believe

KŪKULU KAIAULU 2014: BUILDING GLOBAL COMMUNITIES

AN EDUCATION TECHNOLOGY CONFERENCE FOR EDUCATORS
JUNE 2–4, 2014 • NEAL BLAISDELL CENTER • HONOLULU, HI

conference booklet

2014 conference sponsors

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2014 conference map & info

KS ED TECH CONFERENCE FLOOR MAP

**http://blogs.ksbe.edu/edtechconference2014/**

Parking is $6 per day for conference participants.

The Maui Room upstairs (a.k.a. **"Gimme A Break Room"**) is the location for the **"Minute To Win It"** games that will enable participants to win more door prize tickets. Here is the schedule (these are the only time slots when the games will be played):

Tuesday: 10–10:15am, 1:15–1:30pm, and 2:45–3pm
Wednesday: 9:30–9:45am, 10:45–11am, and 1–1:15pm
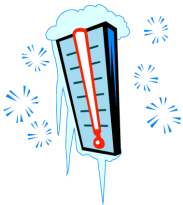
PLEASE NOTE:
The conference breakout rooms can get **very chilly,** so please remember to bring a sweater or jacket with you.

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

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OR

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

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- Click on the guide to download
- Select this conference: Kūkulu Kaiaulu 2014.
- There is no need to sign in.

We value your feedback! This year, attendees can provide session and overall conference evaluations through the Guidebook app.

Free WiFi

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believe

feedback / evaluation info

Your feedback is important, and we've gone mobile to make it easier for you to tell us how we're doing!

Did you enjoy the session?
Feedback forms are below each session's description.

Snacks? Lunch? The conference as a whole?
Where can we improve?
The conference survey form is in the main menu.

Let us know via the Guidebook App!

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

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- Open Guidebook
- Select "Download Guides"
- Search for "kamehameha"
- Click on the guide to download
- Select this conference: Kūkulu Kaiaulu 2014.
- There is no need to sign in.

Kūkulu Kaiaulu
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Worldwide Voyager
Scavenger Hunt

1. Open up your QR Code reader.
   Don't have one?   Try i-nigma ➡️ [QR code] i-nigma.app

2. In the exhibition Hall look for these posters, scan the accompanying QR codes to view/read all resources.

3. Use your mobile device to scan or navigate to:

bit.ly/wwv-tuesday   bit.ly/wwv-wednesday

Tuesday [QR code]   Wednesday [QR code]

4. Answer all four Multiple Choice Questions correctly for ONE raffle ticket.

5. You will receive an email confirmation; show it to the reception desk to claim your ticket.

2014 conference itinerary

Monday • June 2

12pm – 4:30pm	"Unbelievable" UNconference — Maui Room (upstairs)

Tuesday • June 3

7:30 – 8:30am	Check-In / Continental Breakfast
8:30 – 9am	Conference Opening
9 – 10am	General Session 1: **Pam Dorr (Keynote)**
10 – 10:15am	Break (snacks and refreshments available)
10:15 – 11:15am	Breakout Session #1 — Featured Speaker Sessions
11:15am – 12:15pm	Breakout Session #2 — Round Table Sessions
12:15 – 1:30pm	Lunch
1:30 – 1:45pm	Energizer (Pikake Room)
1:45– 2:45pm	Breakout Session #3
2:45 – 3pm	Break (snacks and refreshments available)
3 – 4pm	Door Prize Drawing and Wrap Up

Wednesday • June 4

7:30 – 8:30am	Breakfast
8:30 – 9:30am	General Session 2: **Dewitt Jones (Keynote)**
9:30 – 9:45am	Break
9:45 – 10:45am	Breakout Session #4
10:45 – 11am	Break (snacks and refreshments available)
11am – 12pm	Breakout Session #5
12 – 1:15pm	Lunch
1:15 – 1:30pm	Energizer (Pikake Room)
1:30– 2:30pm	Breakout Session #6
2:30 – 2:45pm	Break (snacks and refreshments available)
2:45 – 4pm	Door Prize Drawing, Wrap Up, Conference Closing

general session speakers

PAM DORR

As an entrepreneur, **Pam Dorr** runs two non-profits and five small businesses — creating affordable housing and economic development that provide jobs and job training. Pam is the Executive Director of the Hale Empowerment & Revitalization Organization, Inc. (HERO) and Habitat for Humanity, Hale County, Inc.

As a grassroots non-profit, HERO creates community development opportunities that celebrate rural communities in the Alabama Black Belt. HERO builds affordable housing and economic development to create jobs and job training.

Pam grew up outside San Francisco and enjoyed a successful 18-year career in the apparel industry prior to dedicating herself to community development work. Joining Auburn University's Rural Studio in 2003, she studied innovations in architecture as an Outreach Fellow and stayed in Hale County to found HERO Housing Resource Center in 2004 and Habitat in 2006. She has led completion of more than $15,000,000 in community development assets.

DEWITT JONES

Dewitt Jones is one of America's top professional photographers with a career stretching more than 20 years.

As a motion picture director, he had two documentary films nominated for Academy Awards (**Climb** - Best Live Action Short Film and **John Muir's High Sierra** - Best Short Subject Documentary) before he was 30.

Turning to advertising, Jones rose to the forefront of corporate creative marketing, photographing national advertising campaigns for Dewar's Scotch, Canon, and United Airlines.

He has published nine books, including *The Nature of Leadership* in collaboration with Stephen R. Covey (*The Seven Habits of Highly Effective People*). Dewitt's column *Basic Jones*, appears monthly in *Outdoor Photographer* magazine.

He is a cum laude graduate of Dartmouth College with a B.A. in Drama and holds a masters degree in film making from UCLA.

Dewitt is recognized as a world class lecturer. His knowledge of the creative process, his relaxed and genuine style, and his ability to communicate make his presentations truly outstanding.

featured speakers

1. **Kealiʻi Akina** — Ke Kula Kiʻekiʻe o Kamehameha Hawaiʻi

2. **Shane Asselstine** — Momilani Elementary School

3. **Brendan Brennan** — University Laboratory School

4. **Amy Burvall** — Le Jardin Academy

5. **Nani Daniels** — Apple Computer

6. **Douglas Kiang** — Punahou School

7. **Nalani Naluai** — Kamehameha Schools, Kapālama

8. **Carmen Richardson** — Kamehameha Schools, Hawaiʻi

9. **Kris Schwengel** — Punahou School

10. **Miki Tomita** — Polynesian Voyaging Society/Worldwide Voyaging Learning Center

2014 general sessions

HERO

Pam Dorr / GS1 • Tuesday, 9 a.m.–10 a.m.

Each community we serve has challenges and opportunities. Using Greensboro, AL as an example we will explore what HERO has done to build a stronger global community using innovation, empowerment, and creativity. Together we will explore interventions where critical thinking and collaboration result in a celebration of culture and innovation.

EXTRAORDINARY VISIONS

Dewitt Jones / GS2 • Wednesday, 8:30 a.m.–9:30 a.m.

Where do we find the vision to take our lives to the next level?

How do we summon the passion to keep "raising the bar"? How can we make our life less of a struggle and more of a joy? For photographer and creativity expert Dewitt Jones, the answers to these questions lie in the images we hold about ourselves, our future, and the way in which we grow.

In his 20-year career with National Geographic, Dewitt lived the vision of "celebrating what's right with the world" and embraced an attitude that took him to new heights both in business and in life. He found that the creative tools he employed as a photographer had even deeper application when applied directly to his personal and professional growth.

Extraordinary Visions is an hour of both motivation and inspiration. Using his own extraordinary photographs as illustrations, Dewitt weaves a visual tapestry of emotion and content. One that allows you to touch your own passion: to balance your head with your heart: and to come away inspired... with your own creative potential.

