



# Professional Development Overview

Explore your digital horizons.



# Transform your teaching, transform their learning.

Apple Professional Development (APD) provides K-12 schools with professional development and consultation driven to help you maximize the educational return on investment that technology offers.

- Our consultants are current and former educators chosen for their expertise integrating technology into learning. We focus on your learning objectives with content aligned to the ISTE National Technology Standards for Teachers (NETS-T).

## Leadership and Planning

APD provides multiday sessions for school and district leaders focused on creating a sustainable vision, with actionable management strategies, and strong technology integration assessments. Start with our Education Technology Profile (ETP) and gather information on the technology skills and infusion strategies within your schools to better inform your professional development plan.

## Digital Literacy

These APD workshops provide teachers with foundational technology skills and high quality integration strategies to become confident and comfortable with the technology in their classrooms. Real classroom learning objectives and projects are the hub of learning and projects.

## Technology Infused Learning

These APD workshops help teachers apply their classroom digital resources more effectively to enhance teaching and learning. Teachers infuse their own projects and lessons with digital tools for research, collaboration, communication and content creation.

## Delivery — The Choice is Yours

APD offers a variety of approaches, from onsite single or multiday workshops to onsite coaching and train-the-trainer sessions with the technology your teachers actually use.

For more information go to <http://www.apple.ca/education/apd>

## Detailed Descriptions Index

- Planning
- Leadership
- Digital Literacy
- Technology Infused Learning



## Planning

From awareness to insight.

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### Education Technology Profile

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Grounded in more than three decades of experience and classroom research, the Education Technology Profile (ETP) gathers information on the technological skill and infusion strategies of educators within your schools to better inform your professional development plan. You get an online faculty survey of technology integration practices, data analysis, and a report of findings.

## Leadership

From vision to action.

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### Technology and Curriculum Infusion Strategies

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This workshop explores the support educators need to address the challenges of successful infusion of technology across the curriculum. Participants examine the influence of factors such as timetabling, curricula development, ongoing teacher professional development, instructional technology support, and assessment and evaluation strategies within a 21st century curriculum. Participants also investigate new technology standards for students and teachers as established by ISTE and the Partnership for 21st Century Skills.

## Digital Literacy

From fundamentals to exploration.

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### Mac OS X

Pg 3 >

Explore the innovative Mac OS X operating system in this workshop. Participants will gain fundamental skills with the Mac OS X platform and apply this learning to extend traditional classroom boundaries.



### iLife

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Participants gain fundamental skills with the iLife applications GarageBand, iMovie, iPhoto, iDVD, and iWeb. They create a CD that includes the group's work produced with GarageBand and iTunes, a book created with iPhoto, and a short movie produced with iMovie.



### iWork

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Participants gain fundamental skills with the iWork applications by creating a brochure or newsletter or both with Pages, a multimedia presentation using Keynote, and a data collection and analysis project using Numbers.



### Aperture

Pg 6 >

Participants experience a very versatile photography management tool used by industry professionals. It emphasizes use of Aperture's powerful ability to import, manage, and enhance photos with one simple, integrated workflow, integrating participants' own lessons and projects.



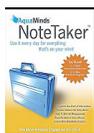
### Final Cut Pro/Final Cut Express

Pg 7 >

Participants learn how to edit, animate, and mix video, sound, and graphics with the participants' own lessons and projects using Final Cut Pro or Final Cut Express a very powerful film and video platform used by industry professionals.

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## Digital Literacy



### NoteTaker/ NoteShare

Pg 8 >

Participants gain the foundation for creating, publishing, sharing, collaborating, and managing media rich educational content with the NoteTaker and NoteShare applications. These applications help participants manage media rich content, foster visual literacy, and promote 21st century skills.



### Microsoft Office

Pg 9 >

Participants develop fundamental skills with the Microsoft Office applications and will create a brochure or newsletter or both with Word, a multimedia presentation using PowerPoint, and a data collection and analysis project using Excel.



### Science and Technology Integration

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This workshop explores the integration of the iLife suite and various software titles that focus on the middle school science classroom. Participants will explore the process of gathering, analyzing and sharing data.

## Technology Infused Learning From proficient to infused.



### Communication and Collaboration with Web Tools

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Educators explore Web 2.0 applications, such as blogs, wikis, and chat, that enhance collaborative learning experiences and lessons and management of digital, social, learning environments in the classroom. Through the use of Web 2.0 tools, participants create a classroom wiki to use with their students for communication, collaboration, and reflection on relevant topics.



### Designing Technology Infused Units and Lessons

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This workshop explores research-based models of exemplary lesson development, emphasizing appropriate technology infusion techniques and skills. Practical and easy "how-to" techniques are demonstrated with model lessons. Participants share their own lessons, suggest improvements, and leave with multiple ideas and models for technology infused lessons.



### Designing 21st Century Curricula

Pg 13 >

This workshop explores the nature of today's learning environments and best practices in the creation of digital learning curricula. Participants design a model curriculum that is relevant, engaging, meaningful, and incorporates the rigor necessary to prepare students to be competitive in the 21st century through such topics as global awareness, civic literacy, health and wellness awareness, and financial, economic, business, and entrepreneurial literacy.



### Differentiated Instruction

Pg 14 >

This workshop focuses on a variety of easily implemented strategies for differentiating content, process, and products with 21st century technology infusion. Participants use iLife and iWork tools with a variety of exemplary strategies for scaffolding instruction and assessment to build and deliver superior standards-based curricula.

