



Professional Development Catalog

Explore your digital horizons.





Transform your teaching, transform their learning.

Apple Professional Development (APD) provides professional development and consultation to K–12 educators to help maximize the educational return on their technology investment.

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) and based on effective design standards from the National Staff Development Council (NSDC).

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.

Digital Literacy

These 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

We offer 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. Our Institutes offer an immersive experience for participants to explore 21st century skill sets or topics in a concentrated four-day program. Our Series helps district and school teams develop integration skills, and build capacity over a semester or year in six-day, eight-day or longer increments.

For More Information

To learn more about Apple in education, visit www.apple.com/education or call 800-800-2775 to speak to an Apple education representative.

Detailed Descriptions Index

- Planning
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- Digital Literacy
- Technology Infused Learning
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Planning

From awareness to insight.



Technology Profile

Pg 9 >

Grounded in more than three decades of experience and classroom research, the Technology Profile 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.



Visioning and Planning for 21st Century Learning Environments

Pg 10 >

This workshop expands leaders' awareness of the full potential of 21st century tools and their impact on teaching and learning. Participants collaboratively develop a shared vision for their schools and create an action plan for increasing 21st century technology and thinking skills.



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.



Managing Change and Accountability

Pg 12 >

This workshop investigates the theories of school change, change management practices, and monitoring strategies using technology. Participants explore capacity building and sustainability strategies for a technology initiative in their school. Participants delve into accountability measures such as rubric assessment, teacher and student technology standards. Participants explore teacher supervision and evaluation practices as applied to the identified initiatives. Participants may create rubrics to measure effective technology uses and action plans that emphasize capacity building and sustainability.



Measuring Success—Evaluation and Assessment Toolkit

Pg 13 >

Measure the progress of 1 to 1 or other technology initiatives with our Evaluation and Assessment Toolkit. The toolkit includes online surveys for teachers, students, and parents; two days onsite with leadership teams; and an extensive report from an APD consultant to provide the data context, observations, and suggested next steps.

The two days onsite is with the district/school team for identifying objectives, key data points, and operational needs prior to administering the online surveys. After administering the surveys, APD generates a report for planning purposes. Surveys can be administered over time to measure progress.



Digital Literacy

From fundamentals to exploration.



Learning with Mac OS X

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



Learning with iLife

Pg 15 >

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 with iWork

Pg 16 >

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 with iPad

Pg 17 >

This workshop demonstrates how iPad can be used by individuals to improve student learning both in the classroom and at home. Content focuses on iPad operations, device features, native apps, third party apps from iTunes, and the built-in accessibility features for addressing special needs in the areas of vision and hearing disabilities.



Productivity with iPad

Pg 18 >

This workshop demonstrates how iWork apps for iPad can be used by individuals to create and share documents, spreadsheets, and presentations. Content focuses on iPad operations, native apps, and using the robust power of Pages, Numbers, and Keynote apps with the unique simplicity of Multi-Touch technology.



iPod touch in the Classroom

Pg 19 >

Learning anytime and anywhere is now easily possible. In this one-day workshop, educators new to iPod touch discover how mobile learning can be implemented in schools. Participants learn new ways to use iPod touch as a mobile learning device, explore digital learning environments, and manage Apple iPod Learning Labs.



iPhone/iPod touch for Teachers and Administrators

Pg 20 >

This workshop focuses on iPhone and iPod touch operations and built-in, native, and web-based applications available for the devices that impact teaching, learning, and leadership. Participants learn how the iPhone, iPod touch and iTunes are used for teaching and learning as well as assist with daily school operations and management.



Supporting Special Education with Mac

Pg 20>

This workshop is designed for all teachers. Participants design learning activities to provide all students accessible options to the curriculum and offer a variety of technology tools to help students to demonstrate their knowledge.



Supporting Special Education with iPod touch

Pg 22 >

This workshop is designed for all teachers. Participants will discover new ways to use the iPod touch as a mobile learning device to enhance students' physical and motor skills, vision and hearing.



Technology Infused Learning

From proficient to infused.



Challenge Based Learning

Pg 23 >

This hands-on workshop uses an innovative approach to address issues important to 21st century learners. Challenge Based Learning leverages technology to solve real-world problems and presents a ready, scalable model for the classroom or school. Participants design a Challenge Based Learning experience that is relevant, engaging, and rigorous for their local setting.



Communication and Collaboration with Web Tools

Pg 24 >

Educators explore Web 2.0 applications, such as blogs, wikis, and chat, that enhance collaborative learning experiences and lessons and management of digital and 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

Pg 25 >

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.



21st Century Curricula Design

Pg 26 >

This workshop explores the concepts for curriculum frameworks as proposed by the Partnership for 21st Century Skills. Participants design relevant learning environments and model curriculum using Challenge Based Learning that are engaging, meaningful, and rigorous.



Personalized Learning

Pg 27 >

This workshop focuses on a variety of easily implemented strategies for personalizing learning content, process, and products to address individual student needs. Participants use iLife and iWork tools with a variety of best practice instructional and assessment strategies to support student learning in different ways.



