Welcome to...

GREAT PRIZES!

SCIENCE WORLD

INNOVATE-ED

ED TECH CONFERENCE

7
ED TECH COMPANIES REPRESENTED

UBCO

5
SCHOOL DISTRICTS REPRESENTED

SCHEDULE

SESSION 1: 9:30-10:25

- Math Stations: The Power of Play
- Show What you Know with Scratch Jr.
- Tech-Savvy Teachers: Unleashing Creativity and Imagination with Makey Makeys
- Getting Out of the Way - A Multimodal Journey Through Materials
- Unleashing Student Potential: Empowering Self-Discovery with MyBlueprint
- Minecraft Education in the Classroom
- The Four Food Chiefs Core Competencies
- Video Games As & For Learning
- Kami 101: Your Complete Guide to Getting Started
- AR & VR in the Classroom
- Communicating with Google Sites
- Fun with Finches!
- Assessment and Digital Portfolios
- Teams Reading Progress
- How to Engage Students in Meaningful Conversations About Anti-Racism

SESSION 2: 10:35-11:30

- WWEST STEM Curriculum Supports Program
- Creating Curiosity and Questions to Launch Inquiry
- Why is my Computer Doing That?
- Project Based Learning with Phidgets Education
- Demystifying ADST: How to Integrate Technology and Design Into Your Learning
- A Balanced Blend: Transitioning to Self-Paced Blended Classroom
- How to engage students in meaningful conversations about anti-racism
- The 21st Century Sandwich: Peanut butter and FigJam
- Digital Media Literacy and the Kermode Education App
- Getting Out of the Way - A Multimodal Journey Through Materials
- Kami 101: Your Complete Guide to Getting Started
- EmPower your Learning with Automations and Applications
- Spaced Out! The Power of Portfolios
- IOS (iPad & iPhone) Accessibility Features for the Classroom
- Interactive and Portable Electronics Learning

SESSION 3: 12:45-1:40

- How to Use Drones in Middle and High School Math
- Hydroponic Farming and Food Sovereignty in Pedagogy
- 5 Crucial Mistakes to Avoid When Blending Your Program
- Breaking Barriers: Making Kami Accessible for All
- Harnessing Design Process to Create a 21st Century Learning Environment
- Fun with Finches!
- Climate Action Kits: Building Coding Competency Around Real-World Issues
- Exploring Minecraft Education 101 & World Tours for Teaching and Learning
- Choose Your Own Adventure Stories with Twine Coding
- AI and Education. Giving Teachers Time Back
- Learners at the Centre with Google Forms in the Classroom
- Information and Privacy
- SpacesEdu as a Tool for Student Learning
- Core Competencies Reflected in Technology
- AR & VR in the Classroom

SESSION 4: 1:50-2:45

- Mousetrap Cars
- Interactive and Portable Electronics Learning
- Using ADST and 3D Printing with the OECD Principles of Learning
- Unleashing Student Potential: Empowering Self-Discovery with MyBlueprint
- 5 Crucial Mistakes to Avoid When Blending Your Program
- Bringing Coding and Robotics Alive in the Curriculum with Finch Robotics
- Hydroponic Farming and Food Sovereignty in Pedagogy
- Codingville: Introduction to Coding Through Game-Based Learning
- Coding Robots in Augmented Reality
- A Chat (GPT) about AI
- Student Blogging with Google Sites
- Harnessing Design Process to Create a 21st Century Learning Environment
- A Balanced Blend: Transitioning to Self-Paced Blended Classroom
- Breaking Barriers: Making Kami Accessible for All
- Climate Action Kits: Building Coding Competency Around Real-World Issues

ASSESSMENT AND DIGITAL PORTFOLIOS

GRADES 4-12

Please join us to experience how students can utilize a digital portfolio to demonstrate reflect on personalized learning and connect skills to classroom activities. We will discuss our experiences with philosophy and pedagogy and various digital platforms as well as provide practical approaches on how to encourage student agency and metacognition involving curricular and core competency development. You will take away some implementation strategies that you can start trying tomorrow!

SCOTT BELSHAW
Learning Coordinator, SD 22

RHIANNON JOHNSON
Learning Coordinator, SD 22

Scott and Rhiannon have been working together in various capacities for quite some time. Rhiannon is a Science teacher who uses inquiry-based learning, gradeless assessment, and competency-focused teaching as the cornerstones of her practice. She also incorporates digital portfolios as a tool to help encourage student voice, choice and agency. Rhiannon is passionate about sharing her professional learning experiences and encouraging others to embrace innovative teaching, learning and assessment practices. Scott is a learning Coordinator for grades 4 to 12 and former humanities teacher in Vernon and has developed a passion for assessment and competency development through student agency. reflection and co-creation. He has been using and facilitiating the use of digital portfolios for almost 10 years.

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CLIMATE ACTION KITS: BUILD CODING COMPETENCY AROUND REAL-WORLD ISSUES

GRADES K-12

ALL SKILL LEVELS

I believe that coding and robotics should be taught through purpose-driven hands-on learning opportunities. Students should develop their competencies and digital literacy skills by engaging in authentic real-world learning scenarios like climate action and the UN sustainable development goals. In this session, participants will get hands-on to explore how they can inspire students to creatively problem solve around climate change issues. Together, we will explore the InkSmith's Climate Action Kit as we dive into the Solar Energy module and resources. This session will be facilitated in person with a virtual component co-taught with the team from InkSmith.

TOBIAS BLASKOVITS

STEAM / LEARNING TECHNOLOGY CONSULTANT, SD 23

I am an STEAM/Technology Learning Consultant for SD23. I am pasisonate about providing hands-on, authentic, leanring opportunities for students and have spent much of my learning around design thinking as a pedagogy. My current focus is on leading and supporting classroom teachers with the meaningful integration of technology across curricular areas. I enjoy working alongside classroom teachers to design meaningful learning opportunities that leverage technology as a tool to deepen student learning when appropriate. I am a Google Level 1 and Level 2 Certified Educator.

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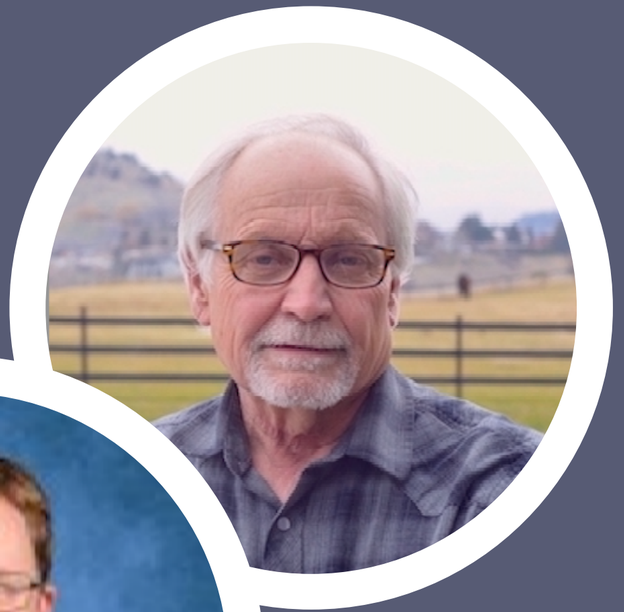
CODING ROBOTS IN AUGMENTED REALITY

