



ASSOCIATION OF SUFFOLK SUPERVISORS FOR EDUCATIONAL TECHNOLOGY

# 16<sup>th</sup> Annual Technology Conference

MONDAY, MARCH 10, 2014  
THE HUNTINGTON HILTON, MELVILLE, NY

## Full Steam Ahead *Science, Technology, Engineering, Art and Math*

ASSET was formed in 1996 as an organization to represent administrators and supervisors responsible for computer service and other educational technologies in the public school districts within Suffolk County, New York. The Association holds monthly meetings during the school year to discuss issues regarding the use of technology in the classroom, curriculum integration, staff training, hardware and software issues and other issues relating to members' needs. The association's purposes as stated in its bylaws are: To enhance teaching and learning in Suffolk County School Districts through the use of computers and other educational technologies by encouraging the integration of technology into the K-12 curriculum and ensuring that our students are provided with the educational opportunities necessary to prepare them for the 21st century. To provide members with opportunities to share ideas and information relating to instructional, administrative, and management technologies in education. To provide high standards of supervision and leadership in the area of educational technologies.



- Continental Breakfast & Buffet Lunch Included
- Over 30 Presentations & Informal Poster Sessions
- Over 60 Vendor Displays, Raffles & Door Prizes

In an effort to bring the maximum impact in the most dynamic setting possible, we will be bringing **multiple speakers** to this year's Suffolk ASSET Conference.



### Rushton Hurley

*Creativity, Inspiration, and What's Possible Now*

Rushton Hurley has worked and studied on three continents as a Japanese language teacher, principal of an online high school, teacher trainer, and educational technology researcher. He founded and is executive director of the educational nonprofit Next Vista for Learning, which houses a free library of videos by and for teachers and students at <http://NextVista.org>. Additionally, Rushton was the Program Director of MERIT (Making Education Relevant and Interactive through Technology) at the Krause Center for Innovation at Foothill College in Los Altos, California, and now leads KCI teams to run trainings internationally. He holds master's degrees in Education and East Asian Studies from Stanford University.



### Natanel Dukan

*How Robotics will impact STEM learning in our schools*

According to the United Nations, robotics will be the technological revolution of the 21st century, just as the automobile was at the turn of the 20th century. As populations age, rapid changes in demographics are taking place. The ultimate dream of creating an artificial companion to assist humans is no longer science fiction. It is a realistic response to the needs of an aging society.

To provide the robotics industry with the platform, software, and tools to explore and develop the applications of tomorrow, the NAO, a 58-cm tall, completely programmable, autonomous 5-kg humanoid robot has been developed and made available to teach STEM Robotics in schools around the nation and the world.

### Catlin Tucker

*"Blending Technology and Tradition: The Ultimate Mashup"*

*- Rethink traditional teaching and learning by infusing technology, innovation and creation into our classrooms.*

Catlin Tucker is a Google Certified Teacher and CUE Lead Learner. She teaches English language arts at Windsor High School in Sonoma County, where she was named Teacher of the Year in 2010. Her first book *Blended Learning for Grades 4-12: Leveraging the Power of Technology to Create Student-Centered Classrooms* was published by Corwin in June 2012. She is a professional development facilitator, education consultant and frequent Edtech speaker. She is active on Twitter @CTuckerEnglish and writes an education technology blog at [CatlinTucker.com](http://CatlinTucker.com).



# SESSION ONE 9:45-10:30

## **Vmware and Virtual Desktops; how to optimize and maximize an implementation** Guy LeVaillant - CSDNet and Plainedge School District

### **Session 1 Room: Hecksher**

Why virtualize? Transforming your data center and endpoint experience through virtualization. This session will highlight the many advantages of virtualization, maximizing lifecycle management, Power savings, and redundancy. How do I start up? Virtualizing the desktop and mobile devices, technical requirements, lessons learned, adaptability, PARCC, the Zero client experience, projection of investment, and centralized management will be covered. It will also focus on the education benefits of VDI including extending the reach of your educational network – anywhere – anytime – consistency and reliability of the endpoint experience, leveraging mobile devices to their fullest. Teacher and student advantages and more. Live demonstration and Q & A will be part of this session.