Digital Storytelling

Pg 28 >

This workshop explores techniques for managing digital storytelling projects in the classroom with iMovie and with the Media Browser content from iPhoto and iTunes. Participants learn to write their own script, and to record, edit, produce, and publish an original digital story.



Documentary Filmmaking

Pg 29 >

This workshop focuses on documentary and non-fiction filmmaking. Participants learn to write their own script, and to record, edit, produce, and publish an original short film with iMovie.



Technology Infused Learning



Creating a Student Help Desk System

Pg 30 >

What is a help desk? How does it function? What is necessary to make a help desk run effectively? Participants learn about help desk systems and develop a student-run help desk in their school, targeting technical support for the Mac OS.



Language Acquisition and iPod

Pg 31 >

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 32 >

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



Media Literacy in the 21st Century Classroom

Pg 33 >

This workshop examines the role of media literacy as an essential skill for inquiry and self-expression. Participants use a variety of digital authoring tools and resources to design dynamic multimedia projects and engaging authentic learning experiences.



Mobile Content and iPod touch

Pg 34 >

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 35 >

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 iPod devices as a teaching and learning tool to engage learners with diverse learning styles.



Project Based Learning

Pg 36 >

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.



Technology Infused Learning



Science and Technology Infused Learning

Pg 37 >

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



Series and Institutes

From vision into practice.



Designing a Digital Learning Environment Series

Pg 38 >

This eight-day Series helps educators build knowledge, skills, and capacity for effective infusion of digital resources in teaching and learning. Between workshops, participants do “homework assignments” as they implement what they have learned, supported by the facilitator and their Series colleagues. Teachers share reflections, challenges, and successes throughout, creating an environment that promotes transformational learning. This Series is an iterative process led by the same facilitator over three to twelve months. Components are tailored to the goals and needs of the group.



21st Century Leadership Skills Institute

Pg 39 >

The Institute provides an immersion experience for participants to explore identified 21st century skill sets or topics. This four consecutive day program offers a concentrated experience, allowing rapid development of skills and projects in a supported environment. Examples: Podcasting in Your Classroom, iLife, Special Education: Reaching All Learners, and Documentary Filmmaking.

Both Series and Institutes may be tailored to suit your needs.



Apple Professional Development Technology Profile

Technology Profile

General Practices

- Instructional practices

Curriculum and Instruction

- Impacts and changes

Assessment

- Using data
- Assessment/evaluation

Communication and Collaboration

- With colleagues
- With students and community

Media

- Frequency/types
- Student products

Productivity

- Professional practice
- Student work

Research

- Professional development
- Instructional practices

K-12 Planning

Site Resource Requirements

- Internet access

Description

Professional development works best when it is designed around the needs of teachers. Apple Professional Development's Technology Profile gathers information on the technology 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 online Technology Profile 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 self-assessment of current technology infusion practices: General Practices, Curriculum and Instruction, Assessment, Communication and Collaboration, Media, Productivity, and Research.

In addition to asking questions about their practices, 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 to produce a summary report and recommendations for district and school leadership.

The Technology Profile will 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

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Apple Professional Development

Visioning and Planning for 21st Century Learning Environments

Visioning and Planning for 21st Century Learning Environments

Modules (3 hours each)

I: Leadership and Trends

- Leadership styles and traits
- Education and workplace trends
- Barriers to change, growth opportunities

II: 21st Century Learning Environments

- Characteristics and potential with 21st century tools

III: Visioning

- What is vision? Mission?
- Identifying core values or beliefs
- Excellence in developing and communicating a shared vision

IV: Bringing the Vision to Reality

- Components of success
- Action plan development
- Monitoring and review cycle

K-12 Leadership

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

Site Resource Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest versions of iLife and iWork software

Individual Participant Requirements

Basic computer skills, including Internet navigation and simple word processing

Description

This workshop expands leaders' awareness of the full potential of 21st century tools and their impact on teaching and learning. Participants collaboratively develop a shared vision for their schools and create an action plan for increasing 21st century technology and thinking skills.

Learning Outcomes

- Investigate different leadership styles and their relationship to leadership for 21st century learning environments.
- Explore and understand educational and workplace trends.
- Explore and understand the characteristics of 21st century learning environments.
- Understand and use 21st century tools for communication, collaboration, productivity, and creativity.
- Understand the process, create a vision for 21st century teaching and learning, and create an action plan that moves toward that vision.

For More Information

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Apple Professional Development Technology and Curriculum Infusion Strategies

Technology and Curriculum Infusion Strategies

Modules (3 hours each)

I: Technology/Curriculum Infusion Factors

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

II: Developing a Technology Infused Lesson

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

III: Supporting Strategies

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

IV: Developing Action Plans

- Review outcomes action plans
- Develop action plans

K-12 Leadership

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

Site Resource Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest versions of iLife and iWork software

Individual Participant Requirements

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.

