



TECH BYTES



Orange Board of Education

December 2018 2013

Computer Science Education Week



December 3-9, 2018

What is Computer Science Education Week (CSEdWeek) and The Hour of Code?

Computer Science Education Week or CSEdWeek is an annual program designed to inspire K-12 students to take an interest in computer science. The program was originated by the Computing in the Core coalition, Code.org, and is supported by partners and educators worldwide. The philosophy is simple but significant: every student deserves the opportunity to learn computer science.

Hour of Code is a global movement in over 180 countries and is a quick way to introduce coding to students or anyone. Anyone can learn the basics of computer science in a fun and easy way! By spending as little as one hour, you can spark coding interest in your students with one-hour lesson plans, tutorials, interactives and games.

The Hour of Code began as a one-hour coding challenge to give students a fun first introduction to computer science and has become a global learning event, celebration, and awareness event. HourOfCode.com offers hundreds of one-hour activities in over 48 languages for kindergarten and up. Activities require no experience and can be run on browsers, tablets, and smartphones - some don't require any computer at all.

RESOURCES

[Computer Science Week](#)

[Hour of Code](#)

[The Grinch Hour of Code](#)

[Lesson/Activity List for the Hour of Code](#)

Don't treat your students like they are your own children; treat them how you want your own children to be treated.





Behavior Management with Devices

<http://www.bsdfutureready.com/blog/behavior-management-with-devices>

As educators we are constantly learning; as the world changes and devices are common place in our classrooms, so too does our knowledge on behavior management with those devices evolve and need some slight variations on old standbys. Students still need affirmation, repetition, and demonstration, but hopefully some of the following ideas will help too.

ALWAYS

- Set Clear expectations and specific tasks. They don't get to just "use the Chromebook" they need to know what they are using it for. It is a tool.
- Set up classroom routines like normal but include the devices as a part of that.
- Think about workflow. How will students access files, and links needed for class? Is the student workflow a part of your classroom routines?
- Move, walk around a lot. If the students know you are coming to see what they are working on they are less like to be off task.
- Give credit to good student work. Utilizing Classroom Orchestrator to highlight students who are on task and doing an amazing job is a great way to use this tool for good. When students can see their colleagues good examples you will get better work in the end.
- Students are not device natives; they do not know how to use these tools to create in an academic manner. Do not feel like all students just know how to use the device in a classroom setting. Students need to be taught how to use YouTube for research for example- they are used to watching for passive consumption and entertainment. Which is a huge difference from using it to inform.
- Students need to be taught how to write an email, and about creating a positive academic digital footprint. This type of writing and authentic student creation needs to be a part of every classroom moving forward. It isn't just about digital citizenship it is about positive student/academic digital creation.

Read More...[Student Work Time and Classroom Transitions](#)



A Month of Multicultural Holiday Celebrations

December offers great opportunities for teaching about our multicultural world. Families all over the world are either celebrating Hanukkah, Christmas, Kwanzaa, and New Year's Eve just to name a few. Hanukkah the Jewish Festival of Lights, commemorates the Maccabees military victory over the Greek Syrians and the rededication of the Holy Temple in Jerusalem. The festival is observed beginning December 6-14 by the lighting of a special candelabrum, the Menorah, with one additional light lit on each night of the holiday, progressing to eight on the final night.

Christmas is an annual holiday celebrated on December 25 that commemorates the birth of Jesus of Nazareth. In Christianity, Christmas marks the beginning of the larger season of Christmastide, which lasts twelve days. Traditions include the sending of cards, decorating with poinsettias and a Christmas tree, singing Christmas carols, and giving gifts.

Kwanzaa is an African-American holiday based on the agricultural celebration of Africa called "the first fruits" celebrations, which celebrate the times of harvest, gathering, reverence, commemoration of the past, recommitment to cultural ideals, and celebration of the good. Kwanzaa is celebrated annually December 26- January 1. New Year's Eve is December 31, the final day of the Gregorian year and the day before New Year's Day. In modern Western practice, New Year's Eve is celebrated with parties and social gatherings marking the passing of one year into the next, at midnight.