TUESDAY • JUNE 3, 2014

	BREAKOUT #1 10:15a.m. to 11:15a.m.	BREAKOUT #2 11:15a.m. to 12:15p.m.	BREAKOUT #3 1:45p.m. to 2:45p.m.
Pikake Room			
Hawai'i Room #1	Lomi Salmon — Isn't It Amazing What Happens When You Combine Hawaiian Culture with New Technology (Presentation / Culture & Compassion) Keali'i Akina	Culture & Compassion: Engage with Keali'i Akina (Round Table / Culture & Compassion) Keali'i Akina	Beyond the Walls of the Classroom: Real Life + Relevance = Self Realization (Presentation / Culture & Compassion) Kerri Schweibert
Hawai'i Room #2	Make du Jour: Cultivating a Creative Culture and Fostering Daily Divergent Thinking (Presentation / Creativity & Curiosity) Amy Burvall	Creativity & Curiosity: Engage with Amy Burvall (Round Table / Creativity & Curiosity) Amy Burvall	The Best Tech Tools to Teach Digital Citizenship (Presentation / Collaboration & Community) Ruby Redona, Nozomi Fong
Hawai'i Room #3	Two-Hour Session: (Part 1 of 2) Creating Engaging Learning Environments with MinecraftEdu (Hands-On / Creativity & Curiosity) Shane Asselstine	Two-Hour Session: (Part 2 of 2) Creating Engaging Learning Environments with MinecraftEdu (Hands-On / Creativity & Curiosity) Shane Asselstine	Minecraft Meet-Up (Round Table / Creativity & Curiosity) Megan Cummings, Michelle Colte, Kimble McCann
Hawai'i Room #4	Gamification & Maker Spaces in Action: The Future Classroom is Now! (Presentation / Creativity & Curiosity) Douglas Kiang	Creativity & Curiosity: Engage with Douglas Kiang (Round Table / Creativity & Curiosity) Douglas Kiang	Flip Into Blended Learning (Presentation / Critical Thinking) Joshua Winter, Yasmin Saban
Hawai'i Room #5	Mālama Honua: Join the Worldwide Voyage! (Presentation / Culture & Compassion) Miki Tomita	Culture & Compassion: Engage with Miki Tomita (Round Table / Culture & Compassion) Miki Tomita	Engaging the World . . . 3 Minutes At a Time! (Presentation / Collaboration & Community) Ka'ala Souza, Isaia Souza
Hawai'i Room #6	Two-Hour Session: (Part 1 of 2) Teachers and Students + iBooks Author = Amazing Publishers (Hands-On / Creativity & Curiosity) Nani Daniels, Pete Vraspir, Jim Uyeda	Two-Hour Session: (Part 2 of 2) Teachers and Students + iBooks Author = Amazing Publishers (Hands-On / Creativity & Curiosity) Nani Daniels, Pete Vraspir, Jim Uyeda	Google Maps Engine Lite (Hands-On / Critical Thinking) Marc Nakayama
Hawai'i Room #7	1-to-1 = 1 to W.O.R.L.D. (Willing, Opportunity, Responsible, Leader, Digital Citizenship) (Presentation / Collaboration & Community) Nalani Naluai	Collaboration & Community: Engage with Nalani Naluai (Round Table / Collaboration & Community) Nalani Naluai	
Hawai'i Room #8	Global Connections, Global Learners (Presentation / Collaboration & Community) Carmen Richardson	Collaboration & Community: Engage with Carmen Richardson (Round Table / Collaboration & Community) Carmen Richardson	Building a Paperless Classroom in the Cloud Using Google Apps for Education (Presentation / Collaboration & Community) Sean Conners
Hawai'i Room #9	Critical Thinking is Sooooo 20th Century... Metaliteracy is the New Black (Presentation / Critical Thinking) Brendan Brennan	Metaliteracy: Engage with Brendan Brennan (Round Table / Critical Thinking) Brendan Brennan	Showcasing an Oral History Unit Integrating Culture-Based Education and 21st Century Skills at Hālau Kū Māna Charter Schools (Presentation / Collaboration & Community) Kekama Amona, Lana Kaopua
Hawai'i Room #10	Where We Live: An Inquiry-Based Approach to Learning (Presentation / Critical Thinking) Kris Schwengel, Adam Reid, Casey Agena	Critical Thinking: Engage with Kris Schwengel (Round Table / Critical Thinking) Kris Schwengel, Adam Reid, Casey Agena	Energize Your Parent-Teacher Conferences with Digital Portfolios (Presentation / Collaboration & Community) Gwyn Toilolo
Hawai'i Room #11			Using Symbaloo to Create Thematic Units (Hands On / Critical Thinking) Noe Donahue, Wendy Oliver

KŪKULU KAIAULU: KS EDUCATIONAL TECHNOLOGY CONFERENCE 2014
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2014 breakout schedule