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Apple Professional Development

Managing Change and Accountability

Managing Change and Accountability

Modules (3 hours each)

I: Making Change

- What is change?
- Examples of successful technology innovation
- The change process

II: Managing Change

- Change models
- Building capacity and sustainability
- Self-directed teacher growth, action research, and professional learning communities
- Successful change strategies

III: Accountability

- Technology standards
- Examples of effective classroom technology use
- Teacher supervision/evaluation and technology

IV: Developing Action Plans

- Rubric development for accountability
- Develop action plans

K-12 Leadership

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

Site Resource Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest versions of iLife and iWork software

Individual Participant Requirements

Basic computer skills, including Internet navigation and simple word processing

Description

This workshop investigates the theories of school change, change management practices, and monitoring strategies using technology. Participants explore capacity building and sustainability strategies for a technology initiative in their school. Participants delve into accountability measures such as rubric assessment, teacher and student technology standards. Participants explore teacher supervision and evaluation practices as applied to the identified initiatives. Participants may create rubrics to measure effective technology uses and action plans that emphasize capacity building and sustainability.

Learning Outcomes

- Understand the process of change and the importance of leadership in the effective use of technology.
- Understand change management strategies in promoting the effective use of technology.
- Explore models to address change such as ETAP (Evolution of Thought and Practice) and CBAM (Concerns Based Adoption Model) to help gather baseline data.
- Explore strategies to build capacity and sustainability such as self-directed teacher growth, action research, and collegial development groups.
- Understand and develop a rubric to measure the effective utilization of technology in the 21st century classroom.
- Understand the correlation of the development of teacher technology standards to teacher supervision and evaluation.
- Analyze and address personal professional growth needs as a leader to promote the successful use of technology in teaching and learning within the school or across the district.

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Apple Professional Development

Measuring Success— Evaluation and Assessment Toolkit

Measuring Success— Evaluation and Assessment Toolkit

Modules (3 hours each)

I: Goals of the 1 to 1 Initiative

- General program evaluation research
- Initiative key questions and goals

II: Developing the Plan

- Implementation steps
- Support, potential roadblocks
- Timelines and communication strategies

III: Measurement Indicators

- Evaluation and Assessment Toolkit
- Short-term and long-term success indices
- Communication of results

IV: Evaluation Strategies and Tools

- Evaluation strategies
- Evaluation tools
- Aligning Evaluation and Assessment Toolkit with district data and instruments
- Implementation plan

K-12 Leadership

Workshop Length: 3 days (6 hours per day)

Maximum Number of Participants: 16

Site Resource Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest versions of iLife and iWork software

Individual Participant Requirements

Basic computer skills, including Internet navigation and simple word processing

Description

Measure the progress of 1 to 1 or other technology initiatives with our Evaluation Toolkit. Recommend that both district and school leadership participate with teachers in the workshops for greatest effect. Includes one day for report writing.

Step 1: (2-day workshop)

Participants clarify the learning and technology initiative to be measured, the goals of the initiative, the data to be collected and the implementation of the measurement process. They are introduced to the Evaluation Toolkit developed by SRI for Apple. The Toolkit contains student, teacher, and parent surveys, as well as a “classroom walkthrough protocol” and learning project portfolio.

Step 2: (Online surveys, data collection, report)

Teachers, students and parents complete an online survey about several aspects of technology in teaching and learning in weeks following Step 1. The surveys are kept open for a defined period to provide ample opportunity for teachers, parents and students to complete them. Apple Professional Development synthesizes and analyzes the collected data and produces a summary report with findings and recommendations for district and school leadership.

Step 3 (Optional 1-day workshop)

Participants discuss the SRI data and APD Report, and use the information to align school improvement plans where necessary, address professional development needs, revise communication strategies, and explore other recommendations in the report.

For More Information

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Apple Professional Development

Learning with Mac OS X

Learning with Mac OS X

Modules (3 hours each)

I: Mac OS X

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

II: Mac OS X

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

K-12 Digital Literacy

Workshop Length: 1 day (6 hours)

Maximum Number of Participants: 16

Site Resource Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access

Individual Participant Requirements

Basic computer skills, including Internet navigation and simple word processing

Description

Explore the innovative Mac OS X operating system in this workshop. Participants 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

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Apple Professional Development

Learning with iLife

Learning with iLife

Modules (3 hours each)

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

Module III: iMovie

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

Module IV: Curriculum

Connections

- Instructional integration strategies
- Curriculum design
- Classroom application and reflection

K-12 Digital Literacy

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

Site Resource Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest version of iLife and iTunes software
- Microphone
- Video camera
- FireWire cable
- Digital camera
- Appropriate cables

Individual Participant Requirements

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

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Apple Professional Development

Learning with iWork

Learning with iWork

Modules (3 hours each)

I: Pages

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

II: Numbers

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

III: Keynote

- Designing multimedia presentations
- Publishing and sharing

IV: Curriculum Connections

- Instructional integration strategies
- Curriculum design
- Classroom application and reflection

K-12 Digital Literacy

Workshop Length: 1 or 2 days (6 hours per day)

Maximum Number of Participants: 16

Site Resource Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest versions of iLife and iWork software

Individual Participant Requirements

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

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Apple Professional Development

Learning with iPad

Learning with iPad

Modules (3 hours each)

I: Overview and Basics (required)

- Hardware
- Native apps
- iTunes store and syncing

II: Accessibility

- Blind and low-vision
- Deaf and hard-of-hearing

III: Content Exploration

- iTunes U and podcasts
- Using mobile content

Choose one:

IV-A: Create and Share a Podcast*

- Creating mobile content
- Sharing mobile content
- Personal content management strategies

