CUE Conference 2014

3-20-14, Thursday

CUE Orientation

I. Computer Using Educators founded in 1978

II. Local CUE-Orange County

III. SIGS Special Interest Groups-can join with membership in CUE

IV. Cue14 wireless

V. 2 conferences a year, Napa and Palm Springs

Google Forms: May the Forms be with You

I. Teach Interactive.org

II. Rockstarteacher CUE

III. Google forms

   a. Assignment drop box turn-in form

   b. Create Google form

   c. Make all questions required

   d. Students should change the share settings to all

   e. Period question make multiple choice

   f. Collect first name and last name separately

   g. Assignment link and data validation

   h. Join to a Google spreadsheet

   i. Sort the drop box assignment

   j. Live forms do not require the students to log on to a Gmail account

IV. Instant feedback quiz

   a. Page breaks

   b. Question, page break, description

   c. Join to a spreadsheet

V. Create a simple rubric

    a. Change to grid question
    b. Columns and rows
    c. rubistar.4teachers.org

VI. Flubaroo quiz
    a. Spreadsheet
    b. Grading

Uber Geeky Tricks for Keynote

I. Instant alpha removes backgrounds from photos
    a. Keynote as a graphics editor rather than Photoshop

II. Animation beyond build in and out
    a. Move and scale together
    b. Round tripping
        i. Save a Keynote as a video
        ii. Drop it into another Keynote with additional animation
        iii. Green screen (box with fill) animation on top and import it into iMovie

III. Digital signage
    a. Apple TV
    b. Export your Keynote as images
    c. Flicker account as screen saver

Personalize Learning for Every Learner

I. Today's meet website

II. personalizelearning.com

III. Competency-based learning

IV. Project-based learning

V. Universal design for learning
    a. Access
        i. Audio

ii. Touch

iii. Digital media

iv. Visual

b. Engage

c. Express

d. Backpack, what's in yours?

e. Schools without walls, Vittra Schools in Sweden

i. Cave

ii. Showoff area

iii. Fireside

iv. Chat

v. Pacing area

VI. www.academia.EDU/547778/learning a_sense-makers_guide

a. Space invaders of leaning

i. Teaching

ii. Performance

iii. Work

b. 3 views on learning

i. Learning is being taught, LBT, teaching is telling and learning is listening

ii. Learning is individual sense-making, LIS, cognitive meta-cognitive, the act of gaining knowledge

1. ask learners to explain to themselves

2. Socratic method

iii. Learning is building knowledge as part of doing things with others, LBKO, meaning is constructed together in social activity

1. uses language, culture, and communication

2. We build our identities around our work, knowledge, and contributions to our communities

The Best Audience is Not You (student blogs)

David Theriault is an English at Fountain Valley High

I. Epinions and online reviews
II. Start a blog/get on twitter
III. Brand yourself
IV. Steal like an artist and show your work
V. Blackout poetry/with pictures on the internet
VI. Reframing, we all see the same material in different
    a. Metaphors
VII. Safety
    a. Students shouldn't use their full names on their blog
VIII. Wordpress for student blogs
IX. Google forms to collect all URLs and passwords
X. QR codes for the URLs
    a. Place posters around the school with QR codes to promote student blogs
XI. Doing something that matters now rather than preparing for the "Suck."
XII. Feed lead reader to keep track of the blogs
XIII. Canvas ALM
XIV. Twice a month, 500 words
XV. bit.ly/davidtedublogs
XVI. Quad blogging, classes respond to each other's
XVII. Have the students practice writing for different audiences on the same topic