## **Efficient Data Storage and Management Geared for 21st Century Education** Alfred Notabartolt - EPLUS

### **Session 1 Room: Eisenhower**

Looking for a cost-effective way to manage data growth, comply with mandates, and meet SLAs—all while lowering TCO? During the NetApp session you will learn how to reduce data center storage costs, eliminate downtime, and grow your storage environment incrementally. NetApp's innovative scale-out unified storage platform supports both file and application storage simultaneously, with less disk than traditional storage systems.

## **Securing the Digital Backpack with MDM** Brad Adragna - Core BTS

### **Session 1 Room: Pindar**

Technology, student requirements and personal life is moving faster every day. Mobile users (BYO or district mobile devices) need their apps and data to move at the speed of life. See and learn how to gain visibility and control over district and user owned (BYOD) client devices through a single, easy to use console.

- Access secure mobile, Windows desktop, SaaS and web apps from a unified district app store
- Deliver productivity apps including native-like email and browser that both users and IT love
- Integration with wireless and security solutions you have TODAY!

Our session will help your projects succeed quickly and cost-efficiently, from the start!

## **The Time is NAO**

### **Andrew Gregif - South Huntington School District**

#### **Session 1 Room: Banfi**

This session explores how the NAO platform can be used to inspire a change in school culture. Using NAO, we have an opportunity to revise attitudes toward error - a vital element of effective problem solving. Today's classrooms and tomorrow's jobs require fluid intelligence i.e. the ability to operate within exigent conditions, with diverse teams of people, creating multiple paths toward solutions and the necessary existence of error. Using NAO in the classroom becomes the catalyst for our teachers to promote errors, uncertainty, and indirect paths toward solutions and; therefore, define a new culture of schooling and build powerful new mindsets for our students.

## **Using NEARPOD to Engage Students and Extend the Classroom**

### **Erin Oshan - Cold Spring Harbor HS**

#### **Session 1 Room: Belmont**

NEARPOD is a tool that allows teachers to create engaging presentations that can be shared with students in the classroom using the NEARPOD app or outside the classroom using any internet capable device. The presentation will cover how to set up a presentation using existing power points or by starting from scratch, ways to engage students that will far extend the capabilities of a plain PowerPoint lesson and finally ways to store and save information on pre and post assessments of students on the material covered. There will be three 1 – year gold NEARPOD subscriptions raffled off at the end of the presentation. Leave this presentation with something you can USE in your classroom starting today!

## **Effective Technology Management**

### **Erick Simpson - Network Outsource**

#### **Session 1 Room: Mattituck**

Renowned author, speaker, IT executive and management strategist Erick Simpson of SPC International and MSP University will share his experiences in building and managing a team of technology professionals in order to meet the diverse needs of today's education environment, which has grown to include infrastructure management, mobile device and wireless, user support, security, cloud computing, and STEAM curriculum integration. Learn how to manage the on-going development of your team to keep pace with constant evolution of technology and requirements. Erick will provide advice on how you can leverage vendor relationships and work with technology partners to get the best results for your district. Bring your questions and challenges for a lively

discussion in an interactive Q&A format.

## **Creating Digital Curricula within a Standards-based System**

### **Cheryl Champ - Sewanhaka Central High School District**

#### **Session 1 Room: Melville**

With the adoption of the NYS P-12 Common Core Standards for Math and ELA, all districts across NYS are currently working on their respective individual, district-wide curriculum projects. This presentation is a review of the successful, district-wide curriculum initiative utilizing the NYLearns standards-based system as the curriculum platform. NYLearns has an unprecedented combination of learning standards and local curriculum dynamically integrated with web-based tools and standards-based resources.

## **QR Codes in Art Education**

### **Allyson Uttendorfer - Half Hollow Hills High School East**

#### **Session 1 Room: Executive 3**

QR is the trademark for a type of matrix barcode. This code takes you to a site on the Internet, typically where more information is provided. Teachers can use these to codes to connect to the internet, organize a scavenger hunt, provide in depth explanations, or videos and more. As an art teacher, I have explored this resource with my students. I will share some of my interactive lessons that apply to the New York State Learning Standards, Common Core Standards and 21st Century Learning skills. This inter-disciplinary presentation will provide teachers with the necessary tools and techniques to both create QR codes and additionally extend that knowledge to his or her students. Students can use phones or computers to access the sites, so everyone would still have the capability to complete assignments or study. These codes are also part of 'flipped' classroom instruction and can be given to introduce a topic prior to class.

