

# Pre-conference Workshop Titles and Descriptions

The following workshops are optional and can be added on to the conference experience when registering. Workshop fees are listed at the end of the descriptions. Attendees need not be registered for the conference in order to participate in a workshop, but either way pre-registration for workshops is required. There is limited seating in order to ensure the highest quality learning experience for participants, so don't wait to register! Be prepared to bring your own device (BYOD) for pre-conference workshops.

**Wednesday, April 19, 2017**  
**9:00-11:30 a.m.**

workshop #

**901 Art-duino: Project-based Learning Integrating Computer Science, Arts, and Technology**

**Jeff Branson, SparkFun**

Arduino is the go-to programmable hardware choice for artists, makers, and hobbyists. In this workshop, teachers will be introduced to the world of Arduino—a low-cost, programmable microcontroller—in the context of an art-based, cross-curricular and project-based learning environment. (\$75)

**902 Dive into Coding with Robotics**

**Jason Rushing and Susan Prabulos  
Lincoln Public Schools**

Want to explore how fun and easy it is to bring coding alive with robots? Come and play with Dash and Dot from Wonder Workshop and Beebots from Terrapinlogo during this fun-filled, hands-on workshop. Participants will learn how to program various robots and discover ways to incorporate math and science into engaging activities. Project ideas, lessons, and templates for lessons will be shared! This workshop is geared for elementary teachers who would like to bring computer science and robotics into their classrooms. (\$75)

**903 Illustrator and Photoshop CC—Getting Started and Beyond**

**Linda Dickeson, Lincoln Public Schools**

The workshop introduction will clarify the question, “What is the Creative Cloud (CC)?” and attempt to cover what CC features are available in school licensing. The hands-on training will begin with Illustrator. The workshop will first introduce the concepts of workspace, panels, artboards and vector graphics. Participants will learn to modify a vector object by changing fill, stroke, curves, size and shape using selection tools and appropriate panels; and will create original objects by drawing with the Pen tool, Brush tool, Pencil tool, various shape tools and more. Participants will also be introduced to layers, tracing, and adding type to

complete a simple project. Moving to Photoshop, the workshop will include comparison of similarities in workspaces, panels and tools to what has been explored in Illustrator. Participants will learn to use selection tools effectively, employ common photo editing techniques, manage layers, and combine images for a creative project. Ultimately the strengths of each program will be compared, and participants will be shown how Illustrator and Photoshop can effectively work together for a closing project. Additional teaching and learning resources will be shared. (\$75)

**Wednesday, April 19, 2017**  
**1:00-5:00 p.m.**

**101 Chromebook Management**

**Lance Lennon**

**Eagle Grove Community School District**

Participants are introduced to the features and functionalities of Chromebooks. Attendees will learn how to enroll, configure, and manage the devices within their GAFE admin console. We will discuss best practices for managing devices in a school setting. Lastly, we will talk about third party tools which will make the job of managing these devices less complicated. (\$75)

**Wednesday, April 19, 2017**  
**1:30-4:00 p.m.**

**102 Learn to Code with Scratch!**

**Susan Prabulos and Jason Rushing  
Lincoln Public Schools**

Never used Scratch before? Want to learn how to create using the program and discover ways to incorporate coding into your classroom? Come and learn how to use the Scratch program during this hands on workshop. Participants will learn Scratch basics and create animations, knock knock jokes, and a simple game. Ideas for other classroom, curriculum based projects will be shared. Workshop is geared for new to Scratch users or teachers who would like to learn more about how to incorporate it into their curriculum. It's never too late to learn to code. Get Scratchin'!! (\$75)

*(Pre-conference workshops, continued)*

### **103 Adobe InDesign CC—Publishing and Design Basics for Rookies**

**Linda Dickeson, Lincoln Public Schools**

The introduction to the workshop will clarify the question, “What is the Creative Cloud (CC)?” and attempt to explain what CC features are available in school licensing. InDesign workspaces, panels and page navigation will first be introduced. Participants will have hands-on guided practice creating shapes, adding and formatting text, placing graphics created in Illustrator or Photoshop, or adding other various images. With sample files, participants will learn how to efficiently create and manage a multi-page document and prepare it for printing or export. (\$75)

**Wednesday, April 19, 2017**

**6:00-8:30 p.m.**

### **601 Firewall Security Best Practices**

**Ben Mientka, Network Nebraska**

Join the Network Nebraska network engineering and security crew for this hands on session and demonstration on what the best practices for configuring your firewall are. Should you block foreign IPs? How can you track down issues or thwart incoming attacks/scans? Come to this session to hear the answers and what should be top priority for firewall configuration basics! (\$75)

### **602 JunkBots: Converting Scraps & Recycled Materials into STEM Robots with Arduino**

**Jeff Branson, SparkFun**

Popularity and excitement around robotics and engineering continues to grow in schools across the country, but many platforms are very cost prohibitive. Teachers will learn how to build their own robotics platform using cardboard, recycled cans, and found materials with Arduino, a low-cost, open-source microcontroller. (\$75)

### **603 Blended Math and Reading in the Elementary Classroom**

**Jeffrey Bernadt & Jeanette Carlson  
Bellevue Public Schools**

We have devices, now how can we transform the classroom? Come join us as we help you put your classroom on a path to creating a personalized learning environment for your students. This workshop will focus on blended learning at the K–6 level. We will explore a core suite of digital tools and strategies specific to math and language arts to empower students to create, reflect, and collaborate. The workshop will be hands-on with time for teacher planning and creation, so bring your tablet,

your computer, and any curriculum materials for an upcoming unit. (\$75)

### **604 Break Out of Your Box with Breakout EDU! Amy Schultz and Kristen Slechta, ESU 9**

Join Amy Shultz and Kristen Slechta from ESU 9 for a great hands-on workshop exploring how this inquiry-based learning platform can be used to engage students of all ages—from Pre–K to adult learners. Workshop time will be spent experiencing Breakout EDU games, exploring the free, shared games that teachers from around the world have created and shared with each other and explore clues and templates for creating your own games. Want to learn more before the workshop? Check out the “Get Started” link at Breakoutedu.com. Step two will return the password needed to view shared games in the Breakout EDU community. (\$75)

**Wednesday, April 19, 2017**

**9:00 a.m.-4:00 p.m.**

### **904 Future Ready Schools®: A Framework for Transformation**

**Thomas C. Murray, Future Ready Schools**

When we analyze the US education system and classrooms across our nation, we see dramatic differences and gaps in innovation. Side-by-side images of classrooms from 1917 and 2017 yield eerie similarities in many schools today, even with the 100-year difference. How can schools and classrooms transform from those of the industrial era where desks are in rows, students are facing forward, and have teachers always front and center to ones that are student-centered, personalized, and harness the power of technology? Districts and schools across the nation are transforming into ones that are Future Ready, revamping such aspects as teacher empowerment, personalized professional learning, innovative learning spaces, community partnerships, in school and home connectivity, among others. This hands-on, engaging pre-conference workshop will challenge the thinking of school district leaders, while giving them the opportunity to dive deeply into the Future Ready Framework, network with other school leaders, and gain access to a myriad of free tools and resources that can support your district’s transformation.

This workshop will inspire school leaders and provide free tools and resources to empower them to transform their districts, schools, and classrooms into ones that better prepare students for the world they face tomorrow. (\$135, includes boxed lunch)