



CUEBC Sessions For October 21, 2016 Riverside Secondary

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Session One: 10:30 - 11:30

Questions and Answers with Chris Kennedy - Keynote Speaker

Session: 1**Instructor: Chris Kennedy****Room: Library****Audience: General****Session Type: 60 Minute Presentation**

As a follow-up to our morning keynote, Chris Kennedy will be available for an informal discussion about the future of education and changing role of technology and teaching. Bring your ideas and thoughts for an open sharing session.

Chris' reputation is firmly cemented in the BC educational technology scene. He has long been a champion of creative and meaningful uses of personalized technologies for teachers and students. Chris was the principal behind Riverside's 1-1 technology program and has continued his innovative approach as superintendent in West Vancouver. He is a renowned speaker with a firm understanding of educational technology in the classroom. He is also a former elementary and secondary teacher.

Reality 101 - Life as a TTOC

Session: 1**Instructor: Jennifer McDonald****Room: 109****Audience: General****Session Type: 60 Minute Presentation**

This workshop is designed to support student teachers and TTOC with current teaching practices and resources, and to enhance their confidence in their professional status as TTOC. A look at the basics of day-to-day work as a teacher-teaching-on-call.

Jen is a BCTF Facilitator and teacher in Victoria B.C. She is a member-at-large on the BCECTA executive committee and facilitates workshops for TTOC across B.C.

Twine - Interactive Fiction

Session: 1**Instructor: Dominic Maggiolo****Room: 110****Audience: Intermediate Level****Session Type: 60 Minute Hands On**

Twine is an open sourced application that allows you to build non-linear stories. Build your very own text-based games!

Teacher, Internet enthusiast, hiking mountains, player of games, gardener, angler, @UBCMET graduate student.

Edmodo in the Classroom

Session: 1**Instructor: Sarah Baldwin****Room: 111****Audience: General****Session Type: 60 Minute Hands On**

Using Edmodo.com I will demonstrate the effectiveness and utility of using this web based platform and how to use it with your students on a daily basis

I have been teaching in Surrey for eight years, mostly English and Social Studies. In 2011 I completed a two year graduate diploma program at Simon Fraser University. During this program I completed three field studies with self directed inquiry. I researched educational tools which could enhance my teaching practice and benefit student learning. I looked at the added benefit of a web based tool and how it could accentuate differentiated learning and be used as an extension of the classroom. Since this I have been integrating multiple technologies to enhance student learning and extend their learning outside the classroom.

Teaching Project Management: Tools and Techniques

Session: 1**Instructor: Dave Zille****Room: 113****Audience: Secondary Level****Session Type: 60 Minute Presentation**

What is project management? Why should students interested in technical fields learn about it? In this session, I will answer these questions and will provide suggestions for structuring a project management course, discuss methods for engaging students, and will present tools and resources which can be used to teach project management in a classroom setting.

Dave Zille has been teaching Web Project Management for over 15 years at various post secondary institutions, currently at BCIT's School of Business. Dave is also the principal and lead project manager with Dazil Internet Services Inc, a Vancouver area based web and app development company he founded in 2001.

BreakoutEDU

Session: 1**Instructor: Joseph Jeffery & Cliff Waldie****Room: 114****Audience: General****Session Type: 60 Minute Presentation**

Combining online and offline problem solving, team work and teambuilding with curriculum areas, Breakout EDU takes the idea behind Escape Rooms adds digital elements and infuses a fun way to see students demonstrate the core competencies of the new curriculum. Participants will be taking part in a Breakout puzzle followed by a discussion on how it can be used in classrooms.

Joseph is a Teacher-Librarian/Learning Commons Teacher at Polaris Montessori and Prince George Secondary School. Cliff is a grade 6 French Immersion teacher at École Lac des Bois. Together they are passionate about problem solving, critical and creative thinking and how it all fits into modern educational practice.

Technology within the English Classroom - (2 hour session, continues in Session 2)

Session: 1**Instructor: Brian Barazzuol****Room: 115****Audience: Secondary Level**

Session Type: 120 Minute Presentation

This presentation will focus on two potential projects that English teachers could eventually include within their own classrooms. The first project utilizes stop motion technology to create short video renditions of plays, novels or short stories out of action figures or Lego pieces. This section of the presentation will offer project ideas, as well as descriptions and examples of how to properly and effectively use the free applications and software, so that teachers can demonstrate this project with ease to their students. The second half of this presentation will discuss an exciting way to create graphic novels within the classroom. The session will focus on the free online software and how to properly use the graphic novel genre to convey meaning and literary terms in a visual medium.

Brian Barazzuol has taught within the Coquitlam School Board for five years and is currently teaching at Riverside Secondary School. His current classes include English 10, 11 and 12. Focusing on technology, he has brought in several means of creating and displaying his student's learning through online platforms. Having previously worked on the schools LIF (technology team) he offers ideas that can be used in an English classroom, for a range of all age groups and learning types.

Introducing Moodle 3.1**Session: 1****Instructor: Michael Cochrane****Room: 117****Audience: General****Session Type: 60 Minute Presentation**

This presentation will introduce you to the most recent Moodle release and will explore the new features, including the new competency framework, as redesigned assignment grading interface and, if we have time, the recycle bin, tagging and forums. We will also outline the professional development options available as well as Open School BC's new licensing model.

Hosted by Open School BC with Invited Guest Speakers from Remote Learner.

New and Young Workers**Session: 1****Instructor: Vicki Willis & Mike Wisla****Room: 118****Audience: General****Session Type: 60 Minute Presentation**

The Objectives in this workshop are: a) to be aware of the relevant sections of the Workers Compensation Act and Occupational Health and Safety Regulation b) to learn the definition of a young and new worker c) to understand the four basic health and safety rights d) to understand the roles of employers, workers, supervisors and joint occupational health and safety committee e) to learn the reporting process.

I am a secondary online teacher from Chilliwack. I have a background in Health and Safety that spans over 35 years. Everyone needs to know their rights and responsibilities when it comes to health and safety in the workplace. This presentation is from your BCTF Health and Safety Department

Creating a Gender Inclusive School Culture - (2 hour session, continues in Session 2)**Session: 1****Instructor: Kara Obojski****Room: 120****Audience: General****Session Type: 120 Minute Presentation**

This workshop will help develop an understanding of the risks facing trans* students, as well as the protective factors, gain increased familiarity with terminology used by the trans* communities, and increased awareness of gender identity and gender expression. Best practices for supporting a student through gender transition within the school system will be covered. Although the focus is on trans* students, gender-inclusive schools help all students to feel safe at school.

I've been a Coquitlam school teacher for 11 years and am a passionate advocate for social justice issues. I'm also a social justice facilitator for the BCTF.