## **The Paperless Classroom**

### **Joanne Fleming - Mineola Union Free School District**

#### **Session 1 Room: Executive 2**

A presentation of how a middle school uses the iPad and the eBackpack app to meet the challenges of implementing NYS Common Core math, breaking through disengagement and learning disabilities, and fostering student creativity and innovation. This feature allows teachers to assign work to students, students to turn in their work, teachers to receive, make comments and return graded work to students, and parents to view student progress. The result: a transformed learning environment that accommodates 21st century student and teacher needs.

## **Weebly as an online Portfolio for students**

### **Ilana Sussman - Half Hollow Hills School District**

#### **Session 1 Room: Executive 1**

Weebly for Education is free website that's easy to use. Students and teachers can create a site in just minutes by using a simple drag and drop interface. This presentation will share many examples of student and teacher created sites. There will also be a short tutorial on how to use the interface, as well as how to design lessons for use in the classroom.

## **Google, 10X and Education**

### **Stephen Fang - CDWG**

#### **Session 1 Room: Wildwood**

What is 10X and what does it mean for Google and Education? Come ready to discuss different innovative ideas and why Google in Education matters.

## **Deploying Apple's Managed Distribution Application Model**

### **Marcus Luck & Victor LaBozzetta - SWITCH**

#### **Session 1 Room: Hargrave**

Join us for a session that details the process and procedures associated with deploying Apple's Managed Distribution Application Model. The discussion will go over VPP, application codes vs tokens, program invitations, MDM integration and app deployment, and Distribution workflows. We will briefly demonstrate the Managed Distribution app purchasing process, association, deployment, and removal. All attendees will be entered into our raffle.

## **Catlin Tucker - "Blending Technology and Tradition: The Ultimate Mashup"**

### **Catlin Tucker - Keynote**

#### **Session 1 Room: Savoy**

## TERABIT SPONSORS



## GIGABIT SPONSORS



# SESSION ONE

## POSTER PRESENTATIONS

### LOCATED IN BASIL'S BISTRO AREA

#### Full Stream Ahead – Integrating Research for the 21st Century Student

Kristina Holzweiss - Bay Shore Middle School

Learn how to connect with your school library media specialist to create research components and authentic assessments to enhance your STEM curriculum. Participants will learn about the resources in their school and public libraries, and how online research handbooks and the Edmodo student management system can increase engagement and success.

#### QR Codes in the Classroom

Laurie Varriale - Joseph A. Edgar Intermediate School

Quick Response (QR) codes can be found throughout our everyday lives. Once a QR code is scanned, associated media formats including images, video, documents, text messages or audio can be accessed within seconds. This session will highlight projects that incorporate STEAM and are aligned with current Common Core initiatives. Additional educational technologies infused within these projects include Tagxedo, Glogster, video software, and SMART Notebook. These projects and technologies also correlate with several themes of digital citizenship: digital access, digital communication, digital literacy, digital etiquette, digital law, digital rights & responsibilities, and digital security.

#### Move Student Learning Full Steam Ahead with iPad Apps; Supporting K-12 Learners in the Time of the Common Core

Sarah Wasser - Mattituck-Cutchogue UFSD

The iPad can be a tool to be creative and engage students by using specific APPs. Three categories of APPs that will be presented will allow students to acquire new knowledge, practice and deepen understanding of new learning, and demonstrate understanding of the learning. Practical applications of these APPs in the classroom will be demonstrated. Get on board!

#### Ap(p)tly Skilled in Literature; The Use of Apps to Enhance the ELA Common Core

Alison Mertz - Sacred Heart Academy

This presentation will demonstrate Apps that can enhance classic works of literature that are commonly taught in the middle school and high school language arts classes. Presenters will showcase Apps that adhere to the standards of the common core curriculum. Some of the Apps that will be presented are 3D Classic Literature Collection, Literary Analysis Guide, Erudite English Word Smart Vocabulary, Evernote Peek, Brainscape, and Easy Grader.

#### Full S.T.E.A.M. Ahead, with Chromebooks!

Scott Wurm - Riverhead Charter School

Chromebooks are an affordable and practical technology for students of all ages and abilities. This presentation will explore the uses of a Chromebook with regard to all areas of the curriculum including Science, Technology, Engineering, the Arts, and Mathematics. Free and low cost educational applications along with the use of Google technologies creates an interactive and collaborative environment in any classroom.