Resources

Hanukkah

The Dreidel Game (Grades K-8): Students create dreidels, traditional Hanukkah toys, from common materials and play the dreidel game! https://www.educationworld.com/a_lesson/Hanukkah-Fun-The-Dreidel-Game.shtml

Lesson Plans

<https://www.teachervision.com/holidays/hanukkah>

<https://www.scholastic.com/teachers/collections/teaching-content/hanukkah-classroom/>

Christmas Writing Task (Grades --5): This Writing idea for what students do for Christmas (Holidays) allows for the exploring of different cultures' traditions.

<http://lessonplanspage.com/lasswhatdoforchristmaswritingidea25-htm/>

Lesson Plans

<http://lessonplanspage.com/christmas-htm/>

<https://www.scholastic.com/teachers/collections/teaching-content/christmas-coming/>

Kwanzaa: An African-American Heritage Celebration (Grades K-5): Students will be able to explain some of the symbols of Kwanzaa. Students will also demonstrate their understanding of Kwanzaa by making a book about what they have learned.

Lesson Plans

<https://www.teachervision.com/holidays/kwanzaa>

http://www.teach-nology.com/teachers/lesson_plans/holidays/kwanza

New Year's Eve: New Year's Resolutions (Grades 7-8): Middle Schoolers anonymously share their New Year's resolutions on a bulletin board and in a five-paragraph essay.

<http://lessonplanspage.com/lanewyearsiddleschoolresolutionsbulletinboardandessays78-htm/>

Lesson Plans

<https://www.teachervision.com/holidays/new-years>

<http://lessonplanspage.com/newyears-htm/>



<http://blog.flipgrid.com/news/gridpals>

FLIPGRID #GRIDPALS

I am sure you have all heard of Flipgrid, a video discussion tool that is great for social learning, building communication skills, and feedback. Classrooms across the world are using Flipgrid as part of their routine daily, and they are also using Flipgrid to connect with other classes. Finding classrooms to connect with can be difficult, but now with Gridpals (Started by Bonnie McClelland), educators now have a way to find other classrooms to connect with! The amazing team at Flipgrid integrated it right into their platform. So head on over to Flipgrid and check out Gridpals to connect your classroom!



<https://www.preschool-plan-it.com/#>

Want FREE preschool themes, plans and downloadable resources? Over 72,000 Preschool Teachers have joined the free Preschool Teacher Club!

Free Club Benefits:

EACH MONTH YOU'LL RECEIVE:

One new theme, providing:

A week's worth of activities (PDF)

Song Poster + Song Card

Themed Calendar Pieces

Playdough Recipe

Activity Mat or Game

WEEKLY NEWSLETTER GUIDE

Organizational Tips

Theme suggestions

Preschool Articles

Planning Forms

Periodic Bonus Activities



A Parent's Guide to Fortnite: Battle Royale

At Childnet our Education Officers go into schools each day to deliver online safety Education Sessions to pupils, parents and teachers. Recently in these Education Sessions we have been noticing an increasing number of young people talking about the game 'Fortnite'. In this blog we are giving guidance to parents about Fortnite, looking at what the game is and some of the things to be aware of.

What is Fortnite?

Fortnite is an online game, Battle Royale is a part of Fortnite where players do not have to pay to play. In Battle Royale, the free segment of Fortnite, 100 players compete against each other to be the last person standing in player vs player (PVP) combat. Users are playing against people of different ages from across the world, and Fortnite has in game audio chat so that players can talk and interact with each other as they play.

Complete Guide: Source: <https://www.childnet.com/blog/a-parents-guide-to-fortnite-battle-royale>



Where Kids Find Hate Online

Help kids recognize and reject racist, sexist, homophobic, and religion-based hate content.

