



P2 / NEW IN GOOGLE EDU

Check out all that's new for teachers from Google.



P3 / TEACHER LEARNING

There are a number of upcoming learning opportunities for teachers online & in-person.



P3 / STEM CALENDAR

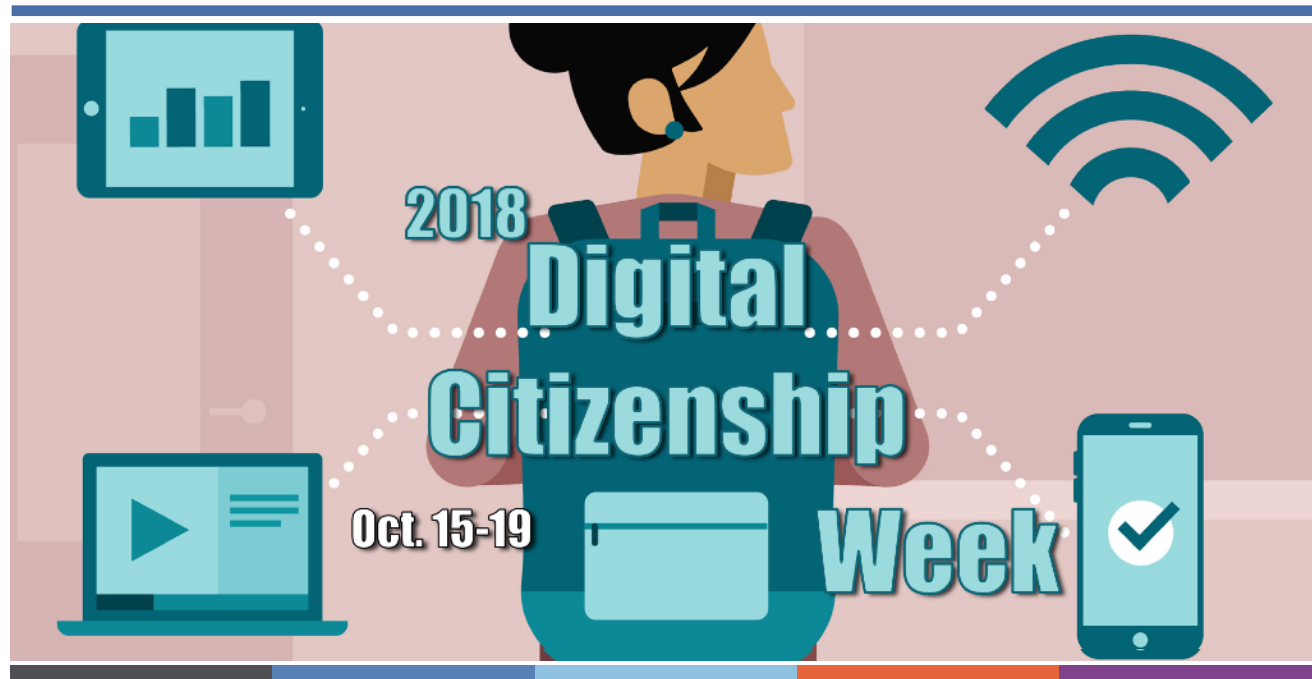
See what is going on in the world of STEM education.



P4 / NEW AT APPLE

See the latest that Apple is offering for education.

District 75 STEMConnect



Digital Citizenship Week

There is a [study from Britain](#) that shows that 59% of children have used online social networks by the time they turn 10. Those 8 to 16 year-olds admit to ignoring the official age limits on sites like Facebook, WhatsApp, and SnapChat. But for all the online scariness, we should also make students aware of the positive social connections, crowdfunding, and activism that the internet makes possible.

There are many resources available to begin teaching [digital citizenship](#) with your students. Here are a few to begin.

[Common Sense Education](#) - An incredibly thorough curriculum that covers a number of topics from K-12.

[Be Internet Awesome](#) - Google offers games, videos, and a curriculum to help kids stay safe online.

[BrainPOP](#) - They now offer their digital citizenship videos, lessons, and games for free for everyone.

[ISTE Resources](#) - One of the ISTE students standards is being a digital citizen. To aid in achieving that goal they provide an [infographic](#), [poster](#), and [books](#).

[Citizenship in the Digital Age](#) - This is the NYCDOE's scope and sequence for digital citizenship instruction.

[More information](#) is available.

Skill of the Month

Google Edu

Google's dominance in the EdTech market make them a force to measure all else against. For that reason their new offerings are always regarded with fervor. Here is some of what's new.

HARDWARE

Yes, the price tag and ease of setup are key Chromebook draws, but they have a large selection that makes them adaptable for a variety of situations. ASUS, Acer, and Lenovo all have quality options. The touchscreens are most versatile. Check out their [full selection](#). For more info, explore the [Guardian Guide to Chromebooks](#).

OS

Many of the updates are related to security, but there are notable updates that will help teachers. In the admin console, you can auto re-enroll devices or block printer management. On the Chromebooks, there is a better magnifier, video

recording in the Chrome camera, and more device support for [Magic Tether](#).

There are a number of [apps and add-ons](#) you can use to supplement Chrome accessibility, but the ChromeVox screen reader is easier to use for struggling readers and visually impaired users.

APPS

GMail: A productivity sidebar has been added so you view what's in your Calendar Keep, or Tasks panel as you work. You can also snooze messages and send confidential emails that can't be forwarded, printed, copied, or downloaded. One of the best new time-savers though is [Smart Reply](#). It intelligently gives options to respond based on email data.