#### Building Creative Stories Together

Maryanne Brandi - Verne C. Critz Elementary School

Imagine your students playing with LEGO building blocks as part of their writing assignment. Children are very creative and have lots of wonderful ideas but when it comes to writing them down on paper, they panic. Come see how our second grade class is using the new program from LEGO Education called StoryStarter during Writers Workshop. This program is a nonthreatening approach to helping students conquer their fear of writing.

#### A Web-Centered Approach to Teaching Character Education

Ron Weber - Amityville Union Free School District

This session will address the use of a web-centered approach to teaching character education in a high needs middle school environment. Creative use of technology will be demonstrated to address the content associated with character education, tolerance and acceptance, Internet safety and bullying. National and State standards will be identified as a basis for the support of this content. A wealth of free resources used to support a character education programs will be discussed and demonstrated.

#### The Possibilities and Power of Google Apps!

Lori Poletti - Farmingdale Public Schools

Don't get left behind! Cloud computing is the new wave of the future. Google makes it easy for teachers to get on board. There are endless possibilities in the power of Google Apps for all teachers. We will take you on a tour of how teachers use the best apps available. Learn how to blog, create ePortfolios, explore maps and develop forms. Take your students to the next level. It's that easy. One Google Account for everything Google.

#### Bring Life to Comic Life!

Kimberly Steffens - Half Hollow Hills CSD

Students will use Comic Life in their classroom to create a comic gymnastics routine. These routines will contain the six elements of gymnastics covered in class. The idea is for the students to create a gymnastics routine that creates flow. After the students have created their gymnastics routines through Comic Life, we will then show case these routines in class. The Comic Life routines will be performed during Physical Education classes and students will rate the routines after they have performed them. After our showcase, we will determine whose routine was the most popular to perform. That is bringing life to Comic Life.

#### Google Drive, Docs and Forms, Oh My!

Roberta MacGray - ESBOCES

Google Apps for Educators is a great tool to collaborate with teachers and students in real time. Google App accounts provide you with access to online storage with Google Drive where you can create and share docs, spreadsheets, presentations. Google Drive also gives you the ability to use the Forms feature to make surveys to gather important information in addition to creating quizzes and tests that can be set to be automatically graded. Come and learn how Google Apps for Education is being used by teachers, students and administration in the Sachem School District.

#### On Line Review of Games and Activities

Becky Merejo - Half Hollow Hills Central School District

Poster presentation of online study tools such as [www.classtools.net](http://www.classtools.net) and [www.studystack.com](http://www.studystack.com) in World Languages. Examples for Spanish language study (such as games, scavenger hunt using QR codes, etc.).

## SHARK TANK SESSIONS

### LOCATED IN MASTERSON'S AREA

#### Tablets and E-Textbooks

Sarah Wasser - Mattituck/Cutchogue UFSD

Start to transform your classroom into a flipped learning environment by discovering how to incorporate tablets and e-textbooks into your classroom

#### How to Flip the Web using Adobe Presenter and Adobe Connect

Danielle Milazzo - Northport/East Northport UFSD

This presentation will outline the benefits of creating and sharing instructional videos for teachers regarding the technology and software applications they use on a daily basis. Also, the features of Adobe Presenter and why this software is ideal for creating instructional videos will be highlighted. Not only can Presenter be used for "how to" videos but also in creating videos for flipped lessons. Finally, the process of integrating Adobe Presenter with Adobe Connect to broadcast professional development webinars will also be illuminated.

#### NASA Video Conferencing

Joan Soldano - Patchogue-Medford UFSD

It is imperative that middle school students become actively engaged in authentic learning experiences and, more specifically, in STEM activities. Saxton's Space Club and Junior Robotics team members will participate in three video conferencing sessions with NASA (Mission to Mars, Toys in Space, and Intro to Robotics) in order to excite students in the fields of aeronautics and engineering. As such, my classroom is in need of video conferencing equipment to successfully implement these NASA mission. - The purchased video conferencing equipment will not only be used for these clubs, but will also allow ancient - civilizations social studies students to participate in distance learning opportunities with archaeological dig sites throughout the world, the Smithsonian Museum, the British Museum and the Metropolitan Museum of Art, for starters.