Hate speech is all over the internet. Fueled by trolls, extremists, false information, and a group mentality, this kind of cruelty against a religion, ethnicity, sexual identity, gender, race -- or anything, really -- has reached a fever pitch. And while some kids will be attacked, and some may be swept up in the powerful rhetoric, the vast majority of kids will be victims of everyday, casual exposure. Just by playing a game on the internet, looking up a definition, or maybe checking out some music, they'll encounter some of the most vile and offensive words and images that can be expressed in the comments section of a YouTube video, a meme in their feed, or a group chat. The intensity of these ideas, the frequency with which kids see them, and the acceptance by so many that it's just part of internet life mean that it's critical to talk to kids about this difficult topic. They'll be much better equipped to handle whatever comes their way when they can talk to you about all aspects of hate speech: what it is and why it's hurtful, what to do when they encounter it, and even what to do if they're drawn to it. [Read more....](#)



2019 COLLABORATIVE COURSES

Learn something new this year.

Choose from dozens of free collaborative courses, taught by educators for educators, to learn how to integrate digital media into your curriculum and take your skills to the next level.

<https://edex.adobe.com/en/professional-development/courses>



ENGAGING, SOCIAL EMOTIONAL LEARNING EXPERIENCES FOR PRE-K TO 5

<https://www.peekapak.com/>



Seamlessly integrates with required literacy, reading and writing standards through engaging lessons, stories and personalized learning experiences. Peekapak Inc. is an award-winning Social-Emotional Learning platform teaching young children skills like perseverance, gratitude and empathy.



CREATE NEW FILES IN G SUITE SHORTCUT

Everyone loves to save a little time and learn a handy shortcut you can put to good use in the office, but this trick will save you great time and effort when working on your G Suite files

Create new G Suite files in minutes instead of going to your Drive each time you need to create a new file, pressing New + and choosing your file type. Follow this simple but effective tip shortcut to instantly create a new file straight from your search bar.

To create a new G Suite file:

In the search bar, simply write the G Suite file type followed by a full stop and new.
For example:

A new Google Doc doc.new

A new Google Sheet sheet.new

A new Google Form form.new

A new Google Slide slide.ne



RESTART CHROME WITHOUT LOSING TABS

We all find ourselves having to restart the browser from time to time whether it is because of unresponsive tabs, slow loading time, etc.

Now Chrome has included a feature which will allow you to restart Chrome without losing any open tabs or Chrome Profiles.

Here's how:

Type `chrome://restart` in the Address bar, you will notice the browser shut down and restart.
All previously opened tabs - and any other windows with Chrome open - will now be restored.

STEM

PERCEPTION

4 IN 5 STEM college students say that they decided to study STEM in high school or earlier



1 IN 5 STEM college students decided to study STEM in middle school or earlier



PARENTS AND TEACHERS are critically important to nurturing children's science interest



SCIENCE LITERACY is critical for all Americans young and old, scientist or non-scientist

SCIENCE INTEREST and ability are color-blind and gender-neutral

STEM FACTS

HELPS STUDENTS BECOME

- Better problem solvers
- Innovators
- Inventors
- Self-reliant
- Logical thinkers



BRAIN FOCUS

- Deductive reasoning
- Problem solving
- Inductive reasoning
- Problem sensitivity



SCHOOLS WITHOUT ARTS

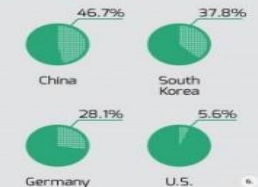
- 6%** of the nation's public elementary schools offer no specific instruction in music
- 17%** of the nation's public elementary schools offer no specific instruction in the visual arts
- 9%** of public secondary schools reported that they did not offer music
- 11%** of public secondary schools do not offer the visual arts
- ONLY 3%** of elementary schools offer dance instruction
- 4%** of elementary schools offer drama / theater

U.S. STEM RANKINGS



- 52ND** in the quality of mathematics and science education
- 5TH** in overall global competitiveness
- 27TH** in developed nations in the proportion of college students receiving undergraduate degrees in science or engineering
- 2/3** of the engineers who receive Ph.D.'s from United States universities are not United States citizens

% OF COLLEGE GRADUATES WITH STEM DEGREES



GLOBAL ART EDUCATION

EUROPEAN UNION ARTS EDUCATION FOCUS:

- Knowledge and understanding
- Critical appreciation
- Cultural heritage
- Artistic skills
- Individual expression/identity
- Cultural diversity
- Creativity

