

imagine

Kūkulu Kaiāulu 2013: Building Global Communities



**CONFERENCE
BOOKLET**

Kūkulu Kaiāulu: KS Educational Technology Conference 2013
June 4-5, 2013 • Neal Blaisdell Center • Honolulu, Hawai'i

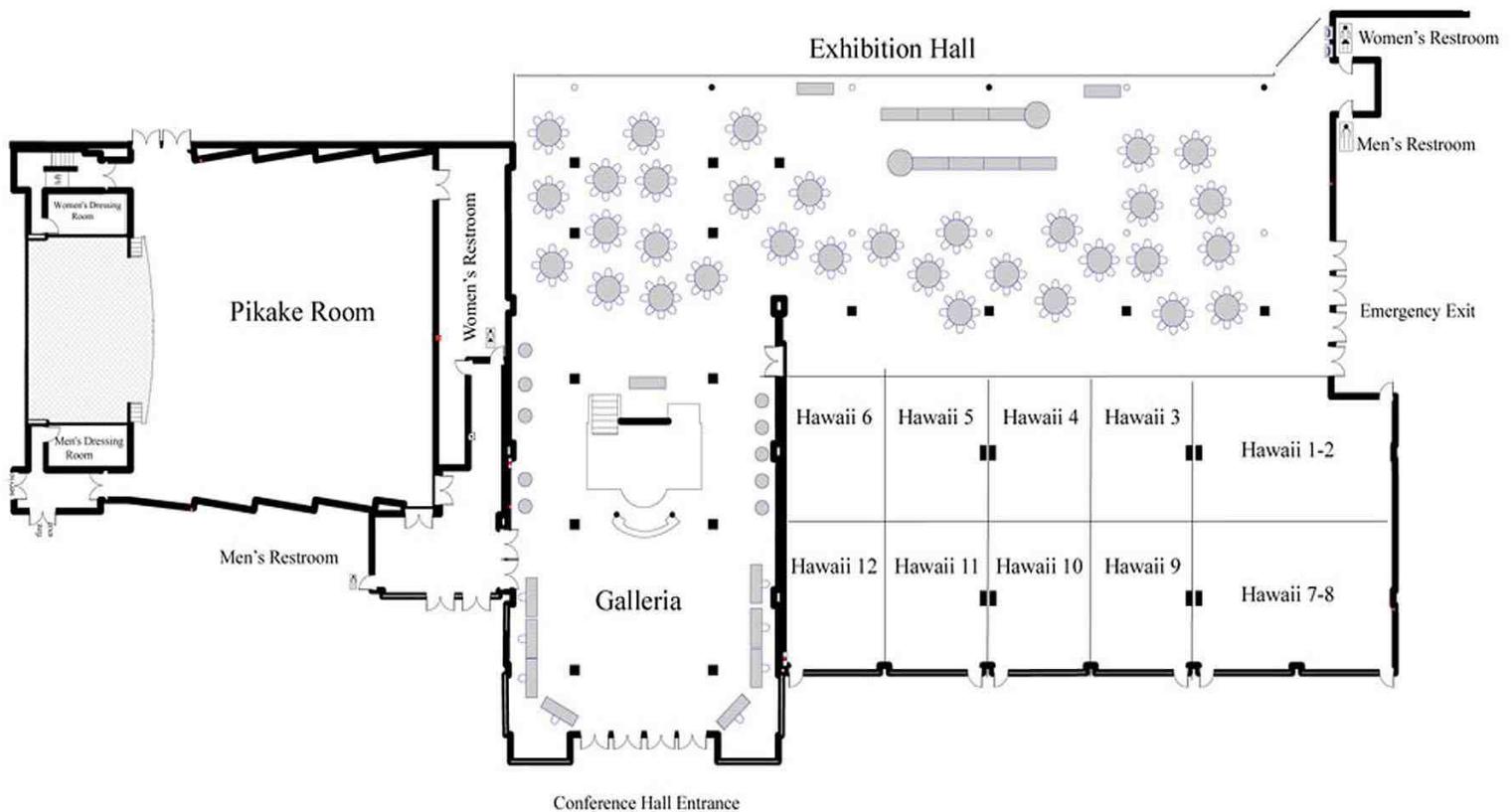
2013 conference sponsors

A big mahalo to the corporate sponsors who,
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2013 conference map & info

KS Ed Tech Conference Floor Map



Parking is \$6 per day for conference participants.

Note: **Hawai'i Room #6** (a.k.a. **"Gimme A Break Room"**) will be available throughout the conference for attendees to use for breaks.

To download the conference App for your mobile device, please do one of the following:

Scan the QR code below with a QR Reader app on your mobile device:



OR

From the App Store (or the Android equivalent), download the app **"Guidebook"** published by Guidebook, Inc. and either:

- Open Guidebook
- Select "Download Guides"
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- Click on the guide to download

Please visit our conference website for the latest updates on our conference and to complete session evaluations. We value your feedback!

<http://blogs.ksbe.edu/edtechconference2013/>



**Free
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Kūkulu Kaiaulu Trek

Play To Win on  scvngr

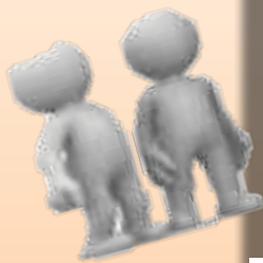


1. Download the iPhone or Android SCVNGR app using the QR code and sign up for an account.
2. Click on TREKS and locate the **Kūkulu Kaiaulu Trek 2013**.
3. Click on > symbol next to Blaisdell Exhibition Hall.
4. Complete all 5 challenges.
5. Show your (5/5) completed Challenges to the reception desk to claim a ticket for the door prize drawing.



Kūkulu Kaiāulu

Play to win, Hawai'i my Home



<http://www.aurasma.com>

1. Download the iPhone or Android Aurasma app using the QR code.

<http://auras.ma/s/V4FR4>



2. Use your mobile device to scan or navigate to 
3. In the Exhibition Hall look for the posters labeled Hawai'i my Home.
4. Use the Aurasma app to view the short video then answer questions to earn a ticket for door prizes.
5. You will receive an email conformation; show it to the reception desk to claim your ticket.
6. There are a total of 4 videos to view.