GRADES 5-12

BEGINNER & ADVANCED



Coding and robotics offer a unique opportunity for students to make horizontal connections across multiple subjects as they explore STEM and STEAM concepts. Additionally, through hands-on experimentation, discovery learning, and the coding of robots, students can take ownership of their learning and develop valuable problem-solving skills. In this session, participants will work with a range of augmented reality (AR) apps showing the potential of this immersive technology and its role in teaching and learning. This background in AR will provide a foundation to introduce an AR robotic environment called Metabot, which is a robot that only exists and operates in an AR world. During the session, participants will learn how to code a Metabot EVO robot and observe it in action in a fully immersive 3-D AR environment. The Metabot robot was developed by the Ozobot group and can be accessed free of charge from the Ozobot website. The Metabot is a unique and cost saving option for teaching coding with robotics. Session participants should bring a computer to code their robot in the Metabot online studio. They will also need a smart phone or iPad with a QR scanner app to view their robot in AR space. Any downloads required can be done at the session. Don't miss out on this exciting opportunity to learn more about coding and robotics education!

ROBERT CAMPBELL

Associate Professor, UBCO

Robert Campbell began his career as an art teacher, and became interested in the capabilities that computer graphics and digital media can afford artists and art educators. He has worked as a computer artist and software designer. Currently, he is an Associate Professor at UBC's Okanagan School of Education where he teaches Educational Technology, Art Education, and STEAM. His research focuses upon creative coding, arts-based inquiry, and the arts and technology constructed in STEAM curricula.

TERRY MAJOR

Teacher, SD 67

Terry Major is currently a Grade 4 teacher in School District 67. He has a Master's of Education from UBC Okanagan with a focus in Education Technology. Terry is particularly passionate about using robotics in his classroom to engage all learners and to help students develop competencies across the curriculum.

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CREATING CURIOSITY AND QUESTIONS TO LAUNCH INQUIRY

GRADES 6-12

We will simulate what a student experiences through an inquiry launch. Participants will engage with a variety of provocations which will lead into a knowledge and question building activity. Participants will walk away with resources to help support students in building inquiry questions by using content topics as springboards to meet learning standards.

KARIN DUMONT
Teacher Librarian, SD 23

MELANIE CHAREST
Teacher, SD 23

Melanie and Karin have been working together for many years, experimenting with inquiry design, student agency, and strength-based assessment models. Collaboration, team teaching, and student centred approaches that embed the OECD Principles of Learning at the middle school level are a part of their educational philosophy. Melanie has currently moved into the realm of designing inquiry based models of learning in arts education, and Karin, as teacher-librarian, works with colleagues in all curricular areas on developing inquiry and student agency within their classrooms.

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MINECRAFT EDUCATION IN THE CLASSROOM

GRADES 6-12

Welcome to Minecraft Education! This session will be a pragmatic approach to teaching Minecraft Education in your classroom. I will be sharing student examples of Minecraft Creations. Navigating the technology of Minecraft and showing you how to search for lesson plans in your subject areas will be the basis of this course. You will walk away with a ready-to-go lesson or two, as well as core competency assessments to accompany your lesson. I'm looking forward to building and creating with you. No experience in Minecraft needed!

DEANNA FESTER

Teacher, SD 22

My name is Deanna Fester and I'm a mom and a teacher. I started teaching thirteen years ago in SD22, and then had the unique opportunity to transition away from teaching for a decade to run a business. This opportunity opened experience in digital marketing, social media content creation, website development, as well as Human Resources and business operations. As I transitioned back into teaching over the last three years, I have been able to integrate those experiences in media and technology in my classrooms and have been profoundly encouraged by what I see in the students and their creative capabilities. I am looking forward to sharing my experiences with teachers and helping them with a pragmatic approach to applying technology in the classroom.

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TECH-SAVVY TEACHERS: UNLEASHING CREATIVITY AND IMAGINATION WITH MAKEY MAKEYS

GRADES K-9

Are you ready to take your coding lessons to the next level? Join us for an exciting workshop where we dive into the world of Makey Makeys. Explore how they can transform your classroom into an innovative hub of imagination and hands-on, student-centered learning. In this interactive session you will discover some of the endless possibilities that Makey Makeys offer, allowing students to guide their own learning through their creativity and passions. Building on basic coding knowledge, you will be guided through the process of integrating Makey Makeys into your lessons. Discover how these simple devices can enhance problem-solving skills, encourage collaboration, and ignite creativity. Students will be able to design projects that blend art and technology in a fun and cool way. Banana keyboards anyone? This workshop will give you strategies to become a tech-savvy teacher who sparks curiosity and empowers learners to build and create.

UBC Geering Up
Engineering Outreach

JEN GARNER

GEARING UP STEM OUTREACH COORDINATOR, UBCO

I am an STEAM/Technology Learning Consultant for SD23. I am pasisonate about providing hands-on, authentic, leanring opportunities for students and have spent much of my learning around design thinking as a pedagogy. My current focus is on leading and supporting classroom teachers with the meaningful integration of technology across curricular areas. I enjoy working alongside classroom teachers to design meaningful learning opportunities that leverage technology as a tool to deepen student learning when appropriate. I am a Google Level 1 and Level 2 Certified Educator.

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INTERACTIVE AND PORTABLE ELECTRONICS LEARNING

GRADES K-12

Traditional electronics learning equipment can be quite bulky and expensive. Power supplies and oscilloscopes have been restricted to lab spaces or workshops at schools which restricts exploration to their hours of operation. EIM Technology's mandate has been to reduce the barriers toward learning in the electronics-education field. We produce compact hardware solutions and learning kits that can be explored from anywhere. Our hardware suite includes rechargeable breadboard power supplies, oscilloscope, multimeter, soldering sets, and many more. Our kits also have all the necessary components to get started so there is no need for the user to dig around at hardware stores. EIM hardware and projects are now found in school districts and homes across North America. Come for a visit and learn more!

DAVID GUAN

Business Development Manager, EIM Technology

I am an experienced educator who has worked with numerous schools and private agencies across Canada and the United States to provide support in K-12 learning, university learning, post-secondary applications counselling, program design, and implementation of innovative learning technology. Education and best methodology are a constantly evolving field. EIM Technology is a provider of modern ed-tech learning solutions specialized in the field of electronics and STEM Education. My role of Business Development Manager at EIM Technology involves communication with diverse education stakeholders (i.e. parents, students, teachers, administration, policy makers, hobbyist) to understand the evolving needs of the modern classroom.

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LEARNERS AT THE CENTRE WITH GOOGLE FORMS IN THE CLASSROOM

GRADES K-12

BEGINNER & INTERMEDIATE

In this session, participants will learn how to use the feared ugly stepchild of the Google Suite: Google Forms. Everyone will learn how to not be afraid of this quite misunderstood application and how it is actually one of the most functional for use in the classroom. Since Google Forms is quite a powerful application, participants will play with ideas on how to address the Learners at the Centre domain of the OECD Principles, as well as ideas on how to Stretch All Students and Assessment for Learning.

