



THE Binary Bistro Instructional Technology Workshops:

Registration link: https://utsa.az1.qualtrics.com/jfe/form/SV_2rhULigoguABBI1

WORKSHOP LOCATION

UTSA 1604 Main Campus John Peace Library JPL 3.02.38 COEHD Computer Lab

REGISTRATION IS OPEN TO

- UTSA COEHD Faculty
- UTSA COEHD Staff
- UTSA COEHD Clinical Teachers
- UTSA COEHD Students enrolled in COEHD Courses
- UTSA COEHD Graduate Students
- UTSA GEMS/UTEACH SA Student
- UTSA COEHD Graduates



SEPTEMBER 2017

- **BASIC GOOGLE TOOLS LEARN ABOUT:** Google "Create" tools - Docs, Slides, Forms and Spreadsheets. Add classroom appropriate free Google apps to your Google Drive.

Tuesday 9/5 9 - 11am JPL 3.02.38

- **SMARTBoard BASICS LEARN ABOUT:** SmartBoard basic tools, navigation and care of the SMARTBoard.

Saturday 9/9 9-10:30 am JPL3.02.38

- **SMARTBOARD BASIC IS A PRE-REQUISITE. SMARTBOARD NOTEBOOK SOFTWARE LEARN ABOUT :** SMARTBoard Notebook toolbar, the Gallery of over 6,000 media resource, the Notebook Software Activity Builder, the SmartBoard Exchange website, build 3 multimedia lesson formats.

Saturday 9/9 10:45-1:00 pm JPL 3.03.28

- **TED LESSONS LEARN ABOUT:** The four step method for building a lesson around any TED-ED Original, TED Talk or You Tube video

Monday 9/11 10-Noon JPL3.02.38

- **FRESH GRADE LEARN ABOUT:** Using the Fresh Grade teacher app, learn to capture, document & communicate meaningful examples of student learning through digital portfolios.

Tuesday 9/12 4-6 pm JPL3.02.38

- **Recommended for the "My Story" Assignment. PREZI LEARN ABOUT:** The basic Prezi, how to customize & enhance a basic presentation.

Monday 9/14 9 -11 am JPL 3.02.38

- **SEMESTER USE OF A MINI iPad AND AN iPad DONGLE FOR THE SEMESTER. iPad THEREFORE I AM LEARN ABOUT::** Basic iPad tools & features, engaging students with content specific apps, ideas & resources for the one iPad classroom & using an iPad as an interactive whiteboard.

Friday 9/15 4-5:30pm JPL 3.02.38

- **SCANNABLE TECH LEARN ABOUT:** Three types pf realities suitable for classroom instruction: QR Codes, Augmented Reality and Virtual Reality.

Tuesday 9/19 1-3pm JPL 3.02.38

- **ADOBE SPARK LEARN ABOUT:** Adobe Spark multimedia components: Post, Pages, Video.

Friday 9/22 11-1pm JPL 3.02.38

- **TECH SHOWCASE LEARN ABOUT:** Come interact with 9 different S.T.E.M and S.T.E.A.M tech gadgets kits! At the conclusion of the workshop, ALL the kits will be available for checkout for use during the semester. ALL the kits are suitable for classroom use!
Kits include the following:
 - S.T.E.M. OSMO KIT The interactive OSMO manipulatives for playing and creating learning games on an ipad.

