

## SESSION LISTINGS



2020 K-12 Annual  
**Technology Conference**  
Future of Education  
March 5, 2020 · Kauffman Conference Center



### The Art of Empowering Our Students to Tell Their Stories: Using New Media in Digital Storytelling

Grade Level: 7-12

Session 1 & 3

#### LEARNING OBJECTIVES:

- A panel of high school students will discuss how they have been able to tell personal, social, political, educational and creative stories through various forms of new media.
- Discover how students found a sense of self and pride in doing work that matters to them and their lives.

#### DESCRIPTION:

We all have stories. When we allow students to tell their stories in relevant and engaging ways, we empower them to take ownership of their perspectives, perceptions and beliefs. Students can create documentaries, immersive virtual reality experiences, and interactive technological innovations.

#### PRESENTER:

**Sarah E. Larson, Ed. S.**  
Platte County High School  
Student Technology Help Desk Facilitator

### Classroom Communication 2.0 with Google Tools

Grade Level: K-12

Session 1 & 5

#### LEARNING OBJECTIVES:

- Produce posts online that parents will read.

#### DESCRIPTION:

Ever wonder if your class' parents are really reading any info you post online or send home? This session will help you tell the real story of the awesome learning in your classroom and get your parents asking for more!

#### PRESENTER:

**Joe Park**  
Instructional Technology Coordinator  
St. Therese School North KC



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## Consumer to Producer: Moving from Digital Literacy to Digital Fluency

Grade Level: 6-12

### Session 4

#### LEARNING OBJECTIVES:

- Attendees will reflect on how they teach digital literacy skills.
- Attendees will recognize ways they can promote students digitally producing content.
- Attendees will discuss ideas for creating learning opportunities that promote digital fluency.

#### DESCRIPTION:

Digital literacy is an important skill for today's students. However, students need to not only be literate, they need to be fluent in digital tools. In this session, attendees will discover ideas for how to move students from being consumers of digital content to being creators and participants in digital environments. Attendees will have the opportunity to discuss how best to move their curriculum from a focus on literacy to a focus on fluency.

#### PRESENTER:

**Lauren Hays, Ph.D.**  
Assistant Professor, Educational Technology  
School of Professional Education and Leadership  
University of Central Missouri

## Creating a Smart Classroom using Scratch

Grade Level: 6-12

### Sessions 3 & 5

#### LEARNING OBJECTIVES:

- Participants will learn why they should introduce students to AI/machine learning.
- Participants will learn how to use Scratch programming to demonstrate AI in the classroom.
- Participants will learn how to discuss AI with students and the Future of Education.

#### DESCRIPTION:

Learn how to guide your students on how to create a game or interactive project that demonstrates a real-world use of artificial intelligence and machine learning.

Background Adoption of artificial intelligence is on the rise: According to research firm Gartner, 37 percent of organizations have now "implemented AI in some form," and adoption is up 270 percent over the past four years. Schools are following suit: Technavio's "Artificial Intelligence Market in the US Education Sector 2018-2022" report predicts a nearly 48 percent growth rate for AI tools over the next three years.

Source: <https://edtechmagazine.com/k12/article/2019/08/artificial-intelligence-authentic-impact-how-educational-ai-making-grade-perfcon>

#### PRESENTER:

**Ina Montgomery**  
Founder and Edupreneur of Urban TEC

## Creating an Effective Digital Classroom

Grade Level: 7-12

Sessions 2 & 5

LEARNING OBJECTIVES:

- Learn how to plan and align digital tools with curriculum.
- Learn how to set up an effective digital flow in your classroom.

DESCRIPTION:

Digital learning is just part of what we do as educators now. It does take intentional planning and alignment of tools with curriculum, mindful workflow choices, creative communication, and the vulnerability to be transparent with our classroom, technology and choices in curriculum. Reading, writing and creating all take a new role in the digital age. Learn how to set up an effective digital flow in your classroom from the beginning.

PRESENTER:

Lindsay Stephenson  
Shawnee Mission South High School  
Digital Learning Coach for Secondary Education

## Digital Collaboration: The Teamwork of Tomorrow

Grade Level: 7-12

Session 4

LEARNING OBJECTIVES:

- Explore effective digital communication tools.
- Learn more about Slack, GSuite, Trello and Zoom.
- Exam ISTE standards related to digital integration into the classroom.

