

INNOVATIVE EDUCATOR CONSULTING'S TECHNOLOGY BYTES

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STAY CONNECTED!



WELL "HELLO" WINTER!

Winter Greetings Educator Friends!

This winter edition of the Tech Bytes newsletter will provide you with creative multimedia activities, Google and iPads apps to design and publish unique projects, global learning projects to empower students with their world, and some engaging mobile assessment resources to energize your next bell ringer, midpoint check in with students, or to liven up your next staff meeting.

GO BIG OR GO HOME - IEC MOTTO FOR 2016

Yes, Innovative Educator Consulting (IEC) focuses on a yearly theme to make national and international learning impact for ALL. IEC prides itself in offering the most engaging, motivational, and inspiring professional development learning opportunities for all educators and administrators! This year's theme is "GO BIG OR GO HOME!" Why this theme- you may be asking, because we are celebrating IEC's 7th birthday in the month of February!!! Some pretty amazing workshops, weekend events and national and international keynotes have already been planned to make it the best year yet!

We are hoping you can join us for one of our upcoming workshop events in February especially, as we will have guest presenter appearances, and some special birthday surprises will be given away! Yes, the "GO BIG OR GO HOME" theme will play into this all year long! So let the birthday celebrations begin!

IEC'S FEBRUARY WORKSHOPS:

February 6: [Empowering Student Driven Passion Projects in Redesigned Collaborative Learning Spaces](#)
(at Rome Corners Intermediate School in Oregon, WI)

February 9: [Designing Learning Spaces for a Creative and Collaborative Future](#)
(at Iowa-Grant Schools in Livingston, WI)



INSIDE THIS ISSUE

IEC's Inspiring PD Workshop Opportunities	2	Mobile Assessments to Engage and Motivate ALL Learners	5
Let's Talk About Google Goodness	3	Snow Days	5
DNA "Device Neutral Apps" That Work on Any Device to Maximize Visual Thinking	3	Student Global Projects & Life Long Learning Impacts	6
Your Big Beautiful Brain on Learning	4	Geek Is So Chic: What Will You Be Wearing in 2016?	7
Show Me the Money- 2016 Grant Opportunities	4	Gamification: Getting It Right	7

INSPIRING PROFESSIONAL DEVELOPMENT WORKSHOP OPPORTUNITIES

Visit our website for more details or to register

www.naomiharm.org/upcomingworkshops

FEBRUARY 6

>> SATURDAY EVENT <<

Host Site: Oregon School District (WI)

[Empowering Passion Driven Student Projects in Redesigned Collaborative Learning Spaces](#)

Come and explore the endless possibilities of how low tech to high tech can deliver a more personalized, relevant, passion-driven learning experience for you and your k-12 students. An EdCamp style choice approach of our day of learning will activate a more collaborative teaching and learning environment, while gaining new and insightful instructional approaches from your facilitators and new network of teacher friends.



FEBRUARY 9

[Designing Learning Spaces for a Creative and Collaborative Future](#)

Host Site: Iowa-Grant School District (WI)

New and flexible learning spaces are no longer classrooms that hold 25 students and 1 teacher in a fixed box style, single purpose room. Contemporary learning requires larger spaces and the combination of student groups with more than one teacher. They need to be places that provide space for a wide range of learning styles. From the front door, to the school grounds, to the teaching and learning environment, the aesthetics of learning spaces greatly impacts brain functionality and influences how students emotionally feel

connected when they're in school. Join Naomi Harm as she explores how educational leaders and collaborative teams can design and create new learning spaces for the brain-friendly teaching and learning mobile classroom. Naomi will also share various collaboration activities that can be introduced in these new spaces using 1:1 and BYOD technologies.

MARCH 5

>> SATURDAY EVENT <<

[Empowering Passion Driven Student Projects in Redesigned Collaborative Learning Spaces](#)

Host Site: Central Wisconsin Christian School (Waupun, WI)

Come and explore the endless possibilities of how low tech to high tech can deliver a more personalized, relevant, passion-driven learning experience for you and your k-12 students. An EdCamp style choice approach of our day of learning will activate a more collaborative teaching and learning environment, while gaining new and insightful instructional approaches from your facilitators and new network of teacher friends.



Keep watching our website for more workshop offerings as they become available.

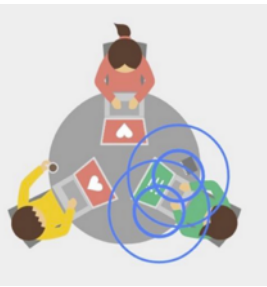
www.naomiharm.org/upcomingworkshops

LET'S TALK ABOUT Google GOODNESS

Many new updates have proven to be very beneficial for classroom teachers and university professors when it comes to Google Apps For Education. All this Google goodness that is coming down the yellow brick sparks much creativity for educators and students. Here is a collection of some amazing tools, updates and "did you know???" activities to energize your teaching day.