Awww SNAP(chat)! How to have social media and a job. - (2 hour session, continues in Session 2)

Session: 1

Instructor: Jeremy Inscho

Room: 124

Audience: General

Session Type: 120 Minute Presentation

This condensed version of the BCTF Social Media Workshop aims to inform educators about the safe, professional use of social media and online interactions with students. It will educate participants on the sometimes surprising legal landscape around social media and potential pitfalls while supporting educators to confidently use social media without fear of repercussions.

Jeremy is both a classroom teacher and Innovation & Inquiry Lead in a Nanaimo K-7 public school. He is a graduate of the Masters of Educational Technology program at the University of British Columbia, the Bachelor of Science, and Bachelor of Education programs at Vancouver Island University, and is a Google Certified Educator. Jeremy believes strongly in professional development and lifelong learning, so he can frequently be found speaking at conferences and EdCamps, on #EdChats and podcasts, or facilitating workshops. In the classroom, Jeremy focusses on providing a culturally responsive education through social-constructivist methodologies that leverage technology to enhance learning. Through speaking and facilitating, Jeremy works to support teachers in understanding and infusing educational technologies that make learning transformative.

Coding with Swift Playgrounds

Session: 1

Instructor: John Maschak & Don McNamee

Room: 201

Audience: Intermediate Level

Session Type: 60 Minute Hands On

Join us to learn about Everyone Can Code, a new approach to coding that gives everyone the power to learn, write, and teach code. You'll hear about Swift Playgrounds, a new app for iPad that makes getting started with coding fun and interactive, and you'll get a first look at the accompanying teacher guide. You'll also explore App Development with Swift, a curriculum for high school and college for Mac that shows students how to create apps from start to finish.

John Maschak is a Development Executive with Apple Canada based in BC. He has worked for Apple for 20 years and came to Apple from teaching. He works with educators around Canada who are integrating technology and pedagogy in their classrooms.

Coding Centers (a scalable entry to what coding is)

Session: 1

Instructor: Ian Landy

Room: 202

Audience: General

Session Type: 60 Minute Presentation

Over the past year, I have brought the elements of coding to my K-5 school (now K-8) through a variety of centers. Not all need power. Not all need screens. Bringing the elements of what coding is - a way of thinking into a way of doing through a variety of hands-on and brains-on activities. From lego to minecraft and makey makey to scratch. The blog is here: <https://technolandy.wordpress.com/2015/12/07/day-62-of-183-day-one-of-hoursofcode/> and yes there will be some hands-on opportunities!

Ian is Principal at North Shuswap School in the North Okanagan Shuswap school district and has been supported by his wife and three children. Ian has been fortunate enough to spend time teaching in classrooms from K-12 and has loved his time as a teacher-librarian! Always encouraging the blending of technology and curriculum as a key method of

differentiation, Ian has been a strong advocate for project based learning via #geniushour and Self Organized Learning Environments. His school is currently piloting eportfolios to communicate student learning journeys instead of traditional report cards. Ian has also worked with a number of anxious learners (including his son) and encouraging schools that work with those students who struggle with Generalized Anxiety. Ian also blogs reflections each "day of learning" at <http://technolandy.wordpress.com> and tweets via @technolandy

Teaching the thinking behind coding: LittleCodr

Session: 1

Instructor: Dr. Alexandra Greenhill

Room: 203

Audience: General

Session Type: 60 Minute Presentation

Learning how to computers think is a key skill for the future, and actually is best started not at the computer! That was the founding principle behind Littlecodr, the card game to teach kids coding. The initial blocker to developing digital literacy is that kids and parents perceive coding to be math, complicated, boring and lonely. In this session, you will learn strategies for teaching "unplugged" classroom activities for kids aged 4 to 12 and getting them to think of tech and coding as fun, language-like, creative and collaborative.

Dr. Alexandra T. Greenhill is the co-creator of Littlecodr. She is a physician tech entrepreneur who is currently cofounder CEO of myBestHelper, tech that supports people in daily life and times of need. Mybesthelper was the first Canadian app to help find child and elder care, the first Canadian company to win the Cartier Global Entrepreneur Awards and the 10th to be selected to the Blackbox Connect powered by Google for Entrepreneurs accelerator in Silicon Valley. Alexandra's work has received numerous recognitions including the WXN Top 100 Most Powerful Women in Canada, YWCA Vancouver Woman of Distinction, BIV Top 40 under 40 and the Queen Elizabeth II Medal of Service. She was twice elected as a public school trustee and was Chair of the School Board.

Intro to HTML, CSS and JavaScript

Session: 1

Instructor: Medhat Elmasry

Room: 204

Audience: General

Session Type: 60 Minute Hands On

All websites are created with HTML, CSS, and JavaScript. In this session, you will be introduced to the world of web page authoring. It will be a practical session with minimal presentation slides. You will experience the presenter typing in the actual code for a webpage using only a text editor and a browser.

Medhat Elmasry is an instructor at BCIT in the Computing department, an independent IT contractor, and a founder of the .netBC user group. He is also a regular speaker at user group meetings and technology conferences. Medhat likes to dabble in various technologies in the Web, .NET and Java spaces. He blogs at <http://blog.medhat.ca>.

Supporting the ADST Curriculum with Lego Mindstorms EV3 and WEDO 2.0

Session: 1

Instructor: Susan Ward

Room: 205

Audience: General

Session Type: 60 Minute Presentation

In this session participants will get a general overview of the Lego Mindstorms EV3 and the WEDO 2.0 Robotics Kits and the coding environment. Connections will be made to the new ADST Curriculum and we will discuss the opportunities for assessment.

Susan Ward is the BC Educational Resource Representative for Spectrum Nasco. She has been working with educators all over the province to successfully implement Robotics program in classrooms, for after school programs and for competition.

Meet Ministry guidelines with 21st Century Approaches to Student Leadership in Sustainability

Session: 1

Instructor: Maureen Jack-LaCroix

Room: 207

Audience: General

Session Type: 60 Minute Presentation

Here's an opportunity to investigate leading edge curricular and pedagogical tools to engage student inquiry on environmental sustainability. Participants will explore the SLS: Student Leadership in Sustainability curriculum materials that fulfill the new Ministry's guidelines and develop student competency in Critical & Creative Thinking, Communication Skills, and Personal/Social Responsibility in a wide variety of courses.

Maureen Jack-LaCroix founded Be The Change Earth Alliance, a non profit focused on environmental education that empowers behaviour change, after completing her Master in Eco-Psychology. She and the BTCEA team have worked collaboratively with teachers to develop the SLS materials available for use in blended classrooms and as an on-line resource for distributed learning. SLS was used by over 4,000 students last year, including the Vancouver Learning Network. Maureen is also a PhD student at SFU focusing on environmental education.