LANE HARDY
TEACHER, SD 23

Lane Hardy currently teaches at Davidson Road Elementary in Lake Country, BC. He holds a Masters in Educational Technology and is a Level 2 Google Certified Educator. Lane has reconfigured his classroom over the past 3 years and has taken to a classroom community approach based upon the OECD Principles of Learning and supported by inquiry-based education and leveraging it all with technology in just the right amount!

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COMMUNICATING WITH GOOGLE SITES

GRADES K-12

BEGINNER & INTERMEDIATE

In this session, participants will learn how to use Google's webpage tool: Google Sites. Everyone will learn how to build webpages that can be used as your communication tool with parents, to teaching your own students how to show their learning with their own webpages. Google Sites is a very user-friendly application that allows you to interact and sync easily with other Google applications. Participants will play with this tool to address Learners at the Centre domain of the OECD Principles, as well as ideas on how to use the domains of Social Nature of Learning, Stretch All Students, and Building Horizontal Connections.

LANE HARDY
TEACHER, SD 23

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USING ADST AND 3D PRINTING WITH THE OECD PRINCIPLES OF LEARNING

GRADES K-12

BEGINNER & INTERMEDIATE

In this session, participants will have time to go through a design process to solve a problem. Using OECD Principles of Learning, participants will take their problem, discuss it, get feedback, and then design it to be printed on a 3D Printer. (Unfortunately time and equipment does not allow us to get to the actual printing stage). This session will be helpful for educators interested in using design principles in their classroom and/or exploring the use of 3D printers with education.

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TEACHER, SD 23

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KAMI 101: YOUR COMPLETE GUIDE TO GETTING STARTED

GRADES K-12

ALL

Kami is a versatile and powerful digital tool that can help streamline your workflow, improve collaboration, and enhance your overall productivity. But with so many features and options available, getting started can be a bit overwhelming. That's where this course comes in. In this introductory class, you'll learn everything you need to know to get up and running with Kami, from basic navigation and file management to advanced annotation and collaboration tools. By the end of the course, you'll be able to use Kami to its full potential, saving time and energy on your daily tasks and projects.

** Participants are asked to please bring a laptop.

OLIVER TINGLING

Teacher Success Champion, Kami

My primary role in the community, as I see myself, is as an educator. From my years working on large accounts for Apple's business team, I eventually found my calling to be a teacher when I took the opportunity to conduct product training for customers. From there, I left Apple to pursue a career in teaching. Over the past eight years, I have taught numerous math courses at the high-school level, as well as adult financial literacy courses at night school. Discovering Kami in 2020 allowed me to share my passion for teaching and help my peers to elevate their professional skills. Now I spend my days teaching numerous educators and administrative leaders across the nation how to level-up their classrooms with Kami.

INNOVATE-ED
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BREAKING BARRIERS:
MAKING KAMI ACCESSIBLE FOR ALL

GRADES K-12

ALL

We will explore the various accessibility features offered by Kami, including keyboard shortcuts, screen reader compatibility, and alternative text options for images. Through interactive demonstrations and real-life examples, we will demonstrate how these features can enhance the user experience for those with visual, auditory, or motor impairments. Join us as we break down the barriers to accessibility in Kami and create a more inclusive online learning environment for all.

** Participants are asked to please bring a laptop.

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USING ADST AND 3D PRINTING WITH THE OECD PRINCIPLES OF LEARNING

GRADES K-12

BEGINNER

Come and join me to hear some successes, failures, and just downright funny technology experiences that we run in to weekly if not daily in our department. We will share experiences, support each other, and hopefully leave with some nuggets of shared knowledge to continue pushing on with the great work we are doing to prepare students for the world they are graduating into one day.

CHELSEA KIDDINE

Technology Innovation Coordinator, SD 22

My name is Chelsea Kiddine, and I am a mom and a teacher. I am in my ninth year of teaching and my third year as a technology innovation coordinator with SD22. I was previously a high school math teacher and love the ability that technology has to support curricular goals no matter the grade or content matter. I am looking forward to learning alongside the many innovators in the Okanagan Valley and beyond!

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BRINGING CODING AND ROBOTICS ALIVE IN THE CURRICULUM WITH FINCH ROBOTS

GRADES K-12

BEGINNER

Please join me as we explore how to get started with the Finch Robots and dive into how you can integrate this exciting technology into all areas in your curriculum. Finch Robots have a low floor, high ceiling ability and can excite children of all ages. The Finch Robot is a durable and relatively affordable option for the classroom with endless learning opportunities. We will explore and share ideas together of how to meaningfully integrate this technology into your classroom.

NICOLE LEBOE

Learning Technology Consultant, SD 23

Nicole Leboe is an educator who's taught all grade levels over the last ten years. She completed her M.Ed in Online Learning and Teaching in 2019 with a focus on Digital Wellness and has been working in various education and technology related positions since. As of recent, she taught at eSchool23, ADST at the middle school level and currently is working as a Learning Technology Consultant with SD 23. Nicole has a passion for learning and trying new things, including learning how to integrate technology in meaningful ways in the classroom.

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A BALANCED BLEND: TRANSITIONING TO A SELF-PACED BLENDED CLASSROOM

GRADES 8-12

INTERMEDIATE

This session will explore the transition to a self-paced, blended classroom that puts students at the centre by giving them more ownership of their learning while simultaneously freeing the teacher from the front of the room to provide more timely support and feedback. Combining short instructional videos, a digital daily to do list, in-class assessment, and student-driven communication with home, this model helps teachers create an effective learning environment that not only teaches their students the required curriculum, but also teaches them to become independent, self-regulated learners with the skills to succeed outside the classroom as well. The best part? No fancy technology or extensive computer skills are required. Students use their phones and a few strategically selected apps to access all their learning resources, and the combination of online and offline learning means teachers don't have to spend hours digitizing their whole curriculum. This flexible model will help every teacher find the right balance for their classroom.

JESSICA LIEW

District Resource Teacher, SD 39

Jessica is a Social Studies and English teacher with almost two decades of classroom experience who loves talking shop with other educators. She currently teaches Socials at Windermere Secondary School in Vancouver where she is also a District Resource Teacher for Curriculum and Assessment who helps other teachers with implement their curriculum and adopt standards-based assessment practices. During COVID, she spent two years as a Secondary Technology Support Teacher for the Vancouver School Board helping other teachers build their skills using technology to support both remote and in-person learning. It was in this role that she began learning about blended modes of instruction and discovering new ways to bring technology into the classroom. Passionate about effectively supporting the diverse learning needs of her students, she is always looking for new ways to strategically use technology to help them control the pace, place, path and/or time of their learning. She currently uses a self-paced blend of online and offline learning experiences to give her students more ownership of their learning and increase her ability to provide personalized support and timely feedback during class time. It's been a transformative journey that she hopes to share with other educators.

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HYDROPONIC FARMING AND FOOD SOVERIENTY IN PEDAGOGY

GRADES 6-8

The session will start with an introduction to the KLO Modular farm, it's history and purpose and spring board into the exponential learning of students and educators in the building over the past three years. We will also talk about the new funding for Feeding Futures. The learning of the session will have participants exploring food sovereignty and awareness of food insecurity and technology can help narrow the divide between western food systems and access to culturally appropriate food for everyone. Participants will be introduced to many resources around this topic, with time to read, watch and discuss their learning. This will also be given a sample unit on Food Insecurity that includes a lesson for students about Food Sovereignty.