*requires a Mac computer and iLife software

IV-B: Create and Share a Lesson

- Creating a learning experience
- Application and reflection
- Personal content management strategies

K-12 Digital Literacy

Workshop Length: 1 or 2 days (6 hours per day)

Maximum Number of Participants: 16

Site Resource Requirements

- Wireless internet access
- iPad Camera Connection Kit(s) (optional)
- Required for Module IV-A only
 - Mac computer(s) with USB 2.0 port
 - Mac OS X v10.5.6 or later
 - iTunes 9.1 or later (free download from www.itunes.com/download)
 - The latest version of iLife software

Individual Participant Requirements

- An activated iPad Wi-Fi or Wi-Fi + 3G
- An iPad voice recording app (available in the iTunes App store)
- An individual iTunes Store account
- An individual email account

Description

This workshop demonstrates how iPad can be used by individuals to improve student learning both in the classroom and at home. Content focuses on iPad operations, device features, native apps, and third party apps from iTunes. Modules are available to discover the built-in accessibility features for addressing special needs in the areas of vision and hearing disabilities. Participants can also choose to explore educational resources on iTunes U and use iLife tools to create mobile curriculum content.

Learning Outcomes

- Understand iPad basic navigation, native applications, and accessibility features.
- Understand how the iPad can be used as a personal tool for teaching and learning.
- Discover how to personalize learning with iPad, apps, and iTunes U.

For More Information

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Apple Professional Development

Productivity with iPad

Productivity with iPad

Modules (3 hours each)

I: Overview and Basics (required)

- Hardware
- Native apps
- iTunes store and syncing

II: Pages for iPad

- Features
- Creating documents

III: Numbers for iPad

- Features
- Creating spreadsheets

IV: Keynote for iPad

- Features
- Creating presentations

V: Create and Share

- Creating a learning experience
- Application and reflection
- Personal content management strategies

K-12 Digital Literacy

Workshop Length: 1 or 2 days (6 hours per day)

Maximum Number of Participants: 16

Site Resource Requirements

- Wireless internet access
- Mac computer(s) with USB 2.0 port (optional)
 - Mac OS X v10.5.6 or later
 - iTunes 9.1 or later (free download from www.itunes.com/download)

Individual Participant Requirements

- An activated iPad Wi-Fi or Wi-Fi + 3G
- iWork for iPad apps - Pages, Numbers, Keynote (available in the iTunes App store)
- An iPad drawing app (available in the iTunes App Store)
- An individual iTunes Store account
- An individual email account

Description

This workshop demonstrates how iWork apps for iPad can be used by individuals to create and share documents, spreadsheets, and presentations. Content focuses on iPad operations, native apps, and using the robust power of Pages, Numbers, and Keynote apps with the unique simplicity of Multi-Touch technology.

Learning Outcomes

- Understand iPad basic navigation, features, and native applications.
- Understand how the iPad can be used as a personal and professional productivity tool.
- Discover how to personalize learning with iPad, apps, and iTunes U.

For More Information

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Apple Professional Development

iPod touch in the Classroom

iPod touch in the Classroom

Modules (3 hours each)

I: New Possibilities

- Exploring learning activities on iPod touch
- Accessing and responding to mobile content on iPod touch

II: Management

- Managing mobile learning environments and the Apple iPod Learning Lab
- Syncing content to and from iPod touch
- Resources for mobile learning

K-12 Digital Literacy

Workshop Length: 1 day (6 hours per day)

Maximum Number of Participants: 16

Site Resource Requirements

- An Apple computer with the latest version of Mac OS X
- Wireless internet access
- The latest version of iTunes software
- One iPod touch (third generation or later) for each participant, 32-GB or 64-GB models
- iPod (third generation or later) microphone (Apple Earphones with Remote and Mic or SwitchEasy mic)
- Document camera (optional)
- Apple Component AV Cable (optional)

Individual Participant Requirements

- Basic computer skills, including Internet navigation and simple word processing
- An individual iTunes Store account

Description

Learning anytime and anywhere is now easily possible. In this one-day workshop designed for educators new to iPod touch, participants discover how mobile learning can be implemented in schools. Participants learn new ways to use iPod touch as a mobile learning device, explore digital learning environments, and discuss setup and classroom management techniques when using the iPod touch devices/cart solution.

Learning Outcomes

- Create a diverse mobile learning environment.
- Explore classroom resources for iPod touch accessible materials.
- Sync educational rich content to iPod touch. planning, and creative processes.
- Access mobile content on iPod touch.
- Manage mobile learning environments and the Apple iPod Learning Lab.

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Apple Professional Development

iPhone/iPod touch for Teachers and Administrators

iPhone/iPod touch for Teachers and Administrators

Modules (3 hours each)

I: Overview and Basics

- Hardware
- Built-in apps
- Web-based apps
- iTunes U

II: Using and Planning

- Change
- Productivity
- Native apps
- iTunes store
- Planning and implementation

K-12 Digital Literacy

Workshop Length: 1 day (6 hours per day)

Maximum Number of Participants: 16

Site Resource Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest version of iLife software
- An iPhone or iPod touch

Individual Participant Requirements

Basic computer skills, including Internet navigation and simple word processing

Description

This workshop focuses on iPhone and iPod touch operations and built-in, native, and web-based applications available for the devices that impact teaching, learning, and leadership. Participants learn how the iPhone, iPod touch and iTunes are used for teaching and learning as well as assist with daily school operations and management.