#### Pasco Probes for the Tablets , Desk tops, and Smart phones

Jamie Rogers - South Huntington UFSD

Show how laboratory probes can bring real data from labs to the calculation instead of just using visual data. These probes will provide more information for greater understanding.

## Conference Committee & Executive Board

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## Schedule of Events

### Registration & Breakfast

7:45 - 8:30

### Keynote Presentation

8:30 - 9:30

### Session 1 Workshops

9:45 - 10:30

### Vendor Expo

10:40 - 11:25

### Lunch

11:30 - 12:30

### Session 2 Workshops

12:40 - 1:25

### Session 3 Workshops

1:30 - 2:20

### Reception and Raffles

2:30 - 3:00



# SESSION TWO 12:40-1:25

## How Avaya built the most secure BYOD network for more than 120,000 users at the Sochi Olympics

Avaya

### Session 2 Room: Hecksher

Avaya: Networks designed for best-efforts traffic, such as email and Internet, are no longer adequate for education. With rich multimedia content, high-stakes online assessments, video, BYOD, cloud computing, and the need for continuous access to course and learning management systems, education technology leaders now require reliable networks with much lower latency and guaranteed delivery to underpin "Always-On" learning. Through the adoption of the Avaya Virtual Enterprise Network Architecture, schools and institutions gain a standards-based private or hybrid cloud infrastructure that extends campus-wide from the data center all the way to the desktop, creating a modern learning environment that is "Always-On" and simpler to operate.

## New Way of Learning; Interactive Video

Dr. Lance Ford, Cisco Business Development Manager - ePlus

### Session 2 Room: Eisenhower

From distance learning to collaboration with classrooms halfway around the world, video communication is transforming K-12 learning. One size does not fit all for video solutions, and educators can match the investment to the need.

## Innovative 21st Century teaching: Art Museums and the STEAM Equation

Joy Weiner and Kristina Schaaf - Heckscher Museum of Art

### Sessions 2 and 3 Room: Belmont

Learn how K-12 school districts may work with art museums in the STEAM movement to facilitate adding visual arts to STEM, helping students build skills needed to become creative thinkers and problem solvers in the 21st Century. Heckscher Museum Educators will explore how teachers may utilize artwork in the Museum's permanent collection to demonstrate skill sets artists and scientists share, use mobile and social media technology to engage students and teachers in critical thinking activities, and make connections to STEM by focusing on the "artist-scientist" persona.

## eSpark Learning By Harnessing The Power Of The iPad

Edward Salina, Ed.D., Todd Winch, Guy LeVaillant, Ed.D., Kathy Diamond

Deborah Fallon, Kerin Slattery - Plainedge School District

### Session 2 Room: Banfi

Interact firsthand with students who are using eSpark and other apps to help support their individualized ELA and Math Common Core learning goals as we share our iPad rollout journey. Discover tools that enable students to be media creators as well as others that enhance students' content knowledge. Hear how we are using iPads in multiple settings such as our Enrichment program, elementary classes, AIS groups, and 1:1 initiative. Tips for efficient app deployment, professional development and strategies to gain parental and staff support will be shared by our panel.

## Project-Based Learning & Cross Curricular Learning using Technology with Art

Patricia Stork - Babylon UFSD

### Session 2 Room: Hargrave

What is the most common complaint of those calling Long Island home? There is simply not enough time to get the things done we need to get done. Couple that with the Common Core and APPR and a tidal wave of time consuming commitments that, ironically, can limit the productive potential of what matters most - what happens in our classroom. Technotime is a seminar designed to show how to maximize classroom management as well as lesson delivery and focus for students and parents. In addition, differentiated instruction and mastery learning are at the students' fingertips with Extra Help On Demand. And perhaps the best part is the potential for this structure to evolve with and assimilate the Common Core framework into all present and future lessons. Technotime accomplishes this by fusing cellular technologies, the internet, e-mail, screen recordings, Keynote (or Powerpoint), Office and most importantly, teacher's vision.