KARLA LOCKWOOD
Teacher, SD 23

Karla Lockwood is a French Immersion Middle School Science Teacher and educator and operator of the school's Modular Farm. Students in the Farm Club run a 40-foot shipping container turned hydroponic farm, producing 300 heads of lettuce a week. The farm addresses food insecurity in their school and works to educate staff and students about local needs including food sovereignty.

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CODINGVILLE: INTRODUCTION TO CODING THROUGH GAME-BASED LEARNING

GRADES K-8

BEGINNER & ADVANCED

LOGICS ACADEMY

Codingville is a free tool that empowers teachers and learners to learn the fundamentals of coding through game-based learning. Students in Kindergarten to grade 12 can apply coding concepts in both block and text-based languages (Java, HTML and CSS). The unique “journeys” put students in the centre of learning while they participate in an immersive learning environment. 3D assets, characters, animations and a storyline are utilized throughout the adventures and missions to offer an engaging learning experience for everyone.

MIKE WASHBURN

Director of Learning Experiences, Logics Academy

Mike Washburn is an educator, community builder, and is the Director of Learning Experiences for Logics Academy. As a former computer science teacher, Mike created a custom-made curriculum using elements of game design and game-based learning to captivate and engage his students. Since then Mike has worked with leading EdTech organizations to connect educators through community building and professional learning, enabling them to share their passions and knowledge.

Mike was the co-host of the hit education podcasts OnEducation and the official Minecraft: Education Edition podcast. With almost 500,000 career podcast downloads, Mike is a standout voice for technology in education. Mike has written for EdSurge and has been a notable, featured, or keynote speaker at conferences all across North America such as ISTE and FETC.

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EXPLORING MINECRAFT EDUCATION 101 & WORLD TOURS FOR TEACHING AND LEARNING

GRADES 3-8

BEGINNER & ADVANCED

LOGICS ACADEMY

INNOVATE-ED
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Minecraft Education is a game-based platform that empowers and inspires creative, inclusive learning through play. Explore the essentials needed to begin using Minecraft: Education with students as the centre of your classroom. Explore key game features, model a house building lesson, assess the lesson, and apply it in the classroom with a lesson planner. Participants will also tour of some of the incredible worlds available for learning and exploring in Minecraft Education. You'll have the chance to see and play worlds developed in partnership with NASA, BBC, CBC and more!

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PROJECT BASED LEARNING WITH PHIDGETS EDUCATION

GRADES 6-12

BEGINNER & ADVANCED

Explore the world of programming in middle and high school with Phidgets Education. Participants will explore hands-on how fun and easy it is to utilize the various Phidgets sensors in the classroom to teach coding with various resources and lessons that empowers teachers and learners and enhances student learning and skills. Students are at the centre of learning using Phidgets by allowing them to complete their own projects while learning how to code in various languages.

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GRADES K-12

BEGINNER

THE 21ST CENTURY SANDWICH: TRANSFORMING CLASSROOM ENGAGEMENT WITH FIGJAM

Let's face it, today's learners want something fresh and exciting, beyond the scope of Powerpoint or Google Slides. To truly put learners at the center requires a fresh visual collaboration platform, and that's where "The 21st Century Sandwich" comes into play. Think of how classroom discussions, brainstorms, and group work can be levelled up, all thanks to a generous helping of Figjam – a digital whiteboard tool designed to enhance classroom engagement through student and teacher collaboration. In this session, we'll explore how Figjam can be used to make lessons more engaging and dynamic. We'll dive into the student perspective by creating interactive visuals and explore how student voices can be made visible in real time. Not only will we try hands-on activities to experience how students can be empowered to take control of their own learning journey, but we'll use an array of pre-designed templates—from graphic organizers to lesson planning tools—that eliminate guesswork and streamline your teaching process. Come join us for an informative session that's sure to satisfy your appetite for innovation. You'll leave feeling energized and ready to create a classroom experience that's as satisfying as a classic PB&J – but with a modern, digital twist.

*** Although a laptop is not required for this session, there will be an interactive component, and so a laptop device is encouraged.*

KATRINA MARTEL

Teacher Teaching On Call, SD 23

From a young age, Katrina was intrigued by computers, pondering the question: "Why does the simple click of a button result in a particular output?". Whenever it came to assignments, Katrina sought opportunities to use the computer like a paintbrush. It's no surprise that the computer lab is where she felt most excited in her elementary and secondary school years. With a natural propensity towards teaching and technology, Katrina obtained a Bachelor of Arts in Computer Science in 2021, following suite with a Bachelor of Education. To most, pursuing a B.Ed was unusual. But, as a technologist educator that brings coding skills & better digital learning experiences into the classroom, it's nothing short of a natural fit for Katrina. In an ever-changing technological world, Katrina's goal is to enlighten minds to the endless possibilities that can be achieved, and to never feel that a path they wish to traverse has been pre-determined as closed. With passions within the intersection between education and technology, she hopes to pioneer a future where technology and design are accessible for all. Katrina aims to show teachers who are nervous to use technology in their classroom, that they too, can be a technologist educator.

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DIGITAL MEDIA LITERACY AND THE KERMODE EDUCATION APP

GRADES 5-12

I will show you how you can use the Kermode Education app, an online resource available for ORL card holders of any age, to learn more about digital media literacy. The app can analyze any webpage of your choice and highlights the ways in which you can evaluate the page for accuracy, bias, and timeliness of its content. Through graphics, question prompts, and explanations, the app empowers you to learn how to decide on the credibility of a webpage for yourself.

CHANTELLE MCGEE
Virtual Branch Head, Okanagan Regional Library

I have been a librarian with the Okanagan Regional Library since 2011. In my role as the Virtual Branch Head, I look after the library's online resources and website.

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UNLEASHING STUDENT POTENTIAL: EMPOWERING SELF-DISCOVERY WITH MYBLUEPRINT

GRADES K-12

BEGINNER

With a focus on myBlueprint's Education Planner, this session will encourage educators to challenge and empower their students to discover themselves. The five comprehensive Who Am I? Assessments in Education Planner will help students discover their own learning and personality styles, interests, desired knowledge, and motivation factors. The job-specific compatibility surveys unlock powerful occupation matches based on real-world tasks to better inform student self-discovery. This session will show how students can be made aware of the impact that their learning styles, personality, interests, knowledge and motivations have on their educational journey, unleashing their full potential and setting them up for success! Every student is unique and success does not look the same for everyone; by utilizing a tool such as the myBlueprint Who Am I Surveys? and corresponding activity lessons, all students will be actively engaged in developing an understanding of their own activity as a learner.