Kūkulu Kaiāulu: KS Educational Technology Conference 2013
June 4–5, 2013 • Neal Blaisdell Center • Honolulu, Hawai‘i

2013 conference itinerary

Tuesday • June 4

7:30am – 8:30am	Check In / Continental Breakfast
8:30am – 9:15am	Conference Opening
9:15am – 10:15am	General Session 1: Nirvan Mullick
10:15am – 10:30am	Break
10:30am – 11:30am	Breakout Session #1
11:30am – 12:45pm	Lunch
12:45pm – 1pm	Energizer
1pm – 2pm	General Session 2: Laura Zander
2pm – 2:15pm	Break (snacks and refreshments available)
2:15pm – 3:15pm	Breakout Session #2
3:15pm – 4pm	Door Prize Drawing and Wrap Up

Wednesday • June 5

7am – 8am	Check In / Breakfast
8am – 9am	General Session 3: Dr. Michael Wesch
9am – 9:15am	Break
9:15am – 10:15am	Breakout Session #3
10:15am – 10:30am	Break
10:30am – 11:30am	Breakout Session #4
11:30am – 12:45pm	Lunch
12:45pm – 1:45pm	Breakout Session #5
1:55pm – 2:55pm	Breakout Session #6
2:55pm – 3:10pm	Break
3:10pm – 4pm	Door Prize Drawing, Wrap Up, and Conference Closing

general session speakers



NIRVAN MULLICK

Nirvan is an L.A.-based filmmaker, creative consultant, speaker, and entrepreneur.

Nirvan began teaching himself animation while studying philosophy at New College. He went on to earn an MFA in Experimental Animation from CalArts. Nirvan's animated short films have screened in festivals worldwide, winning numerous awards. In 2001, Nirvan began an ongoing collaborative experiment called The 1 Second Film, which became among the first crowdfunded films.

In 2012, Nirvan directed **Caine's Arcade**, an 11-minute short film that became a viral phenomenon, receiving over 8 million views and sparking a global movement of cardboard creativity in kids around the world. After Caine's Arcade, Nirvan founded the non-profit **Imagination Foundation** to find, foster, and fund creativity and entrepreneurship in kids. Nirvan has received the Dan Eldon Creative Activist Award and the Innovation in Action award. Nirvan is a partner at Interconnected, consults with companies and non-profits, serves on the board of CicLAvia, and tries to keep up with his garden and email.



DR. MICHAEL WESCH

Dubbed "the explainer" by "Wired" magazine, **Dr. Michael Wesch** is a cultural anthropologist exploring the effects of new media on society and culture. After two years studying the implications of writing on a remote indigenous culture in the rain forest of Papua New Guinea, he has turned his attention to the effects of social media and digital technology on global society. His videos on culture, technology, education, and information have been viewed

over 20 million times, translated in over 20 languages, and are frequently featured at international film festivals and major academic conferences worldwide.

Dr. Wesch has won several major awards for his work, including a "Wired" Magazine Rave Award, the John Culkin Award for Outstanding Praxis in Media Ecology, and he was recently named an Emerging Explorer by National Geographic. He has also won several teaching awards, including the 2008 CASE/Carnegie U.S. Professor of the Year for Doctoral and Research Universities.



LAURA ZANDER

Laura is the co-owner of market-leading online retailer of yarn and fabric **Jimmy Beans Wool**. Laura and her husband Doug worked as software engineers during the dot-com era in the San Francisco area. When they saw the dot-com boom turning to a bust, they decided to leave their jobs, and begin a new adventure by opening Jimmy Beans Wool. They started the business, which has been named four times to the Inc. "5,000 Fastest Growing

Private Companies in the U.S." list, with a \$30,000 personal investment and have since grown it debt free to a booming operation that will sell nearly \$7 million of product this year.

She is one of Ernst & Young's Entrepreneurial Winning Women and was invited to the White House for a forum addressing the American Jobs Act where Jimmy Beans Wool was recognized as a notable Nevada business. Known as an innovator in the Needlearts industry, Laura has created successful national high-profile campaigns — one of which is **Beans for Brains**, which focuses on higher education for students.

general sessions

Caine’s Arcade & the Imagination Foundation: From a Movie to a Movement

Nirvan Mullick / GS1 • Tuesday, 9:15 a.m.–10:15 a.m.

Nirvan Mullick, the director of “Caine’s Arcade” and founder of the Imagination Foundation, shares the **inspiring and remarkable story about how his work to support one boy’s dream helped inspire a global movement to foster the creativity of children everywhere.**

Caine’s Arcade, which has been viewed over 8 million times, has given birth to the Imagination Foundation non-profit, which this year will engage 1 million kids in 70 countries in creative play.

Learn more at www.cainesarcade.com and www.imagination.is
On twitter: [@cainesarcade](https://twitter.com/cainesarcade) and [@imagination](https://twitter.com/imagination) and [@nirvan](https://twitter.com/nirvan)

Intersections

Laura Zander/ GS2 • Tuesday, 1 p.m.–2 p.m.

Through a set of personal stories, Laura will show how she builds a better business (and a better life) by **encouraging others to discover the intersection between what they’re good at and what they’re passionate about.**

The End of Imagination in a Digital World

Dr. Michael Wesch / GS3 • Wednesday, 8 a.m.–9 a.m.

It took tens of thousands of years for writing to emerge after humans spoke their first words. It took thousands more before the printing press and a few hundred again before the telegraph. Today a new medium of communication emerges every time somebody creates a new web application. A Flickr here, a Twitter there, and a new way of relating to others emerges. New types of conversation, exchange, and collaboration are realized. Taken together, this may be seen as the emergence of the greatest knowledge machine ever invented. The amount of information dwarfs the greatest libraries. Free online courses and videos place the greatest minds in the world just a click away. But the knowledge machine runs on imagination, curiosity, and wonder. Without an active imagination and the courage to act on it, this great knowledge machine becomes nothing but the world’s most powerful distraction device. It is at this critical moment that we must recreate our schools as places where imagination can be nurtured and flourish. **This talk explores the environments and conditions in which imagination thrives, why those environments are increasingly scarce in our schools and society, and what we can do about it.**

