that are available to model, use for stations, and gather student responses.

B 6
PowerTeacher Pro Tips & Tricks
Marc Michaud
Come see the newest tips and tricks in using PowerTeacher Pro at the high school level.

B 7 MSTE Lab
CNC Carving Basics
Scott Parks
Come see how you can use Easel and Carvey to enhance student projects through CNC carving.

B 8 MakerSpace
Your Robot Senses Are Tingling
Kayoe Stewart & Jacob Lingley, Brilliant Labs
There is an ongoing conversation about how autonomous cars and robotic assistants will be taking over our tedium in a matter of a decade. However, there is no one to author the code in which to control these futuristic devices! Our students can prepare for this ambiguous future, now. By using the mBot as a model, we will review conditional statements as a model for autonomous travel. Feel free to bring your own mBot and device with you.

Lunch – On Site
11:50 – 12:20

Afternoon Keynote – Charles Levasseur, Neil Squire Society
12:20 – 12:50

Session Block C
1:00 – 2:00

C 1

Robotics & Programming in Elementary Education with Dash & Dot

Logics Academy

Teach STEAM topics with these incredibly cute and engagingly animated character robots that make fun sounds, say the cutest things, flash lights, change colours, follow a path, avoid obstacles, and much more. Students use one of the tablet apps including Blockly, Wonder and Swift Playground to control the robot.

The curriculum is great for introducing students to a variety of concepts, and engaging students in K- 5 Math, Science, Language and Arts classes. The Apps make it easy to get started and excel through lessons and to grasp Computational Thinking concepts. These adorable robots are rugged and can be used in multiple classes year after year: making them a wonderful value

C 2

We Can Do Better…

Carolyn Barnhart, Fredericton High School

How we challenge our students to learn and develop 21 century competencies needs to change. Can environmental science and entrepreneurship go hand in hand? Do I have to be a technological expert? How can I incorporate maker space in my chemistry class? Can I give up control in my classroom and still call myself a teacher? Am I too old to change my classroom practices? Carolyn will share her inspiring story and a few ideas to get you started on your journey.

C 3

Amplify Literacy Learning

Angela Debertin, Sonja Wright & Colleen Dyer-Wiley

Learn about digital learning tools and technology to support Formative Assessment and Engagement in literacy classrooms K-12. Programs such as Seesaw, Padlet and Flipgrid (and others) will be explored.

C 4

Digital Literacy in New Brunswick

Bill Kierstead, EECD / CyberNB

This session will provide an overview of a Digital Literacy Framework for K-12 in New Brunswick. Come listen to former Principal and Education Specialist for CyberNB talk about Digital Literacy for NB Schools.

C 5

What's New with SMART

Amy Jordan, SMART Technologies

This session will provide an overview of "What's New with Smart" and the resources that are available for your Interactive Smart Board.

C 6

Practical Uses for 3D Printing in Your School Community

Steven Fox, Central New Brunswick Academy

They can turn into toy factories, but 3D printers can be more productive in your school environment by designing and producing awards and gifts for students or visiting presenters, manipulatives for subjects such as Math, building practical models for Science, building custom robot parts for technology classes, as well as a host of other practical items. We will discuss the entire process from concept to completion, and be demonstrating what the entire process looks like with a few interesting projects including an award and a CO2 Car Launcher.

C 7 BCMS MakerSpace (full afternoon – Sessions C&D))

Programming Hardware: Hey kids! Teachers can do this too.

Jacob Lingley & Kayoe Stewart, Brilliant Labs

There is a noticeable learning curve between the time students feel that they have mastered SCRATCH and when they are ready to embed responsive, data collecting hardware into their innovative creation. Of course our students are able to deal with that learning curve, but here we are just beginning to feel comfortable with SCRATCH. This all afternoon session will introduce you to the MicroBit and Microsoft's new MakeCode.org platform for easy hardware development. We promise you, after this session you won't be able to control your geeky enthusiasm. Note: Participants are asked to bring a laptop with Google Chrome pre-installed. MAX 30 Participants.

D 1

Cross Curricular Story-Telling for Tech Savvy Kids

Kelly Harris, Minto Memorial High School

For educators looking for a new twist on graphic arts and digital storytelling, come experience the ease of using graphic tablets for artistic creation. You will leave with an understanding of the vast applications in education available through art graphic tablets. Artist graphic tablets will be available to create your own artwork. Please bring your computer for a hands-on learning opportunity. This session will appeal to educators of all grades in Literacy, Art, Social Studies, Science, Tech and anyone else looking for creative ways for students to learn.