## Technology Infused Learning



### Digital Storytelling

Pg 15 >

Participants address the elements of digital storytelling while immersing themselves in a hands-on experience to write, script, storyboard, film, edit, and produce an original short movie. Techniques for managing digital storytelling projects in the classroom with iMovie and through the Media Browser content from iPhoto and iTunes are explored.



### Documentary Filmmaking

Pg 16 >

This workshop provides participants with the opportunity to explore the complex lives and achievements of people and analyze provocative issues associated with the genre of documentary films. Participants learn to write their own script, and record, edit, produce, and publish an original documentary film with iMovie.



### Language Acquisition and iPod

Pg 17 >

Participants learn to use iPod devices and the iTunes application for creating digital student portfolios that demonstrate longitudinal growth. This workshop demonstrates how an iPod can be used to assist struggling readers, to help students with learning new languages for enrichment, and to strengthen students' overall language acquisition.



### Mathematics and Technology Infused Learning

Pg 18 >

This workshop explores how to integrate mathematics learning, digital content and tools through multiple ideas and models. Participants will develop and share their own lessons, suggest improvements, and leave with multiple ideas and models for technology infused math lessons. Lesson development will emphasize appropriate technology infusion techniques and skills with iWork, iLife, and the Mac OS X.



### Mobile Content and iPod touch

Pg 19 >

This workshop demonstrates how iPod touch can be used to improve student learning both in the classroom and "on the go." During this workshop, participants explore the built-in, third-party, and web applications readily available for iPod touch. Participants also work collaboratively to define ways iPod touch can be used in their own classrooms to help improve academic achievement.



### Podcasting in Your Classroom

Pg 20 >

Participants learn the podcasting fundamentals of planning, creating, and managing digital media files as they write their own script, and record, edit, produce, and publish their own enhanced podcast. Throughout the workshop, participants discuss the role of podcasting in education and how to use the power of the ubiquitous media players (iPod) as a teaching and learning tool to engage learners with diverse learning styles.



### Project Based Learning

Pg 21 >

This workshop provides participants with pedagogical foundations, professional skills, and knowledge to develop engaging student-focused effective projects using digital resources. Participants work collaboratively to develop an authentic, standards-based curriculum project that incorporates essential questions anchored in real-world situations, cognitive tools for facilitating higher order thinking skills, and digital and technology resources.

**For more information go to**  
<http://www.apple.ca/education/apd>



# Apple Professional Development Education Technology Profile

## Education Technology Profile

Six Dimensions

### Technology Infusion

- Professional productivity
- Instructional practices

### Curriculum Integration

- Delivery modes
- Impacts and changes

### Instruction and Assessment

- Using data
- Assessment/evaluation

### Communication and Collaboration

- With colleagues
- With students

### Media

- Frequency/types
- Student products

### Productivity

- Professional work
- Student work

### Research

- Professional development
- Instructional practices

## K-12 Planning

### System Requirements

Internet access

### Description

Professional development works best when it is designed around the needs of teachers. Apple Professional Development's Education Technology Profile (ETP) gathers information on the technological skills and infusion practices of educators within a school or a district. The information obtained may be used to design a professional development plan to address the needs of survey participants. Our ETP online survey instrument is grounded in more than three decades of experience and research in integrating technology into schools.

### Survey and Report

Teachers complete a 15-minute online survey about several aspects of technology in teaching and learning. This self-assessment measures current technology infusion practices along six dimensions of classroom application: Technology Infusion, Curriculum Integration, Assessment & Instruction, Communication & Collaboration, Media, Productivity, and Research.

In addition to asking questions about their practices and applications of technology for teaching and learning, the survey also gathers information about their classroom environment, obstacles to development, and preferred delivery modes for professional development.

Apple Professional Development will synthesize and analyze the collected data and produce a summary report with findings and recommendations for district and school leadership.

### Follow Up

The ETP Report may help to inform your school improvement plan and spotlight faculty professional development needs. Discuss options with your Apple Representative to understand how Apple Professional Development supports your professional learning objectives and helps to maximize your technology investments.

For more information visit <http://www.apple.ca/education/apd>



# Apple Professional Development Technology and Curriculum Infusion Strategies

## Technology and Curriculum Infusion Strategies

Sample Agenda

Day 1

### Module I: Technology/Curriculum Infusion Factors

- Technology infusion models
- Characteristics and challenges to effective curricular technology infusion
- Learning activities and performance tasks

### Module II: Developing a Technology Infused Lesson

- Components supporting learning styles and multiple intelligences
- Evaluating technology infused lessons
- Technology infusion rubrics

Day 2

### Module III: Supporting Strategies

- Project based learning
- Differentiated instruction
- In-class support for teachers
- Coaching and mentoring

### Module IV: Developing a Plan of Action

- Developing action plans
- Review Apple Learning Interchange

## K-12 Leadership

Workshop Length: 2 days (6 hours per day)

### System Requirements

- An Apple computer with Mac OS X
- Internet access
- iWork software
- iLife software

### Prerequisites

Basic computer skills, including Internet navigation and simple word processing

### Description

This workshop explores the support educators need to address the challenges of successful infusion of technology across the curriculum. Participants examine the influence of factors such as timetabling, curricula development, ongoing teacher professional development, instructional technology support, and assessment and evaluation strategies within a 21st century curriculum. Participants also investigate new technology standards for students and teachers as established by ISTE and the Partnership for 21st Century Skills.