2013 breakout schedule

Tuesday • June 4, 2013

	BREAKOUT #1 10:30 a.m. to 11:30 a.m.	BREAKOUT #2 2:15 p.m. to 3:15 p.m.
Pikake Room	The Global Cardboard Challenge: How to Bring Caine's Arcade to your Classroom Nirvan Mullick	The iPad Field Trip: Collaboration with iBooks Author Dana Len, Douglas Kiang
Hawai'i #1–2 Rms.	Creative Mastery of Content (Part 1 of 2) Ted Lai, Nani Daniels	Creative Mastery of Content (Part of 2 of 2) Ted Lai, Nani Daniels
Hawai'i #3 Room	Created by iPad, for the iPad: Using iPads to Create an iBook Textbook Andrew Probert	FutureScape (Technologies that Will Change the Face of Learning) Renee Patton
Hawai'i #4 Room	Tweet! Tweet! Tweet! Kalei Chang, Carmen Richardson	Collaborate Globally Using Web Tools Carmen Richardson, Kalei Chang
Hawai'i #5 Room	Blended Learning + Student Choice = Success! Rachel Armstrong, Michelle Colte, Megan Cummings	Students as Curators — Now What? Amy Burvall
Hawai'i #7–8 Rms.	Soapbox Katie Sakys, Rechung Fujihira, Adam Pating, Jon Pennington, Marian Ano, Tedd Landgraf, Cathy Ikeda, Ian Kitajima, Liz Castillo, Lynne Horiuchi, Kourtney Puahala	Using Google Documents' Presentation Application to Help Students Produce a Weekly Journal for Oral Presentations Theresa Tseng
Hawai'i #9 Room	Google Apps for Education in the Classroom Michael Fricano II, Elisabeth Yuen	The Flipped Classroom 2 Joshua Winter, Yasmin Saban
Hawai'i #10 Room	Kumukahi: Living Hawaiian Culture — A New Online Educational Resource from Kamehameha Publishing Keoni Kelekolio, Ron Cox	Student-Created Non-Fiction eBooks for Younger Students: Researching, Writing, & Presenting in the 21st Century Nalani Naluai, Nozomi Fong, Ruby Redona
Hawai'i #11 Room	NAEYC Technology Position Statement Panel Discussion Gwyn Toilolo, Miles Nakanishi, Elizabeth Park	Got Technology? Technology in the Early Learning Environment in the 21st Century Elizabeth Park

2013 breakout schedule

Wednesday • June 5, 2013

	BREAKOUT #3 9:15 a.m. to 10:15 a.m.	BREAKOUT #4 10:30 a.m. to 11:30 a.m.	BREAKOUT #5 12:45 p.m. to 1:45 p.m.	BREAKOUT #6 1:55 p.m. to 2:55 p.m.
Pikake Room	The World Simulation: Creating a Big Game for Big Learning Outcomes Dr. Michael Wesch	Building Video Literacy Through Project-Based Learning Dr. Michael Wesch	iPad Smackdown Jon Pennington, Brook Gonsowski, Josh Reppun, Lynne Horiuchi, Veronica Partida, James Ro, JoAnn Jacobs, Liz Castillo, Ellen Cordeiro, Carmen Richarson	Poetry Passion Kealoha Wong
Hawai‘i #1–2 Rms.	Publish with iPad Apps! (Part 1 of 2) Kalei Chang, Carmen Richardson	Publish with iPad Apps! (Part 2 of 2) Kalei Chang, Carmen Richardson	Making the Most of Creativity on the Mac (Part 1 of 2) Ted Lai, Nani Daniels	Making the Most of Creativity on the Mac (Part 2 of 2) Ted Lai, Nani Daniels
Hawai‘i #3 Room	The Missing Link: Creating a Collaborative Environment Using iPads Jennifer Lee, Terri Trevathan	From Angry Birds to Minecraft: What Games Teach Us About Learning Douglas Kiang	Using Google Documents’ Presentation Application to Help Students Produce a Weekly Journal for Oral Presentations Theresa Tseng	Created by the iPad, for the iPad – Using iPads to Create an iBook Textbook Andrew Probert
Hawai‘i #4 Room	Library Challenge Nancy Levenson	Navigating Wisdom 4.0 Teacher’s Edition Christina Gallagher	Beyond the Walls of the Classroom: Creating Projects with Purpose, Passion, & Play Kerri Schweibert	Beyond the Walls of the Classroom: Creating Projects with Purpose, Passion, & Play Kerri Schweibert
Hawai‘i #5 Room	Screencasting Multiplied Ellen Cordeiro	Hack Into the Hybrid: The Cafe, The Studio, and the Stage Amy Burvall	Blended Learning + Student Choices = Success! Rachel Armstrong, Michelle Colte, Megan Cummings	Enhancing Project-Based Learning with Google Liz Castillo
Hawai‘i #7–8 Rms.	Building a 21st Century Classroom with Google Apps (Part 1 of 2) Brendan Brennan	Building a 21st Century Classroom with Google Apps (Part 2 of 2) Brendan Brennan	Cultivating Creative Projects Using Adobe in the Classroom Elizabeth Garrison	Cultivating Creative Projects Using Adobe in the Classroom Elizabeth Garrison
Hawai‘i #9 Room	iLife and iWork Special Effects Gordon Horiuchi	I Can Do What With Social Media? Michael Fricano II	The Flipped Classroom 2 Joshua Winter, Yasmin Saban	I Can Do What With Social Media? Michael Fricano II
Hawai‘i #10 Room	Google+ Communities and Hangouts for the K-12 Educator Linda Lindsay	Student-Created NonFiction eBooks for Younger Students: Researching, Writing, & Presenting in the 21st Century Nalani Naluai, Nozomi Fong, Ruby Redona	Staying Literate in a Google Infused World Linda Lindsay	TBD Paul Nahoā Lucas
Hawai‘i #11 Room	Get Your Game On: An Intro to Game-Based Learning Kimble McCann	Nehnemiliā: Connecting Cultural and Scientific Knowledge to Solve Authentic Problems Mario Patino	Nehnemiliā: Connecting Cultural and Scientific Knowledge to Solve Authentic Problems Mario Patino	Once Upon a Hashtag: Storytelling with Social Media Amy Burvall

breakout #1 seminar descriptions

Tuesday • June 4, 2013 • 10:30 a.m.–11:30 a.m.