DESCRIPTION:

Through our session we will explore effective digital communication tools for professional collaboration. Professional tools such as Slack, GSuite, Trello and Zoom. We will also take a look at ISTE standards and benefits of integrating digital collaboration into our student learning in our classrooms. Students can use Google Slides, Docs and Skype to collaborate with classmates as well as beyond our classroom walls!

PRESENTER:

Lindsay Stephenson  
Shawnee Mission South High School  
Digital Learning Coach for Secondary Education

## Developing an Effectual Plan for Ameliorating Behavior

Grade Level: K-12

Session 1

LEARNING OBJECTIVES:

- Discover how behavior plans fail?
- Frequently, interventions fail because they do not address the necessary components for improvement.
- Come learn the research-based formula for ensuring success.

DESCRIPTION:

We first need to answer three questions. When does the behavior occur? What is the behavior we want to target for change? What does the student gain or escape by engaging in those behaviors?

The answers to these questions become our summary statement. Once we know this, there are three components that must be addressed in order to produce change:

- Revise the Environment (To set the student up for success)
- Replace the Behavior (By teaching a replacement behavior)
- Reframe our Response (By feeding the replacement behavior and extinguishing the target behavior)

Learn examples of each of these that can be easily implemented in the classroom the very next day. Evidence-based interventions that fit in these categories will be shared with real-world examples.

PRESENTER:

Laura A. Riffel, Ph.D.  
Behavior Doctor Seminars

## Empathy, Equity and Engagement

Grade Level: 6-12

### Session 2

#### LEARNING OBJECTIVES:

- Attendees will learn how to move to more authentic and vulnerable space for your students.

#### DESCRIPTION:

Navigating the social landscape of diversity and inclusion can create language landmines that make it difficult to communicate effectively. Participants will learn tips and tools to move past the jargon to a more authentic and vulnerable space.

#### PRESENTER:

**Tabari A. Coleman, MPA**  
Education Director, ADL Heartland

## Future of School Librarianship

Grade Level: K-12

### Session 4

#### LEARNING OBJECTIVES:

- Attendees will learn about Future Ready Librarianship.
- Attendees will learn about school library trends such as makerspaces, Genius Hour, and more.

#### DESCRIPTION:

Are you a Future Ready Librarian? Come learn ideas for creating learner-centered school libraries. Lesson ideas will include makerspaces ideas, personalized learning, digital citizenship, and more!

#### PRESENTER:

**Dr. Rene Burress, Ph. D., Ed. S., MS**  
Assistant Professor and LIS Program Coordinator  
Library Science and Information Services (LIS) Program  
School of Professional Education & Leadership  
College of Education  
University of Central Missouri

## Gen Z Has Arrived: Teaching Generation Z with Technology

Grade Level: 6-12

### Session 3

#### LEARNING OBJECTIVES:

- Attendees will identify characteristics of Generation Z.
- Attendees will compare Generation Z to previous generations' characteristics.
- Attendees will reflect on how the characteristics of Generation Z impact their learning experiences with technology.

#### DESCRIPTION:

In this session, attendees will learn about characteristics of Generation Z and how their experiences impact their technology mediated learning experiences. The presenter will share practical information about how the characteristics of Generation Z manifest in educational environments. Attendees will have the opportunity to brainstorm how they will change their teaching in light of Generation Z.

#### PRESENTATION ELEMENTS:

- Presentation
- Brainstorming session
- Discussion

#### PRESENTER:

**Lauren Hays, Ph.D.**  
Assistant Professor, Educational Technology  
School of Professional Education and Leadership  
University of Central Missouri

## “Let’s Post About It”

Grade Level: 7-12

Sessions 2 & 4

### LEARNING OBJECTIVES:

- Demonstrate the positive and negative effects of social media usage.
- How can social media impact one’s well-being?
- Show how to positively engage with students in school about social media.
- Tactical ways to influence students to use social media responsibly.

### DESCRIPTION:

Experience an engaging 60-minute presentation on the mental impact on social media and how to guide students on positively using social media.