[GG.GG](#) a customized Google URL shortener that you can personalize.

[Google Tone Chrome extension](#) has been around for a year, but many people still do not know about it to quickly disburse online content to students and staff members with a simple click of "tone" extension, while utilizing your microphone. All users must have the Google Tone extension installed and mic volume turned up to send and receive tones. It is very similar to what we use on the [IOS/Android](#) side of the app [Chirp](#). Try it out to make a teaching impact to differentiate content that can be easily distributed between student collaborative groups this week!



Updated Google Forms- it just keeps getting better and better. The new face-lift is very picture driven and streamlines the access to your immediate responses.

[Here is an image cheat sheet](#) to assist teachers and students.

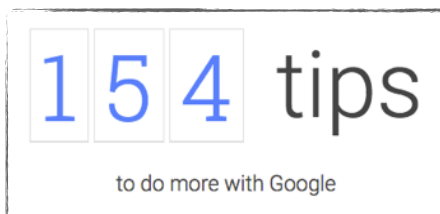
Google Expeditions - Google Announces [New VR App and Updates to 'Expeditions Program'](#)

FREE three month ["Deep Learning" course](#) from Google. From the Google Research Blog to explain the reasoning for this course and how to get started.

"To help make deep learning even more accessible to engineers and data scientists at large, we are launching a new [Deep Learning Course](#) developed in collaboration with [Udacity](#). This short, intensive course provides you with all the basic tools and vocabulary to get started with deep learning, and walks you through how to use it to address some of the most common machine learning problems. It is also accompanied by interactive TensorFlow notebooks that directly mirror and implement the concepts introduced in the lectures."



[8 Interactive Google Slide Activities](#) - These activities use the unique features of online Google Slide App to create engaging learning experiences for everyone.



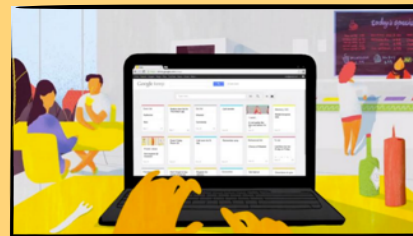
[154 Google tips and tricks](#) to stay upto date with your Google skill sets.

[Google Primary Source Search](#)- is a custom search engine which allows users to search thousands of primary sources. Search by topic, date, name, etc. to locate primary sources.

[GoGooglians](#), [KidRex](#), [KidsSearch](#) and [Kiddle](#) - Kid-friendly search engines, perfect for elementary students!

DNA

"DEVICE NEUTRAL APPS" THAT WORK ON ANY DEVICE TO MAXIMIZE VISUAL THINKING



[DotStorming](#) - Dotstorming takes the process of dot voting online to allow groups of people to collaborate on a topic.

[Google Keep](#) -Share your thoughts and collaborative checklists wherever you go. Great for project management for students.

[Movenote](#) - Movenote is a one-of-a-kind video presentation tool online and on your portable devices. It is incredibly versatile and is being used in education for blended and flipped learning.

[Padlet](#) - The easiest way to create and collaborate with others on an interactive post-it board.

[Scrumblr](#) - An online space to create and share sticky notes with a group.

[SnapGuide](#) - Discover and create how-to step by step guides on all your favorite topics.

[Spaaze](#) - Infinite virtual corkboard.

[Stormboard](#) - Online visual brainstorming and collaboration.

[SWAY](#) - Create and share interactive reports, presentations, personal stories, and more.



YOUR BIG BEAUTIFUL BRAIN ON LEARNING

[5 Ways to “Chiilax” Students On A Test Day](#): From the creative design mind of [Deb Norton](#).

[A List of Brain-based Strategies to Creative Effective eLearning](#)

[Brains In Pain Can Not Learn!](#) If brain development is disrupted by adversity at any age, but [especially in early development](#), the skills of problem solving, reflection, and emotional regulation are compromised and diminished.

[Brainspace Magazine](#) - Brainspace is the only interactive print magazine for kids. With augmented reality, magazine content comes to life! With fun ways to explore math, science, language, geography, history, music and art beyond the curriculum, we engage kids through what they love - their mobile devices.

[Feeding The Teacher's Brain](#) - You have a high-energy job, so it's essential to prime your brain and body with the right fuel.

[Growth Mindsets Toolkit](#) - Learn about professional development for growth mindsets and why it matters all in an interactive kit to make change tomorrow.

[Neuroscience-based eLearning Tips eBook](#) - An ebook that help you use neuroscience to help you create better elearning courses.