Learning Outcomes

- Understand the basic operations of using the iPhone and iPod touch.
- Understand how the iPhone or iPod touch can be used as a tool to enhance teaching, learning, and leading.
- Understand how access to mobile technology impacts actions, work habits, and routines.
- Explore how mobile access to technology transforms teaching, learning, and leading.

For More Information

To learn more about Apple in education, visit www.apple.com/education or call 800-800-2775 to speak to an Apple education representative.



Apple Professional Development

Supporting Special Education with Mac

Supporting Special Education with Mac

Modules (3 hours each)

I: Because Not All Great Minds Think Alike

- Learning styles and students
- Implications for full inclusion classrooms

II: Universal Design for Learning with Mac OS X

- Universal Design Principles
- Mac OS X Accessibility features
- Customizing for individual student needs

III: Examining Student Learning Profiles

- Identifying common exceptional needs
- Options for learning and assessment

IV: Successful Planning in Full Inclusion Classrooms

- Designing a personal learning portfolio
- Designing a technology-rich environment
- Customizing activities and tools

K-12 Digital Literacy

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

Site Resource Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest version of iLife and iWork software
- An iPhone or iPod touch

Individual Participant Requirements

Basic computer skills, including Internet navigation and simple word processing

Description

This workshop is designed for all teachers. Participants design learning activities to provide all students accessible options to the curriculum and offer a variety of technology tools to help students to demonstrate their knowledge.

Learning Outcomes

- Hands-on exploration of the built-in Mac OS X accessibility features that help accommodate the challenges learners face with hearing and vision, and physical and motor skills.
- Analyze technologies and Web-based tools that support collaboration, innovative thinking and inventiveness while fostering individual leadership.
- Discuss the importance of personalized learning to tailor teaching and learning to individual needs.
- Customize instruction and learning outcomes through the use of digital tools and resources to address a variety of learning styles, work strategies, and abilities.

For More Information

To learn more about Apple in education, visit www.apple.com/education or call 800-800-2775 to speak to an Apple education representative.



Apple Professional Development

Supporting Special Education with iPod touch

Supporting Special Education with iPod touch

Modules (3 hours each)

I: Overview and Basics

- Hardware
- Native Apps
- Accessibility features – vision and hearing

II: Using and Planning

- Accessibility features – physical and motor skills
- Improving reading fluency with voice recording
- iTunes store and Apps

K-12 Digital Literacy

Workshop Length: 1 day (6 hours per day)

Maximum Number of Participants: 16

Site Resource Requirements

- An Apple computer with the latest version of Mac OS X
- Wireless internet access
- The latest version of iTunes software
- One iPod touch (third generation or later) for each participant, 32-GB or 64-GB models
- iPod (third generation or later) microphone (Apple Earphones with Remote and Mic or SwitchEasy mic)

Individual Participant Requirements

Basic computer skills, including Internet navigation and simple word processing

Description

This workshop is designed for all teachers. Participants will discover new ways to use the iPod touch as a mobile learning device to enhance students' physical and motor skills, vision and hearing.

Learning Outcomes

- Understand the basic operations of using the iPhone and iPod touch.
- Understand how the iPhone or iPod touch can be used as a tool to enhance teaching, learning, and leading.
- Understand how access to mobile technology impacts actions, work habits, and routines.
- Explore how mobile access to technology transforms teaching, learning, and leading.

For More Information

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Apple Professional Development Challenge Based Learning

Challenge Based Learning

Modules (3 hours each)

I: Overview

- Background
- Design principles
- Examples

II: The Challenge

- Components
- Processes
- Assessments
- Publishing

III: Design an Experience

- Identify a challenge
- Identify guiding activities and questions
- Identify guiding resources
- Create a rubric assessment

IV: Implementation

- Collaborative learning environments
- Strategies
- Presentation
- Reflection

K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

Site Resource Requirements

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

Individual participant Requirements

- Fundamental understanding of Mac OS X
- Working knowledge of iLife, and iWork

Description

This hands-on workshop uses an innovative approach to address issues important to 21st century learners. Challenge Based Learning leverages technology to solve real-world problems and presents a ready, scalable model for the classroom or school. Participants design a Challenge Based Learning experience that is relevant, engaging, and rigorous for their local setting.

Learning Outcomes

- Learn the concepts, attributes, and components of Challenge Based Learning (CBL).
- Understand design principles of the 21st century learning environment.
- Design a learning experience that provides students with an authentic learning opportunity and challenges them to find an innovative solution to a contemporary problem.
- Use a variety of collaborative learning tools (wikis, blogs, and so on) to enable students to access, create, collaborate, communicate, and publish their reflections and solutions.

For More Information

To learn more about Apple in education, visit www.apple.com/education or call 800-800-2775 to speak to an Apple education representative.



