

OISE Master of Teaching: Digital Day

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Speakers

Shawn Lennie

Apple Education Development Executive: Education Research and Innovation

Dr. Shawn Lennie is a National Leadership for Learning Specialist at Apple Education Canada. His portfolio includes a focus on Innovation, leadership and research and over the past four years he has had the privilege of working with educators in a variety of contexts across the country. Guided by the promise of the future for his two beautiful daughters, he focuses on how ICT can be leveraged in meaningful ways to support the life-long journey of the learning, from k-20 and beyond. His doctoral work explored the ethical issues of using technology in education, which has led him to adopt a critical approach to ICT integration that focuses on not on what technology is being used but rather on what it is being used for.

He came to this role as Associate Professor at the Sheridan Institute for Technology and Advanced Learning as well as an Adjunct Professor at the University of Ontario Institute of Technology faculty of Education. He became an Apple Distinguished Educator in 2013 and has spent the last four years working with educators from across the country as they strive to use technology to access the abilities of students. He is inspired by the work of critical media theorists such as Neil Postman and Marshall McLuhan and educational philosophers such as Ken Robinson, Sugata Mitra and Gerver Tully. He adamantly resists the label of being the “technology guy” and prefers the term “educator”, “storyteller, or “philosopher”.

Sessions Offered:

- [Future of Learning](#) (Key Note Presentation)
- [Reaching All Learners](#)
- [Everyone Can Create](#)

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Coulter Lewis

Microsoft Modern Classroom Experience Manager

Coulter Lewis holds undergraduate degrees in Education and Psychology. After a few years of extensive travel he returned to obtain his Master's of Education from

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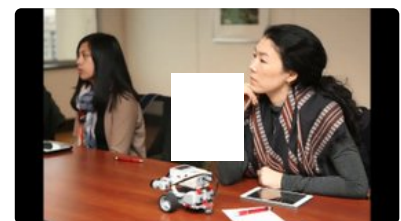


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Oct 29, 2019



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Based on today, what steps will you take to continue to prepare for teaching in this Digital Age? Share your thoughts [herepadlet.com/lesley_wilton/...](https://herepadlet.com/lesley_wilton/) [#MTDigiDay](#) [#TeacherCandidates](#)

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Niagara University and completed a Master's thesis focused on Motivation in the Classroom. Coulter decided to take his teaching credentials around the world with stops in Dubai, Australia and most recently San Francisco as a Language Arts Specialist. His experience has provided him opportunities to work in schools where technology was utilized to communicate and collaborate with students, parents and colleagues. His role now allows him to share his experiences, passion and knowledge of educational technology to support educators and their students.

Session Offered: [The Future of Learning is here – Moving Beyond 21st Century Learning](#)

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Ammar Aquil

Microsoft Modern Classroom Experience Manager

Ammar graduated from the Masters of Teaching program through the University of Toronto, with his master's thesis focusing on implementing commercial videogames in the classroom. Through a combination of practical classroom experience, research and education Ammar is empowered by his experiences and knowledge of Microsoft's learning tools, and hopes to help share their capabilities with fellow educators.

Session Offered: [Gamification of Learning: Coding + STEM in Minecraft: Education Edition](#)

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Emily Fitzpatrick

Director of Professional Development, Canada, EdTechTeam

Emily is a former classroom teacher with experience in math, computer science, ESL and special education in Canada, Belgium and the UK. As a Certified Trainer and Innovator, Emily believes that technology should be accessible by all students in all subjects to deepen their understanding and create real-world connections. With EdTechTeam, Canada Emily helps to facilitate professional learning opportunities with Teachers, Administrators, Parents and Students

Session Offered: [Tips for the G Suite Classroom & Google Educator Certifications](#)

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Alek Kolga, MS, OCT

Education Consultant, Smart Technologies

Alek began teaching with SMART Technologies in 2008. He now works with Curriculum Technologists and Administrators across Canada to improve learning outcomes. Focusing on updates to SMART features, workflows, and integrations, Alek consults on practical, easy to use tools that leverage digital to create 21st Century environments for deeper learning. SMART's goal is to connect students, lesson content and devices to create interactive experiences that elevate outcomes.