Fall 2017	The Binary Bistro Workshops	Colemere
• S.T.E.M. SNAP CIRCUIT KITS Build a working FLYING SAUCER, an FM RADIO, a MUSIC BOX, SPACE BATTLE SOUND MACHINE, and a MOTION DETECTOR, with the electrical circuitry designer using the basic classroom resources for Snap Circuits Kits. • S.T.E.M. ~ SPEEDOMETRY KIT Science/Math curriculum targeting fourth grade (8-9 year old) students. • S.T.E.M. ~ LITTLEBITS littlebits tiny circuit-boards with simple, unique functions to snap together with magnets to create a unique function light, sound, sensors, buttons, thresholds, pulse, motors, etc. • S.T.E.M. ~ MAKEY-MAKEY KIT Using the MAKEY MAKEY BOARD to create common household objects to a computer keyboard and innovative interactive objects. • iCLICKERS IN THE CLASSROOM The iClicker audience response system, asking questions through any presentation application and display results in real-time & record responses. • GOOGLE CARDBOARD Google Cardboard is a complete virtual reality platform. Imagine exploring coral reefs or the surface of Mars in an afternoon. With Google Cardboard Expeditions, teachers can take students on immersive, virtual journeys. • S.T.E.A.M. - GOLDIE BLOX AND THE MOVIE MACHINE a multimedia digital storytelling and a construction kit. • APPLE TV The APPLE TV and it's remote. • IPEVO Portable Interactive Board		

Saturday 9/23 9 - NOON JPL 3.02.38

- **PLICKERS / KAHOOT! / TODAY'S MEET LEARN ABOUT:** Free student response systems with student response documentation tools useful for generating class participation grades.

Tuesday 9/26 2-4pm JPL 3.02.38

OCTOBER 2017

- **SOCRATIVE RESPONSE SYSTEM LEARN ABOUT:** The tools for delivering multiple choice questions, true/false questions, quizzes and generating results.

Monday 10/2 Noon-2pm JPL 3.02.38

- **OFFICE MIX LEARN ABOUT:** Everything you need to easily create and share interactive online videos.

Tuesday 10/3 1-3 pm JPL 3.02.38

- **SCANNABLE TECH LEARN ABOUT:** Three types pf realities suitable for classroom instruction: QR Codes, Augmented Reality and Virtual Reality.

Thursday 10/5 Noon-2 pm JPL3.02.38

- **Recommended for the “My Story” Assignment. WINDOWS MOVIE MAKER LEARN ABOUT:** Editing photos and videos, choosing a theme, adding and editing audio.

Thursday 10/6 10-Noon JPL 3.02.38

- **NATIONAL GEOGRAPHIC LEARN ABOUT:** National Geographic(NG) teaching resources - Units of study, lesson planning with NG resources, and NG activities.

Tuesday 10/10 1-3pm JPL 3.02.38

- **SMARTBOARD BASIC IS A PRE-REQUISITE. SMARTBOARD NOTEBOOK SOFTWARE LEARN ABOUT:** The adaptive SmartBoard Notebook toolbar, the Gallery of over 6,000 media resource, the Notebook Software Activity Builder, the SmartBoard online Exchange, building 3 multimedia lesson formats.

Friday 10/13 4-6:30pm JPL 3.02.38

- **LIBRARY OF CONGRESS LEARN ABOUT:** The Library of Congress offers classroom materials and professional development to help teachers effectively use primary sources from the Library's vast digital collections in their teaching.

Monday 10/16 2-4pm JPL 3.02.38

- **HAND HELD DEVICE REQUIRED. APP SMASHING LEARN ABOUT:** Smashing Apps to create extraordinary technology driven products.

Tuesday 10/17 8-10am JPL 3.02.38

- **LIVEBINDERS LEARN ABOUT:** The Livebinder tools for building a collection of instructional resources for lesson plans, web quests, units of study & multimedia resources.

Thursday 10/19 1-3pm JPL 3.02.38

- **CREATIVE COMMONS LEARN ABOUT:** A set of copyright licenses and tools that create a balance inside the traditional “all rights reserved” setting that copyright law creates.

Monday 10/23 2-4 pm JPL 3.02.38

- **A HAND HELD DEVICE REQUIRED APPS FOR MOVIE PRODUCTION LEARN ABOUT:** Newest apps to make videos in the classroom.

Friday 10/27 9 - 11am JPL 3.02.38

- **BIG HUGE LABS LEARN ABOUT:** Creating and printing personalized motivational posters, calendars, movie posters, magazine covers, badges, mosaics and photo collages.