Apple Professional Development

Communication and Collaboration with Web Tools

Communication and Collaboration with Web Tools

Modules (3 hours each)

I: Collaborative Tools

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

II: Media Sharing

- Photosharing
- Widgets
- QuickTime movies
- Video and YouTube

III: Aggregation

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

IV: Social Networking

- RSS feeds
- Photo Booth
- Classroom application and reflection

K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

Site Resource Requirements

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

Individual Participant Requirements

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 and 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

To learn more about Apple in education, visit www.apple.com/education or call 800-800-2775 to speak to an Apple education representative.



Apple Professional Development

Designing Technology Infused Units and Lessons

Designing Technology Infused Units and Lessons

Modules (3 hours each)

I: Setting The Stage

- The 21st century imperative
- Research jigsaw

II: Making Sense of It All

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

III: Reflection and Resources

- Process and measurement indicators
- Planning questions and instructional strategies
- iTunes U

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)

Maximum Number of Participants: 16

Site Resource Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest version of iLife and iTunes software
- Digital camera and cables

Individual Participant Requirements

- Fundamental understanding of Mac OS X
- Working knowledge of iLife

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-centered strategies.

For More Information

To learn more about Apple in education, visit www.apple.com/education or call 800-800-2775 to speak to an Apple education representative.



Apple Professional Development

21st Century Curricula Design

21st Century Curricula Design

Modules (3 hours each)

I: Framework

- Research and the 21st century learner
- The 21st Century Skills Framework and outcomes
- 21st century instructional practices

II: Classroom Best Practices, Tools, and Resources

- Mobility 24/7
- User created content
- Social networks

III: Introduction to Challenge Based Learning

- Applying relevant curriculum
- Exploring design principles
- Creating engaging lessons

IV: Content Creation

- Interacting with curriculum
- Using communication and collaboration models
- Classroom applications and reflections

K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

Site Resource Requirements

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

Individual Participant Requirements

- Working knowledge of iLife and iWork

Description

This workshop explores the concepts for curriculum frameworks as proposed by the Partnership for 21st Century Skills. Participants design relevant learning environments and model curriculum using Challenge Based Learning that are engaging, meaningful, and rigorous.

Learning Outcomes

- Create an awareness, understanding and application of 21st century skills in the curriculum.
- 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 learning experiences for students aligned to curriculum standards.
- Analyze and apply current educational research and best practices in education to design a 21st century learning environment.

For More Information

To learn more about Apple in education, visit www.apple.com/education or call 800-800-2775 to speak to an Apple education representative.



Apple Professional Development

Personalized Learning

Personalized Learning

Modules (3 hours each)

I: Intro to Personalized Learning

- Creating learning conditions
- Learning styles and personal learning

II: Web 2.0 Tools

- Emerging technologies
- Enhancing communication and collaboration
- Collaborative workspace design

III: Learning Styles and Classroom Practice

- Curriculum
- Classroom management strategies
- Assessment

IV: Classroom Connections

- Designing a learning experience
- Classroom application and reflection

K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

Site Resource Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest versions of iLife and iWork software

Individual Participant Requirements

- Fundamental understanding of Mac OS X
- Working knowledge of iLife and iWork

Description

This workshop focuses on a variety of easily implemented strategies for personalizing learning content, process, and products to address individual student needs. Participants use iLife and iWork tools with a variety of best practice instructional and assessment strategies to support student learning.

Learning Outcomes

- Understand personal learning components.
- Identify skills students need to develop personal effectiveness.
- Develop a student learning plan template.
- Learn to support student personal learning with iLife, iWork and Web 2.0 tools.
- Develop a student learning experience to meet diverse learning needs.
- Discuss management and assessment strategies.

For More Information

To learn more about Apple in education, visit www.apple.com/education or call 800-800-2775 to speak to an Apple education representative.



Apple Professional Development

Digital Storytelling

Digital Storytelling

Modules (3 hours each)

I: The Magic of Digital Storytelling

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

II: Pre-Production and Production

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

III: Aggregation

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

IV: Communication and Collaboration

- Curriculum design strategies
- Classroom application and reflection

K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

Site Resource Requirements

- An Apple computer with the latest version of Mac OS X
- The latest version of iLife software
- Digital still and video cameras
- Microphones

Individual Participant Requirements

Working knowledge of iLife

Description

This workshop explores techniques for managing digital storytelling projects in the classroom with iMovie and with the Media Browser content from iPhoto and iTunes. Participants learn to write their own script, and to record, edit, produce, and publish an original digital story.

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).
- Develop instructional strategies for students to master composition using nonprint media, which can include visual art, motion, graphics, text, and sound.

For More Information

To learn more about Apple in education, visit www.apple.com/education or call 800-800-2775 to speak to an Apple education representative.



Apple Professional Development

Documentary Filmmaking

Documentary Filmmaking

Modules (3 hours each)

I: What is Documentary Style and Nonfiction Filmmaking?

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

II: Production

- Creating an interview
- Creating a short film

III: Presenting

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

IV: Communication and Collaboration

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

K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

Site Resource Requirements

- An Apple computer with the latest version of Mac OS X
- The latest version of iLife software
- Digital still and video cameras
- Microphones

Individual Participant Requirements

Working knowledge of iLife

Description

This workshop focuses on documentary and non-fiction filmmaking. Participants learn to write their own script, and to record, edit, produce, and publish an original short 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

To learn more about Apple in education, visit www.apple.com/education or call 800-800-2775 to speak to an Apple education representative.