### Learning Outcomes

- Investigate and understand the importance of factors such as the school timetable, curriculum organization, pedagogy, assessment strategies, and real-world application of learning to realize the full potential of digital resources in the teaching and learning process.
- Develop strategies for aligning curriculum and technology standards that support a balanced approach to the utilization of technology resources across the curriculum.
- Explore the seven categories of technology and nine categories of instructional strategies.
- Understand and develop a comprehensive curriculum framework for the school that supports the effective infusion of digital resources in curriculum and instruction.
- Recognize the characteristics of and differences between 21st century learning and traditional learning.
- Understand the components of a technology infused lesson or unit and how technology supports a variety of learning styles and multiple intelligences.
- Develop support strategies for teachers in the effective use of technology in the classroom.

For more information visit <http://www.apple.ca/education/apd>



# Apple Professional Development

## Mac OS X

### Mac OS X

Sample Agenda

Day 1

#### Sample Agenda

##### Module I: Mac OS X

- Desktop and Finder
- Dock, Dashboard, and widgets
- Applications
- System Preferences
- Spaces
- Universal Access
- Safari
- Preview

Day 2

##### Module II: Mac OS X

- Photo Booth
- iCal
- Address Book
- iChat
- iPhoto
- iTunes and GarageBand
- iMovie
- Apple Learning Interchange

### K-12 Digital Literacy

Workshop Length: 1 day or more (6 hours per day)

#### System Requirements

- An Apple computer with Mac OS X
- Internet access

#### Prerequisites

Basic computer skills, including Internet navigation and simple word processing

#### Description

Explore the innovative Mac OS X operating system in this workshop. Participants will gain fundamental skills with the Mac OS X platform and apply this learning to extend traditional classroom boundaries.

#### Learning Outcomes

- Understand how to effectively use the Mac OS X operating system to collaborate, create, and communicate more efficiently.
- Demonstrate the ability to use the Mac OS X operating system to perform daily tasks and increase productivity.
- Learn about an array of instructional integration strategies for K-20 by exploring the Apple Learning Interchange, a social network for educators, where they can find cutting edge resources to enhance and improve the learning process.

For more information visit <http://www.apple.ca/education/apd>



# Apple Professional Development iLife

## iLife

Sample Agenda

Day 1

### Module I: GarageBand

- Audio recording and effects
- Sharing with iTunes
- Brainstorming classroom uses

### Module II: iPhoto

- Taking, importing, and editing images
- Capturing images from the web
- Creating albums, storybooks, and slideshows
- Brainstorming classroom uses

Day 2

### Module III: iMovie

- Topic selection and storyboarding
- Working with video
- Sharing projects
- Brainstorming classroom uses

### Module IV: Curriculum

#### Connections

- Apple Learning Interchange
- Instructional integration strategies
- Curriculum design
- Classroom application and reflection

## K-12 Digital Literacy

Workshop Length: 2 days (6 hours per day)

### System Requirements

- An Apple computer with Mac OS X
- Internet access
- iLife software
- Microphone
- Video camera
- FireWire cable
- Digital camera
- Appropriate cables

### Prerequisites

Basic computer skills, including Internet navigation and simple word processing

### Description

Participants gain fundamental skills with the iLife applications GarageBand, iMovie, iPhoto, iDVD, and iWeb. They create a CD that includes the group's work produced with GarageBand and iTunes, a book created with iPhoto, and a short movie produced with iMovie.

### Learning Outcomes

- Facilitate and inspire student learning and creativity.
- Promote, support, and model creative and innovative thinking and inventiveness.
- Promote student reflection using collaborative tools to illuminate their own thinking, planning, and creative processes.
- Model digital work and learning environments.
- Exhibit digital knowledge, skills, and work processes that are representative of an innovative professional in a global society.

For more information visit <http://www.apple.ca/education/apd>



# Apple Professional Development iWork

## iWork

Sample Agenda  
Day 1

### Module I: Pages

- Creating word-processing documents
- Digital note-taking
- Exploring templates

### Module II: Numbers

- Creating spreadsheets
- Data research and management
- Designing charts and graphs

Day 2

### Module III: Keynote

- Designing multimedia presentations
- Publishing and sharing

### Module IV: Curriculum

#### Connections

- Apple Learning Interchange
- Instructional integration strategies
- Curriculum design
- Classroom application and reflection

## K-12 Digital Literacy

Workshop Length: 2 days (6 hours per day)

### System Requirements

- An Apple computer with Mac OS X
- Internet access
- iLife software
- iWork software

### Prerequisites

Basic computer skills, including Internet navigation and simple word processing

### Description

Participants gain fundamental skills with the iWork applications by creating a brochure or newsletter or both with Pages, a multimedia presentation using Keynote, and a data collection and analysis project using Numbers.

### Learning Outcomes

- Facilitate and inspire student learning and creativity.
- Promote, support, and model creative and innovative thinking and inventiveness.
- Engage students in exploring real-world issues and solving authentic problems using digital tools and resources.
- Promote student reflection using collaborative tools to illuminate their own thinking, planning, and creative processes.
- Model knowledge construction and creative thinking by engaging in face-to-face and virtual learning with students, colleagues, and others.
- Customize and personalize student learning activities to address a variety of learning styles, working strategies, and abilities through the use of digital tools and resources.