WEDNESDAY • JUNE 4, 2014

	BREAKOUT #4 9:45a.m. to 10:45a.m.	BREAKOUT #5 11a.m. to 12p.m.	BREAKOUT #6 1:30p.m. to 2:30p.m.
Pikake Room	**Learn to See; Learn to Shoot; Learn to Have Fun!** (Hands-On / Creativity & Curiosity) Dewitt Jones	**Soapbox** (Presentation) Kimo Carvalho, Casey Agena, Marion Ano, Joann Jacobs, Michael Fricano II, Brittany Amano, Chad Nacapuy, Erin Kinney, Jonathan Honda, Kaleiohu Lee, Marc Nakayama	**Let's Smash Some Apps!** (Hands-On) Joann Jacobs, Lynne Horiuchi
Hawai'i Room #1	**Two-Hour Session (Part 1 of 2): SCRATCH and Other Adventures in PLAY and FLOW steAm Learning: From PLNs to MOOCs, TurtleArt to SCRATCH, Computer Clubhouse to Maker Space to CoderDojo** (Hands-On / Creativity & Curiosity) Karen Harris	**Two-Hour Session (Part 2 of 2): SCRATCH and Other Adventures in PLAY and FLOW steAm Learning: From PLNs to MOOCs, TurtleArt to SCRATCH, Computer Clubhouse to Maker Space to CoderDojo** (Hands-On / Creativity & Curiosity) Karen Harris	
Hawai'i Room #2	**Two-Hour Session (Part 1 of 2): Developing Global Online Communities with Your Students** (Hands-On / Collaboration & Community) Emily McCarren	**Two-Hour Session (Part 2 of 2): Developing Global Online Communities with Your Students** (Hands-On / Collaboration & Community) Emily McCarren	**Building a Paperless Classroom in the Cloud Using Google Apps for Education** (Presentation / Collaboration & Community) Sean Conners
Hawai'i Room #3	**Two-Hour Session: (Part 1 of 2) Creating Engaging Learning Environments with MinecraftEdu** (Hands-On / Creativity & Curiosity) Shane Asselstine	**Two-Hour Session: (Part 2 of 2) Creating Engaging Learning Environments with MinecraftEdu** (Hands-On / Creativity & Curiosity) Shane Asselstine	**The Research Process Made Easy with Google Drive** (Hands-On / Creativity & Curiosity) Michael Fricano II
Hawai'i Room #4	**Two-Hour Session (Part 1 of 2): The Ultimate in Differentiated Learning: Creating a Learning Environment to Deliver Personalized Learning for Students** (Hands-On / Critical Thinking) Renee Abboud, Eric Apablasa	**Two-Hour Session (Part 2 of 2): The Ultimate in Differentiated Learning: Creating a Learning Environment to Deliver Personalized Learning for Students** (Hands-On / Critical Thinking) Renee Abboud, Eric Apablasa	**Gamification & Maker Spaces in Action: The Future Classroom is Now!** (Presentation / Creativity & Curiosity) Douglas Kiang
Hawai'i Room #5	**Mālama Honua: Join the Worldwide Voyage!** (Presentation / Culture & Compassion) Miki Tomita	**Lomi Salmon — Isn't It Amazing What Happens When You Combine Hawaiian Culture with New Technology** (Presentation / Culture & Compassion) Keali'i Akina	**Make du Jour: Cultivating a Creative Culture and Fostering Daily Divergent Thinking** (Presentation / Creativity & Curiosity) Amy Burvall
Hawai'i Room #6	**Two-Hour Session: (Part 1 of 2) Teachers and Students + iBooks Author = Amazing Publishers** (Hands-On / Creativity & Curiosity) Nani Daniels, Pete Vraspir, Jim Uyeda	**Two-Hour Session: (Part 2 of 2) Teachers and Students + iBooks Author = Amazing Publishers** (Hands-On / Creativity & Curiosity) Nani Daniels, Pete Vraspir, Jim Uyeda	**Tap Into a Thriving Education Ecosystem** (Hands-On / Collaboration & Community) Nani Daniels, Pete Vraspir, Jim Uyeda
Hawai'i Room #7	**iPad Smackdown** (Presentation / All) Lynne Horiuchi & Friends	**The Changing Role of the Technology Coordinator** (Presentation / Collaboration & Community) Brendan Brennan, Marybeth Baldwin	**Project Open Glassroom** (Presentation / Collaboration & Community) Brendan Brennan, Marybeth Baldwin
Hawai'i Room #8		**Bloggers of the World Unite!** (Presentation / Collaboration & Community) Sean Conners	**Global Connections, Global Learners** (Presentation / Collaboration & Community) Carmen Richardson
Hawai'i Room #9	**Working SMARTer in the 21st Century Classroom** (Presentation / Collaboration & Community) Terri Trevathan	**Gage: Student-Centered Learning Digital Platform** (Presentation / Collaboration & Community) Dan Yahata, Jason Hoopes, Sam Wilkinson	
Hawai'i Room #10	**Virtual Manipulatives for a Mathematical World** (Hands-On / Critical Thinking) Christi Barrow	**Beginning Tweeting for Professional Development** (Hands-On / Collaboration & Community) Noe Donahue, Wendy Oliver	**Beginning Tweeting for Professional Development** (Hands-On / Collaboration & Community) Noe Donahue, Wendy Oliver
Hawai'i Room #11	**The Research Process Made Easy with Google Drive** (Hands-On / Creativity & Curiosity) Michael Fricano II		**Google Maps Engine Lite** (Hands-On / Critical Thinking) Marc Nakayama

breakout #1 seminar descriptions

TUESDAY • JUNE 3, 2014 • 10:15 A.M.–11:15 A.M.

PIKAKE ROOM

N/A

HAWAI'I ROOM #1

Lomi Salmon — Isn't It Amazing What Happens When You Combine Hawaiian Culture with New Technology

Keali'i Akina [Ke Kula Ki'eki'e o Kamehameha Hawai'i] (Presentation / Culture & Compassion)

Teaching with multiple lenses to help students connect and relate to this special place called Hawai'i. Leveraging technology through virtual field trips, augmented reality, vlogging, and Google Apps for Education to name a few. Building connections between Hawaiian World Knowledge and how technology can be used to enhance learning.

HAWAI'I ROOM #2

Make du Jour: Cultivating a Creative Culture and Fostering Daily Divergent Thinking

Amy Burvall [Le Jardin Academy] (Presentation / Creativity & Curiosity)

Sir Ken Robinson has claimed that "creativity is as important as literacy". One of the greatest challenges is developing ideas, finding time, and offering opportunities for students to work on creative projects. More importantly, how do we move beyond the "assignment" stage and encourage students to be intrinsically motivated to make beautiful things on a regular basis? How do we foster the shift from consumption to production? Even if you don't have the luxury of offering a project-based curriculum, you can still develop a steady diet of ongoing, "back-burner" projects that gets student to "dare to make and share." This session will explore ways to instill a creative culture in your classroom, with everything from low-entry point crowd-sourced uses of social media to the #showyourwork movement which asks students to be overt about their design thinking, creative process, and troubleshooting and contribute to collective knowledge. Creativity is by nature Combinatorial and Connected, and we'll look at ways to leverage this in the classroom and beyond. At the heart of personalized learning is creative freedom, but students often need a spark of inspiration, a design brief, or mentorship to get them on the road to making. Finally, we'll look at teacher-as-creator as well, and the importance of transparency and curation in facilitating creativity in the classroom.

HAWAI'I ROOM #3

Two-Hour Session (Part 1 of 2): Creating Engaging Learning Environments with MinecraftEdu

Shane Asselstine [Momilani Elementary School] (Presentation / Creativity & Curiosity)

Achieving complex thinking, problem solving, and student engagement in an online collaborative learning environment through the use of MinecraftEdu while addressing curriculum standards. Teachers will gain hands-on experience using MinecraftEdu as a teaching tool while participating and discussing the merits of learning in this environment.

   Please note: Must have laptop computer (Mac or PC). MinecraftEdu does not run on tablets. Recommended Requirements: CPU: Intel Core i3 or AMD Athlon II (K10) 2.8 GHz RAM: 4GB GPU: GeForce 2xx Series or AMD Radeon HD 5xxx Series (Excluding Integrated Chipsets) with OpenGL 3.3 HDD: 1GB Latest release of Java 7 from java.com ***There will be a set of Dell laptops available for use.*

HAWAI'I ROOM #4

Gamification & Maker Spaces in Action: The Future Classroom is Now!

Douglas Kiang [Punahou School] (Presentation / Creativity & Curiosity)

Educators worldwide are looking at diverse models for the future classroom, ranging from the most innovative college and university spaces, to models of industry and dot-com startups. Perhaps more important than what the future learning space looks like, however, is what students are being asked to do to demonstrate their learning. In this talk, catch a glimpse of what a future classroom might look like, in both its curriculum and its physical space. Come explore the DIY "Maker" movement, and what it might mean for the future. Take a look at how companies like Google foster creativity and innovation, and see what kids' visions of a "learning center" might look like. Finally, we'll look at an original way to create stronger community in the classroom using the popular game Minecraft as a virtual learning environment.

TUESDAY • JUNE 3, 2014 • 10:15 A.M.–11:15 A.M.

HAWAI'I ROOM #5

Mālama Honua: Join the Worldwide Voyage!

Miki Tomita [Polynesian Voyaging Society/Worldwide Voyage Learning Center]
(Presentation / Culture & Compassion)

The Polynesian Voyaging Society is embarking on a World-wide Voyage (WWV) aboard the double-hulled voyaging canoes Hōkūle'a and Hikianalia. Under the vision of "Mālama Honua" (Care for Island Earth), our goal for this voyage is to be a catalyst for positive change around the world. We will learn from and nurture relationships that converge around caring for Island Earth, her oceans and children, forming knowledge networks with indigenous and global communities around the world. We also sail to honor our heritage and perpetuate our culture as navigators of Island Earth. Attendees will learn details of the voyage, including the Sail Plan and the various ways that students and learners of all ages will be connecting with the Voyage. We will share the tools we will be using to track, visualize, communicate and collaborate during the Worldwide Voyage, and discuss how learners of all ages can "join the voyage"!