TERRI-ANN WYNANS

Partner Success Specialis, myBlueprint

Terri-Ann Wynans, from Port Alberni on beautiful Vancouver Island, is a Partner Success Specialist at myBlueprint where for the past year and half she has worked to support Districts throughout BC. She completed her Masters of Religious Education at St. Mark's UBC in 2015, and Business Technology and Human Services Certificate Programs at North Island College in 2012 and 2008 respectively. Prior to working for myBlueprint, she worked with the Career Education Team at SD70 Pacific Rim for just over 7 years, and during that time she was named a myBlueprint Champion (2019). Throughout the past 25+ years working and volunteering in various capacities in K-12 education, Terri-Ann has learned a great deal about successfully supporting both students and educators. She is a passionate lifelong learner, organizer, "seed planter", mother of 3 adult children, and Nana to beautiful Eleanor Claire. She feels blessed to have the opportunity to support and guide students of all ages to discover their own unique passions and purpose. The myBlueprint team supports student success in close partnership with 1,200,000+ users from 6,570+ schools in 360+ School Boards to use first-rate products customized for provincial curricula right here in Canada.

INNOVATE-ED
ED TECH CONFERENCE

AI AND EDUCATION.
GIVING TEACHERS TIME BACK.

GRADES
K-12

We are going to provide an overview on how teachers might use generative AI (Chat GPT, Adobe, etc.) to get time back for professional well-being, freeing teachers' time for more interactive classrooms. Included in this session will be an overview of the digital literacy framework; providing context for digital learning goals for students.

KEVIN NICKEL
Teacher, SD 23

JENNIFER BOAL
Teacher, SD 23

BENNETT FORD
Teacher, SD 23

Jennifer Boal is a teacher librarian (and singer-songwriter). Ben Ford and Kev Nickel are digital arts teachers. As a collective, we focus on finding modern and creative opportunities to keep our classrooms moving forward.

INNOVATE-ED
ED TECH CONFERENCE

STUDENT BLOGGING WITH GOOGLE SITES

GRADES 8-12

After a brief introduction to Google Sites, participants will be invited to create their own blog using available templates and personalize their site. Handouts and online resources will also be available to assist educators in setting up, monitoring, and assessing a class blog unit. This project is rooted in First Peoples Principles of Learning to address digital literacy and core competencies. Time will also be allotted for discussion of extension activities and other applications for this project.

*** Participants are asked to bring a device with access to a Google account.*

MARY NIEDBALLA

Teacher, SD 22

Mary (she/her/hers) has been teaching in School District 22 (Vernon) since 2005 in a variety of curricular and grade areas from Secondary Drama and Social Studies to Elementary Fine Arts. For the last 8 years, Mary has established a home in the curricular areas of Secondary English and English First Peoples. In addition to being a teacher, she is a mother, wife, sister, and aunt in an amazingly supportive family.

INNOVATE-ED
ED TECH CONFERENCE

SHOW WHAT YOU KNOW WITH SCRATCH JR.

GRADES 1-3

In this session, participants will learn some Scratch Jr. coding basics and also see how I utilize this app with my students for both formative and summative assessments. Participants will receive access to my workshop slidedeck which will include some Scratch Jr. basics, a look at my approach in teaching my students how to be efficient coders in Scratch, as well as some examples of the way that I use Scratch Jr. as a platform for students to demonstrate their understanding of literacy and numeracy concepts. I will also share how Scratch Jr. puts students at the center of their own learning as content creators. It is an app that gives all students an entry point into their own learning and provides room for students who are ready for the challenge to extend themselves beyond the basics. Students are highly engaged in Scratch coding, and they naturally jump in to support their peers with debugging tips and new ideas to try. It also gets students providing each other with constructive feedback about their creations and encourages them to try again and persist when faced with a challenge. This fits in well with the Design Thinking Model, as well as a growth mindset approach too (we can always make our best better). Educators are encouraged to bring a tablet with the Scratch Jr. app installed on it so that they can try out some of the coding tasks that are shared in the workshop.

STEFANIE OAKES

Teacher, SD 23

I have been an elementary school teacher since 1999. I have a Masters in Educational Technology from UBC Vancouver, and I am a Seesaw Ambassador and Certified Educator as well. I am passionate about using technology in the classroom for a variety of reasons. One of those reasons is that technology can ‘level the playing field’ for all learners. For this reason, I am always on the lookout for platforms and applications that have assistive technologies built right into them to allow all of my students to have access points into their own learning, at their own ability levels. I am also always striving to learn new and innovative ways to enhance my students’ learning opportunities in order to increase their engagement and allow them to be a central part of their own education. Although technology is not the only way in which students can become empowered learners, I believe that it is an incredibly effective tool when used mindfully to shape and inform our practice.

INNOVATE-ED
ED TECH CONFERENCE

HOW TO USE DRONES IN MIDDLE AND HIGH SCHOOL MATH

GRADES 6-12

MATH

The focus of this session is to demonstrate how to incorporate technology into middle and high school math. Participants of this session will experience first-hand how drones can be used in math to create highly engaging lessons that help build both curricular and core competencies. Participants will use critical and creative thinking skills by using block coding to control a drone to satisfy mission challenges. To successfully complete each challenge, participants will need to work together to solve problems that will inherently develop during the challenge. The session will wrap up with a discussion on how the challenges can be adapted to be used in middle schools and high schools.

TYLER OHASHI
Teacher, SD 23

I have worked with SD23 as a math/science teacher for 19 years. I started with 14 years in middle school and currently, I am in my 5th year at a high school. I love teaching math. I enjoy creating challenging opportunities for students where they can see how to use the math skills they are learning in class. I believe connecting skill development with application opportunities is a great way to foster excitement for mathematics. I also believe collaboration is a valuable tool to build capacity in teachers because some of my best work has been developed with the help of other teachers.

STEVE MACKENZIE
Teacher, SD 23

My name is Steve MacKenzie and I have a BSC with a major in Math and minor in Chemistry, a BED in the secondary integrated math program, and MED in educational technology. I wear corny math/physics t-shirts and shorts every day while teaching at George Elliot secondary school. I have students dance in math to learn function shapes. I have had the privilege of teaching for 25 years. I believe that forging personal connections is the most important teaching technique. If technology is used in a classroom, it must bring students together in a way that fosters thoughtful discussion and deepens connections.

INNOVATE-ED
ED TECH CONFERENCE

IOS (IPAD & IPHONE) ACCESSIBILITY FEATURES FOR THE CLASSROOM

GRADES K-12

BEGINNER

The students in our classrooms bring with them a variety of abilities, strengths and challenges. This variation can lead them to have difficulty accessing or creating certain types of the classroom materials. Various tools exist to try and support our students in this area, but often come with high costs. Meanwhile, many of our classrooms are filled with iOS devices in the form of school-issued iPads or students' personal iPhones. The good news is that iOS devices include built-in accessibility features that students can use to allow them to more easily access your classroom materials. Do you have a student who struggles with reading? Built-in text-to-speech is here to help. Maintaining focus when using technology tools? Guided access to the rescue. Written output? Speech-to-text. This session will walk you through using these features on the provided iPads so that you will feel comfortable heading back to your classroom and trying them out right away.

BRAD OGASAWARA

Teacher Librarian and Technology Innovation Coordinator, SD 23

Bradley Ogasawara is a Teacher-Librarian and Technology innovation coordinator currently working for SD22 in Vernon, BC. Bradley loves sharing the tips and tricks that he has picked up working with students in both public and private schools domestically and abroad. When he is not working, you will find him transporting his two children between various ball practices and art classes. His passions include pop culture, professional sports and learning.