For more information visit <http://www.apple.ca/education/apd>



# Apple Professional Development

## Aperture

### Aperture

Sample Agenda

Day 1

#### Module I: Aperture

- Fundamentals

#### Module II: Aperture

- Advanced options

Day 2

#### Module III: Aperture

- Presenting, sharing, and exchanging

#### Module IV: Aperture

- Instructional integration strategies

### K-12 Digital Literacy

Workshop Length: 2 days (6 hours per day)

#### System Requirements

- An Apple computer with Mac OS X
- Internet access
- Aperture software

#### Prerequisites

Basic computer skills, including Internet navigation and simple word processing

#### Description

Participants experience a very versatile photography management tool used by industry professionals. It emphasizes use of Aperture's powerful ability to import, manage, and enhance photos with one simple, integrated workflow, integrating participants' own lessons and projects.

#### Learning Outcomes

- Promote, support, and model creative and innovative thinking and inventiveness.
- Promote student reflection using collaborative tools to illuminate their own thinking, planning, and creative processes.
- Model knowledge construction and creative thinking by engaging in face-to-face and virtual learning with students, colleagues, and others.
- Design or adapt relevant learning experiences to incorporate digital tools and resources that promote student learning and creativity.
- Model and facilitate effective use of current and emerging digital tools to locate, analyze, evaluate, and use information resources to support research and learning.

For more information visit <http://www.apple.ca/education/apd>



# Apple Professional Development Final Cut Pro/Final Cut Express

## Final Cut Pro/Final Cut Express

Sample Agenda  
Day 1

### Module I: Final Cut

- Fundamentals

### Module II: Final Cut

- Advanced options

Day 2

### Module III: Final Cut

- Presenting, sharing, and exchanging

### Module IV: Final Cut

- Instructional integration strategies

## K-12 Digital Literacy

Workshop Length: 2 days (6 hours per day)

### System Requirements

- An Apple computer with Mac OS X
- Internet access
- Final Cut Pro or Final Cut Express software

### Prerequisites

Basic computer skills, including Internet navigation and simple word processing

### Description

Participants learn how to edit, animate, and mix video, sound, and graphics with the participants' own lessons and projects using Final Cut Pro or Final Cut Express a very powerful film and video platform used by industry professionals.

### Learning Outcomes

- Promote, support, and model creative and innovative thinking and inventiveness.
- Promote student reflection using collaborative tools to illuminate their own thinking, planning, and creative processes.
- Model knowledge construction and creative thinking by engaging in face-to-face and virtual learning with students, colleagues, and others.
- Design or adapt relevant learning experiences to incorporate digital tools and resources that promote student learning and creativity.
- Model and facilitate effective use of current and emerging digital tools to locate, analyze, evaluate, and use information resources to support research and learning.

For more information visit <http://www.apple.ca/education/apd>



# Apple Professional Development NoteTaker/NoteShare

## NoteTaker/NoteShare

Sample Agenda

Day 1

### Module I: NoteTaker Fundamentals

- Designing a NoteTaker notebook
- Adding multimedia resources to the notebook
- Saving options

### Module II: NoteTaker Advanced Options

- Clippings “Services”
- Using MegaSearch script and widgets
- Publishing a web notebook to the Internet or locally

Day 2

### Module III: NoteTaker/NoteShare Presenting, Sharing, and Exchanging

- Sharing made simple
- Collaboration beyond the classroom walls
- Using NoteShare spaces

### Module IV: Instructional Integration Strategies

- Instructional integration strategies
- Curriculum design
- Apple Learning Interchange
- Classroom application and reflection

## K-12 Digital Literacy

Workshop Length: 2 days (6 hours per day)

### System Requirements

- An Apple computer with Mac OS X
- Internet access
- NoteTaker for OS X and/or NoteShare 1.6.2 or later

### Prerequisites

Basic computer skills, including Internet navigation and simple word processing

### Description

Participants gain the foundation for creating, publishing, sharing, collaborating, and managing media rich educational content with the NoteTaker and NoteShare applications. These applications help participants manage media rich content, foster visual literacy, and promote 21st century skills.

### Learning Outcomes

- Promote student reflection using collaborative tools to illuminate their own thinking, planning, and creative processes.
- Model knowledge construction and creative thinking by engaging in face-to-face and virtual learning with students, colleagues, and others.
- Learn how to implement student e-portfolios using NoteTaker and/or NoteShare.
- Learn how to dynamically publish teacher and classroom notebooks via web access and RSS feed subscriptions.
- Model and facilitate effective use of current and emerging digital tools to locate, analyze, evaluate, and use information resources to support research and learning.

For more information visit <http://www.apple.ca/education/apd>



# Apple Professional Development Microsoft Office

## Microsoft Office

Sample Agenda  
Day 1

### Module I: Word

- Creating word-processing documents
- Digital note-taking
- Exploring templates

### Module II: Excel

- Creating spreadsheets
- Data research and management
- Designing charts and graphs

Day 2

### Module III: PowerPoint

- Designing multimedia presentations
- Publishing and sharing

### Module IV: Curriculum

#### Connections

- Apple Learning Interchange
- Instructional integration strategies
- Curriculum design
- Classroom application and reflection

## K-12 Digital Literacy

Workshop Length: 2 days (6 hours per day)

### System Requirements

- An Apple computer with Mac OS X
- Internet access
- Microsoft Office software

### Prerequisites

Basic computer skills, including Internet navigation and simple word processing

### Description

Participants develop fundamental skills with the Microsoft Office applications and will create a brochure or newsletter or both with Word, a multimedia presentation using PowerPoint, and a data collection and analysis project using Excel.