The Global Cardboard Challenge: How to Bring Caine’s Arcade to Your Classroom

Nirvan Mullick
Pikake Room

Educators around the world have been using Nirvan Mullick’s short film “Caine’s Arcade” to teach and inspire students K-12, from introducing STEM and STEAM, to sharing lessons of compassion and entrepreneurship. Nirvan will share some of the projects created by educators who have participated in the Cardboard Challenge, and will share how to take part in bringing this program to kids in your classroom.

Creative Mastery Content (Part 1 of 2)

Ted Lai [Apple]
Hawai‘i Rooms #1–2

iPads are great content consumption tools! They are the chosen mobile device for researching, reading, and other learning support. However, they are also amazing for demonstrating creativity and innovation. Come learn hands-on how iPads are used for creating relevant, content-driven projects that engage, educate, and empower students. Go beyond using iPads to substitute for traditional learning methods and redefine how students demonstrate mastery.

Created by iPad, for the iPad: Using iPads to Create an iBook Textbook

Andrew Probert [Academy of the Pacific]
Hawai‘i Room #3

Learn how my middle school science students collaborated using their iPads to create an iBook Chemistry textbook. The presentation focuses on their use of an iPad app called Book Creator to create an iBook, while also showing how students use other iPad functions and apps to add more robust content to the book. Examples include: the video function of the iPad to create videos of themselves performing chemistry demonstrations, the photo editing function of the iPad to edit images, using whiteboard apps to create drawings and videos to explain chemical processes, and using Dropbox to share their work. Each student or group of students, is responsible for one of the topics we covered in our chemistry unit this year. They make a book about their topic and then all of the books are combined into one to make a complete middle school chemistry iTextbook suitable for all types of digital and mobile devices.

Tweet! Tweet! Tweet!

Kalei Chang, Carmen Richardson [Kamehameha Schools, Hawai‘i Campus]
Hawai‘i Room #4

What’s all the tweeting about? Two twitterers share the basics of Twitter. Come learn about what is Twitter, how educators are using it, how to set-up an account, and how to use hashtags, like #elemchat #edchat.

Blended Learning + Student Choice = Success!

Rachel Armstrong, Michelle Colte, Megan Cummings [Hale Kula Elementary School]
Hawai‘i Room #5

Learn about the planning, implementation, and successes of Hale Kula Elementary School’s Blended Learning program for grades 4 & 5. Find out how these educators integrated Web 2.0 tools and Google Apps for Education to deliver content and provide opportunities for students to create, collaborate, think critically, and communicate.

Soapbox

Katie Sakys, Rechung Fujihira, Adam Pating, Jon Pennington, Marian Ano, Tedd Landgraf, Cathy Ikeda, Ian Kitajima, Liz Castillo, Lynne Horiuchi, Kourtney Puahala
Hawai‘i Rooms #7–8

Soapbox is an informal session, much in the spirit of TED Talks. Speakers are given 5 minutes to share an idea, an innovation, or a discovery. It is sometimes referred to as “lightning talks.” Come and learn with us at Soapbox!

Google Apps for Education in the Classroom

Michael Fricano II, Elisabeth Yuen [Mililani ‘Ike Elementary School]
Hawai‘i Room #9

This session will share how Mililani ‘Ike has been using Google Apps for Education school wide since the 2011–2012 school year. GAFE has slowly taken hold of classrooms throughout the school as teachers begin to realize its multitude of uses in the classroom for students, and for their own professional gain.

Kumukahi: Living Hawaiian Culture — A New Online Educational Resource from Kamehameha Schools

Keoni Kelekolio, Ron Cox [Kamehameha Publishing]
Hawai‘i Room #10

Join Kamehameha Publishing staff as they preview www.kumukahi.com, a new and engaging online resource for teaching Hawaiian culture utilizing text, video, games and sample lessons. Kumukahi is a bilingual, community-based, multidisciplinary approach to presenting living Hawaiian culture and its connection to a rich ancestral past. While primarily designed for 4th grade students and their teachers, Kumukahi offers a wealth of material for learners of all ages.

Breakout #1 Seminars continued from previous page . . .

Tuesday • June 4, 2013 • 10:30 a.m.–11:30 a.m.

**NAEYC Technology Position Statement
Panel Discussion**

**Gwyn Toilolo [Kamehameha Preschools - CBECE],
Miles Nakanishi [Honolulu Community College],
Elizabeth Park [Chaminade University of Honolulu]**

Hawai'i Room #11

Join us to discuss the NAEYC Tech Position Statement. There has been a lot of debate on the value of technology in ECE. Bring your ideas, concerns, and successes!

breakout #2 seminar descriptions

Tuesday • June 4, 2013 • 2:15 p.m.–3:15 p.m.

The iPad Field Trip: Collaboration with iBooks with iBooks Author

Dana Len, Douglas Kiang [Punahou School]
Pikake Room

This workshop will provide practical advice and ideas on several topics of interest: e-publishing, student-centered content development, and the use of mobile devices on field trips. We will present a framework for structuring student work prior to a field trip, and share tips on creating a collaborative field trip guide rich with multimedia and personal observations. We will also talk about the technical side of authoring in iBooks Author, and provide some tips for combining student work into one volume and distributing it to multiple iPads. These tips and suggestions will help teachers who want to make more out of field trips by involving kids in actively researching, constructing, and sharing.

In the summer of 2012, our high school Art History class used iBooks Author to create an original art history guide that they then put on iPads to take with them to Italy and France. Once they were in Europe, the students used this guide to preview the materials related to the monuments, museums and architecture of each day's itinerary. They also used to guide to present individual "expert" reports on specific artists, and as a reference for terms and concepts.

In the three weeks leading up to the trip, the students collaborated to research and write original content for the book, and gather images and other multimedia to accompany their writing. Their personal involvement in researching, collaborating and sharing what they had learned through the iBook generated excitement and interest in confronting the artworks in person on the trip.

Students also used the iPads to record their impressions and sketches while they were on the trip, and to record audio and video that was later incorporated into the finished book. This multimedia "scrapbook" then became a personalized souvenir for those who were on the trip.