US ARTS EDUCATION FOCUS:

The arts are recognized as a core academic subject **48 STATES** have adopted **STANDARDS** for learning in the arts

DESPITE THIS, ART EDUCATION IS ON THE DECLINE:

51% of art teachers feel curriculum and focus is shifting away from the arts

ARTS CURRICULA is typically process-driven and relationship based, so its impact on academic performance in the US is often underestimated and undervalued

SCHOOLS WITH ARTS

94% **83%**

MUSIC (94%) AND VISUAL ARTS (83%) make up most arts instruction in US elementary schools

Of those elementary schools, **93%** that offered music and **85%** that offered visual arts

provided instruction **AT LEAST 1x** a week

Of US secondary schools, **91%** offered music, **89%** offered visual art,

12% offered **DANCE**

45% offered **THEATER**

SOURCES

- Source: The Hill. Author: Rep. Marcia L. Fudge. <http://thehill.com/blogs/congress-blog/education/293569-early-exposure-to-stem-education-benefits-children-economy#ixzz2XBRjofei>
- Source: Purdue University. Authors: Stohlmann, Moore, and Roehrig. <http://docs.lib.purdue.edu/cgi/viewcontent.cgi?article=1105&context=tpsear>
- Source: Team Metric. <http://www.teammetric.org/stem-literacy/>
- Source: Georgetown University. Authors: Carnevale, Smith, and Melton. <http://www9.georgetown.edu/grad/gppi/hpi/cew/pdf/s/stem-execs-um.pdf>
- Source: Bayer USA. http://www.bayer.us.com/MSMS/web_docs/Bayer_Compilation_Report.pdf
- Source: Microsoft. <http://www.microsoft.com/en-us/news/presakits/citizenship/docs/STEMperceptionsReport.pdf>
- Source: National Center for Education Statistics. Authors: Parasad and Spiegelman. <http://nces.ed.gov/pubdocs/2012/2012014rev.pdf>
- Source: Artsblog. Author: Nannic Rome. <http://blog.artsusa.org/2012/04/02/ten-years-later-a-puzzling-picture-of-arts-education-in-america/#sthash.1XGxjz5.dpuf>
- Source: Level Playing Field Institute. <http://www.lpfi.org/how-does-us-compare-other-countries-stem-education>
- Source: Top Coder. Author: Jessie D'Amato Ford. <http://www.topcoder.com/blog/shocking-stem-stats-and-our-role-in-csedweek-2012/>
- Source: Congressional Research Service. Authors: Heather Gonzalez and Jeffrey Kuenzi. <http://www.fas.org/srg/crs/misc/R6-2692.pdf>
- Source: National Assembly of State Arts Agencies. <http://www.nasaa-arts.org/Research/Key:Topics/Arts-Education/critical-evidence.pdf>

- Source: Ohio Alliance for Arts Education. http://www.oaee.net/index.php?option=com_content&view=article&id=58&Itemid=116
- Source: DoSomething.org. <http://www.dosomething.org/tipsandtools/11-facts-about-arts-education>
- Source: Florida Music Educators Association. <http://flmusiced.org/dn/Advocacy/FactsandStatistics.aspx>
- Source: Americans for the Arts. http://www.americansforthearts.org/information_services/toolkit/003.asp#society
- Source: National Assembly of State Arts Agencies. <http://www.nasaa-arts.org/Research/Key:Topics/Arts-Education/critical-evidence.pdf>
- Source: Ohio Alliance for Arts Education. http://www.oaee.net/index.php?option=com_content&view=article&id=58&Itemid=116
- Source: ArtsEd Washington. <http://artsedwashington.org/research/first-look-national-center-for-education-statistics-examines-arts-education-in-schools>

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FREE WEBINAR



Using Education Technology to Support and Enhance Small Group Reading Instruction Tuesday, December 4, 2018 @ 5:00 pm - 6:00 pm EST

The utilization of technology can make reading instruction a multi-sensory process that is engaging and explicit while maintaining the individualization and diagnostic-prescriptive aspects of the lesson. It can support the organizational challenges for necessary lesson materials that can occur when working with multiple students at once, while also allowing for ease of differentiation within a small group format. Additionally, educational technology can provide ways for the teacher to collect work samples and data from multiple students simultaneously and allow for individualized feedback.