Google Tools. Organize, Share & Create. - (2 hour session, continues in Session 2)

Session: 1

Instructor: Adi Aharon

Room: 209

Audience: General

Session Type: 120 Minute Hands On

Google Keep, Calendar, Forms, Drive, Maps and Google+. Come and learn how these tools can help you gather information, organize your ideas, share, and collaborate. This is a hands on workshop, please come with a device (preferably a computer), an active google account and a desire to explore the collaborations made possible by cloud computing.

Adi Aharon is a Vancouver based educator with a specialization in early childhood and elementary technology integration, research, and application. Her passion for challenge leads her desire to unravel problems, uncover solutions, and create a new approach to learning.

3D Printing In the Classroom

Session: 1

Instructor: Andy Beadon

Room: 211

Audience: Secondary Level

Session Type: 60 Minute Hands On

A look at the many different ways I have helped teachers incorporate and use a 3D printer in the classroom. This 50 minute presentation will explore the many different subject areas that have used our school's 3D printer. We will explore (briefly) the use of SketchUp as the design tool for 3D printing. The session will be designed so as to allow for lots of time for discussion.

Andy has been teaching ICT at Crofton House School for the past ten years. His students learn Graphic Design and Computer Science. He shares his knowledge of Photoshop, InDesign, Dreamweaver, Illustrator with them. He holds a Bachelor of Computer Science from Dalhousie University in Halifax. He earned teaching credentials in Dunedin, NZ, and subsequently taught at Marlborough Girls School in Blenheim, NZ. In the last few years he has begun experimenting with 3D printing in the classroom and has used Sketchup as the tool of choice for 3D design. Andy has been teaching AP Computer Science, and Lego Robotics for the last 10 years. Andy has been teaching ICT at Crofton House School for the past ten years. His students learn Graphic Design and Computer Science. He shares his knowledge of Photoshop, InDesign, Dreamweaver, Illustrator with them. He holds a Bachelor of Computer Science from Dalhousie University in Halifax. He earned teaching credentials in Dunedin, NZ, and subsequently taught at Marlborough Girls School in Blenheim, NZ. In the last few years he has begun experimenting with 3D printing in the classroom and has used Sketchup as the tool of choice for 3D design. Andy has been teaching AP Computer Science, and Lego Robotics for the last 10 years.

TTOCs and the New Contract - What's in it for you? - (2 hour session, continues in Session 2)**Session: 1****Instructor: Robin Toszczak****Room: 212****Audience: General****Session Type: 120 Minute Presentation**

This interactive workshop is designed to help TTOCs and new teachers understand how the new Collective Agreement affects them. From the pay grid to professional development, this workshop aims to demystify the local and provincial contract language. Participants will feel more confident in knowing their rights and addressing collective agreement issues.

Robin's background is in the public service, arts administration, volunteer coordination and social justice. She is a Reading Recovery teacher and elementary TTOC in Greater Victoria where every day she discovers that kids are awesome and public education is worth fighting for. Robin is a member-at-large on the BCTF executive.

Explore and Discover Office 365 for the Classroom**Session: 1****Instructor: Mario Asta****Room: 216****Audience: General****Session Type: 60 Minute Presentation**

Come and let us show you how to take productivity to the next level with Microsoft Office 365. Whether you're working in your office, in your classroom, or on the go, you will have a familiar, top-of-the-line set of productivity tools at your fingertips. In this session we will explore how to fully leverage the latest and greatest O365 tools for the classroom. Applications like OneDrive, OneNote, Word, Excel, Powerpoint, Outlook, Yammer, and Skype, let you create, edit, and share from any device in real time.

Mario Asta works for Microsoft.

Introduction to Programming - (2 hour session, continues in Session 2)**Session: 1****Instructor: Carly Orr****Room: 221****Audience: General****Session Type: 120 Minute Hands On**

From terminology, to principles, and buzzwords, we'll de-mystify common fears and myths that surround the word "coding". Starting from basics, we will work up to writing java programs. Whether it's your first exposure or not, this hands-on session aims to provide both big picture, and some details and ideas for the classroom. Come with laptop (or a partner with laptop), and be ready to have some fun. We will use the Java language, and the Netbeans environment. To get a head start, you can download both of these from the following combo package (<http://www.oracle.com/technetwork/articles/javase/jdk-netbeans-jsp-142931.html>) onto your own laptop.

Carly is an instructor at BCIT, School of Computing, teaching in the CST and BTech programs. Previously, she taught K-12 ICT/Math, and worked in the high-tech industry. Carly enjoys trying new strategies to teach computing, and is excited about encouraging our youth along the journey of STEM related careers. She's been involved with various outreach activities (such as Microsoft's DigiGirly and Hour of Code), and hopes that all educators can have a chance to benefit from, and have fun with, learning how to program the computer.

Computing Science and Programming in the new BC Ed. Plan**Session: 1****Instructor: Cam Joyce****Room: 223****Audience: Secondary Level****Session Type: 60 Minute Presentation**

If you've had a chance to look over the new curriculum you likely have questions about the Programming/Computing Science courses. Join us for an open-ended to shed some insight into the expectations and changes as well as a chance to provide feedback before the last edits are made to those draft curriculum documents.

Cam Joyce is the Mathematics department head at Johnston Heights Secondary in Surrey and have been teaching AP Computing Science, ICTP11, and ICTP12 for over 10 years. In that time I've worked very hard to promote CS in our inner city school and have seen my numbers grow from 1 class in my first year to 3 classes of CS students per year. I was one of the team members in the latest curriculum revision for CS11, CS12, CP11, and CP12.

Developing Digital Citizenship Habits - (Two hour session, continues in Session 2)

Session: 1

Instructor: Sandra Averill

Room: 226

Audience: Intermediate Level

Session Type: 120 Minute Hands On

Just like manners we should teach Digital Citizenship skills within everything we do. This session will showcase how the iPad and apps can be used to teach and reinforce Digital Citizenship skills within other curricula. By trying each of these techniques, you will be prepared to use them with your students when you return to class. Participants should come to the workshop with an Apple ID and password for the App Store. It is recommended that the following apps be downloaded to your iPad: Keynote Metadata Cut, ChatterPix, and a QRCode reader such as Qrafter

Sandra Averill is a teacher of twenty-five years with tens years working at the District Teachers K-12 Digital Literacies and Safe Schools for the Langley school district. Sandra has extensive experience with Privacy & Internet Safety and Digital Citizenship, having presented to over 11,000 students educators, parents, community members . She also consults for the RCMP reviewing and updating their iSmart Toolkit resource for their members. Sandra maintains this website to help keep students, staff and parents updating with Internet Safety resources: online-kidz.weebly.com

Session Two: 12:30 - 1:30

Makerspace what now? - (2 hour session, continues in Session 3)

Session: 2

Instructor: Oliver Mietzker & Abraham Kang

Room: 101

Audience: General

Session Type: 120 Minute Hands On

So what is makerspace? How should it be used? What do you need? We will discuss these questions and provide you with some options. This is designed for the beginner or teacher planning on setting up this option in their school. We will even spend time on some simple designs with the option of 3D printing the items time permitting.