### Learning Outcomes

- Facilitate and inspire student learning and creativity.
- Promote, support, and model creative and innovative thinking and inventiveness.
- Engage students in exploring real-world issues and solving authentic problems using digital tools and resources.
- Promote student reflection using collaborative tools to illuminate their own thinking, planning, and creative processes.
- Model knowledge construction and creative thinking by engaging in face-to-face and virtual learning with students, colleagues, and others.
- Customize and personalize student learning activities to address a variety of learning styles, working strategies, and abilities through the use of digital tools and resources.

For more information visit <http://www.apple.ca/education/apd>



# Apple Professional Development Science and Technology Integration

## Science and Technology Integration

### Sample Agenda

#### Day 1

##### **Module I: Setting The Stage**

- Exploring “Who does science anyway?” using Safari and Keynote
- Customizing a science workspace with Widgets
- Connecting with live scientific databases using the Earth Browser
- Exploring science resources in iTunes
- Creating science podcasts using Garageband

#### Day 2

##### **Module II: Developing Rich Lessons**

- Science data collection with Data Studio and Conductivity Sensors and PASCO Conductivity Sensor
- Exploring science resources on the Apple Learning Interchange
- Creating PSAs and Science Reports using iMovie
- Exploring web resources available through Explore Learning Gizmos

## **K-12 Digital Literacy**

**Workshop Length: 2 days (6 hours per day)**

### **System Requirements**

- An Apple computer with Mac OS X
- Internet access
- iWork and iLife software
- Earth Browser Software
- Froguts Software
- Data Studio software
- PASCO Conductivity Sensor and USB link

### **Prerequisites**

- Basic computer skills, including Internet navigation and simple word processing
- Science certification (or science expertise)

### **Description**

This workshop explores the integration of the iLife suite and various software titles that focus on the middle school science classroom. Participants will explore the process of gathering, analyzing and sharing data.

### **Learning Outcomes**

- Facilitate and inspire student learning and creativity.
- Engage students in learning science through the use of digital tools and resources.
- Design a technology infused lesson that aligns with curriculum standards and incorporates the effective use of digital resources.
- Model the scientific process using digital probes and learning tools.

**For more information visit <http://www.apple.ca/education/apd>**



# Apple Professional Development Communication and Collaboration with Web Tools

## Communication and Collaboration with Web Tools

Sample Agenda

Day 1

### Module I: Collaborative Tools

- Web 2.0 technologies overview
- Blogs
- Wikis and Creative Commons
- iChat and iChat Theater

### Module II: Media Sharing

- Photosharing
- Widgets
- QuickTime movies
- Video and YouTube

Day 2

### Module III: Aggregation

- Publish content to the web
- NewsReaders
- Showcasing student work on the web
- iWeb, student reflection, and assessment

### Module IV: Social Networking

- RSS feeds
- Photo Booth
- Social networking and the Apple Learning Interchange
- Classroom application and reflection

## K-12 Technology Infused Learning Workshop Length: 2 days (6 hours per day)

### System Requirements

- A MacBook or MacBook Pro computer
- The latest versions of iLife and iWork

### Prerequisites

Ability to use iPhoto

### Description

Educators explore Web 2.0 applications, such as blogs, wikis, and chat, that enhance collaborative learning experiences and lessons and management of digital, social, learning environments in the classroom. Through the use of Web 2.0 tools, participants create a classroom wiki to use with their students for communication, collaboration, and reflection on relevant topics.

### Learning Outcomes

- Use interactive communication and collaboration tools for teaching and learning.
- Create meaningful, engaging, motivating, and platform independent classroom activities that enable students to learn and collaborate anytime, anywhere.
- Enable their students to become producers and consumers of knowledge.
- Understand the implications of collaboration and social interaction for teaching and learning.

For more information visit <http://www.apple.ca/education/apd>



# Apple Professional Development

## Designing Technology Infused Units and Lessons

### Designing Technology Infused Units and Lessons

Sample Agenda

Day 1

#### Module I: Setting The Stage

- The 21st century imperative
- Research jigsaw

#### Module II: Making Sense of It All

- Hands-on technology infusion experience
- Exemplary technology infused lessons

Day 2

#### Module III: Reflection and Resources

- Process and measurement indicators
- Planning questions and instructional strategies
- Apple Learning Interchange
- iTunes U

#### Module IV: Social Networking

- Designing a technology infused lesson
- Aligning with curriculum standards
- Incorporating effective digital resources
- Assessment strategies
- Lesson sharing

### K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

#### System Requirements

- An Apple computer with Mac OS X
- Internet access
- iLife software
- Digital camera and cables

#### Prerequisites

Fundamental understanding of Mac OS X and all iLife applications

#### Description

This workshop explores research-based models of exemplary lesson development, emphasizing appropriate technology infusion techniques and skills. Practical and easy “how-to” techniques are demonstrated with model lessons. Participants share their own lessons, suggest improvements, and leave with multiple ideas and models for technology infused lessons.