Session Offered: [Deeper Learning with SMART Technologies](#)

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Jennifer Montgomery

Jennifer Montgomery is an Ontario educator who is currently at TVO on secondment from the York Region District School Board where she was involved in Special Education, Equity, and Technology Enabled Learning at school and area levels. She is also currently pursuing a Doctorate in Educational Leadership and Policy at OISE-UT.

Visit her website at: <http://individual.utoronto.ca/jennmonty/>

Or follow her on twitter [@skoolsmartz](#)

Session Offered: [#Neverstoplearning with TVO](#)

Jane Silva

Jane Silva is an experienced educational leader, designer and consultant working with partners across Ontario. Currently, on secondment from the Toronto District School Board. Jane is an Instructional Liaison in Digital Learning at TVO's educational partnerships and Digital Education division and TVO's mPower lead. Jane has an extensive experience in various leadership roles including; Curriculum Writer at York University, Mathematics Curriculum writer for MLM MadCap Corp, Accreditation Member for the Ontario College of Teachers, Director, Program Conference Chair, Facilities Conference Chair for Ontario Association for Mathematics Education, Content Writer for Nelson Education, Instructor of Mathematics AQ courses and Mathematics AQ Curriculum Writer for Niagara University, and Instructional Leader at the Toronto District School Board. Jane enjoys collaborating with partners across Ontario to inspire a love of learning.

Session Offered: [#Neverstoplearning with TVO](#)

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Marisa Hoskins

BSS Arcade-Junior School Girls Create Games

Marisa is a Technology Integration Specialist at The Bishop Strachan School in Toronto. She has worked in education for 9 years. Prior to her work as a Technology Integration Specialist, Marisa taught Senior School Technology and Design at Canadian international schools in both Hong Kong and Mainland China. She is passionate about utilizing digital technologies to create transformative learning experiences for students as well as developing hands-on learning opportunities for students that instill a level of curiosity and enthusiasm for learning.

Session Offered: [School Girls Create Games](#)

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Rubaina Khan

Rubaina just completed her M.A. in Curriculum & Pedagogy and is now a Ph.D. student in the same department. She moved to Toronto for her M.A. from Singapore where she was teaching engineering design and robotics to engineering students. Before that, Rubaina worked for MIT as a research engineer designing and building marine robots.

Session Offered: [Robotics](#)

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Sarah Sils

Sarah Sils graduated with an Engineering degree from Michigan State University and worked for a decade in the Canadian Telecommunications industry. She lived in Australia, Singapore and the Philippines taking on engineering roles along the way. Back in Canada, she focused on family for a number of years prior to teaching Middle School math and science. She began mentoring FIRST Lego League Jr. teams, FIRST Lego League teams, VEX in the classroom and a FIRST Robotics team. She is now a FIRST Senior Mentor and her passion lies with promoting STEM fields as awesome careers. She has a special interest in reaching ALL students with this message and sees teachers as important role models.

Session Offered: [Robotics](#)

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Paul Alexander

Paul is a Ph.D. candidate within OISE at the University of Toronto. Prior to returning to graduate school, Paul spent several years abroad teaching digital media, instructional technology, course design and educational technology at the graduate-level to teacher candidates. Paul has continued his professional development at OISE of implementing online and blended learning approaches in education, while customizing content and learning management systems. To this end, Paul wishes to further explore issues related to gamification and social presence in online learning environments, while also examining the utility of 360° classroom videos and virtual reality as a means of teacher education.

Session Offered: [Immersive Technology](#)

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Emily Hector

Emily is the Instruction and Public Services Librarian at the OISE Library. In her role, she serves as head of circulation and coordinates library workshop instruction. Emily holds an MA in English from the University of Victoria and an MLIS from the University of British Columbia. She is excited for students to explore all the great resources that the Library has to offer!

Session Offered: [Makerspace](#)

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Jenna Mlynaryk

Jenna is a graduate student in Library and Information Studies at the University of Toronto iSchool. Jenna holds an English degree from Queen's University, where she also specialized in Digital Humanities. Jenna currently works as a Toronto Academic Library intern at OISE Library, and is excited to help teachers learn about technology resources for their classrooms.