INNOVATE-ED
ED TECH CONFERENCE

AR AND VR IN THE CLASSROOM

GRADES 4-12

Our upcoming activities involve hands-on coding utilizing the CoSpaces platform, which brings immersive experiences in both Augmented Reality (AR) and Virtual Reality (VR). Furthermore, we plan to delve into the functionalities offered by Merge Edu's platform, known for its unique approach of integrating augmented reality directly into the learning process. Our approach emphasizes a cross-curricular perspective, seamlessly integrating technology to enhance the learning journey across various subjects.

MIKE PAGE

Merge & Co-Spaces Edu

Passionate educator well-versed in physical computing, digital fabrication, Google certification, Unity, CoSpaces, Merge, Tinkercad, Fusion 360, and Minecraft are gearing up for an exciting presentation. The focus will be on Augmented and Virtual Reality, using the Merge Edu and CoSpaces platforms. CoSpaces, a user-friendly mixed reality web tool, empowers students to craft interactive content and immersive experiences. This innovative platform allows learners of all levels to showcase their understanding by creating virtual worlds, ranging from straightforward setups to intricate designs. Merge Edu's platform brings AR into your hands and into your classrooms. See you soon!

INNOVATE-ED
ED TECH CONFERENCE

SPACED OUT! THE POWER OF PORTFOLIOS

GRADES 6-12

We are describing working together with different classes to create a cross-curricular experience where students have opportunities to learn from and with each other. Also, we highlight how technology helped us organize and record the learning. Lastly, connecting with parents through Portfolios to showcase student growth. The technology allowed learners to be at the center of the learning and empowered them to record what they felt was relevant.

CONNOR PODMORROW
Teacher, SD 22

Connor has spent most of his life in the Okanagan as has been a teacher in the Vernon District since 2018. In his practice, Connor has always placed his student first. In his time in Vernon, Connor has worked to expand his craft through experiential learning practices. Being new to married life, Connor is learning to harness the power of google calendars but has yet to utilize its true potential. In his spare time, Connor enjoys traveling, camping fishing, hiking and volleyball.

DAN CURTIS
Teacher, SD 22

Dan has taught in School District 22 for 20 years. A technology advocate who is always looking for the next best tech product. Family is important to Dan and loves using Google calendar to keep up to date on what is going on in the lives of his wife and five children. Dan enjoys biking and driving around the province to learn more about hockey rinks.

INNOVATE-ED
ED TECH CONFERENCE

A CHAT (GPT) ABOUT AI

GRADES 8-12

BEGINNER

This learning session will focus on ChatGPT and other AI chatbots that have had a significant impact on the field of education. Participants will have dedicated time to delve into these tools, understanding their potential for automating tasks and empowering learners to connect with their learning process. Additionally, the session will foster discussions on the ethical considerations and various applications of AI in education.

ALEX REID

SEL/ Behaviour intervention Teacher, SD 23

Alex Reid is an educator who has had a diverse teaching career spanning subjects as varied as English, Math, PE, Video Game Development, and Computer Science. With a passion for fostering inclusive learning environments, he has now transitioned into the role of a behavior intervention teacher. Alex is deeply committed to supporting marginalized students, ensuring their academic and emotional well-being. He supports teachers at his school in integrating technology into the classroom to create captivating and interactive lessons for both students and teachers alike.

INNOVATE-ED
ED TECH CONFERENCE

CHOOSE YOUR OWN ADVENTURE STORIES WITH TWINE CODING

GRADES 3-12

Twine provides a very simple way to create your own interactive and non-linear “choose your own adventure” digital stories. Twine allows students to build a story and create paths using simple coding. You and your students don't need to learn any complex coding to create a simple story with Twine, but you can extend your stories with variables, conditional logic, images, CSS, and JavaScript when you're ready. This session will focus on the basics to get you started with this dead-simple and effective online storytelling tool. Don’t forget to bring your computer!

Brendan Robertson
Technology Innovation Coordinator, SD 22

Brendan Robertson has held various positions over the last 28 years at SD 22 Vernon. He is currently at École Beairsto teaching grade six and kindergarten part time as well as being a half time Technology Innovation Coordinator for SD22. He is passionate about innovation and technology in the classroom as well as coaching fencing to our youth.

INNOVATE-ED
ED TECH CONFERENCE

MOUSETRAP CARS

GRADES 3-12

SCIENCE & ADST

We are off to the races! Join this session to build and design a car that runs on energy provided by a mousetrap! You will build a prototype mousetrap car to test different variables, learn about energy transfer, and then tinker with the design of your car to optimize its performance. There will be a focus on the Thinker-Tinker-Test model of design thinking while trying to make your mousetrap car travel as fast or as far as you can possibly make it. You will leave knowing how to adapt this project to various levels to cover you ADST and Science curriculums.

BRENDAN ROBERTSON

Technology Innovation Coordinator, SD 22

Brendan Robertson has held various positions over the last 28 years at SD 22 Vernon. He is currently at École Beairsto teaching grade six and kindergarten part time as well as being a half time Technology Innovation Coordinator for SD22. He is passionate about innovation and technology in the classroom as well as coaching fencing to our youth.

INNOVATE-ED
ED TECH CONFERENCE

THE FOUR FOOD CHIEFS CORE COMPETENCY

GRADES K-7

CORE COMPETENCIES

BEGINNER

This session will explore the syilx captikʷɬ “How Food Was Given” and discuss how sqilxʷ teachings can connect to the BC Core Competencies. The Four Food Chiefs Core Competencies (2023) was developed by the SD22 Indigenous Education Department in collaboration with Okanagan Indian Band (OKIB) community members with the goal of co-creating a student self-assessment resource that would help students identify personal strengths through the teachings of captikʷɬ stories. Participants will engage with the captikʷɬ, participate in a hands-on activity that allows students to make deeper connections to the story, and discover how this student-assessment can be used in the digital portfolio tool, SeeSaw.

CHARITY SAKAKIBARA
Director of Indigenous Education, SD 22

Charity Sakakibara is a member of the Okanagan Indian Band and has been an educator in the BC K-12 education system for 22 years. She was a secondary English teacher of English in the Vancouver School Board, and then returned to her home community of Vernon. She has worked for 5 years as the Director of Indigenous Education for SD22.

KRISTIN BEEBY
Technology Innovation Coordinator, SD 22

Kristin has taught for twenty years and has experience teaching K to 12. She has a Master in Educational Technology. She is passionate about teaching but even more passionate about learning and exploring how learning can be engaging, enriching, and exciting.

INNOVATE-ED
ED TECH CONFERENCE

VIDEO GAMES AS & FOR LEARNING

GRADES 4-9

BEGINNER

Video games have become a fixture of life for youth today, and many great contemporary film and TV series can trace their origins to video games (The Last of Us, Super Mario movie, etc.). Fortunately, programming platforms such as Scratch have also become so ubiquitous that even complete "newbies" can become confident programming in a mere matter of hours, all while learning how the Math they've learned in class (which can sometimes seem so abstract it appears devoid of value to our students) can actually be leveraged like a superpower to create the rules and powerups of their game world. In this session, you will learn how to scaffold a cross-curricular unit in arcade game design, find quality programming resources to help even the most inexperienced students develop their programming fundamentals, and you will learn how lead class discussions/reflections on the role of Math and Literary settings in video games. Hope you're ready player one!