Hi, I am a tech Ed teacher here at Riverside Secondary, and I have been here for 13 yrs. Prior to this I was a carpenter in the luxury yacht industry. I have BSc and BEd degrees, a Red Seal Joinery ticket and I have a diploma of technology.

First year TechEd teacher,

Using Student Video in Elementary

Session: 2

Instructor: Paul Klintworth & Megan Durovick

Room: 109

Audience: General

Session Type: 60 Minute Presentation

This session will demonstrate a variety of student video projects across Elementary, using both mobile and desktop computers. Techniques and effects such as storyboarding and green screen will be covered. Resources: <http://thecw5.weebly.com/> <http://techspaced.weebly.com/film--video-pro-d.html>

Paul has taught Primary classes in the UK and in BC, and was also an Advisory Teacher for IT in Bristol, UK for one year. He can thoroughly recommend the MEdTech at UBC! Currently he is the Technology Integration teacher for the Wentworth Campus at Collingwood School.

Megan studied at Bishop's University and holds a Bachelor of Education and Bachelor of Arts in Elementary Educational Studies, as well as a MEdTech from UBC. She currently teaches Grade 1, having worked in both the Learning Support and French Divisions at Collingwood School.

What do you really want them to know: Creating Meaningful Learning Experiences Through Collaboration

Session: 2

Instructor: Susan Henderson & Megan Ferreira

Room: 110

Audience: Secondary Level

Session Type: 60 Minute Hands On

Riverside's teacher-librarian Susan Henderson and special guests, Philip Barrington COL/English and Megan Ferreira Science/Student Services will give a short presentation on several different new curriculum projects that they collaboratively created and demonstrate the process they used. (Examples include blogging, a community engagement project and an integrated disaster innovation project.) After, participants are invited to put their own ideas through the same collaborative process—using backward design—to create their own updated and meaningful lesson, project or collaboration. Participants should leave with 1 ready to implement idea or lesson and some strategies for doing the same with other lessons. Cross-curricular, new curriculum and social responsibility are the central features.

Susan Henderson is the teacher-librarian at Riverside Secondary and an enthusiastic supporter of the 1 to 1 technology program. It is a privilege to be able to collaborate with teachers as they navigate new technology, new curriculum and new cross-curricular opportunities. Susan has 19 years teaching experience and a Master's Degree from UBC's School of Library Archive and Information Studies.

Megan is an educator at Riverside Secondary where she teaches in the Science Department and Student Services.

Arduino and Prototyping Hands-On - (2 hour session, continues in Session 3)

Session: 2

Instructor: Bernhard Zender

Room: 111

Audience: General

Session Type: 120 Minute Hands On

Participants will get to use Arduino boards and a selection of hand tools to create little prototypes with their selection of sensors, lights and motors. Materials are provided.

Staff instructor with the Engineering Physics program at UBC. Working with undergrads from first to fifth year.

OneNote Makes Teaching Simple and Effective

Session: 2

Instructor: Mario Asta

Room: 113

Audience: General

Session Type: 60 Minute Presentation

With Microsoft OneNote, educators can create digital notebooks that support academic standards and outcomes across disciplines. In this workshop we will explore how to collect authentic samples of student work, track what students learn throughout the year, and encourage self-assessment and communication with parents. We will push the boundaries of cloud computing and introduce, and work, with the OneNote Class Creator; a personal workspace for every student, a content library for handouts, and a collaboration space for lessons and creative activities, student work and teacher feedback are exchanged automatically in one place virtually anytime, anywhere. Finally, we will highlight districts who are using OneNote to support deeper learning across Canada.

Mario Asta is a certified teacher, qualified student and enthusiastic lifelong learner. His career in education began as an

elementary school teacher in Southern Ontario, where his passion for technology was consistently implemented within his classroom. He is passionate about education, technology and outdoor activity. Since September 2015, Mario has been working with Microsoft Canada as a Teacher Ambassador, and has traveled the country training educators within many school districts across the vast western region. He has experienced, first hand, the increasing excitement through the classroom use of programs such as Onenote, Skype, and Minecraft. He looks forward to meeting new innovative teachers and sharing his passion for inspirational teaching and learning.

Beyond The Hour of Code - Computational Thinking for the 21st Century!

Session: 2

Instructor: Brian Aspinall

Room: 117

Audience: General

Session Type: 60 Minute Presentation

Twenty first century learning requires students to create, collaborate and think critically. Progress "STEM's" directly from immediate feedback and a personalized learning platform. Coding, by it's very nature, forces students to problem solve, make mistakes and overcome barriers because programs can only run if written correctly. With a focus on the math process and problem solving process, teachers have an opportunity to make observations, have conversations and evaluate student projects. In this session, teachers will learn the basics of block based coding and how to make use of mathematical principles to create content of and for learning. Coding is cross curricular. Participants will engage in hands on development of work samples appropriate to subjects, grade level, and classroom makeup. Assessment is not about final products, but rather about thinking. Work that is created with apps like Touch Develop, and other similar programs depends on communication between the programmer and user, and as a result, the depth of content explanation is remarkable. Computational thinking is a mindset required for the future!

I am an elementary teacher and Microsoft Innovative Educator Expert who develops web applications to support 21st century learning practices and pedagogies. My latest project, edmettle, is a tool to support and develop student feedback to improve learning. I speak professionally on the topics of 21st century education, assessment and evaluation and have given three TEDx talks on education reform. I have a Bachelor of Science in Computer Information Systems and am currently completing my Masters of Professional Education in Math & Computational Strategies.

Gamifying your course, Scenario based learning to increase learner engagement.

Session: 2

Instructor: Andrew Henry

Room: 118

Audience: General

Session Type: 60 Minute Presentation

Gamification is using gaming principles in non-gaming education contexts. The gaming industry is currently larger than its nearest competitors, music and movies http://vgsales.wikia.com/wiki/Video_game_industry. Research indicates that gamified content increases learner engagement and success. In this presentation we will discuss what gamification is, the benefits to education, and how to create gamified content. This session also provides examples and ideas for how to apply gamification concepts to your courses (such as, integrating it with your schools no zero policy, and letting learners learn from their mistakes). Examples will be from industry and secondary education, but the concepts apply to all grades.