Session Offered: [Coding for Your Classroom: Learn to Code With Scratch](#)

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Sessions

Please Click on the Time Slot to view Available Sessions

[8:30-9:45 Welcome and Keynote](#)
[10:00-11:00 First Sessions](#)
[11:15-12:15 Second Sessions](#)
[12:30-1:30 – Wrap Up](#)

Please visit the [Nexus Lounge](#) on the 12th floor to meet our guests & exhibitors.

10:00-11:00	Session	Location
	Reaching All Learners	Main Library
	The Future of Learning is here – Moving Beyond 21st Century Learning	5-170
	Gamification of Learning: Coding + STEM in Minecraft: Education Edition (Part 1 of 2)	5-160

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[Tips for the G Suite Classroom & Google Educator Certifications](#)

2-214



[#Neverstoplearning_with TVO](#)

5-230

 Image result for smart technologies

[Deeper Learning with SMART Technologies](#)

5-240



[Coding for Your Classroom: Learn to Code With Scratch](#)

2-295

Immersive technology

[Intro to Immersive Technology](#)

Pepper Lab, 11-244

Maker spaces

[Making and Tinkering with Library Resources](#)

Library 3rd floor



[Code, operate, and design with LEGO Mindstorm EV3 robots](#)

11-164

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11:15 -12:15	Session	Location
	Everyone Can Create	Main Library



[The Future of Learning is here – Moving Beyond 21st Century Learning](#)

5-170



[Gamification of Learning: Coding + STEM in Minecraft: Education Edition \(Part 2 of 2\)](#)

5-160




[Tips for the G Suite Classroom & Google Educator Certifications](#)

2-214



[#Neverstoplearning_with TVO](#)

5-230

 Image result for smart technologies

[Deeper Learning with SMART Technologies](#)

5-240

Girls Create Games

[School Girls Create Games](#)

Library 3rd floor



Immersive technology

[Intro to Immersive Technology](#)

Pepper Lab, 11-244

[Coding for Your](#)

2-295

	Classroom: Learn to Code With Scratch	Library 3rd floor
Maker spaces	Making and Tinkering with Library Resources	
	Code, operate, and design with LEGO Mindstorm EV3 robots	11-164

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Sessions Descriptions:

Welcome & Keynote Presentation

Time: 8:30-9:45, **Location:** Auditorium

Welcome Remarks

Dr. Clare Brett, Chair, Curriculum, Teaching and Learning

Dr. Jim Hewitt, Associate Chair, Teacher Education, Curriculum, Teaching and Learning

Dr. Lesley Wilton, Chair of MT Digital Day 2019

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Keynote Presentation: Future of Learning

Presenter: [Shawn Lennie](#), OCT, PhD

“The Role of the educator is to create the conditions for invention rather than provide ready made knowledge.” Seymour Papert

One of the greatest challenges facing education today is the need to prepare students for an unknown future. In the face of a world that has become ever more mobile, global and connected, it is essential to provide learners with experiences that build their capacity to be adaptive, cooperative and creative. This interactive keynote gives consideration to the global, national and provincial trends that are having a direct impact on school communities and provides an avenue for exploring the role that mobile technology can play in providing learners with the opportunity to fully participate in the future of learning.

NOTE: This session is device agnostic and does not speak to specific Apple technology.

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Reaching All Learners

Time: 10:00-11:00, **Location:** Main Library

Presenter: [Shawn Lennie](#), OCT, PhD

In the province of Ontario, almost one quarter of students are identified with a disability that directly impacts their learning. In the face of this challenge, technology provides a unique capacity for accessing the abilities of all students. This session will explore the ways in which the extensive accessibility features of the iPad can be used to overcome the barriers that students face and where assistive technology can be leveraged to unlock their potential. Specific consideration will be given to how technologies such as text to speech, switch control and a suite of creative applications that allow for multi-modal communication can fulfill the promises of universal design for learning and provide an avenue for educators and students to participate in diverse learning experiences. At the conclusion of the session, participants will be invited to receive certification as Apple Teachers, facilitated through self-directed online modules.