HAWAI'I ROOM #6

Two-Hour Session (Part 1 of 2):
Teachers and Students + iBooks Author =
Amazing Publishers

Nani Daniels, Pete Vraspir, Jim Uyeda [Apple Computer]
(Hands-On / Creativity & Curiosity)

iBooks Author is a free app that helps you make Multi Touch books for iPad or Mac. So you can teach your subject your way. Create materials tailored to your lesson and class level. Make leveled books for different students. Teach a topic with your unique perspective. Or fill a gap in your existing course materials. Or have your students create portfolios, class newsletters, or yearbooks. Publishing amazing things is now every person's prerogative! Explore the offerings of iBooks which is now available to experience on Mac computers in addition to iPads. iBooks Author is an amazing (free) app that allows anyone to create beautiful iBooks textbooks — and just about any other kind of book!
Please note: Equipment will be provided.

HAWAI'I ROOM #7

1-to-1 = 1 to W.O.R.L.D. (Willing, Open, Responsible, Leader, Digital Citizenship)

Nalani Naluai [Kamehameha Schools, Kapālama]
(Presentation / Collaboration & Community)

In this session participants will have an opportunity to learn about the many facets of a 1:1 roll-out program. The round-table discussion will focus on the following areas:

• 21st Century Learning – the key driver towards instruction that impacts student learning
• Curriculum – A cohesive, integrated curriculum allows students to build the technology skills necessary for college and career
• Technology support – a must for all successful 1:1 programs
• Infrastructure – The backbone needed to implement a high quality technology program
• Device Selection & Platform – Determining which device will work best
• Professional Development – Help your teachers feel confident and comfortable
• Planning, Preparation, Dissemination, & Evaluation – Putting in all out there

It's all about collaborating and building community.

HAWAI'I ROOM #8

Global Connections, Global Learners

Carmen Richardson [Kamehameha Schools, Hawai'i]
(Presentation / Collaboration & Community)

Creating a sense of global awareness in students is an important goal. But how do we go about doing this in a way that is meaningful and engaging? In this session find out how teachers and students at Kamehameha Schools Hawai'i are participating in a variety of global connections that are allowing them to communicate and collaborate in creative and exciting ways. Learn about some of the tools that have helped to establish these connections and be inspired to reach out and start collaborating with people around the world!

HAWAI'I ROOM #9

Critical Thinking is Soooo 20th Century . . . Metaliteracy is the New Black

Brendan Brennan [University Laboratory School]
(Presentation / Critical Thinking)

The future, as was the past, belongs to those that can determine, access, locate, understand, produce, and use the information necessary to create, build and invent new things. But today's learners must build upon this antiquated notion of Information Literacy to now collaborate, communicate and share in global, participatory digital environments. This discussion will focus on the technological changes that have impacted the way we teach and the way they learn as well as the horizon technologies that will force an even greater shift in our jobs as educators. Participants are welcome to share their stories as well as their ideas about how we can best prepare our kids for a world that only exists in our imaginations.

HAWAI'I ROOM #10

Where We Live: An Inquiry-Based Approach to Learning

Kris Schwengel, Adam Reid, Casey Agena [Punahou School]
(Presentation / Critical Thinking)

What are the solutions to our traffic challenges? Where does our waste water go? In this session focused on inquiry-based education, participants will have an interactive inquiry experience and learn examples of teaching and learning through inquiry, based on this curriculum.

HAWAI'I ROOM #11

N/A

breakout #2 seminar descriptions

TUESDAY • JUNE 3, 2014 • 11:15 A.M.–12:15 P.M.

PIKAKE ROOM

N/A

HAWAI'I ROOM #1

Culture & Compassion: Engage with Keali'i Akina

Keali'i Akina [Ke Kula Ki'eki'e o Kamehameha Hawai'i]
(Round Table / Culture & Compassion)

Join Keali'i for an engaging hour of discussion and activities related to integration of Culture & Compassion in the 21st century classroom.

HAWAI'I ROOM #2

Creativity & Curiosity: Engage with Amy Burvall

Amy Burvall [Le Jardin Academy]
(Round Table / Creativity & Curiosity)

Join Amy for an engaging hour of discussion and activities related to integration of Creativity & Curiosity in the 21st century classroom.

HAWAI'I ROOM #3

Two-Hour Session (Part 2 of 2): Creating Engaging Learning Environments with MinecraftEdu

Shane Asselstine [Momilani Elementary School]
(Hands-On/ Creativity & Curiosity)

Achieving complex thinking, problem solving, and student engagement in an online collaborative learning environment through the use of MinecraftEdu while addressing curriculum standards. Teachers will gain hands-on experience using MinecraftEdu as a teaching tool while participating and discussing the merits of learning in this environment.

   Please note: Must have laptop computer (Mac or PC). MinecraftEdu does not run on tablets. Recommended Requirements: CPU: Intel Core i3 or AMD Athlon II (K10) 2.8 GHz RAM: 4GB GPU: GeForce 2xx Series or AMD Radeon HD 5xxx Series (Excluding Integrated Chipsets) with OpenGL 3.3 HDD: 1GB Latest release of Java 7 from java.com
   **There will be a set of Dell laptops available for use.

HAWAI'I ROOM #4

Creativity & Curiosity: Engage with Douglas Kiang

Douglas Kiang [Punahou School]
(Round Table / Creativity & Curiosity)

Join Doug for an engaging hour of discussion and activities related to integration of Creativity & Curiosity n in the 21st century classroom.

HAWAI'I ROOM #5

Culture & Compassion: Engage with Miki Tomita

Miki Tomita [Polynesian Voyaging Society/Worldwide Voyage Learning Center]
(Round Table / Culture & Compassion)

Join Miki for an engaging hour of discussion and activities related to integration of Culture & Compassion in the 21st century classroom.

HAWAI'I ROOM #6

Two-Hour Session (Part 2 of 2):
Teachers + Students + iBooks Author =
Amazing Publishers

Nani Daniels, Pete Vraspir, Jim Uyeda [Apple Computer]
(Hands-On / Creativity & Curiosity)

iBooks Author is a free app that helps you make Multi Touch books for iPad or Mac. So you can teach your subject your way. Create materials tailored to your lesson and class level. Make leveled books for different students. Teach a topic with your unique perspective. Or fill a gap in your existing course materials. Or have your students create portfolios, class newsletters, or yearbooks. Publishing amazing things is now every person's prerogative! Explore the offerings of iBooks which is now available to experience on Mac computers in addition to iPads. iBooks Author is an amazing (free) app that allows anyone to create beautiful iBooks textbooks — and just about any other kind of book!

   ** Please note: Equipment will be provided.

TUESDAY • JUNE 3, 2014 • 11:15 A.M.—12:15 P.M.

HAWAI'I ROOM #7

Collaboration & Community: Engage with Nalani Naluai

Nalani Naluai [Kamehameha Schools, Kapālama)
(Round Table / Collaboration & Community)

Join Nalani for an engaging hour of discussion and activities related to integration of Collaboration & Community in the 21st century classroom.

HAWAI'I ROOM #8

Collaboration & Community:
Engage with Carmen Richardson

Carmen Richardson [Kamehameha Schools, Hawai'i]
(Round Table / Collaboration & Community)

Join Carmen for an engaging hour of discussion and activities related to integration of Collaboration & Community n in the 21st century classroom.

HAWAI'I ROOM #9

Metaliteracy: Engage with Brendan Brennan

Brendan Brennan [University Laboratory School]
(Round Table / Critical Thinking)

Join Brendan for an engaging hour of discussion and activities related to integration of Metaliteracy in the 21st century classroom.