## iPads & iTunes U – A Killer Combination!

Eric Rizzo - North Shore Schools

### Session 2 Room: Wildwood

If you are looking for a phenomenal way to go beyond "apps" with iOS devices in your educational institution, iTunes U offers amazing tools that allow you to turn iPads (and iOS devices) in a true mobile learning platform. Our High School has created over 100 iTunes U classes, and this presentation will also offer suggestions for implementing iTunes U in your institution, with best practices showcased from our experience with using it.

## Argument from Evidence: Digital structures to improve argumentation

David Knuffke - Deer Park High School

### Session 2 Room: Pindar

Argument from evidence is becoming more and more important in curricula with the shift to the CCLS and NGSS. There are a variety of digital tools that teachers can use to help their students improve their ability to argue from evidence. This presentation will focus on digitally-based argumentation structures used in an AP-level biology course, which can easily be broadened to other subjects. The use of online composition tools and course blogging as tools for iterative writing development, collaborative version control, and argument presentation will be a major focus, along with organizational tools that maximize effective use of instructional time (apps scripts, and similar approaches).

## QR Codes in the Classroom

Katherine Homenides & Colleen Friel - Vanderbilt Elementary School

### Session 2 Room: Executive 1

Using QR codes in the classroom is a new and exciting way to keep students motivated and engaged. QR codes, or Quick Response Codes, are "short cuts" to websites that students can scan with a mobile device. Our presentation will show how to incorporate these codes into the classroom, such as creating scavenger hunts, presentations, group activities and home-school communication. Participants need a mobile device that can connect to the wireless network.

## Twitter as a Professional Development Tool

Alison McDermott - Sayville Public Schools

### Session 2 Room: Melville

Twitter for Teachers! What?!? You mean that social networking site that has all the kids raging and many celebrities ducking for cover!! Have you ever considered Twitter as a Professional Development tool? Educators all over the world are using the social network tool to connect with other educators. They are sharing ideas and inspiring one another. This session will help you to get accustomed and acquainted with Twitter with complete ease. Twitter is not something to shy away from. It is a tool for us to embrace. It will inform and inspire you on a daily basis. The time is now! Become a connected educator. (Smartphone or tablet recommended)

## Bring it on! 21st Century Technology and the Science Classroom

Sonja Anderson & Tricia Hinchman - Sayville School District

### Session 2 Room: Executive 3

Discover ways to use your class time more effectively for deeper learning. Using a variety of technology tools and incorporating iPads into daily learning, our science classroom has been transformed into a 21st Century learning environment that includes active classroom conversations, enhanced critical thinking, and deeper understanding of the curriculum through interactive, hands-on learning with technology. Using iPads and online textbooks, along with workflow and productivity apps, allows us to use our time in class for problem-solving, collaborating and interacting. Students are fully engaged and spend class time participating in technology-rich learning activities. Some of the tools we will explore include Air Server, Showbie, Pages and more. Come join us to learn how these techniques have transformed student learning!

## Using the Google Suite in the Classroom

Patrick Kiley-Rendon - Half Hollow Hills HS East

### Session 2 Room: Executive 2

Research supports that modeling, collaboration and organization all increase student achievement. Using Google Drive/Docs, Voice, Calendar, and Searching like a pro can help you and your students create, share, and revise work; locate reliable information; connect with families; and much more. Mastering the Google Suite takes months, but this overview will give participants ideas and uses that they can take back to their schools to explore and adapt.

## My favorite technology tools for the classroom

Abbey Camillery, Claire Cucchi - McGann-Mercy High School

### Session 2 Room: Mattituck

With today's changes in assessments and teaching standards, one concern remains constant - how do I engage every child in my classroom, regardless of learning style, abilities, or pace? I will introduce you to three technology tools that I have found to be easy-to-use and engaging for my students. These tools can be used in class, as well as in a flipped teaching environment. I will introduce you to Techsmith's screen capture and screen recording products, Flipgrid's platform whereby a teacher presents a discussion-style question which students respond to through recorded videos, and bunce.com's easy-to-use & fun lesson, homework and presentation tool. Implementing technology into your class does not have to be difficult or frightening - it can be easy and fun!