### PRESENTER:

Ieshia Downton  
KCPT | Flatland | The Bridge  
Social Media Coordinator

## The Mindset Necessary for Societies of The Future

Grade Level: 6-12

Session 2

### LEARNING OBJECTIVES:

Three critical concepts to support educational processes

- The intersection to optimizing the mindset
- The rules for survival
- The mechanisms to support individual agency in students’ educational process

### DESCRIPTION:

Human adaptability is proceeding at a rate much slower than technology. Our society has moved from static stability, to constant destabilization. Student engagement is rapidly declining. So how does the educational system adapt to prepare students for a constantly changing future? You will learn what type of education to include in your processes to optimize the mindset of students so they can thrive and succeed in the societies of the future.

### PRESENTER:

Alicia Hooks, Ph.D., D.B.A.  
Technology & Workforce Center  
Dr. Thomas R. Burke Technical Education Center

## No More SHHH in the School Library: An Overview of the New Engaging Standards

Grade Level: K-12

Session 3

### LEARNING OBJECTIVES:

- Attendees will learn about the new AASL standards, including the six foundations.
- Attendees will learn about emerging technologies to utilize in library lessons.

### DESCRIPTION:

The new AASL standards focus on foundations of inquire, include, collaborate, curate, explore, and engage. Come learn about each foundation, including engaging lesson plan ideas for each. Emerging technologies related to each foundation will also be shared.

### PRESENTER:

Dr. Rene Burress, Ph. D., Ed. S., MS  
Assistant Professor and LIS Program Coordinator  
Library Science and Information Services (LIS) Program  
School of Professional Education & Leadership  
College of Education  
University of Central Missouri

## Introduction Session to PBS LearningMedia – A Free Digital Destination for High Quality Trusted Content

Grade Level: K-12

### Session 2

LEARNING OBJECTIVES:

- Overview of the program and how to incorporate it into your classroom.
- Learn the basics of how user friendly the PBS LearningMedia is.
- Learn how to search by standards, grade levels and create folders for easy access.

DESCRIPTION:

PBS LearningMedia is THE destination for high-quality, trusted digital content and solutions that inspire students and transform learning. With thousands of innovative resources mapped to state and national standards, it's never been easier to find the content you need to amplify your lessons, kick-start classroom conversations and help spark students' sense of curiosity. Thanks to a partnership with the WGBH Educational Foundation and a community-supported network of public media stations, this service is able to offer free, unrestricted, "anytime" access to millions of pre-K-12 educators and students across the country.

**PRESENTER:**

**Dr. Kia Turner**  
**Founder/Executive Director**  
**Organization: Fired Up Teaching**

## Advanced Session to PBS LearningMedia – A Free Digital Destination for High Quality Trusted Content

Grade Level: K-12

### Session 5

LEARNING OBJECTIVES:

- Learn how to effectively use digital resources from PBSLM.
- Discover how to create assessments and make assignments that will be graded automatically.
- Explore how to create lesson plans that will inspire your students to explore.
- Discover how to create student accounts.

DESCRIPTION:

PBS LearningMedia is THE destination for high-quality, trusted digital content and solutions that inspire students and transform learning. With thousands of innovative resources mapped to state and national standards, it's never been easier to find the content you need to amplify your lessons, kick-start classroom conversations and help spark students' sense of curiosity. Thanks to a partnership with the WGBH Educational Foundation and a community-supported network of public media stations, this service is able to offer free, unrestricted, "anytime" access to millions of pre-K-12 educators and students across the country.

**PRESENTER:**

**Dr. Kia Turner**  
**Founder/Executive Director**  
**Organization: Fired Up Teaching**

## Podcasting with Google (and a little help from some friends)

Grade Level: K-12

### Session 4

LEARNING OBJECTIVES:

- How to produce Podcast for education.
- How to use a G Suite for Education.

DESCRIPTION:

Come learn about how to plan and produce a podcast in your classroom. We'll dive into how producing a podcast enhances, engages and extends your student's learning beyond the classroom, and how to do it with a variety of tools in G Suite for Education (and some friends!)

PRESENTER:

**Joe Park**  
Instructional Technology Coordinator  
St Therese School North KC



## System 5 – Get Connected with Mad Science

Grade Level: K-5

### Session 1

LEARNING OBJECTIVES:

- Learn how to check out telecommunication technology and assemble sound waver-making devices.
- Experience a role-playing that introduces how cell towers relay signals.