HAWAI'I ROOM #10

Critical Thinking: Engage with Kris Schwengel

Kris Schwengel, Adam Reid, Casey Agena [Punahou School]
(Round Table/ Critical Thinking)

Join Kris for an engaging hour of discussion and activities related to integration of Critical Thinking in the 21st century classroom.

HAWAI'I ROOM #11

N/A

breakout #3 seminar descriptions

TUESDAY • JUNE 3, 2014 • 1:45 P.M.–2:45 P.M.

PIKAKE ROOM
N/A

HAWAIʻI ROOM #1
Beyond the Walls of the Classroom:
Real-Life + Relevance = Self-Realization

Kerri Schweibert [Assets High School]
(Presentation / Culture & Compassion)

In the educational realm it is readily accepted that employing relevance and real-life experiences will increase student learning. But what does that look like in the classroom? How can we incorporate these concepts into our curriculum? In this session, the presenter will put theory into practice by telling the story of how she took one of her high school English classes to Kalaupapa National Park after reading the novel, Molokaʻi, by Alan Brennert. After the trip, the students collaborated to create a film answering essential questions about themselves, society, and humanity. While looking back on our past, these students began to see their futures. Combining real-life and relevance, they were able to achieve self-realization.

HAWAIʻI ROOM #2
The Best Tech Tools to Teach Digital Citizenship

Ruby Redona, Nozomi Fong [Kamehameha Elementary School]
(Presentation / Collaboration & Community)

"In this increasingly global world of information, students must be taught to seek diverse perspectives, gather and use information, ethically, and use social tools responsibly and safely." – American Association of School Librarians Standards for the 21st Century Learner. Nozomi and Ruby believe that educators, parents, and the community need to be proactive and teach students the right way to use technology, and encourage students to be responsible digital citizens. In this session, the presenters will share how students learned about technology kuleana. These presenters will have you explore lesson plans and assessments from Common Sense Media and Digital Passport. Lessons address critical skills related to digital safety, respect, and community. Presenters will show you how the following tech tools have excited students to be pono with technology. These tech tools include Little Bird Tales, iMovie, Kid Pix, and Google Forms.

HAWAIʻI ROOM #3
Minecraft Meet-Up

Megan Cummings, Michelle Colte [Hale Kula Elementary School], Kimble McCann [Kamehameha Schools, Kapālama]
(Round Table / Creativity & Curiosity)

Round table discussion: Gaming is a powerful way to engage and educate students, but how do we get started? Join us as we discuss integrating Minecraft & coding into course content as means for students to synthesize and share their learning in creative and collaborative ways. Open to K-12 educators. Lurkers welcome!
   Please note: We created a Google+ Community for educators to share their projects, questions, and tips before, during, and after, the session. http://bit.ly/1siPYbr

HAWAIʻI ROOM #4
Flip into Blended Learning

Joshua Winter, Yasmin Saban [St. Andrew's Priory School]
(Presentation / Critical Thinking)

   The flipped classroom is an approach to maximizing time by using technology to "flip" the traditional model of teaching. With teacher-created videos and interactive online content, instruction that used to occur in class is now accessed in advance, and class becomes a place to work through problems and engage in collaborative learning. Utilizing the flipped classroom transforms a course into a blended learning environment. Blended learning is the integration of online technology with traditional face-to-face classroom activities in a planned and valuable manner. Two current Honolulu teachers will share their experience with the flipped classroom and the development of blended learning environments in their courses. Several models of flipped and blended learning will be discussed, each utilizing varying degrees of technology and in-class activities. By sharing successes and struggles, this presentation aims to provide guidance for teachers determined to improve student learning through technology.
   Please note reference site:
http://www.theflippedclassroomhawaii.com/

TUESDAY • JUNE 3, 2014 • 1:45 P.M.—2:45 P.M.

HAWAI'I ROOM #5

Engaging the World...3 Minutes at a Time!

Ka'ala Souza, Isaia Souza [Kaala Souza Training & Consulting]
(Presentation / Collaboration & Community)

Sharing success, failures, and lessons learned before, during and after the launch of the 3-Minute Message. Our mission at 3MM is to inspire and motivate people from around the world with short (3 minute) videos, stories, memes to strengthen and grow spiritually. Since our start in September 2013, our Facebook page has grown to more than 100,000 with a regular weekly reach of a million people plus. Engaging the community is one of the major goals (and challenges) for our team. It's not enough to have people "Like" the page. We want to contribute to personal and community growth around the world. One of the most rewarding comments is from a person in the Philippines who is using our free material to reach the indigenous mountain people in his country.

HAWAI'I ROOM #6

Google Maps Engine Lite

Marc Nakayama [Kamehameha Schools, Kapālama]
(Hands-On / Critical Thinking)

Google Maps Engine Lite lets you quickly and easily make robust custom maps and share them with others. This simple tool allows you to simply add points of interest, or import data from a spreadsheet. These custom maps can have multiple layers and the style of points and shapes on your map can be changed as well. Students can add their own descriptions, images, and videos to the points on the maps to make them better fit the purpose of the map. Maps Engine Lite works on both laptops and mobile devices (with some limitations).

HAWAI'I ROOM #7

N/A

HAWAI'I ROOM #8

Building a Paperless Classroom in the Cloud Using Google Apps for Education

Sean Conners [Le Jardin Academy]
(Presentation / Collaboration & Community)

Google Apps for Education provides teachers with a powerful tool to get students sharing and collaborating easily and efficiently. While there's no one single right way to use Google Docs to build a paperless classroom, there are a few simple rules that will make anyone's life easier. Take back control of your time by taking control of your resources!

HAWAI'I ROOM #9

Showcasing an Oral History Unit Integrating Culture-Based Education and 21st Century Skills at Hālau Kū Māna Charter Schools

Kekama Amona [Hālau Kū Māna], Lana Kaopua [University of Hawai'i Mānoa]
(Presentation / Collaboration & Community)

Come join us as Hālau Kū Māna Public Charter School (HKM) shares some of the approaches and lessons learned from developing a language arts oral history unit that blends Hawaiian culture and 21st century skills. HKM worked in collaboration with the University of Hawai'i's Myron B. Thompson School of Social Work and Kamehameha Schools Distance Learning. In this session, participants will learn about the importance of capturing oral history with iPads and publishing the content online, the benefits of involving community collaborators, and the lessons learned from both student and teacher (kumu) perspectives.

HAWAI'I ROOM #10

Energize your Parent Teacher Conferences with Digital Portfolios

Gwyn Toilolo, Nicole Linke [KSBE CBECE]
(Presentation / Collaboration & Community)

"A picture is worth a thousand words." If that is true, just think what can happen with video. Parents love digital portfolios and so will you. See examples of how PreK-Grade 3 teachers have used digital portfolios to help guide parent conferences, educate parents, and document learning.

HAWAI'I ROOM #11

Using Symbaloo to Create Thematic Units

Noe Donahue, Wendy Oliver [Kamehameha Schools]
(Hands-On / Critical Thinking)

Technology adds interest and new experiences in any classroom. Create a thematic center using Symbaloo! Learn tips and tricks to making it work for you!

   Please note: Must come with a laptop or mobile device to create a Symbaloo.

   Session reference site:
https://sites.google.com/a/ksbe.edu/no-end-to-the-possibilities/

breakout #4 seminar descriptions

WEDNESDAY • JUNE 4, 2014 • 9:45 A.M.–10:45 A.M.