3-21-14, Friday

Doceri: Creating Dynamic Flipped Lessons for Complete Student Engagement

I. sthomas@spcontrols.com
II. App and software, iPad and desktop
III. Control your computer through your iPad

IV. Annotate on anything on your computer

V. Software $30.00

VI. Quick launch feature for daily materials

VII. Everything you do in doceri is saved

VIII. Screen casting while you are teaching

IX. Control the playback speed and stop the slide presentation

X. Edit the annotations

XI. Export presentations into PDF

XII. Merge videos seamlessly into a larger project

XIII. Create both videos and PDF files for the website

XIV. Create features and paste them in your doceri presentations

XV. Take a picture of student work and annotate

XVI. Swivel case for iPad

Online Performance Tasks for the Common Core State Standards

I. Performance task

- a. 2 periods
- b. Integrates multiple content standards or strands
- c. Real-world tasks including communication and collaboration
- d. Multiple approaches and answers
- e. Critically analyze and synthesize
- f. Justify your answer

II. Preparation

- a. Short cycle and long cycle research during the year
- b. Blogs
- c. Collaboration

III. CCSS performance tasks site

- a. http//sites.google.com/site/ctap
- b. goo.gl/sEIWY

c. goo.gl/alfhc

IV. Web 2.0 tools used in the task

a. Google drive

b. Google draw

c. Google docs

d. Bubble.us

e. Popplet

f. thinklink

V. http://www.mindmeister.com/

VI. http://en.linoit.com/

VII. http://www.spicynodes.org/

VIII. http://voicethread.com/

IX. http://www.rcampus.com/rubricshellc.cfm?mode=gallery&sms=videos

X. http://edu.glogster.com/

Visual Literacy: The Silver Bullet for the Common Core

I. edmoto ejedr5

II. *They Snooze, You Loose*

III. Vision trumps the other senses

a. Images go directly into longer-term memory

b. Humans process visuals 60,000 times faster than text

IV. Flipping the common core

a. Take lessons you already do that are successful and identify what common core standards are addressed

V. Have a visual (on the topic) up on the screen at the start class

a. National Archives document analysis form

VI. Visual literacy assignments

a. 20 pictures

b. Marzano, *What Works in Schools*: identify similarities and differences important

c. Side by side images on screen and have the students compare and contrast
d. Progressive story, show a picture and have student teams tell a story.
    i. One student starts, the next one continues and so on
    ii. Collaborative storytelling

3-22-14

Inspiration, School Improvement, and Technology

I. nextvista.org/resources
II. What is the barrier keeping your school from improving?
III. What have you done?
IV. Measures of a school
    a. Test scores
    b. Attendance
    c. Discipline statistics
    d. Passing rates
    e. Teacher progress
    f. Whoa factor, how often do the students say “whoa” about something they just learned?
V. Fear and stress about new technology and instruction
    a. Time
        i. You don’t have enough time to add something new given the way you teach.
        ii. Give staff members something that will save them time
    b. Giving students a choice is assign of success
    c. “The only comparison that matters is to who you were yesterday”
    d. What will your school be a year a year from now?
    e. Isolation is the cancer of education
VI. tinyurl.com/RH-CUE14-improvement

Putting the Primary into Your Sources

I. Reading like a Historian website (Stanford)
   a. Chart good for close reading
   b. Essential questions starters

II. Historical Scene Investigation website

III. Library of Congress website
   a. Teacher site has many lessons on primary sources

IV. National Archives
   a. Docs Teach, pre-made lesson plans
   b. Document analysis sheets

V. SmArt History, Khan Academy

VI. ProQest Historical Newspapers

VII. TCI Learning Alive Visual Discovery, prepared lessons

VIII. www.scienceandsociety.org

Build Your Own Mobile App in 50 Minutes or Less

I. Apps
   a. Too noisy
   b. Remind 101, texting
   c. Socrative, questions
   d. Wordflower, word wall
   e. Snapseed, photo editing
   f. Pclock

II. Mobile Apps without Coding
   a. A location with resources-app
   b. Affects the students world
   c. 2 types
      i. Native to the operating system

1. Download from an app store
2. You need developer account for iOS
3. Android you don’t

ii. Web apps

1. Collection of links, aggregators
2. Is a shortcut on iOS
3. Can be shared as a link
4. apps-builder.com
5. appshed.com *****
6. ibuildapp.com
7. appsbar.com
8. appmakr.com
9. appypie.com