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The Future of Learning is here – Moving Beyond 21st Century Learning

Time: 10:00-11:00, **Location:** 5-170

Time: 11:15-12:15, **Location:** 5-170

Presenter: [Coulter Lewis](#), Microsoft Modern Classroom Experience manager

Start your educator journey by becoming a Microsoft Innovative Educator (MIE). A global certification, this is the first step on a journey of joining a professional learning network of enthusiastic educators who come together to learn, share, and grow. Join our workshop that will expose you to the tools that empower personalized learning, equity, accessibility and student voice in the classroom. We'll cover topics from STEM, to enabling student voice, and teach you how to turn these tools on in your classrooms. At the end of the workshop, you'll earn your MIE Certification and join a global community of passionate teachers. The Microsoft Innovative Educator (MIE) programs recognize global educator visionaries who are using technology to pave the way for their peers for better learning and student outcomes. These are a variety of programs to help both educators who are just beginning this journey, as well as programs for educators who are leaders in innovative education.

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Gamification of Learning: Coding + STEM in Minecraft: Education Edition

Time: 10:00-12:15, **Location:** 5-160

Presenter: [Ammar Aquil](#)

Minecraft: Education Edition allows educators to create fun, engaging and collaborative lessons using game-based learning. Students can document their learning to make deeper and more meaningful connections. In this workshop, come get hands-on with STEM and Coding in Minecraft: Education Edition, and learn how educators across the globe are using gamification in their classroom. We'll explore ways to connect Minecraft: Education Edition to curriculum and how to incorporate it into lesson plans. For those attending, you'll have an opportunity, to earn your **Minecraft: Certified Educator** and walk away with some exclusive Minecraft Swag.

Bring your own device and battery charger – know your login to Office 365. **Please download the Minecraft Education Edition Client on your device** found here:

<https://education.minecraft.net/get-started/download/>

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Tips for the G Suite Classroom & Google Educator Certifications

Time: 10:00-11:00, **Location:** 2-214

Time: 11:15-12:15, **Location:** 2-214

Presenter: [Emily Fitzpatrick](#)

More than just Gmail and Google Search, G Suite for Education is a huge part of our schools here in Ontario (and globally!). Come join Emily Fitzpatrick, a Google for Educator Certified Trainer, Innovator and former Ontario Educator, as she dives into tips and tricks you can use Monday in the classroom. This session will cover what it means to be a Google Certified Educator and the communities it opens up. We will also look at tools that will help your own organization, assessment, student observations, authentic student projects and so much more!

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#Neverstoplearning with TVO

Time: 10:00-11:00, **Location:** 5-230

Time: 11:15-12:15, **Location:** 5-230

Speaker: [Jennifer Montgomery & Jane Silva](#)

In this session participants will have the opportunity to engage in a hands-on exploration of the tools of TVO's mPower and Mathify.

- **mPower** is a creative online game that supports the development of foundational K-6 math and STEM skills while fostering positive attitudes towards math. mPower provides opportunities for differentiated instruction, and scaffolding within the game which ensures success for all learners.
- TVO's **Mathify** transforms where and how Grade 7-10 students in Ontario learn math. This innovative digital platform provides a seamless learning experience through an enriched online classroom tool, combined with live after school Math tutoring by OCT math teachers- for free.

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Deeper Learning with SMART Technologies

Time: 10:00-11:00, **Location:** 5-240

Time: 11:15-12:15, **Location:** 5-240

Presenter: [Alek Kolga](#)

- *Explore how SMARTs ease of use helps create authentic learning environments and improve student outcomes. Learn how our SMART Learning Suite – G Suite Integration, meets teachers where they are to create collaborative spaces, deliver real time gamified or summative assessments, and receive instant feedback and reporting! Experience our line of Interactive Flat Panels with iQ® and SMART Ink®, and join in the classroom applications that make SMART the world leader in education technology.*

The session provides an overview of our latest and greatest through curriculum examples. We'll also ensure a connection with our Global Professional Learning

Network and will have time for questions.