PIKAKE ROOM

Learn to See; Learn to Shoot; Learn to Have Fun!
Dewitt Jones
(Hands-On / Creativity & Curiosity)

Whether you're shooting with a digital SLR or an iPhone, every photographer wants to make better pictures. Join National Geographic photographer Dewitt Jones as he shows you how he photographs. See his process from beginning to end — not just the final product but all the steps of both seeing and technology that go into making extraordinary images. He will also show you how to make fantastic images with your iPhone. Everyone has a smart phone/camera today and the fun you can have when you know how to use it is, well, unlimited! Dewitt is a master teacher. He will inspire you creatively, make your experience of photographing more fun, and your images more extraordinary. Don't miss this opportunity!

   Please note: Please download the following apps to your iPhone or other smartphone for Dewitt's session: Snapseed, ProHDR, TouchRetouch, Portrait Painter, Image Blender.

HAWAIʻI ROOM #1

Two-Hour Session (Part 1 of 2):
SCRATCH and Other Adventures in PLAY and FLOW steAm Learning: From PLNs to MOOCs, TurtleArt to SCRATCH Computer Clubhouse to Maker Space to CoderDojo
Karen Harris [Holualoa Elementary]
(Hands-On / Creativity & Curiosity)

Come on a participatory adventure sharing one teacher's self directed learning pathway. Be ready to create in Scratch, even if you are brand new to it! This hands-on session will follow a path, connecting dots in the world of design, robotics, computer science, programming, art, K-12+ education, and 21st century learning environments, as told from a current K-5 educator's perspective. As we dive in we will explore in depth what Scratch programming offers diverse learners, how to set up a CoderDojo community at your site, and have time to tinker with tools and programs like the Makey-Makey, Letry Robot, Raspberry Pi, Scratch and TurtleArt. Participants will leave with a Take Away– an instructional How to Scratch manual from participants with links to specific projects, video screencasts, and/or screen shots from the session, as well as links to other manuals and video tutorials teaching Scratch concepts such as, loops, parallelism, broadcasting, sensing, sound, and remixing.

HAWAIʻI ROOM #2

Two-Hour Session (Part 1 of 2):
Developing Global Online Communities With Your Students
Emily McCarren [Wo International Center, Punahou School]
(Hands-On / Collaboration & Community)

This hands-on session will invite educators to consider how putting the learning goals of their classes might be supported by leveraging a global audience and community. Teachers should come prepared to brainstorm, think things through, and plan for change.

HAWAIʻI ROOM #3

Two-Hour Session (Part 1 of 2): Creating Engaging Learning Environments with MinecraftEdu
Shane Asselstine [Momilani Elementary School]
(Hands-On/ Creativity & Curiosity)

Achieving complex thinking, problem solving, and student engagement in an online collaborative learning environment through the use of MinecraftEdu while addressing curriculum standards. Teachers will gain hands-on experience using MinecraftEdu as a teaching tool while participating and discussing the merits of learning in this environment.

   Please note: Must have laptop computer (Mac or PC). MinecraftEdu does not run on tablets. Recommended Requirements: CPU: Intel Core i3 or AMD Athlon II (K10) 2.8 GHz RAM: 4GB GPU: GeForce 2xx Series or AMD Radeon HD 5xxx Series (Excluding Integrated Chipsets) with OpenGL 3.3 HDD: 1GB Latest release of Java 7 from java.com
**There will be a set of Dell laptops available for use.

HAWAIʻI ROOM #4

Two-Hour Session (Part 1 of 2):
The Ultimate in Differentiated Learning: Creating a Learning Environment to Deliver Personalized Learning for Students
Renee Abboud, Eric Apablasa [Fuel Education]
(Hands-On / Critical Thinking)

You will participate in a hands-on, interactive training workshop that leads you through the five critical stages of planning and implementing a successful blended learning program. We will use step-by-step training from our interactive Blended Programs Workbook, based on best practices working with top districts across the country. We will help you formulate strategy and goals for your blended learning program, show you how to gain backing from groups criti-

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cal to your success, and then work through best practices in implementation and measuring program success. You will also have the opportunity to network with other education leaders in your region, and hear how blended learning is improving the world of education. By participating, you will take away the steps for developing a customized strategy and plan for a blended learning program that will uniquely fit your students and district challenges.

HAWAI'I ROOM #5

Mālama Honua: Join the Worldwide Voyage!

Miki Tomita [Polynesian Voyaging Society/Worldwide Voyage Learning Center]
(Presentation / Culture & Compassion)

The Polynesian Voyaging Society is embarking on a World-wide Voyage (WWV) aboard the double-hulled voyaging canoes Hōkūleʻa and Hikianalia. Under the vision of "Mālama Honua" (Care for Island Earth), our goal for this voyage is to be a catalyst for positive change around the world. We will learn from and nurture relationships that converge around caring for Island Earth, her oceans and children, forming knowledge networks with indigenous and global communities around the world. We also sail to honor our heritage and perpetuate our culture as navigators of Island Earth. Attendees will learn details of the voyage, including the Sail Plan and the various ways that students and learners of all ages will be connecting with the Voyage. We will share the tools we will be using to track, visualize, communicate and collaborate during the Worldwide Voyage, and discuss how learners of all ages can "join the voyage"!

HAWAI'I ROOM #6

Two-Hour Session (Part 1 of 2):
Teachers and Students + iBooks Author = Amazing Publishers

Nani Daniels, Pete Vraspir, Jim Uyeda [Apple Computer]
(Hands-On / Creativity & Curiosity)

iBooks Author is a free app that helps you make Multi Touch books for iPad or Mac. So you can teach your subject your way. Create materials tailored to your lesson and class level. Make leveled books for different students. Teach a topic with your unique perspective. Or fill a gap in your existing course materials. Or have your students create portfolios, class newsletters, or yearbooks. Publishing amazing things is now every person's prerogative! Explore the offerings of iBooks which is now available to experience on Mac computers in addition to iPads. iBooks Author is an amazing (free) app that allows anyone to create beautiful iBooks textbooks — and just about any other kind of book!
   Please note: Equipment will be provided.

HAWAI'I ROOM #7

iPad Smackdown

Lynne Horiuchi & Friends [Kamehameha Schools, Kapālama]
(Presentation / All)

Join us for a lightning fast look at iPad apps. Teachers from various grade levels and disciplines will have 5 minutes each to share an app they enjoy using. It's loads of fun and you will leave with new tools and ideas for integrating iPads into your curriculum.

HAWAI'I ROOM #8

N/A

HAWAI'I ROOM #9

Working SMARTer in the 21st Century Classroom

Terri Trevathan [The Audio Visual Company]
(Hands-On / Collaboration & Community)

Whether it's tablets or laptops, many teachers and students are using mobile devices to promote and engage learning with the 4 C's: Communication, Collaboration, Creativity, and Critical Thinking. In this hands-on session, come see and put-to-practice the strategies teachers are using to increase the effectiveness of their student device implementation. Programs highlighted include: SMART Board, SMART Notebook Software, SMART Response VE, XC Collaboration, and SMART Amp (Collaborative Cloud-Based Software).

HAWAI'I ROOM #10

Virtual Manipulatives for a Mathematical World

Christi Barrow [Keaʻau Elementary School]
(Hands-On / Critical Thinking)

In this hands-on workshop, we'll handle a variety of virtual manipulatives. The National Library of Virtual Manipulatives provides virtual tools for every Math strand for grades K-12. From "Base 10 Blocks" that decompose into the appropriate place values to "Pour and Fill" which requires complex problem solving skills. Whether direct instruction or problem solving, you can practice pre-set problems or create your own. Illuminations, brought to you by NCTM, not only provides manipulatives for desktop and mobile devices, it also hosts Calculation Nation: high-order thinking games where you can challenge yourself, or others. Math Playground is a user-friendly site based on Singapore Math, but it's more than Number Bonds and Bar Models. "Simple Programming" and "Spiro Math" engage students in the basics of advanced math concepts. We'll also survey a list of other options for virtual manipulatives such as Johnny's Math Page or ABCya, and see which options are available for iPads and mobile apps.

