



NHSTE ~ Tech Teachers/Integrators SIG

STEAM Ahead!

SERESC, Bedford, NH

Thursday, April 13th, 2017

Registration (foyer) & Continental Breakfast (209) 8:30 – 8:50

Welcome & Overview (200/201) 8:50 – 9:00

Opening Session (200/201) **9:00 – 9:40**

Empowering Girls Through STEM presented by Amy Cantone, Swasey Central School, SAU 16

Break & Technology Playground (close the wall in 200/201) 9:40 – 10:00

REMINDER: The **Technology Playground** is open from 8:30 a.m. to 3:15 p.m. in **Room 209/210**.
Be sure to plan time to visit and get some “hands-on” experience!

Session 1 **10:00 – 10:40**

Room 200: **Computer Science is Foundational [6-12]** ~ David Benedetto, NHDoe

Room 201: **Making a Makerspace [K-8]** ~ Amy Cantone & Lisa Brown, Swasey Central School (*repeated S4*)

Room 209: **Clear Touch Interactive Panels ~ GOOD BYE PROJECTORS! [K-12]** ~ Jason Houser,
The Ockers Company & Mark Trifthauser, Cleartouch Interactive Rep for New England

Room 210: **Engineering, Biomedical, & Computer Science with PLTW Launch [K-5]** ~ Mary Laturnau,
Director of School Engagement, PLTW

Break & Technology Playground **10:40 – 11:00**

Session 2 **11:00 – 11:40**

Room 200: **Using Media Arts to Promote Student Ownership of Student Digital Portfolios [K-8]** ~
Stan Freeda, NHDoe

Room 201: **Making: Advanced Student Driven Learning [K-8]** ~ Diane Connors & Lori-Lyn Griffin,
Hampstead MS

Room 209: **Integrate Innovation into your Math, Science, Engineering, & Arts Lessons with TI! [6-12]**
~ Ellen Browne, T3 PD Instructor & Jim Donatelli, Education Technology Consultant, Texas
Instruments

Room 210: **Technology Magic: Mesmerize Students Teaching Digital Literacy & Problem Solving
Skills! [4-12]** ~ David Ciolfi, Regional Sales Consultant, Technology Education Concepts, Inc.

Break & Technology Playground (open the wall in 200/201) **11:40 – 11:45**

Lunch 11:45 – 12:20

Post Luncheon Conversation (200/201) **12:20 – 1:00**

Everyone Can Code presented by Matt Brooks, Dan DeVecchio, & Rick Hampson, Apple Computer

Break & Technology Playground (close the wall in 200/201) **1:00 – 1:20**

Session 3 **1:20 – 2:00**

Room 200: **STEAM Playground, Exploration, & Brainstorming Experience [4-8]** ~ Sheila Adams,
Rye Junior HS

Room 201: **STEAM Family Night [K-8]** ~ Heather Mailloux & Kim Downey, Hampstead MS

Room 209: **Attracting Students to STEM Careers through AR/VR STEAM Labs [4-12]** ~ Greg Cantone
& Brian Bishop, Technical Education Products, Inc.

Room 210: **Maker Mindset & Tools – a Splash in STREAM Learning [K-8]** ~ Irina Tuuli, Jane Fine, &
Thadd Palmer, Eduporium

Break & Dessert in the Technology Playground (209) **2:00 – 2:20**

Session 4 **2:20 – 3:00**

Room 200: **Teaching & Learning Using Web 2.0 Tools [4-12]** ~ Stan Freeda, NHDoe

Room 201: **Making a Makerspace [K-8]** ~ Amy Cantone & Lisa Brown, Swasey Central School (*repeated S1*)

Room 209: **Everyone Can Code ~ A Deeper Dive Hands-on Experience [4-12]** ~ Matt Brooks &
Dan DeVecchio, Apple Computer

Room 210: **Welcome to the Modern Classroom [K-12]** ~ Geoffrey Allison, Promethean & Whalley
Computer

Technology Playground & Head to Closing Session (open the wall in 200/201) **3:00 – 3:15**

Evaluations & Raffle Drawings in 200/201 (see list of prizes on the monitor in the foyer) 3:15 – 3:30