Andrew Henry is a science teacher in the Surrey School district. He has been using scenario based and gamification principals to create engaging learner material. He has created gamified course content working with international organizations such as WWF and Relief International, as well as local organizations such as 4th Foundation. He has also incorporated gamification principles into his online courses creating engaging, scenario based, and problem based learning content and interactions.

Java Programming Round Table (AP Computer Science)

Session: 2

Instructor: Andy Beadon

Room: 200

Audience: Secondary Level**Session Type: 60 Minute Hands On**

This is a roundtable discussion of tips tricks and resources that you use in your classrooms. Do you have tricks for teaching difficult topics? Please join us to talk about computer science\ programming in high schools.

Andy has been teaching ICT at Crofton House School for the past ten years. His students learn Graphic Design and Computer Science. He shares his knowledge of Photoshop, InDesign, Dreamweaver, Illustrator with them. He holds a Bachelor of Computer Science from Dalhousie University in Halifax. He earned teaching credentials in Dunedin, NZ, and subsequently taught at Marlborough Girls School in Blenheim, NZ. In the last few years he has begun experimenting with 3D printing in the classroom and has used Sketchup as the tool of choice for 3D design. Andy has been teaching AP Computer Science, and Lego Robotics for the last 10 years.

Taking the Distance out of Distance Education & Creating Learning Communities

Session: 2**Instructor: Gord Holden & Alisha Hadley****Room: 202****Audience: Intermediate Level****Session Type: 60 Minute Presentation**

as in the 2044 A.D. model found in the science fiction best seller "Ready Player One".

Gord Holden (M.Ed) has worked in education for 30 years and is currently the Director of the Immersive Technology Department at Heritage Christian Online School. His department of 12 staff supports online-learning with hundreds of students from across Canada. The number of course registrations continue to double each year as families flock to the truly engaging and truly 21st century methodology for learning. More info can be found on LinkedIn or via Google.

Alisha has taught grade 5-12 French for a number of years in a private school in Victoria, but was pleasantly shocked to see the power of teaching second languages in 3D interactive virtually worlds. In her teaching practice today, they don't talk about French vocabulary in transportation, they take taxis, buses, subways, and even planes, all as avatars in contextually authentic virtual worlds.

Letting Fish Be Fish How the iPad Supports Universal Design For Learning - (Two hour session, continues in Session 3)

Session: 2**Instructor: Isabella MacQuarrie****Room: 203****Audience: General****Session Type: 120 Minute Hands On**

I am presenting this session at the Superior Tech4Teachers Conference in Florida, June 15-17, 2016. This interactive, collaborative workshop will look at some of the built in features of the iPad that supports a Universal Design For Learning (UDL) framework. We will do a brief review of the principles of UDL and participants will see concrete examples of how the iPad can offer students flexible ways to engage, represent, and express their learning-the 3 pillars of the UDL framework. Then, using the Seesaw app, participants will have an opportunity to transform sample traditional worksheet assignments into opportunities to engage students and make their thinking visible. Participants are encouraged to bring a device to this hands on session!

I currently work within SD27 in a collaborative role to plan, co-teach, and model 21st Century learning and teaching. An educator for over 20 years, and currently working in SD 27, Cariboo/Chilcotin as a Learning Support Coordinator, I support school teams in the rural, remote schools in this geographically large district to implement inclusive learning environments through strategic and purposeful integration of technology embedded in the principles of Universal Design For Learning. Also as district partner for SET BC, I have implemented and directly mentored and supported classroom teachers with iPad integration into their pedagogical toolbox. Most recently I have been working with ERAC in a pilot to evaluate coding resources for provincial approval. In my job, I work hard to help teachers build the bridges between their current practice and understanding, to make connections to new opportunities in a non-threatening, non-judgmental and collaborative environment.

TTOC Toolkit

Session: 2**Instructor: Jacqueline Favelle****Room: 207****Audience: General****Session Type: 60 Minute Presentation**

Welcome to the TTOC Toolkit! This workshop is ideal for TTOCs and Student Teachers. It will cover general tips, classroom management, things you should bring with you, and activities that you can have on hand to use when you have extra time or no plan at all.

Jacqueline is currently a K/1 teacher in SD43. She has 8 years of experience as a TTOC at all levels.

Platform: Building Capacity and Engagement through the Royal BC Museum's Learning Portal

Session: 2**Instructor: Chris O'Connor****Room: 215****Audience: General****Session Type: 60 Minute Hands On**

This workshop will be a hands-on exploration of the Learning Portal, a digital engagement platform from the Royal BC Museum. The Learning Portal consists of main Pathways of thematic learning. During the workshop, we will explore both existing and new Pathways underdevelopment, with links to the new curriculum. In this way, teachers can ask for the kind of support they need from the Royal BC Museum and BC Archives, while also seeing tangible examples of how the Learning Portal can be used right now. <http://learning.royalbcmuseum.bc.ca/>

Chris O'Connor runs the school programs at the Royal BC Museum, driven by a desire to shake up the traditional field trip and school/community partnership. Inquiry, student-led learning and digital engagement inform our school program design process at the museum and, as a result, better help us meet the needs of all learners.

Rise of the Frankenstiffies! A Technology Infused, Inquiry-Based Project - (2 hour session, continues in Session 3)

Session: 2**Instructor: Petra Willemse & Bryan Hughes****Room: 218****Audience: General****Session Type: 120 Minute Hands On**

This interactive hands-on workshop will introduce you to an award-winning, project-based learning unit and get you comfortable using a suite of creative apps. You will leave this session have learned and practiced techniques that can be implemented in your classroom immediately. Discover how the magic of special effects and green screen filmmaking can generate excitement and engagement among your students. We will share "Rise of the Frankenstiffies!", a complete PBL unit that combines history, a novel study, and science to answer the inquiry question: How Does Industrial Change Affect the Environment? Using maker techniques, students create a "Frankenstiffie", write a background story for their creation, and film an amazing movie bringing their creature to life. This workshop will provide inspiration that is scalable to all grade levels and subject areas. This workshop will use the following apps; if you have an iPad, bring it with these apps installed: iMovie, Action Movie FX, DoInk, and Explain Everything (We will have a limited number of iPads loaded with these apps available for borrowing). To learn more, watch our workshop "trailer"! <https://youtu.be/IrbWvD0QHN4>

Petra is a an award-winning public high school teacher at Seycove Secondary School in North Vancouver, British Columbia, Canada. She has taught a wide variety of subjects from grades 8 through to 12. Currently, she the lead teacher in the Performance Learning Program (PLP), a project-based 1 to 1 iPad program. An Apple Distinguished Educator and ISTE Technology Innovation Award winner, Petra is committed to engaging students in their learning and collaborating with colleagues so that technology in the classroom is not something that is added on, but something that transforms the learning.