HAWAI'I ROOM #11

The Research Process Made Easy with Google Drive

Michael Fricano II ['Iolani School]
(Hands-On / Creativity & Curiosity)

The research process can be dizzying and overwhelming for students. Mismanagement and disorganization can create havoc for student projects! With Google Drive's built in Research Tool, the new Add-Ons gallery, and its useful collaboration features, the research process can be streamlined, simplified, and made more enjoyable for students. In this session, participants will learn about these tools and features and will be given time to explore. Lesson ideas, projects, student samples, and a collection of free-to-use resources will also be showcased.

breakout #5 seminar descriptions

WEDNESDAY • JUNE 4, 2014 • 11 A.M.–12 P.M.

PIKAKE ROOM

Soapbox

Multiple Presenters
(Hands-On / Creativity & Curiosity)

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:

- Community Impact: Inquiry Learning through Social Entrepreneurship — Kimo Carvalho, Casey Agena
- Empowering People to Program — Marion Ano
- Edcamp Honolulu — JoAnn Jacobs, Michael Fricano II
- Unleashing the Power of Youth — Brittany Amano
- Why you should create a music video with your students — Chad Nacapuy
- Creating Urban Island Culture in Our Kaka'ako — Erin Kinney
- Kamehameha Schools Song Contest — Jonathan Honda
- Exploring Game Development in Education — Kaleiohu Lee
- Google for Education:Training & Certification — Marc Nakayama

HAWAI'I ROOM #1

Two-Hour Session (Part 2 of 2):
SCRATCH and Other Adventures in PLAY and FLOW steAm Learning: From PLNs to MOOCs, TurtleArt to SCRATCH Computer Clubhouse to Maker Space to CoderDojo

Karen Harris [Holualoa Elementary]
(Hands-On / Creativity & Curiosity)

Come on a participatory adventure sharing one teacher's self directed learning pathway. Be ready to create in Scratch, even if you are brand new to it! This hands-on session will follow a path, connecting dots in the world of design, robotics, computer science, programming, art, K-12+ education, and 21st century learning environments, as told from a current K-5 educator's perspective. As we dive in we will explore in depth what Scratch programming offers diverse learners, how to set up a CoderDojo community at your site, and have time to tinker with tools and programs like the Makey-Makey, Letry Robot, Raspberry Pi, Scratch and TurtleArt. Participants will leave with a Take Away– an instructional How to Scratch manual from participants with links to specific projects, video screencasts, and/or screen shots from the session, as well as links to other manuals and video tutorials teaching Scratch concepts such as, loops, parallelism, broadcasting, sensing, sound, and remixing.

HAWAI'I ROOM #2

Two-Hour Session (Part 2 of 2):
Developing Global Online Communities With Your Students

Emily McCarren [Wo International Center, Punahou School]
(Hands-On / Collaboration & Community)

This hands-on session will invite educators to consider how putting the learning goals of their classes might be supported by leveraging a global audience and community. Teachers should come prepared to brainstorm, think things through, and plan for change.

HAWAI'I ROOM #3

Two-Hour Session (Part 2 of 2): Creating Engaging Learning Environments with MinecraftEdu

Shane Asselstine [Momilani Elementary School]
(Hands-On/ Creativity & Curiosity)

Achieving complex thinking, problem solving, and student engagement in an online collaborative learning environment through the use of MinecraftEdu while addressing curriculum standards. Teachers will gain hands-on experience using MinecraftEdu as a teaching tool while participating and discussing the merits of learning in this environment.

Please note: Must have laptop computer (Mac or PC). MinecraftEdu does not run on tablets. Recommended Requirements: CPU: Intel Core i3 or AMD Athlon II (K10) 2.8 GHz RAM: 4GB GPU: GeForce 2xx Series or AMD Radeon HD 5xxx Series (Excluding Integrated Chipsets) with OpenGL 3.3 HDD: 1GB Latest release of Java 7 from java.com
**There will be a set of Dell laptops available for use.*

HAWAI'I ROOM #4

Two-Hour Session (Part 2 of 2):
The Ultimate in Differentiated Learning: Creating a Learning Environment to Deliver Personalized Learning for Students

Renee Abboud, Eric Apablasa [Fuel Education]
(Hands-On / Critical Thinking)

You will participate in a hands-on, interactive training workshop that leads you through the five critical stages of planning and implementing a successful blended learning program. We will use step-by-step training from our interactive Blended Programs Workbook, based on best practices working with top districts across the country. We will help you formulate strategy and goals for your blended learning program, show you how to gain backing from groups criti-

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cal to your success, and then work through best practices in implementation and measuring program success. You will also have the opportunity to network with other education leaders in your region, and hear how blended learning is improving the world of education. By participating, you will take away the steps for developing a customized strategy and plan for a blended learning program that will uniquely fit your students and district challenges.

HAWAI'I ROOM #5

Lomi Salmon — Isn't It Amazing What Happens When You Combine Hawaiian Culture with New Technology

Keali'i Akina [Ke Kula Ki'eki'e o Kamehameha Hawai'i]
(Presentation / Culture & Compassion)

Teaching with multiple lenses to help students connect and relate to this special place called Hawai'i. Leveraging technology through virtual field trips, augmented reality, vlogging, and Google Apps for Education to name a few. Building connections between Hawaiian World Knowledge and how technology can be used to enhance learning.

HAWAI'I ROOM #6

Two-Hour Session (Part 2 of 2):
Teachers and Students + iBooks Author =
Amazing Publishers

Nani Daniels, Pete Vraspir, Jim Uyeda [Apple Computer]
(Hands-On / Creativity & Curiosity)

iBooks Author is a free app that helps you make Multi Touch books for iPad or Mac. So you can teach your subject your way. Create materials tailored to your lesson and class level. Make leveled books for different students. Teach a topic with your unique perspective. Or fill a gap in your existing course materials. Or have your students create portfolios, class newsletters, or yearbooks. Publishing amazing things is now every person's prerogative! Explore the offerings of iBooks which is now available to experience on Mac computers in addition to iPads. iBooks Author is an amazing (free) app that allows anyone to create beautiful iBooks textbooks — and just about any other kind of book!
   Please note: Equipment will be provided.

HAWAI'I ROOM #7

The Changing Role of the Technology Coordinator

Brendan Brennan, Marybeth Baldwin [University Laboratory School]
(Presentation / Collaboration & Community)

With the growing demand for technology integration across content areas, the school technology coordinator's job is changing from a focus on hardware to a jack-of-all trades who must serve as the bridge between student demands, teacher ideas, administrative guidelines, and parent inquiries. How can one person respond to these various and pressing needs? Come learn from experienced teachers and each other about approaches for meeting these demands and trying to stay current with the latest in educational technology.

HAWAI'I ROOM #8

Bloggers of the World Unite!

Sean Conners [Le Jardin Academy]
(Presentation / Collaboration & Community)

This session will focus on how digital portfolios are enabling students and educators to become more impactful presenters, independant thinkers and adept reflectors. Student confidence in themselves and their abilities, when framed through presentation and reflection on past accomplishments and experiences help prepare them to take on new challenges with a sense of pride and positive self worth.

HAWAI'I ROOM #9

Gage: Student-Centered Learning Digital Platform

Dan Yahata, Jason Hoopes, Sam Wilkinson [School Improvement Network (SINET)]
(Presentation / Collaboration & Community)

Participants learn about student centered learning, and experience "Gage!" Developed by the School Improvement Network to deliver digital curriculum content to students through a computer environment, the software includes administrative tools to track student progress over time, enhance student collaboration and networking allowing students to master and move at their own pace, with help and support from teachers and peers.