[Positive Brains Are Smarter Brains](#) - Students can learn to exert control over other significant influences on their emotional outlook and, in doing so, sharpen their focus on positive outcomes

THIS IS WOW WORTHY!!!! [Total Participation Techniques](#) - Free online course for the next 30 days to improve your instructional teaching delivery and empower students with brain-based learning methods, activities and reflection. This is the perfect setup to empower learners in a 1:1 or BYOL environment!



SHOW ME THE MONEY- 2016 GRANT OPPORTUNITIES

[AASL Grants and Awards](#)

[Donors Choose](#)

[Enhancing Math Through
Tools and Tech](#)

[Google RISE Awards](#)

[Grant Alerts By State](#)

[Grants For Teachers](#)

[Grant Wrangler](#)

[IDEA Higher Ed Grant](#)

[Lowe's Toolbox For
Education](#)

[Meemic](#)

[NCTM School In-Service
Grants](#)

[Schoolyard Habitat
Exploration Grants](#)

[Target Field Trip and
Foundation Grants](#)

[Walmart Grants](#)

MOBILE ASSESSMENTS TO ENGAGE AND MOTIVATE ALL LEARNERS

[ClassFlow](#) - An interactive lesson delivery system for 1:1 and BYOD school technology programs.

[ClassKick](#) - A magic whiteboard that students work on and get help instantly from their teacher and peers.

[Educannon](#) - Deeply engage learners and accountability for understanding.

[Edulastic](#) - Instantly gauge student learning and track mastery of Common Core standards throughout the year. Save time with auto-grading.

Edutopia: [53 Ways To Check For Understanding](#)

[Get Kahoot](#) - Create, play and share fun learning games for any subject, for all ages, for free!

[GoFormative](#) - Create incredible online assessments, classwork or homework.

[Google Forms](#) - a tool that is part of Google Drive for creating surveys, tests, or web input forms. Google forms allows anyone to create an easy to use web form, tie it to a spreadsheet where you can track results and post it on the web without having to know programming.

[Quizalize](#) - Make fun games on any topic, to play in class or as homework.

[Quizizz](#) - a fun multiplayer classroom activity, that allows all your students to practice together.

[NearPod](#) - Engage students with fun and interactive content, collect and share student responses instantly, and track student comprehension in real time.



[PearDeck](#) - Put inquiry at the center of your lesson and create self-motivated learners. Ask questions that spark curiosity and challenge intuition instead of just delivering facts.

[SeeSaw](#) - Seesaw empowers students to independently document what they are learning at school. Students can “show what they know” using photos, videos, drawings, text, PDFs, and links. You can also import directly from most popular apps.

[The Answer Pad](#) - is a multi-platform BYOD (bring your own device) student dialogue system that focuses on real-time assessments.

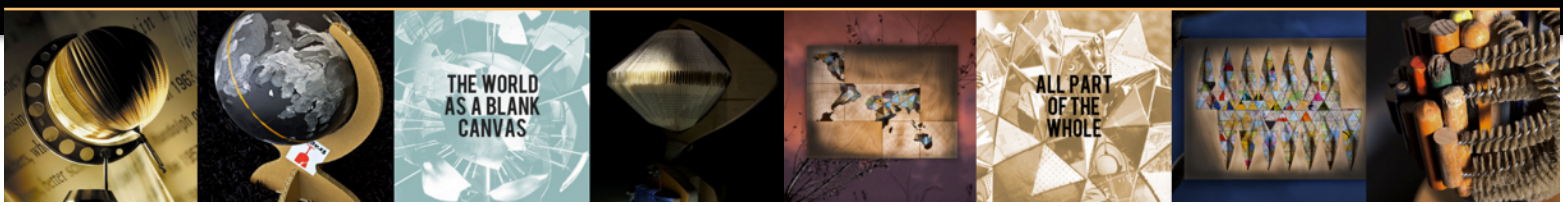
[Triventy](#) - Collaborative collaborative quizzes alternative to GetKahoot and Quizizz.

[Zaption](#) - Turn online videos into interactive learning experiences that engage students and deepen understanding.



SNOW DAYS

Have you seen this latest “Hello” parody by creative Tennessee teacher Mary Morris? Well if you have not, tap into this amazing video found here <http://gg.gg/SnowDays> to lift your winter blues. I know many of you will be able to relate to this video- with the long winter months that are so gray, and sometimes limits outdoor recess activities for the students due to the brutal cold temperatures and wind chills.



STUDENT GLOBAL PROJECTS AND LIFE LONG LEARNING IMPACTS

[100 Worlds Project](#) - 100 Worlds Project began with the idea of using the globe as canvas to create a socially engaging arts project.