Bryan's teaching experience includes work in grades K-12 in the areas of inquiry and project-based learning and technology integration. He currently teaches at Seycove Secondary School in North Vancouver, and is the program coordinator for the Performance Learning Program. Bryan is an Apple Distinguished Educator and Google Certified Innovator, and recently received the Technology Innovation Award from the The International Society for Technology

in Education (ISTE). The award recognizes education leaders that are working to transform learning through innovation.

Coding with Kodu

Session: 2**Instructor: Jeremy Baerg****Room: 224****Audience: General****Session Type: 60 Minute Hands On**

Kodu is a Microsoft Game Lab product that is free to download and use. It is a block-based coding program similar to Scratch but is much more visually attractive and with more "gaming" options. If you were to combine Scratch and Minecraft, you would have Kodu. Ideally, attendees should have Kodu installed on their own devices so that they can continue to play after the session. The goal of the session will be to replicate a favourite '80's video game like Pac Man using Kodu, giving you a basic understanding of building/coding an interactive New World in Kodu.

Currently working as a Distributed Learning teacher in Coquitlam (SD43). I have used Kodu in the classroom for the last 5 years and have been blown away with what students have been able to create in a very short period of time. I work with students ranging from K-9 and have successfully used Kodu from Gr.2+.

Integrating Adobe Software for Projects - (2 hour session, continues in Session 3)

Session: 2**Instructor: Dan Wiebe****Room: 225****Audience: General****Session Type: 120 Minute Hands On**

There is a plethora of Adobe software out there. Today we will focus on using Adobe InDesign and Adobe Photoshop to create projects and do assignments. Adobe Photoshop is powerful photo editing software you can use to create images and edit photographs. Adobe InDesign is for document creations, that allows you to place text boxes, images and other graphics. It is used to create professional magazines, books and school yearbooks. Participants will get a hands on experience setting up a InDesign document and editing photos and creating pictures.

Dan has been using technology for most of his career. He started out as a classroom teacher, integrating the use of technology in many of his different subjects. He then spent a number of years teaching IT at the middle and High school level before returning to the classroom, where he continues to use technology to teach and present.

Session Three: 1:45 - 2:45

CodeBC - An overview and exploration session with the website.

Session: 3**Instructor: Jon Hamlin Dave Zille****Room: 109****Audience: General****Session Type: 60 Minute Presentation**

During this session we will explore the CodeBC website resource in more depth. The goal is to hear feedback from all attendees and hear how we can continue to evolve this resource to be the go-to coding resource site for all British Columbia teachers.

Jon Hamlin is a secondary computer teacher from Coquitlam. He is the author of BC's new coding curriculum and the creator of CodeBC. He has a master's degree in instructional design and educational technology and has taught at various levels from pre-school right up to grade 12.

Dave is the owner of Dazil Internet Services and is a Project Management instructor from BCIT.

Office Mix in PowerPoint

Session: 3**Instructor: Shannon Fischer****Room: 110****Audience: General****Session Type: 60 Minute Presentation**

This session focuses on Office Mix

Shannon Fischer is a Product Advisor from the Microsoft Retail store in Metrotown. She has spent the past 3 years presenting workshops and providing personalized training for a huge range of audiences. Including Microsoft in the Classroom and the Microsoft Youthspark camps. Shannon loves new and innovative technology and feels very passionate about empowering everyone to make the most out of their own tech.

Creating a self-marking worksheet using Adobe Acrobat and JavaScript**Session: 3****Instructor: Andrew Henry****Room: 113****Audience: General****Session Type: 60 Minute Hands On**

This is a presentation/tutorial of an e-learning course developed to introduce teachers to coding. Using introductory level JavaScript you will create a self-marking worksheet. The intent of the presentation is to make teachers comfortable with coding (or to decrease coding anxiety), by working through introductory JavaScript terms and functions. At the end of the session, participants will have a functional self-marking worksheet template to build upon. This presentation gives you a practical starting point for you to integrate coding into your curriculum and introduce the new coding curriculum to your students. Bring your laptop loaded with Adobe Acrobat.

Andrew Henry is a science teacher in the Surrey School district. He has been using JavaScript, and JavaScript coding principles to create engaging learner content. He has worked with non-profits such as Disaster Ready, and WWF, and is currently working with local courseware developers 4th Foundation creating content for the BC's new coding curriculum <http://cuebc.ca/cue/2016/01/21/bcs-new-coding-curriculum/>, and the ADST framework.

Project based learning in Computing Science**Session: 3****Instructor: Cam Joyce****Room: 114****Audience: Secondary Level****Session Type: 60 Minute Presentation**

I've been using Greenfoot to engage my students for several years now. It has pushed my instruction almost completely towards project based learning and I have seen the engagement levels (and enrollment) improve across all ability levels of students. In this session I'll introduce participants to the platform and some of the work my students have been able to produce. We'll also look at how Greenfoot supports visualization, individualized instruction, low floor/high ceiling projects and can be used to implement the new CS curriculum.

I am the Mathematics department head at Johnston Heights Secondary in Surrey and have been teaching AP Computing Science, ICTP11, and ICTP12 for over 10 years. I am a hopeless nerd and I like to code.

Hexagonal Thinking**Session: 3****Instructor: Karl Lindgrenstreicher****Room: 117****Audience: General****Session Type: 60 Minute Hands On**

Hexagonal thinking is a great way see problems or issues in a different way. In this hands-on session, participants will engage in the hexagonal thinking process in an area of their choosing. Participants will then share in a conversation about what hexagonal thinking could look like in their classrooms or school sites as well as what steps would come before this process and what students would do after hexagonal thinking.

Karl has spent almost a decade as a high school history teacher, where he focused on maximizing student choice in the classroom while thoughtfully infusing technology. In addition to being a Google for Education Certified Innovator, he served for several years on the Silicon Valley CUE board. He is a co-founder of #caedchat and a board member of the Edcamp Foundation.

Prepare your students for success! Bring Microsoft Certifications to life in your school.

Session: 3

Instructor: Kathy Richmond

Room: 118

Audience: Secondary

Session Type: 60 Minute Presentation

CCI Learning is a Microsoft Authorized Education Partner specializing in the products that provide real-world benefits to students. Building student success and ensuring young people have the skills they need for in-demand careers is at the heart of our belief that "every lifetime deserves to be maximized". Attend this session and learn everything you need to assess, teach, practice and certify students in Microsoft Office Specialist, as well as:

- What Microsoft Certification can do for your students
- How your school, district and community can benefit from offering a Microsoft Certification program
- Microsoft Office certification and BC's new curriculum
- How you can get access to Professional Development curriculum and free Microsoft certification exams
- Get a free trial account and a sneak peak at Jasperactive - the world's first kinesthetic Microsoft Office learning and validation system mapped to the Microsoft Office Specialist Global Standard.