*** Participants are asked to bring a laptop to this session.*

BRENDAN STANFORD

Teacher, SD 23

Middle School Math/Science Teacher with a passion for Robotics, Video Games and play-based-learning!

INNOVATE-ED
ED TECH CONFERENCE

FIVE CRUCIAL MISTAKES TO AVOID WHEN BLENDING YOUR PROGRAM

GRADES 6-12

Mistakes. When you try something new you always make mistakes. Flipping or blending a classroom is no different. Come and learn how not to run a blended classroom. This session will identify five mistakes to avoid when implementing a blended classroom for the first time. We will then walk through the remedies so that you can be confident that your blended program will have students leaving each day excited, engaged, and empowered.

ALEX VAN DONKERSGOED

Product Specialist, Study Forge

Alex van Donkersgoed has been a classroom teacher for 20+ years as well as the founder of a new online school and its first principal for 10 years. Now he gets to share the fantastic online tools created by StudyForge. He lives in Acton, Ontario, Canada with his incredible wife and three amazing children.

INNOVATE-ED
ED TECH CONFERENCE

SPACESEDU AS A TOOL FOR STUDENT LEARNING

GRADES K-12

BEGINNER

Students will lead a panel discussion where they will present their SpacesEdu portfolios and explain how they use them to assess, reflect on and improve their own learning. They will discuss the ways in which they are able to determine their own learning journey and recognize their growth of skills. After the students respond to a guided set of questions, participants will have a chance to ask questions and observe the students' individual portfolios. Some students will be able to share their portfolio experience and how it has developed throughout the high school years.

CORINA SUMMERFELT

Teacher, SD 22

Corina Summerfelt teaches Core French in Vernon, B.C. to grades 8-12. In this role, she has spent a significant amount of time working to empower students to discover and to advocate for their own learning needs. Corina encourages a gradual release of responsibility which culminates with the students assessing themselves and determining their own course grades. As part of this, Corina endeavours to combine her love of technology with meaningful applications for the classroom. Corina's own classroom is a blend of exploration, learning and technology. Corina is enthusiastic and dedicated to increasing the student's personal sense of achievement and ability.

INNOVATE-ED
ED TECH CONFERENCE

TEAMS READING PROGRESS

GRADES 4-12

"Reading Progress is a free tool built into Microsoft Teams designed to support and track reading fluency in your class. Students record their reading on camera and submit it to you. As you mark and return their work, data is automatically collected and organized in Insights, helping you spend more time with students and less time analyzing data. " We'll setup a sample class and assignment and try a sample text so you can see exactly how it works.

ANITA TONEATTO

Technology Helping Teacher, SD 67

I'm a technology helping teacher in SD67 - Okanagan Skaha. Excited to be at Innovate-Ed!

INNOVATE-ED
ED TECH CONFERENCE

HOW TO ENGAGE STUDENTS IN MEANINGFUL CONVERSATIONS ABOUT ANTI-RACISM, INTERSECTIONALITY AND DIVERSITY USING A VARIETY OF TECHNOLOGY

GRADES 4-12

The aim of this session is to provide teachers an opportunity to explore a variety of platforms using technology to engage students in meaningful conversations about anti-racism, intersectionality and diversity. This session will be engaging, with practical ideas that can be implemented in classrooms the next day.

KIM TYSSEN

Learning Coordinator, SD 22

Kimberely Tyssen is a learning coordinator for School District 22. In this role she works with teachers in the district to improve student learning. An important part of Kimberley's portfolio is supporting anti-racism initiatives in schools and across the district. She provides professional learning on intersectionality and pedagogies of voice.

INNOVATE-ED
ED TECH CONFERENCE

EMPOWER YOUR LEARNING WITH AUTOMATIONS AND APPLICATIONS

LEADERSHIP

In today's rapidly evolving educational landscape, institutions face a growing need for innovative solutions that streamline processes, enhance collaboration, and deliver data-driven insights. Microsoft Power Platform emerges as a transformative toolset that empowers educators and administrators alike to meet these challenges head-on. Our presentation will delve into the dynamic world of Microsoft Power Platform and its profound impact on education. We will explore three key pillars.Automate: Discover how Power Automate simplifies routine tasks and allows schools to focus on what truly matters by improving efficiency.Analyze: Uncover the potential of Power BI to harness the wealth of data generated in education environments. Learn how Power BI turns data into actionable insights, enabling informed decision-making. Collaborate: Microsoft Power Apps fosters collaboration and we'll showcase how custom applications can be quickly built to address unique educational challenges. By the end of this presentation, you'll gain a comprehensive understanding of how Microsoft Power Platform can revolutionize the education sector, creating more efficient, data-driven, and collaborative educational institutions that better serve students and educators alike. Join us in harnessing the power of technology to shape the future of education.

JOSH VANCE

Assistant Director of Innovation and Technology, SD 22

Josh has been working in School District 22 since 2005 and has carried his passion for innovation and technology into a leadership role in the district. Robert is an expert on the Microsoft Power Platform and has been accelerating innovation by using the Power Apps to analyze data, automate processes, and build apps, and websites.

ROBERT ROUTLEDGE

Contractor, SD 22

Robert combines the skills and experience developed through his Masters in Leadership, Bachelor in Education, Diploma in Big Data Analytics, 10+ years in Post Secondary Student Affairs and many political campaigns to help organizations more effectively collaborate, automate and analyze their data.

INNOVATE-ED
ED TECH CONFERENCE

FUN WITH FINCHES!

GRADES
K-9

In this workshop, teachers will be introduced to Finch Robots and the possibilities of using them to model and visualize math concepts while also activating the A in STEAM education. We will explore how different coding challenges can help strengthen students understanding of mathematical concepts such as properties of regular polygons, perimeter, interior/exterior angles, and patterning with the possibilities of extending to right angle triangles all while using the Finch Robots to artistically represent the geometry.

**Participants will need to bring their own laptop with a USB connection.

NICOLE VIEIRA

Student Programs Manager, Science World

Nicole Vieira has been exploring her passion for education for as long as she can remember; Her BSc in Mathematics, BEd in Secondary Mathematics, and post-grad Data Analysis certificate has led her from teaching in high schools through to many positions at Science World including Super Science Club, summer camps, Tech-Up programs and her current role as Tinkering Curator and Manager of Student Programs. When she's not tinkering with new activities and workshops, she is analyzing data trends somewhere, listening to an audio book, planning her next Disney trip, and sipping on a pumpkin cream cold brew.

