

FEBRUARY 10TH SESSION 1: 9:10 AM - 10:10 AM PST

## DIGITAL STORYTELLING IN AR USING ADOBE AERO

*Adobe Aero is the most intuitive way to build, view, and share robust immersive storytelling experiences in mobile AR. This session is a practical approach to using Adobe Aero to explore digital storytelling with students.*

### Edge Gain

*Edge Gain are the premium education training partner for Adobe and trained thousands of teachers last year in improving Digital Creativity in the Classroom. Greg Hodgson (Edge Gain CEO) and Phil Badham (Director of Creative Learning at Edge Gain) share their insights on digital learning and creativity in the modern classroom, the opportunities for teachers and students to engage with digital careers, skills and industry...and some inspirational ideas and projects to ensure your curriculum is serving students' digital skills and literacy for 2023 and beyond.*

**LinkedIn:** <https://www.linkedin.com/company/edgegain/>

**Twitter:** @EdgeGain\_Ltd

**Other Social Media:** <https://www.edgegainltd.com/>

**Registration Link** <https://events.teams.microsoft.com/event/2da34c47-7335-4f7a-83cb-ef36082e1b4c@edded432-9905-4786-97c5-a1b1ca972100>

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# BUILDING EQUITABLE AND INCLUSIVE COMPUTER SCIENCE PATHWAYS WITH THE MICROSOFT PHILANTHROPIES TEALS PROGRAM

*Teachers participating in the Technology Education and Learning Support (TEALS) Program build their CS teaching capacity through ongoing training, CS teaching resources, and a network of support. Learn how you can build and grow an equitable and inclusive computer science program at your school or volunteer to support a teacher who is through the TEALS Program.*

## **Adam McDonald**

*Regional Manager and Specialist - Microsoft Philanthropies TEALS Program.*

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**Join Link**

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## “THE POWER OF GAMIFICATION AND VIDEOGAMES IN THE CLASSROOM”

*Participants will learn how to use a gamification approach and video games to enhance the students' learning. They will also learn about what the neuroscience research says about using video games and gamification in education and why they will be important in the future.*

*Videogames and gamification allow students to interact with content in relevant ways. They bring the subject matter to life and transform static course experiences into highly interactive ones, mirroring the innovation and modern events that will be part of students' everyday lives.*

### **Alberto & Mario - eTwinz**

*Alberto and Mario, known as the eTwinz, are award-winning educators and international speakers originally from Spain. The eTwinz have presented in many conferences and events around the world sharing their expertise to help teachers transform their practice. In 2021, The EdTech Magazine (CDW) included the eTwinz in the "30 K-12 IT Influencers to follow in 2021". In 2022, the eTwinz were recognized by ISC in their big data research "Top 75 Edruptors of 2021" including them in the 75 most influential educators around the world. Currently, they are working on their PhD focused on future-ready skills.*

*LinkedIn: <https://www.linkedin.com/company/etwinz/>*

*Twitter: <https://twitter.com/eTwinzEDU>*

*Other Social Media: <https://www.instagram.com/etwinzedu/>*

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## DESIGN WORKSHOP IN CANVA FOR EDUCATION

*Go beyond the basics when it comes to creating in Canva. In this hands-on workshop, participants will explore the template library, dive deeper into the Canva editor, and learn tips and tricks to save you time and empower you to create original designs.*

### Amy DeLair

*Canva Learning Consultant*

*Amy DeLair has over 10 years of experience in public education, teaching in Washington, DC and Chicago, IL. She has been with Canva for Education since February of 2022; however, she has been an avid Canva user since she taught herself the platform during the pandemic in 2020. She has always been interested in the intersection of technology and education, ways to thoughtfully integrate tech into her classroom and school community, and how to encourage colleagues to try new platforms. Amy and her husband, Derrick, live in San Diego, CA where she is learning to surf and spends her days with her new office mate: Winston the cat.*

**LinkedIn:** <https://www.linkedin.com/in/amydelair/>

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**Other Social Media:**

**Registration Link** <https://events.teams.microsoft.com/event/28fad139-a332-4ae5-a277-ca8f135e47ba@edded432-9905-4786-97c5-a1b1ca972100>

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# IMPROVE FLUENCY WITH READING PROGRESS IN TEAMS FOR EDUCATION, PLUS OTHER INCLUSIVE AND ACCESSIBLE TOOLS FROM MICROSOFT