Kathy has over 15 years of experience working with education clients in a variety of sales, account management and marketing roles. As the Regional Account Manager for CCI Learning's clients in Western Canada, Kathy manages the business relationship between CCI Learning and its clients, while focusing on understanding and identifying factors that affect the adoption and utilization of learning technologies. Engaging with clients to build their learning strategies, Kathy helps them leverage CCI's products and services in ways that create new opportunities to enhance the student learning experience. Kathy was born and raised in BC, and is based in CCI Learning's Langley, BC office. As a mother of two boys attending public school in Langley, Kathy is honored to support BC educators in their efforts to build student success.

Making With Minecraft

Session: 3

Instructor: Brian Aspinall

Room: 120

Audience: General

Session Type: 60 Minute Presentation

The popular game Minecraft is mathematics by it's very nature. Minecraft blocks have a volume of one cubic metre. Getting kids to create growing patterns, structures to scale and narrative settings all require excellent spatial reasoning skills which Minecraft supports. In this session participants will explore curriculum connections to the popular game Minecraft. Do you have access to technology? iPads, PCs, Windows tablets? All of these devices are capable of playing the game. Together, we will explore how to get set up so your students can begin creating content to support our curriculum. Curriculum connections will be demonstrated in the following areas: numeracy, literacy, science, art, history and geography.

I am an elementary teacher and Microsoft Innovative Educator Expert Fellow who develops web applications to support 21st century learning practices and pedagogies. My latest project, edmettle, is a tool to support and develop student feedback to improve learning. I speak professionally on the topics of 21st century education, assessment and evaluation and have given three TEDx talks on education reform. I have a Bachelor of Science in Computer Information Systems and am currently completing my Masters of Professional Education in Math & Computational Strategies.

Google Classroom and Goobric

Session: 3

Instructor: Randy White

Room: 123**Audience: General****Session Type: 60 Minute Hands On**

Introduction to Google Classroom and Goobric Google Classroom is a valuable resource for all educators. It is a free online system that integrates seamlessly with all of your Google Apps for Education such as Google Docs, Gmail, Google Calendar and many more. Classroom saves time, paper, and makes creating, distributing and collection of all assignments, projects and information exceptionally easy. In addition, it provides the teacher with improved organization by easily viewing who has or has not completed assignments, as well as provide teachers the ability to efficiently communicate with students and parents. Goobric is a Google application which works hand-in-hand with Classroom. It enables the teacher to view and complete an assignment's rubric on your computer screen at the same time as viewing a student's work. Upon completion of your assessment, students receive immediate feedback in Google Classroom.

I have been teaching for 24 years at the Elementary, Middle and Secondary levels. Currently I teach a variety of computer courses at Dover Bay Secondary School in Nanaimo which include computer animation, digital photography, information technology and computer game development. I obtained my BEd from UVIC, earned a post-baccalaureate diploma from SFU entitled "Teaching and Learning in a Technological Environment, and recently completed my MEd from the University of Saskatchewan in Educational Technology and Design.

Building a Website

Session: 3**Instructor: Kelly Nichols****Room: 124****Audience: General****Session Type: 60 Minute Hands On**

This presentation will give educators the tools and tips of how to build an effective website by following 5 key elements of website design: Appearance, Compatibility, Content, Usability, and Visibility. Discussion of the W3C standards will also be addressed. We will build our websites using Weebly (Free) however, the skills learned can be applied to any website building platform. In addition of how to build an effective classroom website, detailed instruction will be given on how to tailor a website to support the needs of students with disabilities and international/EAL students.

I'm currently an ASDT teacher at Bodwell High School, however I have taught for several years in both China and the UK. I've led internal professional development sessions on integrating technology into the classroom. I've been contracted by Zen Labs (a branch of Maker Labs) and am currently developing an Understanding by Design curriculum for the intermediate and secondary level for the Zen Lab program. The content includes modelling, coding, 3D printing and robotics. I'm also currently pursuing my Masters of Educational Technology at UBC.

CBL 101: What is Connections-based Learning?

Session: 3**Instructor: Sean Robinson****Room: 200****Audience: General****Session Type: 60 Minute Presentation**

CBL is something new I've been working on as a consummation of the work I have been doing with Project-based Learning. It is an approach to teaching that leverages the connected world we live in. I will share my story moving from having student's complete projects for me to projects that matter, projects with relationships in mind. We will then look at examples of what CBL looks like in the classroom. Finally, we will look at a few competencies in the new curriculum and try to ask ourselves, "With whom could we connect to help our students learn?" See: connectionsbasedlearning.com

Sean Robinson has been teaching for over 20 years in classes from kindergarten to high school in cities from Jakarta to Vancouver. Considered one of the top project-based learning teachers to follow on Twitter by The Guardian, he enjoys sharing his classroom trials and triumphs with other educators to move education forward. He has a passion for guiding teachers to employ more effective pedagogy and along with Connections-based Learning, he leads workshops on project-based learning, flipped learning, assessment, digital citizenship, and technology in the classroom. He blogs about his educational journey at seanrtech.blogspot.ca/.

Coding With Swift Playgrounds

Session: 3

Instructor: John Maschak & Don McNamee

Room: 201

Audience: Intermediate Level

Session Type: 60 Minute Hands On

Join us to learn about Everyone Can Code, a new approach to coding that gives everyone the power to learn, write, and teach code. You'll hear about Swift Playgrounds, a new app for iPad that makes getting started with coding fun and interactive, and you'll get a first look at the accompanying teacher guide. You'll also explore App Development with Swift, a curriculum for high school and college for Mac that shows students how to create apps from start to finish.

John Maschak is a Development Executive with Apple Canada based in BC. He has worked for Apple for 20 years and came to Apple from teaching. He works with educators around Canada who are integrating technology and pedagogy in their classrooms.

Integrating Scratch Jr. Coding App Into Primary Math and Literacy

Session: 3

Instructor: Christopher Loat

Room: 202

Audience: Primary Level

Session Type: 60 Minute Hands On

Scratch Jr. is an iPad app that allows students to design animations, simulations, interactive stories and more. By snapping together visual programming blocks, children can make characters move, jump, dance, and sing. In the process, children learn to solve problems, design projects, and express themselves creatively on the iPad. They also use math and language in a meaningful and motivating context, supporting the development of early-childhood numeracy and literacy. Come learn the potential of this creative app, how to integrate it into your Math and Literacy program, and what the benefits are designing these types of activities. For this session, an iPad will be supplied, but if you have your own, please bring it preloaded with the Scratch Jr. app (it's free).

