

TECHNOLOGY
LEADERSHIP
INSTITUTE



Active=Con
2020



LOWER HUDSON REGIONAL INFORMATION CENTER
FEBRUARY 28, 2020

LHRIC

LOWER HUDSON REGIONAL INFORMATION CENTER



WELCOME



Active=Con is a conference for explorers, leaders, and innovators in K-12 active learning spaces. Join your fellow explorers in a series of learning excursions to look deeply at active learning from the perspective of instruction and curriculum design, technology, and spaces that bring them to life. Strategies for getting started and continuation of a journey in progress will be presented across the sessions at this event.

Interact with peers, meet vendors and discuss ideas with experts throughout the day's adventures.

Active=Con | AGENDA

8:00 – 8:30	Registration & Continental Breakfast	REGATTA
8:30 – 8:40	Opening Comments	
8:40 – 9:40	Keynote: Dr. Lennie Scott-Weber “What Happens When “MY CLASSROOM” Goes Away?”	
9:45 – 10:15	Vendor Presentations	
10:20 – 11:10	Excursion Activity – Session #1 Select from five excursions	PLEASE SEE PP 6&7
11:15 – 12:00	Excursion Activity – Session #2 Select from five excursions	
12:00 – 1:00	Lunch & Vendor Time	4 TH FLOOR
1:10 – 2:00	Keynote: Dr. Robert Dillon “Bringing Joy and Engagement”	
2:00 – 2:30	District Impact Stories	
2:30 – 2:45	Facilitated Q&A with Dr. Robert Dillon	
2:45	Closing Comments with presenters and LHRIC staff	

KEYNOTE SPEAKERS



Dr. Robert Dillon

Dr. Robert Dillon is back by popular demand! Dr. Robert Dillon has served as an educator and leader for the past twenty years. Through this work, he has excelled in change leadership, supporting organization with new ideas and energy, and providing solutions to meet specific organizational needs. Dr. Dillon draws upon his experience, national network, and research-based practices to support innovation that impacts learning. Dr. Dillon truly embeds himself in the work of an organization, supporting, coaching, and getting in the weeds where it is needed.



Dr. Lennie Scott-Weber

Dr. Lennie Scott-Webber, is a leading thinker on the evolution of what we know about learning, the learner and the learning place. Passionate about the unanswered solutions that leave students behind in their learning, she has pioneered research strategies addressing how the built environment impacts student engagement factors and learner success, and has designed future-focused, evidence-based design applications for 20+ years. She is the Owner & Principal of INSYNC: Education Research + Design and acting Education Research Leader for DLR Group. Formally: the founding Director of Education Environments Globally for Steelcase Education; tenured, full-professor and chair of two design schools [Canada & USA]; Director of the iLAB Research Center, Radford University; professional interior designer, author, published researcher/speaker.

DISTRICT IMPACT STORIES

active learning impact stories

A series of four-minute stories about progress made with active learning spaces and successful learning practices — presented by Districts in our area.

Tarrytown

Dr. Gail Duffy

Director of Curriculum and Instruction

Chappaqua

Josh Culwell-Block

Director of Technology, Innovation
& Mathematics

Archbishop Stepinac

Patricia Murphy

Director of Instructional Technology,
Engineering Academy Coordinator

Rye City

Kaitlyn Sassone

Director of Technology/
Chief Information Officer

Katonah

Chris Nelson

Director of Technology

Scarsdale

Paul Tomizawa

Technology Teacher

William Yang

Assistant Principal, Edgewood Elementary

Byram Hills

Al Lovelace

Building Technology Coordinator

a

Intentional Design: From Research to Practice

Facilitator: Dr. Robert Dillon

Room: Rockland, Putnam, Westchester

The learning science continue to emerge, showing how learning environments—when in sync with instructional practices and modern technology tools—can have multiplicative effect on teaching and learning. This session bridges from the research to a trove of practical tips, tricks, and hacks that can be used to impact all classrooms.

b

Developing STEM Pathways for Active Learning

Facilitator: Jeremiah Frink (Dell)

Room: Regatta B

STEM, STEAM, Maker, Innovation, Future-ready... regardless of the term, many are looking to modernize learning through the catalyst of STEM. Come play with us in a hands-on, Design Thinking approach to connect experiences, learn about current/emerging technologies, and share community opportunities in a progression of active thinking in STEM pathways.

c

Facilitating Active Learning Through Digital “Breakouts”

Facilitator: Linda Brandon (LHRIC)

Room: Regatta A

You have probably heard the buzz about Breakout EDU. But have you experienced a Digital Breakout? In some ways, this type of breakout is more easily implemented in a “typical classroom.” There is no classroom set-up and students work in collaborative teams on a shared device. In this session, you will participate in a “hand-crafted” Digital Breakout, made with Google tools, and you will learn what is involved in creating your own. Digital breakouts do take time and thought to create, but once completed, they can be used over and over without further setup. Students experience active learning, use critical thinking skills, are involved in teamwork and complex problem solving.



**COMMITTEE
MEMBERS**
2019-20

Kathleen Conley
Sarah Martabano
Leslie Accardo

Jeffry Braun
Daren Khairule
Robert Krushinsky

Mary Patrella
Phyllis Stufano

d

**Active Learning:
Essential Strategies That
Won't Break the Bank**

Facilitator: Leslie Accardo (LHRIC)
Room: Active Learning Center (ALC)

Research suggests that space and physical environment impacts behavior and learning. Many districts are considering how to make classrooms more flexible and conducive to active learning, often times on a “shoestring” budget. During this session, we will unpack the essentials of “active learning,” and explore ways to rethink your room into a more flexible learning environment without the need for expensive furniture or equipment.

e

**Exploring Digital Literacy in an
Active Learning Environment**

Facilitator: Alyssa Arroyo (LHRIC)
Room: Spinnaker

There is a new take on digital citizenship, and in this session we will model active learning strategies in a flexible space to discover the three domains that define a digitally fluent student. During this session, we will model a “5 E” approach (Engage, Explore, Explain, Elaborate and Evaluate) to guide our exploration of what it means to be “digitally fluent”, an approach that can be applied to just about any content area for any grade level.

LHRIC Floor Plan



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3/27/20

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TLI TECH EXPO

5/15/20

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Register at: [MyLearningPlan](#)