#### Learning Outcomes

- Explore the current, relevant research that addresses how millennial students learn.
- Experience a simulation that models and facilitates effective use of current and emerging digital tools to locate, analyze, evaluate, and use information resources to support learning.
- Design a technology infused lesson that aligns with curriculum standards and incorporates the effective use of digital resources.
- Evaluate and reflect current research-based classroom pedagogy and practices that address the diverse needs of all learners by using learner-centred strategies.

For more information visit <http://www.apple.ca/education/apd>



# Apple Professional Development Designing 21st Century Curricula

## Designing 21st Century Curricula

Sample Agenda

Day 1

### Module I: Setting the Stage

- What does 21st century learning look like?
- What's available for my classroom?
- Repurposing content and mashups

### Module II: Collaboration

- Designing cross-grade level or cross-curricular lessons
- Recording student understanding
- Collaboration modeling

Day 2

### Module III: Units of Practice

- Creating engaging lessons
- Evaluating student work
- Longitudinal resources for planning

### Module IV: Differentiated Instruction, Delivery, and Submissions

- Classroom instruction with rubrics
- Creating choice in the classroom
- Apple Learning Interchange
- Classroom application and reflection

## K-12 Technology Infused Learning Workshop Length: 2 days (6 hours per day)

### System Requirements

- A MacBook or MacBook Pro computer
- The latest versions of iLife and iWork software
- A copy of a favourite lesson or unit

### Prerequisites

Working knowledge of iLife and iWork

### Description

This workshop explores the nature of today's learning environments and best practices in the creation of digital learning curricula. Participants design a model curriculum that is relevant, engaging, meaningful, and incorporates the rigor necessary to prepare students to be competitive in the 21st century through such topics as global awareness, civic literacy, health and wellness awareness, and financial, economic, business, and entrepreneurial literacy.

### Learning Outcomes

- Facilitate and inspire student learning and creativity by facilitating learning experiences that advance student creativity and innovation in both face-to-face and virtual environments.
- Promote, support, and model creative thinking and inventiveness.
- Design rigorous and relevant learning experiences for students that align to curriculum standards.
- Develop and model cultural understanding and global awareness by engaging with colleagues and students of other cultures using digital age communication and collaboration tools.

For more information visit <http://www.apple.ca/education/apd>



# Apple Professional Development Differentiated Instruction

## Differentiated Instruction

Sample Agenda

Day 1

### **Module I: Differentiated Instruction in Today's Classrooms**

- Differentiated instruction and essential content
- Differentiated instruction principles
- Differentiated instruction strategies

### **Module II: Hands-On, Minds-On**

- Differentiated instruction simulation
- Project showcase
- Challenges and opportunities discussion

Day 2

### **Module III: The Foundation for Differentiation**

- Identifying students' needs, learning styles, and multiple intelligences
- Classroom management strategies
- Designing criteria

### **Module IV: Classroom Connections**

- Apple Learning Interchange
- Designing a learning experience
- Classroom application and reflection

## **K-12 Technology Infused Learning**

**Workshop Length: 2 days (6 hours per day)**

### **System Requirements**

- An Apple computer with Mac OS X
- Internet access
- Latest versions of iWork and iLife software

### **Prerequisites**

Fundamental understanding of Mac OS X and iLife applications

### **Description**

This workshop focuses on a variety of easily implemented strategies for differentiating content, process, and products with 21st century technology infusion. Participants use iLife and iWork tools with a variety of exemplary strategies for scaffolding instruction and assessment to build and deliver superior standards-based curricula.

### **Learning Outcomes**

- Promote, support, and model creative and innovative thinking and inventiveness.
- Engage students in exploring real-world issues and solving authentic problems using digital tools and resources.
- Design or adapt relevant learning experiences to incorporate digital tools and resources that promote student learning and creativity.
- Customize and personalize student learning activities to address a variety of learning styles, working strategies, and abilities through the use of digital tools and resources.
- Address the diverse needs of all learners by using learner-centred strategies and providing access to appropriate digital tools and resources.
- Provide students with multiple and varied formative and summative assessments aligned with content and technology standards and use resulting data to inform learning and teaching.

**For more information visit <http://www.apple.ca/education/apd>**



# Apple Professional Development Digital Storytelling

## Digital Storytelling

Sample Agenda

Day 1

### Module I: The Magic of Digital Storytelling

- Web 2.0 technologies overview
- Why digital storytelling?
- Assessment celebration
- Management strategies

### Module II: Pre-Production and Production

- Pre-production
- Researching and planning
- Storyboarding and scripting
- Planning
- Production
- Recording narration
- Creating assets

Day 2

### Module III: Aggregation

- Post-Production
- Assembling assets
- Titles, transitions, and special effects
- Sharing projects
- Content discussion
- Support resources

### Module IV: Communication and Collaboration

- Curriculum design strategies
- Apple Learning Interchange
- Classroom application and reflection

## K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

### System Requirements

- An Apple computer with Mac OS X
- iLife software
- Digital still and video cameras
- Microphones

### Prerequisites

Ability to use iLife applications

### Description

Participants address the elements of digital storytelling while immersing themselves in a hands-on experience to write, script, storyboard, film, edit, and produce an original short movie. Techniques for managing digital storytelling projects in the classroom with iMovie and through the Media Browser content from iPhoto and iTunes are explored.