Apple Professional Development

Creating a Student Help Desk System

Creating a Student Help Desk System

Modules (3 hours each)

I: Help Desk Vision

- Goals
- Scope
- Planning
- Assessment

II: Help Desk

- Help desk resources and unit planning
- Individual learning plans
- Communication with help desk customers

III: Help Desk Processes

- Process and problem flow
- Help desk webpage

IV: Help Desk Implementation

- Ticket management systems
- Implementation plans

K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

Site Resource Requirements

- A MacBook or MacBook Pro computer with Mac OS X
- Internet access
- The latest versions of iLife and iWork software

Individual Participant Requirements

- Fundamental understanding of Mac OS X
- Fundamental understanding of technology hardware, peripherals, software applications on the local systems
- Fundamental understanding of server systems a plus, but not required

Description

What is a help desk? How does it function? What is necessary to make a help desk run effectively? Participants learn about help desk systems and develop a student-run help desk in their school, targeting technical support for the Mac OS.

Learning Outcomes

- Identify technology and management skills necessary for a help desk.
- Identify implementation roles and responsibilities for a help desk.
- Determine scope and operational needs.
- Determine student learning outcomes, activities, and assessments.
- Develop a working plan for help desk implementation.

For More Information

To learn more about Apple in education, visit www.apple.com/education or call 800-800-2775 to speak to an Apple education representative.



Apple Professional Development

Language Acquisition and iPod

Language Acquisition and iPod

Modules (3 hours each)

I: Under the Hood

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

II: Learning the Language

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

III: Managing Files

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

IV: Online Resources

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

K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

Site resource requirements

- A MacBook or MacBook Pro computer
- The latest version of iLife and iTunes software
- iPod that supports voice recording
- iPod syncing cable
- Online access to the iTunes Store
- Apple Earphones with Remote and Mic or SwitchEasy mic

Individual Participant Requirements

- Ability to use iPhoto, GarageBand
- Experience creating an enhanced podcast
- An individual iTunes account

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

To learn more about Apple in education, visit www.apple.com/education or call 800-800-2775 to speak to an Apple education representative.



Apple Professional Development Mathematics and Technology Infused Learning

Mathematics and Technology Infused Learning

Modules (3 hours each)

I: Setting the Stage

- Calculator
- Grapher
- Keynote
- Numbers
- PhotoBooth
- Pages

II: Developing Rich Lessons

- GarageBand and podcasting
- Electives
- Team teaching
- Developing a lesson/unit

III: Engaging Student Creativity

- GarageBand and podcasting

K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

Site Resource Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest versions of iLife and iWork software

Individual Participant Requirements

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

Description

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

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

To learn more about Apple in education, visit www.apple.com/education or call 800-800-2775 to speak to an Apple education representative.



Apple Professional Development

Media Literacy in the 21st Century Classroom

Media Literacy in the 21st Century Classroom

Modules (3 hours each)

I: Media Literacy

- New definitions
- Deconstructing media messages
- Creating an audio news release (ANR)

II: Visual Literacy

- New definitions
- Critical thinking
- Using photo journals

III: Multimedia for Authentic Learning

- Moviemaking elements
- Pre-production stages - research, script writing, storyboarding

IV: Students as Knowledge Creators

- Post-production stages
- Rough edit and final edit
- Enhancements - music, animation, voiceover, sound effects
- Content distribution options

K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

Site Resource Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest versions of iLife and iWork software

Individual Participant Requirements

- Basic computer skills, including Internet navigation and simple word processing
- Working knowledge of iLife and iWork

Description

This workshop examines the role of media literacy as an essential skill for inquiry and self-expression. Participants use a variety of digital authoring tools and resources to design dynamic multimedia projects and engaging authentic learning experiences.

Learning Outcomes

- Understand the importance of media literacy skills to think critically about print and non-print media messages.
- Facilitate and inspire student learning and creativity by offering authentic learning experiences in which students are able to analyze, evaluate, and produce messages using multimedia.
- Promote student reflection using collaborative tools to illuminate their own thinking, planning, and creative processes.
- Exhibit digital knowledge, skills, and work processes that are representative of an innovative professional in a global society.

For More Information

To learn more about Apple in education, visit www.apple.com/education or call 800-800-2775 to speak to an Apple education representative.



Apple Professional Development

Mobile Content and iPod touch

Mobile Content and iPod touch

Modules (3 hours each)

I: What Is an iPod touch?

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

II: Tools for iPod touch

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

III: Acquiring and Creating Content

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

IV: Collaborate, Create, and Share

- Classroom and administrative application
- Reflection

K-12 Technology Infused Learning

Workshop Length: 2 days or more (6 hours per day)

Maximum Number of Participants: 16

Site Resource Requirements

- A MacBook or MacBook Pro computer
- The latest version of iLife and iTunes software
- iPod touch and syncing cable
- Online access to the iTunes Store

Individual Participant Requirements

- Ability to use iPhoto, GarageBandiTunes
- An individual iTunes account

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.
- 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-centered strategies and providing access to appropriate digital tools and resources.