D 2

The Classroom Helper, Putting Your SMART Board to Work

Justin Morehouse, Nackawic Elementary School

If you are looking for some new Smartboard tools to spice up your classroom routines, this is the session for you! This session will introduce tools to help motivate and encourage student participation in your classroom. All participants will be given a download link to the program. All you need is a computer with Windows XP or newer!

D 3

Validating Information on the Web Using the CARP Test

Jeff Whipple, ASD-West

Fake News! We all know that everything that is on the web isn't necessarily true or accurate, but how do we make a fair measurement of content in a web-based world. Come learn a simple system to teach your kids how to find the truth. By using the CARP test students can make a quick assessment of any web-based information.

D 4

Collaborative, Cloud-Based Learning Environments

Jamie Gray, Rothesay-Netherwood School

This session will highlight some key ways that teachers can offer meaningful feedback throughout the learning process for students by utilizing a cloud-based environment. Using a variety of cloud-based educational apps, teachers in this session will learn how to use the cloud to enhance their teaching profession.

D 5

The Scratch Classroom

Wayland Dickson, ASD-West

This session will explore Scratch Teacher Accounts, creating and managing student accounts, using Studios to organize student projects, learning resources, and more!

D 6

3D Modelling With Fusion 360

Steven Fox

In the growing world of 3d printing, there is always a search for more useful tools to help smooth out the workflow from concept to product, and 3d modelling with Fusion 360 (Autodesk) is one of the newer candidates on the block, but offers some features that will make practical projects much easier to accomplish tasks for a variety of student levels. The 3d modelling workflow can be daunting for some, but using Fusion 360 with almost any 3d printer and slicing software will greatly simplify and smooth out your workflow.

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Closing Keynote – Chris Treadwell, Assistant Deputy Minister, EECD 3:15 – 3:45

LOGICS ACADEMY

Be sure to drop by the Logics Academy Playground in the Cafetorium throughout the day!

SESSION BLOCK SCHEDULE

	Session A	Session B	Session C	Session D
Room 1	**Jill Davidson** *Becoming a Connected Educator*	**Ian Fogarty** *Engineering Brightness*	**Logics Academy** *Robotics and Programming in Elementary Education*	**Kelly Harris** *Cross Curricular Story-Telling for Tech Savvy Kids*
Room 2	**Jon Hoyt Hallett** *Engaging Science*	**Carolyn Barnhart & Louise Standing** *Breaking Out of Science Class*	**Carolyn Barnhart** *We Can Do Better*	**Justin Morehouse** *The Classroom Helper – Putting your SMART Board to Work …*
Room 3	**Liz McCabe** *Learning to Code in a K-5 Classroom*	**Dustin Jez** *Programming with Microbits*	**Angela Debertin, Sonja Wright and Colleen Dyer-Wiley** *Amplify Literacy Learning*	**Jeff Whipple** *Validating Information on the Web Using the CARP Test*
Room 4	**Carm Desjardins** *Introduction to Microsoft OneNote*	**Ben Kelly** *Sail the Seven C's with Minecraft*	**Bill Kierstead** *Digital Literacy in New Brunswick*	**Jamie Gray** *Collaborative, Cloud-Based Learning Environments*
Room 5	**Natasha Lingley** *Curriculum Outcomes in the MakerSpace*	**Nicole Holloway** *Teaching with Tech in K-5 Math*	**Amy Jordan** *What's New with SMART*	**Wayland Dickson** *The Scratch Classroom*
Room 6	***Yvette Seeley*** *Tips & Tricks PowerTeacher Pro (K-8)*	***Marc Michaud*** *Tips & Tricks PowerTeacher Pro (9-12)*	**Steven Fox** *Practical Uses for 3D Printing in Your School Community*	**Steven Fox** *3D Modelling With Fusion 360*
MSTE Lab		**Scott Parks** *CNC Carving*		
Maker Space / Library	**Will Carmichael** *Intro to 3D Design*	**Kayoe Stewart & Jacob Lingley** *Your Robot Senses are Tingling*	**Jacob Lingley & Kayoe Stewart** *Programming Hardware: Hey Kids, Teachers Can Do This Too!!*	