Thursday 10/30 9 - 11am pm JPL 3.02.38**NOVEMBER 2017**

- **BASIC GOOGLE TOOLS LEARN ABOUT:** Google "Create" tools - Docs, Slides, Forms and Spreadsheets. Add classroom appropriate free Google apps to your Google Drive.

Monday 11/6 9-11 am JPL 3.02.38

- **"SCRATCH" CODING LEARN ABOUT:** Scratch Coding Language - Used for designing games, digital storytelling and basic coding language.

Tuesday 11/7 8-10am JPL 3.02.38

- **SCANNABLE TECH LEARN ABOUT:** Three types pf realities suitable for classroom instruction: QR Codes, Augmented Reality and Virtual Reality.

Friday 11/10 1-3pm JPL3.02.38

- **GOOGLE CULTURAL INSTITUTE LEARN ABOUT:** The exhibits and collections from museums and archives all around the world. Explore cultural treasures in extraordinary detail, from hidden gems to masterpieces. Creating your own galleries and sharing favorite finds with students and peers.

Tuesday 11/14 9-11am JPL 3.02.38

- **SMARTBOARD BASIC IS A PRE-REQUISITE. SMARTBOARD NOTEBOOK SOFTWARE LEARN ABOUT:** The adaptive SmartBoard Notebook toolbar, the Gallery of over 6,000 media resource, the Notebook Software Activity Builder, the SmartBoard online Exchange, building 3 multimedia lesson formats.

Friday 11/17 3:30-6:00 pm JPL 3.02.38

- **Recommended for the “My Story” Assignment. POWER POINT – SWAY LEARN ABOUT:** Create and share interactive reports, presentations, personal stories, and more.

Tuesday 11/28 1-3pm JPL 3.02.38

- **HOUR OF CODE LEARN ABOUT:** The Hour of Code started as a one-hour introduction to computer science, designed to demystify "code", to show that anybody can learn the basics, and to broaden participation in the field of computer science. It has since become a worldwide effort to celebrate computer science, starting with 1-hour coding activities but expanding to all sorts of community efforts.

Thursday 11/30 3-5pm JPL 3.02.38**DECEMBER 2017**

- **NEARPOD LEARN ABOUT:** Create, engage and assess with Nearpod.

Monday 12/4 Noon - 2pm JPL 3.02.38

- **SKETCH-UP LEARN ABOUT:** SKETCH UP the 3D modeling software tools and production.

Tuesday 12/5 9-11 am JPL 3.02.38

- **PRE-REQUISITE FOR THE NOTEBOOK SOFTWARE WORKSHOP SMARTBOARD BASIC**

Wednesday 12/6 1:30-2:30 pm JPL 3.02.38

- **SMARTBOARD NOTEBOOK SOFTWARE LEARN ABOUT:** The adaptive SmartBoard Notebook toolbar, the Gallery of over 6,000 media resource, the Notebook Software Activity Builder, the SmartBoard online Exchange, building 3 multimedia lesson formats.
- **Wednesday 12/6 3:30-6 pm JPL 3.02.38**

Technology Standards

Technology Applications Standard I

All teachers use technology-related terms, concepts, data input strategies and ethical practices to make informed decisions about current technologies and the applications.

Technology Applications Standard II

All teachers identify task requirements, apply search strategies and use current technology to efficiently acquire, analyze and evaluate a variety of electric information.

Technology Applications Standard III

All teachers use task-appropriate tools to synthesize knowledge, create and modify solutions and evaluate results in a way that supports the work of individuals and groups in problem-solving situations

Technology Applications Standard IV

All teachers communicate information in different formats and for diverse audiences.

Technology Applications Standard V

All teachers know how to plan, organize, deliver and evaluate instruction for all students that incorporates the effective use of current technology for teaching and integrating the Technology Applications Texas Essential Knowledge and Skills (TEKS) into the curriculum.

Workshop registration link:

https://utsa.az1.qualtrics.com/jfe/form/SV_2rhULjgoguABBI1



Scan the QR Code to view and register for

The Binary Bistro Instructional Technology Workshops