This is a timely and relevant topic for teachers and schools in general. Our school, like many others, encourages publishing of original content by students and teachers. Combined with a shift toward student-centered learning and a project-based approach, this makes tools such as iBooks Author well suited for student work that involves everybody in researching and generating content, and gives kids a sense of ownership in the final product.

This is the article that originally got us thinking: <http://bits.blogs.nytimes.com/2012/01/19/apple-unveils-tools-for-digital-textbooks/>

Creative Mastery Content (Part 2 of 2)

Ted Lai [Apple]
Hawai‘i Rooms #1–2

iPads are great content consumption tools! They are the chosen mobile device for researching, reading, and other learning support. However, they are also amazing for demonstrating creativity and innovation. Come learn hands-on how iPads are used for creating relevant, content-driven projects that engage, educate, and empower students. Go beyond using iPads to substitute for traditional learning methods and redefine how students demonstrate mastery.

FutureScape (Technologies that Will Change the Face of Learning)

Renee Patton [Cisco]
Hawai‘i Room #3

Currently, students are driving monumental shifts in education, and the speed of change is having a direct and dramatic impact on the classroom. Today, 41% of students have more than three devices connected at any time, and 38% of students check social media every ten minutes. Digital Textbooks, comprising 1.5% of the market in 2010, are projected to hit 35% by 2016. New technologies—such as video, collaboration, mobility, and cloud are fundamentally transforming the learning experience for teachers and learners alike and creating a new landscape of learning. This session will focus on the future, student expectations about technology, and ways that faculty and staff can leverage technology to improve teaching and learning.

Collaborate Globally Using Web Tools

Carmen Richardson, Kalei Chang [Kamehameha Schools, Hawai‘i Campus]
Hawai‘i Room #4

Discover the ways that students at Kamehameha Schools Hawai‘i Elementary School have used the following tools to collaborate globally: Voicethread, Skype, Edmodo, Google Docs, and Google Sites.

Students as Curators — Now What?

Amy Burvall
Hawai‘i Room #5

How can we encourage students to cultivate a positive digital presence (and be "Googled Well" as Will Richardson says), by allowing them to curate content for their courses? This session will not only discuss the "whys and hows," but also the "so what nows?" Once students collect relevant content, how do they make it meaningful for themselves and others? How does their curation contribute to peer learning and how is it reflective of their own? We'll explore practical ways to get your students curating and using their curation to enrich your course and their learning.

Tuesday • June 4, 2013 • 2:15 p.m.–3:15 p.m.

Using Google Documents' Presentation Application to Help Students Produce a Weekly Journal for Oral Presentations

**Theresa Tseng [University Laboratory School]
Hawai'i Rooms #7–8**

This session will show how to create a student collaborative learning environment for second language acquisition with the use of PowerPoint Presentations in Google Documents. Studies have shown (Johnson & Johnson, 1986) that students who write to an audience rather than to a teacher are prone to show more interest in their work, as well as promote critical thinking. In addition, evidence in collaborative learning also shows how students take more responsibility for their work, thus enhancing stronger syntax skills (Totten, Sills, Digby & Russ, 1991).

The project we are doing at the University Laboratory School is to produce a continuous online journal where students have access to the Internet. The perfect tool for this is Google Presentation. All assignments include target vocabulary and specific syntax taught in the classroom. Because Google Presentations has comment boxes for teacher/student interaction, this gives the time to add double correction for feedback of each student journal. Also, students will be introduced to an online bilingual dictionary of the instructor's choosing. Double correction is when the instructor identifies the error without making corrections, but instead uses prompts such as a grammar rule, typo and such. Students must return to their slide, and figure out what is wrong with the underlined word or phrase, and revise their script before sending in their final version. Students will also be allowed to receive feedback from other classmates.

The Flipped Classroom 2

**Joshua Winter [St. Andrew's Priory], Yasmin Saban [University of Hawai'i]
Hawai'i Room #9**

Expanding on our Kūkulu Kaiāulu 2012 presentation, The Flipped Classroom 2 integrates new tools for producing online content and more innovative strategies for in-class activities. We will share our experience integrating the flipped classroom model over the past year.

The flipped classroom is an approach to maximizing classroom time by using technology to "flip" the traditional model of teaching so that content is introduced outside of class, and homework is done in class. With teacher-created videos and interactive lessons, instruction that used to occur in class is now accessed at home, in advance of class. Class becomes the place to work through problems, advance concepts and engage in collaborative learning. Most importantly, all aspects of instruction can be rethought to best maximize the scarcest learning resource of all—time.

Student-Created Non-Fiction eBooks for Younger Students: Researching, Writing, and Presenting in the 21st Century

**Nalani Naluai, Nozomi Fong, Ruby Redona [Kamehameha Schools, Kapālama Campus]
Hawai'i Room #10**

Technology skills and tools are a pivotal and this presentation will demonstrate how librarians with their students practice 21st century learner standards as they inquire, think critically, apply and create new knowledge, and share their work as they participate ethically and proactively as members of our democratic society in the information age. View how students have authored e-books to share their knowledge in an online environment.

Got Technology? Technology in the Early Learning Environment in the 21st Century

**Elizabeth Park [Chaminade University of Honolulu]
Hawai'i Room #11**

The appropriateness of technology use in early childhood education has been a controversial topic for a long time. There are a number of research indicating both end of spectrum in terms of the benefit and harm to technology use in the early years. Goals for this workshop are to share information on the current research on technology in early learning environment and provide some examples of how teachers in Hawai'i are integrating technology in their classrooms.

breakout #3 seminar descriptions

Wednesday • June 5, 2013 • 9:15 a.m.–10:15 a.m.

The World Simulation: Creating a Big Game for Big Learning Outcomes

Dr. Michael Wesch
Pikake Room

Educational games, serious games, and game-based learning have been demonstrated as effective and engaging pedagogical techniques. This workshop will explore the next frontier, engaging students in the design of a very large live-action simulation game — a world simulation that attempts to model and simulate large global processes. While this particular game can be a powerful learning tool for history, ecology, and social sciences, the basic mechanics of the game and lessons from its implementation can be applied in any classroom.

Publish With iPad Apps! (Part 1 of 2)

Kalei Chang, Carmen Richardson [Kamehameha Schools, Hawai'i Campus]
Hawai'i Rooms #1–2

In this session discover how students can use iPad apps to publish work online for a global audience. Attendees will see student work and be guided through a brief tutorial of the following apps: Book Creator, iMovie, ScreenChomp, and PuppetPals.