### Learning Outcomes

- Design authentic learning environments that promote creativity, collaboration, and exploration of real-world issues.
- Use conventional and 21st century media to encourage individual expression, spawn creativity, and promote collective knowledge construction.
- Use conventional and 21st century media to create a digital story using iLife while implementing the entire process of digital storytelling (pre-production, production, and post-production).
- Use Apple Learning Interchange to showcase and articulate pedagogical and instructional opportunities using multimedia for teaching and learning.
- Develop instructional strategies for students to master composition using nonprint media, which can include visual art, motion, graphics, text, and sound.

For more information visit <http://www.apple.ca/education/apd>



# Apple Professional Development Documentary Filmmaking

## Documentary Filmmaking

Sample Agenda

Day 1

### Module I: What is Documentary Style and Nonfiction Filmmaking?

- Elements of documentary style film and nonfiction film
- Project management and assessment strategies

### Module II: Production

- Creating an interview
- Creating a short film

Day 2

### Module III: Presenting

- Publishing to camera and with iDVD
- Sharing and publishing projects
- Student-led documentary and nonfiction filmmaking

### Module IV: Communication and Collaboration

- Discussion about instructional integration strategies
- Curriculum design
- Apple Learning Interchange
- Classroom application and reflection

## K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

### System Requirements

- An Apple computer with Mac OS X
- iLife software
- Digital still and video cameras
- Microphones

### Prerequisites

Ability to use iLife applications

### Description

This workshop provides participants with the opportunity to explore the complex lives and achievements of people and analyze provocative issues associated with the genre of documentary films. Participants learn to write their own script, and record, edit, produce, and publish an original documentary film with iMovie.

### Learning Outcomes

- Gather, manage, analyze, and interpret various information types.
- Learn core concepts while using conventional and 21st century media to produce an original nonfiction film using iLife.
- Learn core concepts while using conventional and 21st century media to encourage individual expression, generate creativity, and promote collective knowledge construction.
- Understand how documentary style filmmaking can promote greater levels of intellectual engagement across all learning styles.
- Understand how documentary filmmaking builds critical 21st century skills such as problem solving, collaboration, and the abilities to gather and analyze data.
- Apply skills of researching, reading, writing, and speaking to plan and create a nonfiction film as means of personal or group expression.

For more information visit <http://www.apple.ca/education/apd>



# Apple Professional Development Language Acquisition and iPod

## Language Acquisition and iPod

Sample Agenda  
Day 1

### Module I: Under the Hood

- Why iPod for language acquisition?
- Music and Extras menus
- Making sense of syncing

### Module II: Learning the Language

- Operating the voice recorder with the iPod
- Creating voice memos
- Transferring files to and from iTunes
- Navigating enhanced podcasts

Day 2

### Module III: Managing Files

- Disk mode
- Linking simple text file notes to audio files
- ID3 tagging
- Smart playlists and file management

### Module IV: Online Resources

- Assessing language acquisition
- Maximizing resources on iTunes U
- Instructional strategies and “take homes”
- Apple Learning Interchange
- Classroom application and reflection

## K-12 Technology Infused Learning Workshop Length: 2 days (6 hours per day)

### System Requirements

- A MacBook or MacBook Pro computer
- The latest versions of iLife software
- iPod that supports voice recording (requires voice recorder)
- iPod syncing cable

### Prerequisites

- Ability to use iPhoto, GarageBand, and iTunes
- Experience creating an enhanced podcast
- Online access to the iTunes Store

### Description

Participants learn to use iPod devices and the iTunes application for creating digital student portfolios that demonstrate longitudinal growth. This workshop demonstrates how an iPod can be used to assist struggling readers, to help students with learning new languages for enrichment, and to strengthen students' overall language acquisition.

### Learning Outcomes

- Utilize the power of the iTunes database for organizing and tagging student audio files as well as categorizing individual student files for easy assessment and retrieval.
- Facilitate and inspire student creativity by promoting student reflection using collaborative tools to illuminate their own thinking, planning, and creative processes.
- Design digital age learning experiences and assessments using iTunes and iPod by developing technology-enriched lessons that enable students to become active participants in setting their own educational goals and assessing their own progress.
- Provide students with multiple and varied formative and summative assessments and use resulting data to inform learning and teaching.
- Utilize iTunes to manage student digital files over time.

For more information visit <http://www.apple.ca/education/apd>



# Apple Professional Development Mathematics and Technology Infused Learning

## Mathematics and Technology Infused Learning

Sample Agenda

Day 1

### Module I: Setting The Stage

- Calculator
- Grapher
- Keynote
- Number
- Research jigsaw with  
Photo Booth and Pages

Day 2

### Module II: Developing Rich Lessons

- GarageBand and podcasting
- Value added electives
- Team Teaching
- Developing a lesson/unit

### Module III: Engaging student creativity

- GarageBand and podcasting

## K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

### System Requirements

- An Apple computer with Mac OS X
- Internet access
- iWork and iLife software

### Prerequisites

- Basic computer skills, including Internet navigation and simple word processing
- Basic spreadsheet and iWork familiarity
- iLife familiarity
- Secondary mathematics or science certification (or math expertise)

### Description

This workshop explores how to integrate mathematics learning, digital content and tools through multiple ideas and models. Participants will develop and share their own lessons, suggest improvements, and leave with multiple ideas and models for technology infused math lessons. Lesson development will emphasize appropriate technology infusion techniques and skills with iWork, iLife, and the Mac OS X.