Alek will bring a SMART Interactive Flat Panel on a Height Adjustable Mobile Stand to run the session. Students attending the session should bring a web enabled device (Laptop, iPad, smart phone, etc.) with them to share out content and collaborate in real time. Demonstrating multi-user interactivity from any web-enabled device. Click on the following link for slides and information from the session: [SLS Teacher Guide](#).

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Coding for Your Classroom: Learn to Code With Scratch

Time: 10:00-11:00, **Location:** 2-295

Time: 11:15-12:15, **Location:** 2-295

Presenter: [Jenna Mlynaryk](#)

Learn the building blocks of coding with Scratch, a free programming language developed by MIT. If you are curious about coding and how to incorporate it in your K-8 classroom, this workshop is for you! In this one-hour session, we will introduce you to the basics of computational thinking and give you the hands-on skills to build a simple program in Scratch. No prior coding knowledge is necessary—beginners are encouraged to attend!

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MakerSpace: Making and Tinkering with Library Resources

Time: 10:00-11:00, **Location:** Library 3rd floor

Time: 11:15-12:15, **Location:** Library 3rd floor

Presenter: [Emily Hector](#)

The OISE Library has a wide selection of makerspace resources for you to explore and use with your students. In this session, you'll get hands-on experience with kits that encourage tinkering, problem-solving, group work and exploration. Experience these interactive resources for yourself and get ideas for how to use them in your classroom!

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Robotics: Code, Operate, and Design with LEGO Mindstorm EV3 robots

Time: 10:00-11:00, **Location:** 11-164

Time: 11:15-12:15, **Location:** 11-164

Presenter: [Rubaina Khan](#) and [Sarah Sils](#)

In this workshop, you will be able to code, operate, and design activities with the LEGO Mindstorm EV3 robots. The LEGO Mindstorm EV3 is a popular robotics platform in K-12 education. We will explore how the LEGO Mindstorm EV3 can be used as a tool to integrate the elements of the Ontario Science curriculum and become a part of your day-to-day teaching. In this one-hour workshop, you will get hands-on experience to develop an algorithm, code the robot, and understand how sensors can help you to improve your algorithm. You do not need to have had prior experience with the EV3 robot or coding to attend this workshop.

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Everyone Can Create

Time: 11:15-12:15, **Location:** Main Library

Presenter: [Shawn Lennie](#), OCT, PhD

Creativity has been identified as one of the most in demand skills of the 21st century (World Economic Forum, 2018). This session will explore the ways in which iPads can be leveraged to unlock the creative potential of every learner and provide avenues for self-expression and the development of creative problem solving. Specific consideration will be given to the ways in which video, photography, music and drawing can be used to engage learners in experiences that nurture divergent thinking through digital storytelling. Participants will engage in a hands on exploration of practical activities that demonstrate the power of creativity across the curriculum and explore resources that can be used to support integration into their practice. At the conclusion of the session, participants will be invited to receive certification as Apple Teachers, facilitated through self-directed online modules.

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School Girls Create Games

Time: 11:15-12:15, **Location:** 2-296

Presenter: [Marisa Hoskins](#)

A group of Grade 5 girls and their supervising teacher will explain their process and learning in the creation of Arcade games utilizing recycled materials and digital technologies. This presentation will include an overview of the project and process as well as provide attendees with an opportunity to test out the games the girls are working on.

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Immersive Technology

Time: 10:00-11:00, **Location:** Pepper Lab, 11-244

Time: 11:15-12:15, **Location:** Pepper Lab, 11-244

Speaker: [Paul Alexander](#)

Innovative ideas and platforms continue to push the boundaries of how pedagogy is framed, content is disseminated, and technology is integrated into the classroom. In our four-part workshop, you'll be given a basic introduction to immersive technologies (ex. 360 videos; mobile 360-VR-AR apps; augmented reality; virtual reality). What are they, and how may they be integrated within classroom lessons? We'll look at how creative educators are integrating immersive technology into curricula, as well as the relevant benefits and limitations of doing so. Please download the following resource to be used at the workshop: [digital_day_immersive_technology](#).

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