INNOVATE-ED
ED TECH CONFERENCE

WWEST STEM CURRICULUM SUPPORTS PROGRAM

GRADES K-12

Join the WWEST STEM Curriculum Team in playing with tech tools, and learning how we can collaborate and create powerful and engaging STEM-based lessons, developed and facilitated at no-cost to schools. We will share lesson ideas for Scratch, Ozobots, Backyard Brains, and more (based on time and interest), and provide time to play with these tools. Our program is designed to bring STEM learning into classrooms over 4-once per week visits, and link to BC Education curriculum from K-12 and in all subject areas– even English Language Arts or Social Studies! As a pilot this year, based on feedback in your schools last year, we are offering teacher engagement/mentorship sessions throughout the year, and look forward to building this collective. Please join us for fun and thinking outside the box where students (and teachers) are the center of these hands-on experiences, to spark curiosity and build interest in STEM related education and career fields

REBECCA MCCULLOUGH
Program Manager, WWEST

Rebecca taught various grades and subject areas, and was a K-12 Principal, for 20 years. She has found a space for continued learning and supporting teachers and students as the Program Manager for WWEST. Rebecca McCullough holds a Masters Degree in Educational Leadership, as well as two undergraduate degrees in Education and Kinesiology. Rebecca works on bridging BC education curriculum and STEM outreach/mentorship activities, and advocating for equity, diversity and inclusion through WWEST and iSTAND events and opportunities.

ROBERT (BOB) RODDIE
Teacher Engagement, WWEST

Bob has recently retired from the Ontario education system as a leader in Biology and sciences. He has a BSc and BEd, and many years experience in the science classroom. He is eager to engage and educate underrepresented populations through STEM based activities, and increase the awareness and understanding of STEM through communications. Bob is excited to explore and develop additional mentorship opportunities for educators to increase engagement for girls, women, and underrepresented populations in STEM fields.

INNOVATE-ED
ED TECH CONFERENCE

GETTING OUT OF THE WAY:
A MULITMODAL JOURNEY THROUGH MATERIALS

GRADES K-12

HUMANITIES

Through the use of different teaching techniques and the use of spare parts and mulit-modal learning, students' true and authentic voices are heard to the greatest degree possible. The disconnect between what students often share in non-traditional ways of gathering evidence needs to be valued to the same degree as traditional alphabetic writing. Doing things differently may be scary, but the results can be mind blowing!

DEREK WIEBE
Teacher, SD 23

Derek is a happily married man with two wonderful kids and a lifelong Kelowna resident. He has taught at every grade level and enjoyed a wonderful three year stint working in Alternative Education as well. He believes all students show up every day doing the best they can and that it is our job to think differently so that everyone finds the success to put their best work forward.

JOY RICHARDSON
Teacher, SD 23

Joy was born in Scotland and came to Canada for a "gap year" that still hasn't quite ended! Joy's background is in Inclusive Education. She worked as a CEA in SD23 for eight years before becoming a teacher. She has a passion for providing educational experiences where all students experience agency and competency.

INNOVATE-ED
ED TECH CONFERENCE

MATH STATIONS: THE POWER OF PLAY

GRADES K-6

MATH

The session will allow participants to engage in a variety of activities. They will have an opportunity to "play" and be hands on with various math games in small groups. They will also participate in "whole-class" mathematical activities. These various hands-on activities will support the importance of social learning, experiential learning and will give participants tangible experiences that they can take back to their own classrooms. Participants will also see videos of the stations in actions in a real life classroom and will be given the opportunity to hear directly from students about their experience in the classroom. Resources will be provided and the "why's" and "hows" of the process, learning and activities shown will be clearly stated and outlined. Research that supports the various structures will also be shown and modeled. The OECD Principles of Learning as well as the First Peoples Principles of Learning will be continuously connected to all aspects of the presentation.

CARRIE WIPF

Teacher, SD 23

When I was a child, I experienced significant trauma. This was back in the mid-1900's when teachers did not know how to support me and/or did not understand the impact of trauma. A few years later I was able to open up to learning again but math became a subject that consumed me with fear and anxiety. When I became a teacher, I never thought that math would become my favourite subject to teach. I would like to share how math stations support the learning of all students and allows me to meet them where they are at. First Peoples Principles of learning tell us that learning takes patience and time and that learning is reflective, experiential and holistic. I would like to present at the Innovate-ED23 conference and share about math stations in my classroom because I believe that these principles are lived and that the structure puts students at the centre of their learning. I have been with SD23 for 8 years and have taught K, 1, 3, 4, 5, 6. Throughout my years of teaching I have learned the value of math stations on many levels. The best part is I get to learn alongside my students.

INNOVATE-ED

ED TECH CONFERENCE

CORE COMPETENCIES REFLECTED IN TECHNOLOGY

GRADES 9-12

Participants will engage and learn about different technology tools to help articulate the core competencies into their classrooms in meaningful ways. Where students can express their learning in a variety of ways that are meaningful to them and their learning journey. We will be showcasing tools such as: Jamboard, Screencastify, Chromebook Screen Capture and Podcasting tools and apps. We will use hands-on learning to create and develop new ways for students and teachers to showcase their learning using the core competencies.

**Participants are asked bring their own laptop.

CHRISTINE WOLF
Teacher, SD 23

I am a teacher at Okanagan Mission Secondary in Kelowna, BC. My focuses are Careers, English and Social Studies. When school is not in session, you can find me traveling the world on a cruise ship and if I am home then I will be hanging out with dogs, reading a good book or binge watching a new show. I enjoy the outdoors with my friends and family.

JILL BOULANGER,
Teacher Librarian, SD 23

A teacher who has been around the world and back again. Along the way, I pursued my Masters of Education to become a Teacher-Librarian. I love learning about different cultures and exploring new perspectives. I have been teaching for over 20 years, internationally and in Canada. I enjoy engaging with new technologies that help showcase students' learning and growth over time. When I am not working, I enjoy reading and exploring the outdoors with my friends and family.

INNOVATE-ED
ED TECH CONFERENCE

INFORMATION AND PRIVACY

ALL ALL

This session will talk about what we are doing here at our school district in terms of meeting the FIPPA changes from earlier this year, what we have done to comply, and what we plan to do in the future for personal information privacy for staff and students.

KENNETH YEW

Manager of Privacy and Cybersecurity, SD 23

I'm the Manager of Privacy and Cybersecurity for Central Okanagan Public Schools District #23 and have over 12 years working in an educational environment doing various roles.

INNOVATE-ED
ED TECH CONFERENCE

DEMYSTIFYING ADST: HOW TO INTEGRATE TECHNOLOGY AND DESIGN INTO YOUR LEARNING

ADST

Learn fun and simple ways to incorporate technology and design skills in your classroom. We will go over a variety of unplugged and digital activities to help you teach ADST in ways that let your students make choices and explore independently or collaboratively. These tools can help students of all abilities feel successful, improve problem-solving and critical thinking skills, reflect on their thinking and learning, and be leaders among their peers. The session will include hands-on learning opportunities, such as exploring with robots, software, and unplugged coding; group discussions about experiences with ADST in the classroom; and some great resources to put in your ADST toolkit.

** *Participants are asked to please bring a laptop.*

ALISON YOUNG
Teacher, SD 23

I am a prep coverage teacher who teaches ADST to grades K-5. I love to watch students explore with technology and design, and learn new things along with them. The tools we use allow students across all abilities to feel successful and extend their own capabilities, which I feel is an important element to helping all students enjoy and feel like they belong at school. I taught in SD 39 for four years as a TTOC, and I have been in SD 23 for five years as a TTOC and Literacy Support Teacher. The 2023-2024 school year will be my second year teaching ADST. In my free time, I enjoy reading, playing board games and video games with my family, and doing yoga.

INNOVATE-ED
ED TECH CONFERENCE