*Reading Progress is a tool designed to improve student reading fluency through practice and educator insights. Reading Progress is part of Teams for Education that lets educators assign reading fluency passages and allows students to independently record themselves reading out loud. Educators can then review the audio and video, and gather insights automatically on student progress.*

*In addition, this session will discuss what inclusive classrooms and employing accessibility look like from the standpoint of reading, writing, math and communication and Microsoft 365 tools. The presenter will be sharing examples from Microsoft Education's free accessibility suite of tools*

## Mike Tholfsen

*Mike Tholfsen is a Group Product Manager on the Microsoft Education team focusing on the Teams for Education, Immersive Reader, Reading Progress, and OneNote Class Notebooks. He is passionate about inclusive education and has been regularly working with students and teachers around the world over the past ten years to create products that improve student outcomes.*

*LinkedIn:* <https://www.linkedin.com/in/miketholfsen/>

*Twitter:* <https://www.twitter.com/mtholfsen>

*Other Social Media:* <https://www.youtube.com/miketholfsen>

*Registration Link* <https://events.teams.microsoft.com/event/ad1ff7b2-a220-44da-a262-2e634ef5831e@edded432-9905-4786-97c5-a1b1ca972100>

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## SUPPORTING SOCIAL EMOTIONAL LEARNING WITH MINDFULNESS.

*Lawrence will share how learning about and applying mindfulness techniques to his daily life has changed how he understands himself and those he works with, both adults and students, as an Educator, School Counselor, and Social Emotional Learning Coach.*

### **Lawrence Kight**

*Lawrence Kight, School Counselor, O'Dea High School.*

*22-Year Veteran English Teacher, School Counselor, Printed Book Lover, and 1972 VW Camper Owner.*

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**Registration Link:** <https://events.teams.microsoft.com/event/e057619b-6a95-441e-8a77-c7b17773c83e@edded432-9905-4786-97c5-a1b1ca972100>

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## MINECRAFT IN THE HUMANITIES

*This session will show you some fun ways to use Minecraft to review content and reading comprehension. Since I am an English teacher, the projects we'll review will be in that subject area, but the concepts are applicable to humanities subjects in general. Specifically, we'll look at projects related to THE GREAT GATSBY, THINGS FALL APART, and A RAISIN IN THE SUN.*

### **William Cronin**

*English teacher and Yearbook advisor. Currently an MIE Expert and member of O'Dea's TED Team.*

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## TEACHING STUDENTS TO RESEARCH IN MATHEMATICS

*It's time to ditch the math classrooms of yesteryear. Rows of desks, rote memorization, and traditional assessments are out--problem-based instruction and problem-based learning is in! Consider upgrading your assessment strategies with a math research assessment--something that can be implemented in-person, remotely, or in a hybrid environment! In this session, we will explore what a math research assessment is, how to introduce it to your students, their impact on academic content knowledge, and guiding students through this process. Strategies will also be shared as to how to conduct this assessment in a remote or hybrid environment.*

### **Victoria Thompson**

*Victoria Thompson is an Education Industry Executive at Microsoft Education. She began her journey teaching fifth and sixth grade math and science in Summerville, SC. After completing her masters degree in curriculum and instruction she moved to the Seattle, WA area in 2018, where her career has pivoted to focusing on digital transformation, STEM integration in schools, technology in instruction, and using technology to bridge equity gaps in education. She has presented at ISTE, FETC, TCEA, IDEacon, ImpactEducation, CUE, and DigCitSummit on topics such as creating inclusive math classrooms, the intersectionality of literacy and STEM, culturally responsive STEM education, and equity in educational technology. Additionally, she was recently awarded the title of one of the top 30 K-12 IT influencers in 2021 by EdTech Magazine. She now lives in Winter Garden, FL with her wife, Kourtney, and her dog, Ren.*

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## GETTING OUTSIDE THE OFFICE: THE STEPS TO WALK AND TALK THERAPY IN SCHOOLS

*Physical activity's ability to positively affect depression, anxiety, self-esteem, insomnia, and other bodily and mental health conditions is well documented. For this reason, professional counselors often prescribe exercise to their clients to augment the effects of talk therapy. However, some therapists and their clients take it one step further and combine walking and therapy; this practice is colloquially referred to as 'walk and talk therapy'. In this session, I will present the evidence of my research on walk and talk therapy, and why it should be utilized in schools to help address students' mental health challenges. Clear steps will be given to explain how it can be implemented by school counselors and other staff with safety and confidentiality in mind.*

### Arie Greenleaf

*Professor of Counseling*

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