## Rushton Hurley - Creativity, Inspiration, and What's Possible Now

Rushton Hurley - Keynote

### Session 2 Room: Savoy

# SESSION THREE 1:30-2:20

## Helping Schools Secure Their Networks While Saving Their Budgets

Dell/Sonic Wall

### Session 3 Room: Hecksher

The challenges facing grade school educators are greater than ever before. The standards for academic achievement and the expectations of students' families continue to climb. At the same time, education budgets are tighter. Schools' technology infrastructures are caught in the middle, requiring K-12 IT administrators to literally do more with less. Networked resources have addressed some qualitative issues. Online instruction materials and classroom management services supplement teachers' capabilities and free them from administrative chores. In addition, self-service portals and email communications increase the efficiency and effectiveness of administrative staff.

## Trends in Educational Computing

Carlos Cardoso and Bill Evans Sr. - ePlus

### Session 3 Room: Eisenhower

All organizations, especially educational institutions, have a need to support access to an array of applications and services from a wide variety of mobile and fixed devices. This includes remote access, mobile device access, intra-organization communication and collaboration, as well as guests. This trend introduces a number of unique challenges to provide a consistent user experience, support of multiple platforms – all while ensure data security. Please join ePlus for an engaging discussion around trends in end user computing and how leveraging a holistic virtualization strategy provides the most flexibility, scalability, support, and security.

## **Innovative 21st Century teaching: Art Museums and the STEAM Equation**

Joy Weiner and Kristina Schaaf - Heckscher Museum of Art

### **Session 2 and 3 Room: Belmont**

Learn how K-12 school districts may work with art museums in the STEAM movement to facilitate adding visual arts to STEM, helping students build skills needed to become creative thinkers and problem solvers in the 21st Century. Heckscher Museum Educators will explore how teachers may utilize artwork in the Museum's permanent collection to demonstrate skill sets artists and scientists share, use mobile and social media technology to engage students and teachers in critical thinking activities, and make connections to STEM by focusing on the "artist-scientist" persona.

## **Infographics as Assessments and Activities**

Patrick Kiley-Rendon - Half Hollow Hills HS East

### **Session 3 Room: Banfi**

An infographic is an engaging and fun tool that combines academic research with visual aesthetics. Fact-oriented learners respond well to the data included with infographics; creative minds are sparked by the ability to be artistic in new settings. Infographics (found or created) can be used by educators to share information and illuminate concepts, or students can be asked to create their own. The final products will amaze you!

## **eBook Authors: The ABC's of Australia**

Janine D'Elia - South Huntington UFSD

### **Session 3 Room: Wildwood**

This learning experience allows every student to participate because it provides them with an opportunity to be successful in acquiring new knowledge about Australia and displaying it in an ABC ebook format. Students will become official eBook authors where they will be creating, designing, and narrating their eBook. Using the electronic taxonomy on [www.readwritethink.org](http://www.readwritethink.org) will give students the opportunity to create a graphic aid that will help with organize the key terms and vocabulary for Australia. This project will integrate all curriculum areas and give the students the means and the technology to publish their messages in this technological world. This learning experience will allow students to communicate, collaborate, share, and design their alphabet eBook where they will share their new knowledge. This proposal will best be displayed during a 45 minute hands-on workshop where participants have "Book Creator" downloaded to their personal device. This 45 minute session will be an interactive session where participants will create their own personal eBook using "Book Creator." They will learn all the features of this interactive app.

## **The Flipped Classroom**

Joseph Roderick & Trish Brockbank - Brentwood UFSD

### **Session 3 Room: Executive 2**

Participants will be introduced to a flipped chemistry classroom where students watch lecture videos at home and work on chemistry problems in class. We will discuss the potential problems with the flipped classroom as well as possible solutions. We will also discuss the tools and software used in the creation of a flipped classroom.

## **LearnZillion: The Digital Curriculum and Beyond**

Kevin Hansen & Kate Renz - Trinity Regional School

### **Session 3 Room: Pindar**

This presentation will focus on how teachers can integrate the LearnZillion website into their classroom to fully support STEM initiatives and help the further implementation of the Common Core State Standards. Teachers can use LearnZillion as an on-line assessment tool as well as an aid in the flipped classroom model. Along with showing how to utilize LearnZillion effectively in the classroom, presenters will discuss how LearnZillion can be a springboard to creating artistic projects using the iPad in both the Mathematics and ELA classrooms using iMovie and Educations.