### Learning Outcomes

- Facilitate and inspire student learning and creativity.
- Engage students in learning mathematics through the use of digital tools and resources.
- Design a technology infused lesson that aligns with curriculum standards and incorporates the effective use of digital resources.
- Engage students in exploring real-world issues and solving authentic problems using digital tools and resources.

For more information visit <http://www.apple.ca/education/apd>



# Apple Professional Development Mobile Content and iPod touch

## Mobile Content and iPod touch

Sample Agenda  
Day 1

### Module I: What Is an iPod touch?

- Why iPod touch is unique
- Applications that are on iPod touch

### Module II: Tools for iPod touch

- Moving content on and off of iPod touch
- Exploring web applications for iPod touch

Day 2

### Module III: Acquiring and Creating Content

- iTunes U and podcasts
- Creating and using new content on iPod touch

### Module IV: Collaborate, Create, and Share

- Classroom and administrative application
- Apple Learning Interchange
- Reflection

## K-12 Technology Infused Learning Workshop Length: 2 days (6 hours per day)

### System Requirements

- A MacBook or MacBook Pro computer
- The latest versions of iLife software
- iPod touch and syncing cable

### Prerequisites

- Ability to use iPhoto, GarageBand, and iTunes
- Online access to the iTunes Store

### Description

This workshop demonstrates how iPod touch can be used to improve student learning both in the classroom and “on the go.” During this workshop, participants explore the built-in, third-party, and web applications readily available for iPod touch. Participants also work collaboratively to define ways iPod touch can be used in their own classrooms to help improve academic achievement.

### Learning Outcomes

- Facilitate learning experiences that advance student creativity and innovation.
- Promote, support, and model creative thinking and inventiveness.
- Engage students in exploring real-world issues and solving authentic problems using digital tools and resources.
- Address the diverse needs of all learners by using learner-centred strategies and providing access to appropriate digital tools and resources.

For more information visit <http://www.apple.ca/education/apd>



# Apple Professional Development Podcasting in Your Classroom

## Podcasting in Your Classroom

Sample Agenda  
Day 1

### Module I: Intro to Podcasting

- What is podcasting?
- Evaluating and managing podcast resources

### Module II: Creating Your Podcasts

- Start to finish: creating an enhanced podcast

Day 2

### Module III: Publishing Your Podcast

- Publishing to iTunes, iWeb, and a folder

### Module IV: ALI—Expanding the Boundaries

- Instructional integration and curriculum strategies
- Community outreach and professional development
- Apple Learning Interchange
- Classroom application and reflection

## K-12 Technology Infused Learning Workshop Length: 2 days (6 hours per day)

### System Requirements

- A MacBook or MacBook Pro computer
- The latest versions of iLife and iWork
- Online access to the iTunes Store

### Prerequisites

Ability to use iPhoto and iTunes

### Description

Participants learn the podcasting fundamentals of planning, creating, and managing digital media files as they write their own script, and record, edit, produce, and publish their own enhanced podcast. Throughout the workshop, participants discuss the role of podcasting in education and how to use the power of the ubiquitous media players (iPod) as a teaching and learning tool to engage learners with diverse learning styles.

### Learning Outcomes

- Design relevant learning experiences to incorporate digital tools and resources that promote student learning and creativity, including creating and publishing recorded lectures, tutorials, and supplementary teaching notes.
- Communicate appropriate information and ideas effectively to students, parents, and peers using a variety of digital age media and formats, including the use of appropriate curriculum objectives that can effectively be taught using audiovisual aids.
- Take advantage of the features of GarageBand to design digital content for a variety of topics and subject areas.
- Locate and subscribe to existing high-quality podcasts that support current curriculum.
- Utilize iTunes to manage digital media files.

For more information visit <http://www.apple.ca/education/apd>



# Apple Professional Development Project Based Learning

## Project Based Learning

Sample Agenda

Day 1

### Module I: Project Based Learning (PBL) in Today's Classrooms

- PBL principles and elements
- PBL and technology

### Module II: Hands-On, Minds-On

- PBL challenges and opportunities
- PBL simulation

Day 2

### Module III: The Foundation for Differentiation

- PBL assessment and classroom management
- PBL design criteria and examples

### Module IV: Classroom Connections

- Apple Learning Interchange
- Designing a PBL experience
- Classroom application and reflection

## K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

### System Requirements

- An Apple computer with Mac OS X
- Internet access
- Latest versions of iWork and iLife software

### Prerequisites

Fundamental understanding of Mac OS X and iLife applications

### Description

This workshop provides participants with pedagogical foundations, professional skills, and knowledge to develop engaging student-focused effective projects using digital resources. Participants work collaboratively to develop an authentic, standards-based project that incorporates essential questions anchored in real-world situations, cognitive tools for facilitating higher order thinking skills, and digital and technology resources.

### Learning Outcomes

- Promote, support, and model creative and innovative thinking and inventiveness.
- Engage students in exploring real-world issues and solving authentic problems using digital tools and resources.
- Design or adapt relevant learning experiences to incorporate digital tools and resources that promote student learning and creativity.
- Develop technology-enriched learning environments that enable students to become active participants in setting their own educational goals, managing their own learning, and assessing their own progress.
- Promote student reflection using collaborative tools to illuminate their own thinking, planning, and creative processes.

For more information visit <http://www.apple.ca/education/apd>