College of Education, Information, and Technology & Instructional Media Center

Getting Ready to Student Teach?

Keep Ahead with Technology

2019 SPRING WORKSHOPS

IMC LIBRARY (LOWER LEVEL)

SMART Board Basics *(same workshop offered on alternate days and times)*
Tuesday, February 12, 2019, 3:45 – 5: 00 PM, Wednesday, February 13, 2019, 5:15 – 6: 30 PM
The touch-sensitive interactive whiteboard is a powerful medium for engaging students and audiences and has several tools for enhancing teaching, creating lessons, and delivering presentations. In this workshop students will practice basic SMART Board skills and be introduced to Notebook software that accompanies this board.

SMART Board II - Creating Interactive Lessons *(same workshop offered on alternate dates and times)*
Wednesday, February 20, 2019, 3:45 – 5:00 PM, Thursday, February 21, 2019, 5:15 - 6:30 PM
Enhance content with multimedia and motivate students with interactive lessons using Notebook's enhanced software tools such as Activity Builder, Concept Mapping, and templates for Collaboration and Gaming. Create your own lessons or assessments, or modify existing resources. Participants will view the use of these tools in a variety of disciplines - Art, Language Arts, Math, and Science.

Creating Infographics for K-12,
Tuesday, February 26, 2019, 3:45 – 5:00 PM
An infographic (information graphic) is a representation of information in a graphic format designed to make the data easily understandable at a glance. In this workshop, students will see several examples of infographics for classroom use, and be able to create their own infographics for teaching and presentations.

Gamification in Learning
Wednesday, March 6, 2019, 3:45 – 5:00 PM
Today, the use of educational digital games is becoming more commonplace in classrooms. Gaming can be integrated into a standards-based curriculum, used to assess student knowledge and skills or incorporated as a motivation or reward to help students develop non-cognitive skills. Gaming also helps students learn to work in teams and collaborate or spark creativity and imagination. This workshop will demonstrate a selection of games such as Classcraft, Class Dojo, Rezzly, KnowRe, Duolingo, Playbrighter, BrainPOP and SMART Board digital games that will meet the demands of the Next Generation State Learning Standards.

Chromebooks: Classroom in the Cloud
Thursday, March 7, 2019, 3:45 – 5:00 PM
Chromebooks, the inexpensive, web-based laptop computers, are revolutionizing the way students and teachers are using computers. They provide teachers with the resources necessary to individualize instruction according to the needs of each student, as well give students the chance to personalize their own learning. This basic workshop will cover the Chrome operating system, Google Apps for Education, Google Classroom, and more. Online Chromebook resources for teacher development will also be covered.

Make your teaching career easier. Register now!
R.S.V.P. Call Abir at the Instructional Media Center ext. 2895 or email abir.khoury@liu.ed