HAWAI'I ROOM #10

Beginning Tweeting for Professional Development

Noe Donahue, Wendy Oliver [Kamehameha Schools]
(Presentation / Collaboration & Community)

Simple, fast, and numerous ideas are reasons teachers are flocking to Twitter for professional development. Social media phobic? First-time Tweeter? Scared? Join Us!
   Please note: All participants must come with a laptop or mobile device to establish an account and begin tweeting.
   Session reference site:
https://sites.google.com/a/ksbe.edu/no-end-to-the-possibilities/

HAWAI'I ROOM #11

N/A

KŪKULU KAIAULU: KS EDUCATIONAL TECHNOLOGY CONFERENCE 2014
JUNE 2–4, 2014 • NEAL BLAISDELL CENTER • HONOLULU, HAWAIʻI

breakout #6 seminar descriptions

WEDNESDAY • JUNE 4, 2014 • 1:30 P.M.—2:30 P.M.

PIKAKE ROOM

Let's Smash Some Apps!

Joann Jacobs [Mid-Pacific Institute], Lynne Horiuchi [Kamehameha Schools, Kapālama]
(Hands-On / Creativity & Curiosity)

App Smashing is utilizing the power and versatility of multiple apps to create something not possible with just one app. This hands-on workshop will introduce you to the concept of app smashing and give you the opportunity to create one! We'll briefly look at the steps in the process and then spend time creating your own app smash. It's easy and fun! **Please note: iPad required**. A small library of video clips and photos will be available but you are encouraged to bring your own content.

HAWAIʻI ROOM #1

N/A

HAWAIʻI ROOM #2

Building a Paperless Classroom in the Cloud Using Google Apps for Education

Sean Conners [Le Jardin Academy]
(Presentation / Collaboration & Community)

Google Apps for Education provides teachers with a powerful tool to get students sharing and collaborating easily and efficiently. While there's no one single right way to use Google Docs to build a paperless classroom, there are a few simple rules that will make anyone's life easier. Take back control of your time by taking control of your resources!

HAWAIʻI ROOM #3

The Research Process Made Easy with Google Drive

Michael Fricano II [ʻIolani School]
(Hands-On / Creativity & Curiosity)

The research process can be dizzying and overwhelming for students. Mismanagement and disorganization can create havoc for student projects! With Google Drive's built in Research Tool, the new Add-Ons gallery, and its useful collaboration features, the research process can be streamlined, simplified, and made more enjoyable for students. In this session, participants will learn about these tools and features and will be given time to explore. Lesson ideas, projects, student samples, and a collection of free-to-use resources will also be showcased.

HAWAIʻI ROOM #4

Gamification & Maker Spaces in Action: The Future Classroom is Now!

Douglas Kiang [Punahou School]
(Presentation / Creativity & Curiosity)

Educators worldwide are looking at diverse models for the future classroom, ranging from the most innovative college and university spaces, to models of industry and dot-com startups. Perhaps more important than what the future learning space looks like, however, is what students are being asked to do to demonstrate their learning. In this talk, catch a glimpse of what a future classroom might look like, in both its curriculum and its physical space. Come explore the DIY "Maker" movement, and what it might mean for the future. Take a look at how companies like Google foster creativity and innovation, and see what kids' visions of a "learning center" might look like. Finally, we'll look at an original way to create stronger community in the classroom using the popular game Minecraft as a virtual learning environment.

HAWAIʻI ROOM #5

Make du Jour: Cultivating a Creative Culture and Fostering Daily Divergent Thinking

Amy Burvall [Le Jardin Academy]
(Presentation / Creativity & Curiosity)

Sir Ken Robinson has claimed that "creativity is as important as literacy." One of the greatest challenges is developing ideas, finding time, and offering opportunities for students to work on creative projects. More importantly, how do we move beyond the "assignment" stage and encourage students to be intrinsically motivated to make beautiful things on a regular basis? How do we foster the shift from consumption to production? Even if you don't have the luxury of offering a project-based curriculum, you can still develop a steady diet of ongoing, "back-burner" projects that gets student to "dare to make and share." This session will explore ways to instill a creative culture in your classroom, with everything from low-entry point crowd-sourced uses of social media to the #showyourwork movement which asks students to be overt about their design thinking, creative process, and troubleshooting and contribute to collective knowledge. Creativity is by nature Combinatorial and Con-

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nected, and we'll look at ways to leverage this in the classroom and beyond. At the heart of personalized learning is creative freedom, but students often need a spark of inspiration, a design brief, or mentorship to get them on the road to making. Finally, we'll look at teacher-as-creator as well, and the importance of transparency and curation in facilitating creativity in the classroom.

HAWAI'I ROOM #6

Tap Into a Thriving Education Ecosystem

Nani Daniels, Pete Vraspir, Jim Uyeda [Apple Computer]
(Hands-On / Collaboration & Community)

iTunes U is a destination within iTunes solely dedicated to great education content. It's filled with countless learning resources like lectures, videos, books, and more. You have access to over 750,000 resources on every topic, many of which can be used to teach Common Core standards. And it's all FREE. It's easy to use iTunes U materials to complement your lessons. Let history speak for itself with archival films from the Library of Congress. Or add to a math lesson with an origami tutorial from the Asian Art Museum. Whatever you're teaching, you can find resources to help your students gain a deeper understanding of the lesson at hand. A world of learning possibilities awaits in iTunes U.

HAWAI'I ROOM #7

Project Open Glassroom

Brendan Brennan, Marybeth Baldwin [University Laboratory School]
(Presentation / Collaboration & Community)

With the coming wave of wearable technology comes opportunities previously unimagined in the classroom. The University Laboratory School has begun Project Open Glassroom to study the impacts of Google Glass on education and teacher professional development. Come see video on how Google Glass is being used to code student learning, document and archive learning experiences for scaffolding, and connect classrooms from around the world through Virtual Field Trips.

HAWAI'I ROOM #8

Global Connections, Global Learners

Carmen Richardson [Kamehameha Schools, Hawai'i]
(Presentation / Collaboration & Community)

Creating a sense of global awareness in students is an important goal. But how do we go about doing this in a way that is meaningful and engaging? In this session find out how teachers and students at Kamehameha Schools Hawai'i are participating in a variety of global connections that are allowing them to communicate and collaborate in creative and exciting ways. Learn about some of the tools that have helped to establish these connections and be inspired to reach out and start collaborating with people around the world!

HAWAI'I ROOM #9

N/A

HAWAI'I ROOM #10

Beginning Tweeting for Professional Development

Noe Donahue, Wendy Oliver [Kamehameha Schools]
(Presentation / Collaboration & Community)

Simple, fast, and numerous ideas are reasons teachers are flocking to Twitter for professional development. Social media phobic? First-time Tweeter? Scared? Join Us!
   Please note: All participants must come with a laptop or mobile device to establish an account and begin tweeting.
   Session reference site:
https://sites.google.com/a/ksbe.edu/no-end-to-the-possibilities/

HAWAI'I ROOM #11

Google Maps Engine Lite

Marc Nakayama [Kamehameha Schools, Kapālama]
(Hands-On / Critical Thinking)

Google Maps Engine Lite lets you quickly and easily make robust custom maps and share them with others. This simple tool allows you to simply add points of interest, or import data from a spreadsheet. These custom maps can have multiple layers and the style of points and shapes on your map can be changed as well. Students can add their own descriptions, images, and videos to the points on the maps to make them better fit the purpose of the map. Maps Engine Lite works on both laptops and mobile devices (with some limitations).