The Missing Link: Creating a Collaborative Environment Using iPads

Jennifer Lee, Terri Trevathan [The Audio Visual Company]
Hawai'i Room #3

This presentation will demonstrate how eInstruction's software, Insight 360, creates a true interactive environment among students and teacher while incorporating iPad utilization in the classroom. Insight 360 capitalizes on the functionality of the iPad for both educators and students. Educators will be able to enhance instruction by providing greater collaboration and interaction among students while increasing personalized learning. Students will be able to answer a broader range of question types with their iPads, including constructed-response questions which provide more detailed feedback for teachers. Insight 360 gives teachers up-to-date Common Core State Standards-aligned content that can be controlled from anywhere in the classroom, while receiving both instant and longitudinal data. Most importantly, Insight 360 works with teachers' existing technology and software programs.

Library Challenge

Nancy Levenson [Kanu o ka `Āina Learning `Ohana]
Hawai'i Room #4

The Kanu o ka `Āina Learning `Ohana (KALO) is a non-profit organization located in Waimea on Hawai'i Island, whose

mission is "Serving and perpetuating sustainable Hawaiian communities through Education with Aloha." A federal grant from the Institute of Museum and Library Services makes it possible for KALO to operate a small Native Hawaiian library. The presenter will discuss the libraries approach to information literacy through the implementation of a "Library Challenge" which engages library patrons in an interactive quest that develops library skills and promotes information literacy.

Screencasting Multiplied

Ellen Cordeiro [Kamehameha Schools, Hawai'i Campus]
Hawai'i Room #5

Imagine what teaching would be like if you could multiply yourself . . . You could provide more individualized instruction, create an environment of self-paced learning, students could have 24/7 access to you . . . Come and see how screencasting, a recording of a screen with audio, can assist in transforming both teaching and learning. Bring your device to this session and learn how to create multiple screen casts on multiple devices. Learn how screencasting can be used for instruction and also student assessment.

Building a 21st Century Classroom with Google Apps (Part 1 of 2)

Brendan Brennan [University Laboratory School]
Hawai'i Rooms #7–8

Through the use of hands-on activities, actual classroom video from the University Laboratory School, and pedagogical best practices rooted in the Common Core and ISTE standards, participants will design and build a 21st century learning environment they can deploy in their classrooms immediately. Participants should have their own Gmail account as well as a basic understanding of the functionality of Google Apps for Education.

iLife and iWork Special Effects

Gordon Horiuchi [St. John Vianney]
Hawai'i Room #9

Learn how to use some of the amazing special effect tools in the iLife and iWork suite of applications to create fun images and videos. See how iMovie's green screen effect, Garageband's sound loops, and the Mask feature in Pages can enhance a classroom activity or project. It's easy, fun, and both students and teachers love it!

Wednesday • June 5, 2013 • 9:15 a.m.–10:15 a.m.

Google+ Communities and Hangouts for the K–12 Educator

Linda Lindsay [Seabury Hall]

Hawai'i Room #10

This session will explore the most up-to-date features of Google+'s Communities and Hangouts, and how educators can use them for professional development and for teaching/learning in the classroom.

Get Your Game On: An Introduction to Game-Based Learning

Kimble McCann [Kamehameha Schools, Kapālama Campus]

Hawai'i Room #11

From Mario to Minecraft, this workshop will give faculty and staff an overview of Game Based Learning (GBL) for 21st century learning. Strategies, resources, and examples of GBL will be provided to introduce individuals to the power of gaming in the classroom.

breakout #4 seminar descriptions

Wednesday • June 5, 2013 • 10:30 a.m.–11:30 a.m.

Building Video Literacy through Project Based Learning

Dr. Michael Wesch
Pikake Room

This session will demonstrate how to help students build their skills in creating original videos through mini-projects that get progressively more challenging. By focusing these mini-projects on a single core subject, the students ultimately create high-quality videos while also attaining a more critical and sophisticated perspective on our video-saturated world.

Publish With iPad Apps! (Part 2 of 2)

Kalei Chang, Carmen Richardson [Kamehameha Schools, Hawai‘i Campus]
Hawai‘i Rooms #1–2

In this session discover how students can use iPad apps to publish work online for a global audience. Attendees will see student work and be guided through a brief tutorial of the following apps: Book Creator, iMovie, ScreenChomp, and PuppetPals.

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

Douglas Kiang [Punahou School]
Hawai‘i Room #3

Come discover five secrets that make games addictive, and learn about specific ways that you can use game dynamics in your classroom to engage learners. In this workshop, I will use video interviews with students, gameplay videos, and examples from many current games that kids play to demonstrate what game designers know about tutorials, learning, and scaffolding of content. I will also present an overview of the concept of gamification, and why it is so effective at changing behavior. I will then share many different ways that I use game dynamics in my own classroom to enhance learning and increase student engagement. This is a practical presentation with many ideas that actually work with students. By the end of this workshop, teachers will come away with an understanding of what makes the games their students play so addictive, as well as specific ideas about how they can apply these ideas to their own classrooms.

Navigating Wisdom 4.0: Teacher’s Edition

Christina Gallagher [Navigating Wisdom]
Hawai‘i Room #4

Simple tools, tips, and tricks to create a culture of inspired lifelong learning that happens 24/7. Bridge the gap from school to home, and effectively communicate relevant, clearly definable ways to bring technology and 21st century skills into focus for your parents. My presentations are vivid and visual, filled with photos and stories from our travels to 32 countries. See how we used our laptops, iPads, and iPods as

tools to translate concepts into global awareness, genuine curiosity and a passion for lifelong learning. Learn what is possible and how you can get there faster with the collaboration of the home component. I offer a parent’s perspective on education in the 21st century. I am passionately promoting an international conversation that creates the next generation of global citizens.