## **Increase Student Engagement with STEM in the Science Classroom**

Christina Cedrone & Julie Mansour - St Mel School

### **Session 3 Room: Melville**

Want to engage students in science while meeting the Common Core Standards? See how STEM worked with our students who learned critical research skills, became proficient in the use of several digital tools, and created websites all while studying biomes! In this session you will learn how to engage your students as they create interactive web pages, make Claymation movies, and QR codes. The best part is, these ideas are not just limited to science. Creativity and innovation are key skills for 21st century learners and essential to student success. So, come see the ways integrating technology makes the Common Core work!

## **Not Your 90's WebQuest: Repurposing the WebQuest Model for the 21st Century & the Common**

Maria Zarycky, Roberta Leavitt, Ph.D., Catherine Vidal - Long Island University, Post

### **Session 3 Room: Mattituck**

WebQuests were created in the mid-1990s as a way of bringing valuable Internet resources safely into the classroom. Since that time, the web has undergone a massive revolution. Today, WebQuests can easily be aligned with both 21st century skills and Common Core Standards by incorporating digital content-specific informational text, diverse multimedia resources, student-created digital content, and collaborative as well as instantaneous tasks. The focus of this workshop is twofold: to review the WebQuest as a pedagogically relevant method of achieving Common Core goals and to highlight some web based tools that students can use to create engaging and dynamic WebQuests. Examples of WebQuests created by secondary education students from LIU Post will be showcased.

## **STEAM Moves Us Forward!**

Debbie Urso, Jen Berotti, Sally Stoll-DePompeo - Sayville Public Schools

### **Session 3 Room: Executive 3**

Why should everyone care about STEAM? Because art and design drive innovation and economy. This approach of moving from STEM to STEAM integrates the arts and helps make learning STEM concepts relevant and enticing to students. It encourages creativity which enhances problem solving skills. Art and design give form to theory and functionality to invention. Come and see how a science and an art teacher moved full STEAM ahead by collaborating and integrating the elements of art into the principles of chemistry.

## **PSA's.... Peer to Peer Productions!**

Nancy Finnerty & Michael Guercio - Sayville Public Schools

### **Session 3 Room: Executive 1**

Come and join us to learn how our high school students created Public Service Announcements (PSA's) in their Health classes. The students collaborated, selected a relevant topic and created a PSA targeting their peers. From researching facts to analyzing information, writing scripts, recording and editing; the students used their knowledge and creativity to produce some effective and influential PSA's. Students used various screencast and video editing tools to create their PSAs and to inform us about relevant issues and to inspire us to take action.

## **QR Codes in the Courtyard**

Karrie Ann Vitti, Noel Forte, Karen Kliegman, Jan Smythe, - Searingtown School

### **Session 3 Room: Hargrave**

4th and 5th grade inclusion students made the courtyard at Searingtown School, in Herricks, come "ALIVE" by creating research projects items that struck their interest during a courtyard investigation. Once students found something that they were interested in they did research on their discovery and created a project with their findings. Projects ranged from written reports, oral presentations to digital media. These projects were digitized and given QR codes which were printed and laminated for outdoor use. The QR codes were then placed throughout the courtyard for other students to explore. This session will guide you through the process from start to finish, highlight the different technologies and resources that were used and show you some of the really unique aspects of the courtyard at Searingtown School in Herricks.

## **Natanel Dukane - How Robotics will impact STEM learning in our schools**

Natanel Dukane - Keynote

### **Session 3 Room: Savoy**

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## **Schedule of Events**

### **Registration & Breakfast**

7:45 - 8:30

### **Keynote Presentation**

8:30 - 9:30

### **Session 1 Workshops**

9:45 - 10:30

### **Vendor Expo**

10:40 - 11:25

### **Lunch**

11:30 - 12:30

### **Session 2 Workshops**

12:40 - 1:25

### **Session 3 Workshops**

1:30 - 2:20

### **Reception and Raffles**

2:30 - 3:00

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- Over 60 Vendor Displays, Raffles & Door Prizes

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# 16<sup>th</sup> Annual Technology Conference

# Full Steam Ahead

Science, Technology, Engineering, Art and Math



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**INCLUDES:** Continental Breakfast,  
Lunch Buffet, Keynote Session,  
Over 30 Presentations,  
Poster Sessions, Over 60 Vendor  
Exhibits, Raffles and Doorprizes.

## Schedule of Events

**Reception and Raffles**  
2:30 - 3:00