DESCRIPTION:

Teach your students to learn about telecommunications in one class period. Interactive activities include seeing the sound of your voice and testing out telephone lines. Students will learn how to chat on their own telephone network, find the limits to low-power radio signals, wind through a cell tower relay, and learn how to track cell phone users. You will be able to end your class with a card-flipping history quiz that builds on cellular network knowledge. Send your students home with a communication challenge!

PRESENTER:

**Dave Smythe**  
Owner, Operations and Mad Scientist  
Mad Science

## Talken to Yourself - the Power of Positive Internal Dialogue

Grade Level: K-12

### Session 3

LEARNING OBJECTIVES:

- Learn the four simple things to do to change the way you talk to yourself.

DESCRIPTION:

Do you talk to yourself? Fact is, we all talk to ourselves at a rate of 600-800 words per minute, and when the pressure is on we go even faster! Sadly, most of what we say to ourselves is negative, unproductive, and holds us back from being our best. Learn four simple things you can do to change the way you talk to yourself and be consistently at your best every day.

PRESENTER:

**Karen Talken**  
Leadership Development Consultant

## Teaching Students to Become Their Own Teachers

Grade Level: 6-12

### Session 5

#### LEARNING OBJECTIVES:

- Focus on changing the dynamic of student-teacher roles.
- Learn how to encourage students to develop skills to help them access knowledge in a constructive way.

#### DESCRIPTION:

As the world of information and technology envelope the lives of students, the skills needed to navigate that world are also changing. Students can and will have access to the entirety of the content you teach at their fingertips for the rest of their lives. This session will focus on changing the dynamic of the student-teacher roles within your classroom and help with the development of a classroom culture and environment that encourages students to develop the skills necessary to access, sort, filter, and apply the vast amounts of knowledge available to them in a constructive way. We will discuss the philosophies and strategies behind placing the responsibility of lesson and unit design on the students in order to create their own learning pathways and demonstrate new knowledge and skills through wide ranging assessment options.

#### PRESENTER:

**Matt Stevenson**  
Social Studies Teacher  
Olathe School District

## What's Next?!: The Future of Educational Technology

Grade Level: K-12

### Session 1

#### LEARNING OBJECTIVES:

- Attendees will identify new technology.
- Attendees will brainstorm practical ways to use the technology in educational settings.
- Attendees will reflect on how new technology will impact their teaching and their students' learning.

#### DESCRIPTION:

In this session, attendees will hear about new technologies on the horizon including mixed reality, wearable technology, artificial intelligence, and the growth of open educational resources. The presenter will share practical examples for how to use the new technologies in K-12 educational settings. Time will be set aside for attendees to discuss their ideas for incorporating new technologies into their teaching.

#### PRESENTER:

**Lauren Hays, Ph.D.**  
Assistant Professor, Educational Technology  
School of Professional Education and Leadership  
University of Central Missouri

## SCHEDULE LISTINGS

SESSION 1	SESSION 2	SESSION 3	SESSION 4	SESSION 5
System 5 - Get Connected with Mad Science	Let's Post About It	Creating a Smart Classroom Using Scratch	Let's Post About It	Teaching Students to Become Their Own Teachers
Classroom Communication 2.0 with Google Tools	Empathy, Equity and Engagement	No More SHHH in the School Library: An Overview of the New Engaging Standards	Podcasting with Google (and a little help from some friends)	Classroom Communication 2.0 with Google Tools
What's Next?! The Future of Educational Technology	Introduction Session to PBS LearningMedia - A Digital Destination for High Quality Trusted Content	Gen Z Has Arrived: Teaching Generation Z with Technology	Consumer to Producer: Moving from Digital Literacy to Digital Fluency Learning Objectives	Advanced Session to PBS LearningMedia - A Digital Destination for High Quality Trusted Content
The Art of Empowering Our Students to Tell Their Stories: Using New Media in Digital Storytelling	The Mindset Necessary for Societies of the Future	The Art of Empowering Our Students to Tell Their Stories: Using New Media in Digital Storytelling	Future of School Librarianship	Creating a Smart Classroom Using Scratch
Developing an Effectual Plan for Amelioprating Behavior	Creating an Effective Digital Classroom	Talken to Yourself - The Power of Positive Internal Dialogue	Digital Collaboration: The Teamwork of Tomorrow	Creating an Effective Digital Classroom

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