Hack Into the Hybrid: The Café, the Studio, and the Stage

Amy Burvall [Le Jardin Academy]
Hawai‘i Room #5

It might sound like the Parisian Left Bank but it could be your course. What are the Whys, Hows and Wows of crafting your course into a blended experience? How do we best exploit Web tools and resources to achieve a truly personalized learning environment? How do we decide what the balance of face-to-face, synchronous, and asynchchronous learning should be? We’ll examine the structure of such a flexible, student-centric course and the roles of the people, tools, and spaces involved, designing with the analogy of the “Cafe,” the “Studio,” and the “Stage” in mind.

Building a 21st Century Classroom with Google Apps (Part 2 of 2)

Brendan Brennan [University Laboratory School]
Hawai‘i Rooms #7–8

Through the use of hands-on activities, actual classroom video from the University Laboratory School, and pedagogical best practices rooted in the Common Core and ISTE standards, participants will design and build a 21st century learning environment they can deploy in their classrooms immediately. Participants should have their own Gmail account as well as a basic understanding of the functionality of Google Apps for Education.

I Can Do What with Social Media?

Michael Fricano II [Mililani `Ike Elementary School]
Hawai‘i Room #9

In this session, I will show how social media, such as Facebook, Twitter, Google+, and Pinterest, can be a major contributor to your PLN (Professional Learning Network). Many of us tend to shy away from Social Media because of its openness and ability to make us vulnerable to the world wide web. But, if tamed, social media can be an amazing resource full of interesting people that are willing to share what they know and learn with the rest of the world. You’re not alone in the classroom anymore!

Wednesday • June 5, 2013 • 10:30 a.m.–11:30 a.m.

Student-Created Non-Fiction eBooks for Younger Students: Researching, Writing, and Presenting in the 21st Century

Nalani Naluai, Nozomi Fong, Ruby Redona [Kamehameha Schools, Kapālama Campus]

Hawai'i Room #10

Technology skills and tools are a pivotal and this presentation will demonstrate how librarians with their students practice 21st century learner standards as they inquire, think critically, apply and create new knowledge, and share their work as they participate ethically and proactively as members of our democratic society in the information age. View how students have authored e-books to share their knowledge in an online environment.

Nehnemiliā — Connecting Cultural and Scientific Knowledge to Solve Authentic Problems

Mario Patino [Kamehameha Schools, Hawai'i Campus]

Hawai'i Room #11

In Nauhtl, “nehnemiliā” literally means “solve problems through thinking.” In this presentation, participants will be introduced to how the Problem Based Learning [PBL] model is used to increase the depth of understanding within a hybrid biology course. Using KS-Working Exit Outcomes as a guide, this presentation will share strategies and resources that can increase the rigor in a course by engaging students in authentic and contemporary problems which are solved through the use of science inquiry, collaboration, and ingenuity.

breakout #5 seminar descriptions

Wednesday • June 5, 2013 • 12:45 p.m.–1:45 p.m.

iPad Smackdown

Jon Pennington, Brook Gonsowski, Josh Reppun,
Lynne Horiuchi, Veronica Partida, James Ro,
JoAnn Jacobs, Liz Castillo, Ellen Cordeiro,
Carmen Richardson

Pikake Room

Integrating iPads? Come and learn tips and tricks, resources you can tap into and how fellow teachers are using apps in their classrooms.

Making the Most of Creativity on the Mac (Part 1 of 2)

Ted Lai [Apple]

Hawai'i Rooms #1–2

The iLife and iWork Suites are well-known in educational circles. With these different apps, anyone can use a Mac to write reports, organize and analyze data, and present information, but you can also create projects rich with images, audio, and video. Now all of those multimedia-rich projects can be published in an interactive book for the iPad with iBooks Author, a free application for the Mac. In this session, participants will finish some curricular projects and make the curriculum come alive with an interactive book. With this hands-on session, come and understand how the Mac workflow is both easy and dynamic.

Using Google Documents' Presentation Application to Help Students Produce a Weekly Journal for Oral Presentations

Theresa Tseng [University Laboratory School]

Hawai'i Room #3

This session will show how to create a student collaborative learning environment for second language acquisition with the use of PowerPoint Presentations in Google Documents. Studies have shown (Johnson & Johnson, 1986) that students who write to an audience rather than to a teacher are prone to show more interest in their work, as well as promote critical thinking. In addition, evidence in collaborative learning also shows how students take more responsibility for their work, thus enhancing stronger syntax skills (Totten, Sills, Digby & Russ, 1991).

The project we are doing at the University Laboratory School is to produce a continuous online journal where students have access to the Internet. The perfect tool for this is Google Presentation. All assignments include target vocabulary and specific syntax taught in the classroom. Because Google Presentations has comment boxes for teacher/student interaction, this gives the time to add double correction for feedback of each student journal. Also, students will be introduced to an online bilingual dictionary of the instructor's choosing. Double correction is when the instructor identifies the error without making corrections, but instead uses

prompts such as a grammar rule, typo and such. Students must return to their slide, and figure out what is wrong with the underlined word or phrase, and revise their script before sending in their final version. Students will also be allowed to receive feedback from other classmates.

Beyond the Walls of the Classroom: Creating Projects with Purpose, Passion, & Play

Kerri Schweibert [Assets High School]

Hawai'i Room #4

In Tony Wagner's latest book "Creating Innovators," he discusses the importance of students learning-by-doing, and the 3 key elements that drive the innovative spirit in children: Play, Passion, and Purpose. But how do we effectively weave these components through our classroom? In this session, the presenter will put theory into practice by telling the story of how one of her high school English classes utilized technology to successfully collaborate on an open-ended challenge-based project. There was no assignment sheet, there was no objective, there was no established due date. The only stipulation was that it must have an impact beyond the walls of our classroom. Her students quickly realized that utilizing technology was crucial to this goal. By giving students the creative freedom to work together and establish their own meaning, Wagner's 3 key elements naturally occurred. Our students are capable individuals. Let's put their talents to work.

Blended Learning + Student Choice = Success!

Rachel Armstrong, Michelle Colte, Megan Cummings [Hale Kula Elementary School]

Hawai'i Room #5

Learn about the planning, implementation, and successes of Hale Kula Elementary School's Blended Learning program for grades 4 & 5. Find out how these educators integrated Web 2.0 tools and Google Apps for Education to deliver content and provide opportunities for students to create, collaborate, think critically, and communicate.