Currently working as the Teacher Consultant for Technology Integration (K-12) in Richmond. Previous to this, I taught students in grades 2-7 at various schools in Richmond and always integrated tech into my curriculum. Apple Distinguished Educator 2015 and Apple Foundations Trainer 2016.

Visualizing Mathematics with Simulations and Interactives

Session: 3

Instructor: Mahesh Chugani

Room: 204

Audience: General

Session Type: 60 Minute Hands On

Many students struggle to make sense of equations, but can learn (and enjoy) Mathematics by "visualizing" and "playing" with it. In this hands-on session, we will look at several resources (with interactives) for visualizing mathematics. These resources provide some stunning visuals and "hands-on" activities for students to learn, understand, play with, and enjoy mathematics. Additionally, we will see how technology can easily be used to continually assess student learning starting from the warm-ups, continuing throughout the lesson, and including the exit ticket at the end of class.

Dr. Chugani is an Electronics Engineer, with a strong STEM background, who appropriately uses technology to enhance student learning, to differentiate instruction, for cross-curricular projects, and for assessments.

Developing Digital Savvy Students

Session: 3

Instructor: Adi Aharon

Room: 205

Audience: General**Session Type: 60 Minute Presentation**

Digital citizenship is an abstract concept for many students. We'll discuss what being digitally savvy means for today's students and teachers as well as implications on our use of technologies in the classroom. Come and learn how to begin the digital citizenship conversation with your learning community by integrating concepts and tips into your teaching and learning practice.

Adi Aharon is a Vancouver based educator with a specialization in early childhood and elementary technology integration, research, and application. Her passion for challenge leads her desire to unravel problems, uncover solutions, and create a new approach to learning.

BCECTA AGM

Session: 3**Instructor: Amanda Long****Room: 208****Audience: General****Session Type: 60 Minute Presentation**

The BC Early Career Teachers' Association (BCECTA) PSA will be holding their Annual General Meeting. New and old members are all welcome to attend.

Amanda is a Teacher in Coquitlam School District #43 and President of BCECTA B.C. Early Career Teachers' Association. www.bcecta.ca www.facebook.com/bcecta www.twitter.com/bcecta psa77@bctf.ca

Taking your seat at the Fire - Conversations around culturally responsive resources

Session: 3**Instructor: Leona Prince & Kevin Amboe****Room: 211****Audience: General****Session Type: 60 Minute Presentation**

How do we get more educators using culturally responsive Aboriginal resources within their classrooms? This question is increasing more relevant in its importance with the increase of Aboriginal content within the Big Ideas and the Concept and Content of the BC Curriculum. In support of the revised BC Curriculum, join the conversation and explore the focused and intentional work of BC ERAC to support Aboriginal Education. This session will highlight the new evaluated resources and tour the new abedsupport.bcerac.ca website that models cross curricular inquiry and collaboration.

Leona Prince is the Vice Principal of Nusdeh Yoh, the Aboriginal Choice School in Prince George, BC. In her previous role as the District Resource Teacher, in the Aboriginal Education Department, Leona's passion for culturally responsive resources lead her through the door of the District Learning Commons. Currently, her work involves supporting innovation initiatives in School District No. 57 and supporting the province in her role as an evaluator for Aboriginal resources for BC ERAC.

Kevin Amboe is currently seconded by BC ERAC as the Professional Learning Team Coordinator. He has been a teacher in Surrey since 1995 teaching in Secondary, Elementary and as a District Consultant. Kevin believes in making learning hands on and meaningful in as many ways as possible. This work focused mainly on supporting teacher developing inquiry projects involving teaching and learning through digital storytelling. Kevin is also passionate about sharing his learning journey and has presented numerous conferences including CUEBC, PITA, Surrey, COTA, and ISTE. He is a CUEBC Past-President, a Google Innovative Teacher one of Canada's Apple Distinguished Educators.

Fresh Grade in the Classroom

Session: 3**Instructor: James McConville****Room: 212****Audience: Intermediate Level****Session Type: 60 Minute Hands On**

This session will focus on the role that FreshGrade can serve in the middle school classroom. We have discovered ways

to integrate the new curriculum and ePortfolios. Come see how students are demonstrating their connections to the new competencies. We will share reflection frameworks that have worked to encourage students to make meaning of their learning. Active participation and sharing will be encouraged at this session. Please bring a laptop.

James is a middle school teacher who has the luxury of teaching all subjects. He can often be found with a group of students in the forest exploring the natural environment. He is the past-president of the CUEBC and uses technology to engage all students.

Mortgage and Financial Advice

Session: 3

Instructor: Alex Van Drunen

Room: 222

Audience: General

Session Type: 60 Minute Presentation

EMC Mortgages is BC's largest independent mortgage service company. Through BCTF Advantage and EMC's Union Mortgage Discount Program, BCTF members are able to take advantage of a unique range of home finance solutions. Our session aims to introduce teachers to the range of services EMC can provide, drawing examples from the hundreds of BCTF members we have assisted in 2016. We also hope to offer some insight into the recent changes in Canada's lending market. CUEBC members will learn how decisions made in Ottawa will affect their finances in 2017.

EMC Mortgages is a proud member of BCTF Advantage. Through our Union Mortgage Discount Program, BC's teachers can access discounted mortgage rates and products, financial advice, and debt consolidation services. This is our first time at the CUEBC Professional Development Conference, and we are excited to be lending our support to BC's Computer Using Educators. Stop by our booth to learn more about EMC's services, grab some vegan gluten-free cookies, and enter our draw for a chance to win a \$100.00 Best Buy gift card!

Roundtable Discussion on Coding and The New ADST Curriculum

Session: 3

Instructor: Don Burks

Room: Library

Audience: General

Session Type: 60 Minute Hands On

In January, it was announced that BC schools would have coding as part of the curriculum. This announcement was met with emotions that ranged from elated to angry to terrified. Join Don Burks, Head Instructor of Lighthouse Labs and Wendy Hoy, Western Regional Coordinator for Kids Code Jeunesse, in a roundtable discussion about what this means for the curriculum and why the anger and terror are misplaced. Wendy and Don will talk about how coding and computational thinking are being integrated, and discuss expectations and misconceptions around the new ADST curriculum as well as open the discussion for participants to voice their opinions, thoughts, and concerns.

Don Burks is the Head Instructor of Lighthouse Labs and Wendy Hoy is the Western Regional Coordinator for Kids Code Jeunesse.

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