[2030 School](#) - The purpose of creating a project where students can affect real change around human rights violations and the 2030 Global Goals is still igniting today.

[Exploring By The Seat of Your Pants](#) - knockdown classroom walls and take students anywhere in the world, never having to leave their desks.

[Global Citizens](#) - Take the Pledge to be a global citizen and see what that means for all of us and our future.

[Global Goals](#) - A 17-point plan to end poverty, halt climate change and fight injustice and inequality.

[High Possibility Classrooms: Student Agency Through Technology-Enhanced Learning](#)

[globe.Gov](#) - An international science and education program that provides students and the public worldwide with the opportunity to participate in data collection and the scientific process, and contribute meaningfully to our understanding of the Earth system and global environment.

[iEarn Global Learning Circles](#) - Highly interactive, project-based partnerships among a small number of schools located throughout the world.

[Projects By Jen](#) - Just in time Prek-6th grade projects to open the world of learning opportunities for your students.

[Projects Still I Rise](#) - An amazing project amongst students and teachers global breaking the tradition and is becoming unconventional in their approach to involving students in the conversations around school improvement.



The 2016 Student Technology Conference will be held on Saturday January 30th, 2016, and will feature [keynote speakers](#) and [crowdsourced presentations](#) by students in grades 6-12 and college. This online event is FREE to attend, so be sure to invite your friends to attend! Here are some quick links for you to keep handy during the conference:

- [Conference Schedule](#) - Click on your timezone to see the schedule in your local time. Click on a session title to view the attendee link and join the session.
- [Conference Chat](#) - Connect with other attendees and the conference organizing team throughout the conference.
- [Conference Promotion](#) - Use our logos, sample Tweets/Posts, and badges to help encourage participation in the event.
- [#StuTech2016 Badges](#) - Get recognized for your participation!
- [Certificate of Participation](#) - Earn a certificate of participation as an attendee, presenter, or volunteer.





GEEK IS SO CHIC:

WHAT WILL YOU BE WEARING IN 2016?

Tuesday, January 26, 2016 at 6PM CST

Intel Engage continues the fashion show on wearable technology. In 2015, we explored what everyone was wearing. Guest presenter, Naomi Harm will update us on the wearable technology forecast and showcase the latest and greatest wearable technology that can enhance your personal and professional learning. Wearable tech is the hottest thing in

technology today bringing together programming with "the Internet of Things" to allow you and your students now to be designers and makers related to STEAM, health, fashion and much more. Learn how you can make a wearable edtech fashion statement with innovative wearable technology to inspire and personalize learning.

SPEAKER: **Naomi Harm**, best known as mobile literacy specialist, welcomes every opportunity to share her expertise and best practices relating to technology infused teaching and learning environments. She is an Intel National Senior Trainer, Google Certified Innovator and Trainer, ISTE Faculty Instructor and manages her own "Innovative Educator Consulting" corporation. Naomi is truly passionate about building global relationships with educational technology leaders, while engaging in meaningful and collaborative conversations to meet the needs of today's diverse learners.

EVENT WEBSITE AND GUEST REGISTRATION: <http://engageteachers.adobeconnect.com/itl2016/>



GAMIFICATION: GETTING IT RIGHT

Thursday, January 28, 2016 at 6PM CST

Gamification has the potential to motivate, engage, reward, and give recognition and enhance learning experiences. But does it always realize that potential? Whether K-12, academic or professional learning how do we know when we're getting it right and how much do we need to listen to our community to stay on track? In this webinar, we will look at some highly successful educational examples and invite attendees to examine our own Engage community gamification program. Be prepared to share your own ideas and examples of what makes gamification successful and your experiences of when it has been perfect or missed the mark for the learning context.

Several discussions have already been opened in readiness for this webinar. Here you can share examples before January 28th and continue the conversations beyond it.

[Leveling up on badges](#)

[Gamification: Mission Feedback](#)

[Gamification Examples](#)

SPEAKER: **Dr. Bron Stuckey** is a Warrior Princess, Consultant Specialist in Game Play, Gamification, and Communities of Practice and Learning Communities. She has been engaged in educational community and games in learning development for the past 15 years. She has worked to explore virtual worlds, games in learning and how we can cultivate identity, agency, citizenship, leadership, and community for students and teachers.

EVENT WEBSITE AND GUEST REGISTRATION:

<http://engageteachers.adobeconnect.com/gamification2016/>



To stay updated on the latest and greatest tech integration best practices and posts from Intel Education, please follow the hashtag of

#IntelEngage

We hope the winter season provides for you a wealth of opportunities of inspiration, happiness and gratitude! **#TogetherWeAreBetter** from the Innovative Educator Consulting Team! **#IECRocks**