In this webinar there will be discussion of the use of various tools that can support differentiated and individualized engagement during small group reading. Elementary through high school teachers, librarians, and school and district leaders will benefit from attending this session.

Register:

<https://www.anymeeting.com/AccountManager/RegEv.aspx?PIID=ED57DC87844C3A>



Students Leverage Technology Tools and Makerspaces to Personalize Instruction

Wednesday, December 12, 2018 @ 1:00 pm - 2:00 pm EST

Come and learn how SETDA's 2018 Student Voices Award Winner, St. Albans City School in Vermont, embraces technology tools to personalize instruction.

Fourth to sixth grade students will discuss their STEAM classes and their use of the makerspace to explore their personal passions and artistic abilities. In addition, students will share how the school's collaborative stewardship projects support the community.

Teachers, please attend this webinar with your students to experience an inspirational presentation by a group of energetic and creative students who will engage all participants. Student viewers must view the program with their teacher. If you register, you'll receive a link to the recording if you would like to show it to your class at another time.

Register:

<https://www.anymeeting.com/AccountManager/RegEv.aspx?PIID=ED57DC88854630>



Turn Google Slides into an Animated GIF

<https://www.controlaltachieve.com/2018/10/gif-slides.html>

Tall Tweets can take a Google Slideshow and save it as an animated GIF. With Tall Tweets you can import a Google Slideshow, set the duration for each slide (as well as some other options), and then create and download an animated GIF version of your slideshow. This can be used with many Google Slides projects to export the final product, including:

Creating Stop Motion Animation with Google Slides - [Resource link](#)

Creating Online Comic Strips with Google Slides - [Resource link](#)

Student Created Storybooks with Google Slides - [Resource link](#)

Or just saving any slideshow as a GIF!

There are many tools that can make animated GIFs, but it is always helpful to find one that is free and super easy to use.



News & Media Literacy

In today's 24/7 digital world, we have instant access to all kinds of information online. Educators need strategies to equip students with the core skills they need to think critically about today's media. Built on more than 10 years of expertise and classroom testing, these lessons and related teaching materials give students the essential skills to be smart, savvy media consumers and creators.

The News & Media Literacy resources include:

- Teaching tools and lessons by topic
- Take-home student activities
- Videos and interactive educational games
- Supplemental materials for family engagement

- Professional development for teachers
- Materials available in multiple formats (low-tech and high-tech)



What is COPPA?

The Children's Online Privacy Protection Act (COPPA) is a law created to protect the privacy of children under 13. The Act was passed by the U.S. Congress in 1998 and took effect in April 2000. COPPA is managed by the Federal Trade Commission (FTC).

The Children's Online Privacy and Protection Act, more commonly known as COPPA, is a law dealing with how websites, apps, and other online operators collect data and personal information from kids under the age of 13.

COPPA has a number of requirements, but some key ones are that tech companies making apps, websites, and online tools for kids under 13 must:

- provide notice and get parental consent before collecting information from kids;
- have a "clear and comprehensive" privacy policy; and keep information they collect from kids confidential and secure.
(Source: Complying with COPPA: Frequently Asked Questions)

Read more.... <https://searchcrm.techtarget.com/definition/COPPA>

Administrator's Resource Center



10 Free (and Awesome) Online School Administrator Resources

<https://globaldigitalcitizen.org/10-free-online-school-administrator-resources>

School Administrators do not have the easiest job in the world. It takes time, dedication, drive, and a whole lot of heart to properly run a school system with all the many factors that need to be juggled everyday. Some of those people in these types of jobs include the Superintendent, the Principal, Vice Principals, and others that handle subject matters including test taking and college advice. These are highly important positions that require a fierce love of the job to handle all the many challenges that sometimes working with young people can bring.

The daily frustrations and other obstacles to running an effective school system can make administrators throw up their hands in despair. Luckily, there are some websites out there that can help with advice and free school administrator resources.

TECHNOLOGY HUMOR