Cultivating Creative Projects Using Adobe in the Classroom (Part 1 of 2)

Elizabeth Garrison [Hale Kula Elementary School]

Hawai'i Rooms #7–8

Students wanting to explore careers in digital media need to understand the industry standards, and Adobe Software has and remains the key component in this field. This session will demonstrate how the Adobe Creative Suite can be used to help students develop the skills they need to enter today's technology-driven and global workforce. Strategies on how to present the material to students will be discussed such as curated learning and how to establish a personalized learning

Wednesday • June 5, 2013 • 12:45 p.m.–1:45 p.m.

environment with students. An overview of the key components such as Photoshop, Illustrator, InDesign, and Bridge will be demonstrated. Information on career and technical education (CTE) courses and the Adobe Certified Associate (ACA) program for students will be discussed and how students can prepare for these exams through online resources. Attendees will leave this session with a clearer understanding of the importance of producing high quality digital media and the tools that are essential for higher education and the work force. Participants will understand how to implement this into the classroom with projects such as yearbooks, electronic portfolios, and digital storytelling.

The Flipped Classroom 2

Joshua Winter [St. Andrew's Priory], Yasmin Saban [University of Hawai'i]

Hawai'i Room #9

Expanding on our Kūkulu Kaiāulu 2012 presentation, The Flipped Classroom 2 integrates new tools for producing online content and more innovative strategies for in-class activities. We will share our experience integrating the flipped classroom model over the past year.

The flipped classroom is an approach to maximizing classroom time by using technology to “flip” the traditional model of teaching so that content is introduced outside of class, and homework is done in class. With teacher-created videos and interactive lessons, instruction that used to occur in class is now accessed at home, in advance of class. Class becomes the place to work through problems, advance concepts and engage in collaborative learning. Most importantly, all aspects of instruction can be rethought to best maximize the scarcest learning resource of all—time.

Staying Literate in a Google-Infused World

Linda Lindsay [Seabury Hall]

Hawai'i Room #10

“Tools are evolving so rapidly that you have to pay attention to stay literate.” — Dan Russell, search and research scientist at Google. An innovative giant that’s reshaping the way we work, Google is and always will be in beta. This session will explore the most up-to-date iteration of Google’s search and research tools, and the skills needed to stay literate.

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Mario Patino [Kamehameha Schools, Hawai'i Campus]

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breakout #6 seminar descriptions

Wednesday • June 5, 2013 • 1:55 p.m.–2:55 p.m.

Poetry Passion

Kealoha Wong
Pikake Room

Attend this fun, hands-on session where Kealoha will share his insights of poetry with you, and then take you through the steps of composing and presenting your own poetry piece.

Making the Most of Creativity on the Mac (Part 2 of 2)

Ted Lai [Apple]
Hawai'i Rooms #1–2

The iLife and iWork Suites are well-known in educational circles. With these different apps, anyone can use a Mac to write reports, organize and analyze data, and present information, but you can also create projects rich with images, audio, and video. Now all of those multimedia-rich projects can be published in an interactive book for the iPad with iBooks Author, a free application for the Mac. In this session, participants will finish some curricular projects and make the curriculum come alive with an interactive book. With this hands-on session, come and understand how the Mac workflow is both easy and dynamic.

Created by iPad, for the iPad: Using iPads to Create an iBook Textbook

Andrew Probert [Academy of the Pacific]
Hawai'i Room #3

Learn how my middle school science students collaborated using their iPads to create an iBook Chemistry textbook. The presentation focuses on their use of an iPad app called Book Creator to create an iBook, while also showing how students use other iPad functions and apps to add more robust content to the book. Examples include: the video function of the iPad to create videos of themselves performing chemistry demonstrations, the photo editing function of the iPad to edit images, using whiteboard apps to create drawings and videos to explain chemical processes, and using Dropbox to share their work. Each student or group of students, is responsible for one of the topics we covered in our chemistry unit this year. They make a book about their topic and then all of the books are combined into one to make a complete middle school chemistry iTextbook suitable for all types of digital and mobile devices.

Beyond the Walls of the Classroom: Creating Projects with Purpose, Passion, & Play

Kerri Schweibert [Assets High School]
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Enhancing Project-Based Learning With Google

Liz Castillo [Kamehameha Schools, Kapālama Campus]
Hawai'i Room #5

Project based learning offers students a real-world and authentic learning experience. Come and learn how Google tools can be used to create a student centered classroom and facilitate collaboration. Some of the ideas shared at this session will include using the template gallery, collaborative note taking, researching tool, Google power searching tips, data collection with forms and spreadsheets, and showcasing student learning with YouTube. This session will also feature how to use the Doctopus script as an essential PBL management tool.

Cultivating Creative Projects Using Adobe in the Classroom (Part 2 of 2)

Elizabeth Garrison [Hale Kula Elementary School]
Hawai'i Rooms #7–8

Students wanting to explore careers in digital media need to understand the industry standards, and Adobe Software has and remains the key component in this field. This session will demonstrate how the Adobe Creative Suite can be used to help students develop the skills they need to enter today's technology-driven and global workforce. Strategies on how

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I Can Do What with Social Media?

Michael Fricano II [Mililani `Ike Elementary School]
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In this session, I will show how social media, such as Facebook, Twitter, Google+, and Pinterest, can be a major contributor to your PLN (Professional Learning Network). Many of us tend to shy away from Social Media because of its openness and ability to make us vulnerable to the world wide web. But, if tamed, social media can be an amazing resource full of interesting people that are willing to share what they know and learn with the rest of the world. You're not alone in the classroom anymore!

TBD

Paul Nahoa Lucas.
Hawai'i Room #10

TBD

Once Upon a Hashtag: Storytelling with Social Media

Amy Burvall [Le Jardin Academy]
Hawai'i Room #11

Storytelling is an integral part of our personal and educational lives. We share micro-stories everyday on a variety of platforms, yet frequently fail to recognize the hidden poignant tales embedded in the hashtags and status updates. This session will explore some innovative uses of social media tools (Twitter, Tumblr, Flickr, Instagram, Storify, etc.) that can lead to story creation or "storyfinding". Since social media is inherently social, many of these projects involve crowdsourcing and collaboration. Inspire your students' creativity, learning, and cultivation of web literacies - the possibilities are endless. You can even emulate some of the ideas in an analog fashion for younger students.