For More Information

To learn more about Apple in education, visit www.apple.com/education or call 800-800-2775 to speak to an Apple education representative.



Apple Professional Development

Podcasting in Your Classroom

Podcasting in Your Classroom

Modules (3 hours each)

I: Intro to Podcasting

- What is podcasting?
- Evaluating and managing podcast resources

II: Creating Your Podcasts

- Start to finish: creating an enhanced podcast

III: Publishing Your Podcast

- Publishing to iTunes, iWeb, and a folder

IV: Expanding the Boundaries

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

K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

Site Resource Requirements

- A MacBook or MacBook Pro computer
- iPod nano, Classic, or iPod touch
- iPod syncing cable
- The latest versions of iLife, iWork, and iTunes software
- Online access to the iTunes Store

Individual Participant Requirements

- Ability to use iPhoto
- An individual iTunes account

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 iPod devices 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

To learn more about Apple in education, visit www.apple.com/education or call 800-800-2775 to speak to an Apple education representative.



Apple Professional Development

Project Based Learning

Project Based Learning

Modules (3 hours each)

I: Project Based Learning Basics

- PBL principles and elements
- PBL and technology

II: Hands-On, Minds-On

- PBL challenges and opportunities
- PBL simulation

III: The Foundation for Differentiation

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

IV: Classroom Connections

- Designing a PBL experience
- Classroom application and reflection

K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

Site Resource Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest versions of iLife, iWork, and iTunes software

Individual Participant Requirements

- Fundamental understanding of Mac OS X
- Working knowledge of 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.
- 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

To learn more about Apple in education, visit www.apple.com/education or call 800-800-2775 to speak to an Apple education representative.



Apple Professional Development

Science and Technology

Infused Learning

Science and Technology Infused Learning

Modules (3 hours each)

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 EarthBrowser
- Exploring science resources in iTunes
- Creating science podcasts using Garageband

II: Developing Rich Lessons

- Science data collection with DataStudio and PASCO Conductivity Sensor
- Creating PSAs and science reports using iMovie
- Exploring web resources available through ExploreLearning Gizmos

K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participant 16

Site Resource Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest versions of iLife and iWork software
- EarthBrowser software
- Froguts software
- DataStudio software
- PASCO Conductivity Sensor and USB link

Individual Participant Requirements

- 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 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

To learn more about Apple in education, visit www.apple.com/education or call 800-800-2775 to speak to an Apple education representative.



Apple Professional Development

Designing a Digital Learning Environment Series

Designing a Digital Learning Environment Series

Modules (3 hours each)

I: Preparing the Setting

- Digital learning environments
- Mac OS X
- Digital media and iLife

II: Leveraging Digital Resources

- Podcasts and iTunes U
- Video for digital storytelling
- Classroom practice reflections

III: Designing Technology Infused Lessons and Units

- Higher order thinking skills
- Digital classroom management
- Challenge Based Learning

IV: Measuring Student Progress

- Rubric assessments, student portfolios
- Innovation and creativity
- Multiple applications, digital media
- Sharing technology rich units

K-12 Series

Length: Four 2-day workshops (6 hours per day)

Maximum Number of Participants: 16

Site Resource Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest versions of iLife, iWork, and iTunes software

Individual Participant Requirements

Basic computer skills, including Internet navigation and simple word processing

Classroom Series Description

This eight-day Series helps educators build knowledge, skills, and capacity for effective infusion of digital resources in teaching and learning. Between workshops, participants do “homework assignments” as they implement what they have learned, supported by the facilitator and their Series colleagues. Teachers share reflections, challenges, and successes throughout, creating an environment that promotes transformational learning. This Series is an iterative process led by the same facilitator over three to twelve months. Components are tailored to the goals and needs of the group.

Learning Outcomes

- Explore and understand the characteristics of digital learning environments.
- Understand and use 21st century tools for communication, collaboration, productivity, and creativity.
- Use current research-based classroom pedagogy and practices to address diverse learner needs.
- Create or revise a lesson/unit that aligns with curriculum standards, effectively infuses digital tools and resources, and personalizes learning.
- Build district or school capacity for effective management and use of digital resources in teaching and learning.

For More Information

To learn more about Apple in education, visit www.apple.com/education or call 800-800-2775 to speak to an Apple education representative.



Apple Professional Development

21st Century Leadership and Classroom Institutes

21st Century Leadership and Classroom Institutes

- Institute content is comprised of multiple Apple Professional Development workshops and modules delivered over four consecutive days. Agendas are tailored depending on the topic.
- Customized content development is available upon request, with an additional fee.

K-12 Institutes

Length: 4 days (6 hours per day)

Maximum Number of Participants: Variable, depending upon focus

Site Resource Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest versions of iLife, iWork, and iTunes software

Individual Participant Requirements

Basic computer skills, including Internet navigation and simple word processing

Classroom and Leadership Institute Description

The Institute provides an immersion experience for participants to explore identified 21st century skill sets or topics. This four consecutive day program offers a concentrated experience, allowing rapid development of skills and projects in a supported environment. Examples: Podcasting in Your Classroom, iLife, Special Education: Reaching All Learners, and Documentary Filmmaking.

Learning Outcomes

- Customizable depending on Institute content.

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