Docs: It is now easier to create [Google Docs citations](#) and this includes controlling indentation and the productivity sidebar.

Forms: You can [embed Google Forms](#) better into Sites. Also, AI

helps you generate answers to your questions along with the new ability to create [quizzes in locked mode](#).

CURRICULUM

Google's [CS First Program](#) teaches coding through fun activities geared toward various student interests like music, animation, or storytelling. At the beginning of the year, I explained how Google was launching [Be Internet Awesome!](#), digital citizenship lessons that make use of game-based learning. Earlier in the year, Google shared a free hands-on tech curriculum called [Applied Digital Skills](#) that goes well beyond basic coding and digital citizenship to help students learn all of the [21st-century skills](#) they will need to succeed. Google Expeditions has added several new AR and VR collections, but [Tour Creator](#) allows teachers to create their own exploratory adventures with their own devices.

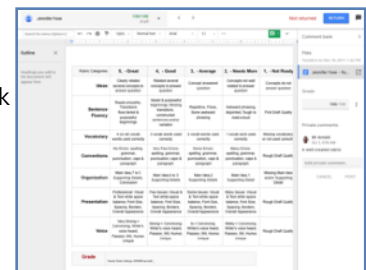
Check out [more insights](#) on Google's latest offerings.



App of the Month

[Google Classroom](#) is the hub for most classroom activity, so here are the big updates.

- **Course Kit**-CourseKit lets other LMS systems play nicely with Google tools.
 - **Stream, Classwork, & People**-The stream looks different, but it's much easier to add posts assignments. [For old classes](#), you will have to select help [?] and choose Add Classwork.
 - **Add Materials**-The Classwork section is where you can create an assignment, a question, or add materials.
 - **Differentiating**-Send work to individuals, groups of students or multiple classes.
 - **Teacher Collaboration**-In the people section you can add students and now co-teachers by clicking the corresponding person icon [👤].
 - **Better Grading**-Easily access every student's work on a student assignment from the classwork area. You can easily enter student grades and feedback from the sidebar.
 - **Changing Grades**-Teachers can adjust point values when editing assignments.
 - **Comment Bank**-Google has created a comment bank where you can save general feedback.
- There are many more [updates to Classroom](#) as well.





Learning Opportunities

NY SUMMITS

There are a few major DOE EdTech learning events coming up in October and November. These include two opportunities for election day. The [iLearn Innovative Institute](#) will have a variety of EdTech workshops across content areas from both educators and vendors. There is also the first ever [Digital Citizenship Summit](#) which will have several vendors and educators presenting on the need and opportunities for digital citizenship



instruction.

iZone and Khan Academy will also be hosting [SAT Days](#) across several dates for teachers seeking to prepare high school students for the exam. There is also the 2-day [NYC Technology Forum](#) which includes which includes sessions on artificial intelligence and other cyber challenges.

SATURDAY PD

For teachers willing to spend a Saturday learning there are a few opportunities. For those who haven't yet implemented computer science instruction Mouse is holding [CS First](#) trainings on Saturdays and evenings through the rest of the year. You also have the option to attend a [Donors Choose](#) workshop on the 27th to get funding for your classes.



DonorsChoose.org

INFO & QUESTIONS: SARNOLD2@SCHOOLS.NYC.GOV

ONLINE CONFERENCES

The new method for learning conferences is having them take place online. EdTechTeam will hold a creation summit called [The Virtual](#) with 30+ teachers presenting from around the world. The [Formative Summit](#) will bring ideas from 9 amazing teachers over 9 days. You'll also be able to engage with others, earn certificates, and win prizes.

There's also the [Learn OneNote Conference](#) with several teachers in November along with a few other online conferences earlier in the year that still have great resources available like the [Efficient Teacher Conference](#) and the [Hive Summit](#). Sign up for them for free.

ONLINE LEARNING

Let's not forget that most EdTech companies online training and certification programs. The best one is [Microsoft's Educator Community](#) which offers training on a broad range of tools (not just MS) along with shared lessons, a PLN, and events like [Skype-a-Thon](#). Google offers it's [Teacher Center](#) which also offers great training on using their tools and blended learning in general. Apple has also has [Apple Teacher](#) which is newer but has basic Mac and iOS training along with some lesson resources. Other platforms also have built-in training like [BrainPOP 101](#) and [Flocabulary How-To-Use](#). So look into what your favorite tool may already offer you and other teachers in

District 75 STEM Calendar

October 19th
[Amplify Science Curriculum PD](#)

October 20th - December 8th
[Mouse & Google CS First](#)

October 22nd
[Game-Based Learning](#)

October 22nd
[3D World](#)

October 24th
[Gardens-Nutrition and Sustainability](#)

October 26th
[Deploying iOS and Mac in the DOE](#)

October 27th
[Get Grants with Donors Choose](#)

October 30th
[Smart Notebook Basics](#)

November 1st
[Intro to G Suite Admin Console](#)

November 1st
[MS Teams Meet Up & Twitter Chat](#)

November 2nd
[Using Microsoft Teams](#)

November 6th
[Digital Citizenship Summit](#)

November 6th
[iLearn Institute](#)

November 7th
[Science Think Tank](#)

November 7th
[OneNote Teacher Academy](#)

November 13th - 14th
[Skype-a-Thon](#)

November 16th
[The Digital Classroom](#)



iLearnNYC

terms of training.



Apple made some announcements on March 27th that sought to reaffirm their commitment to education, creativity, and privacy. Their focus was heavily on providing tools to empower [project-based learning](#) initiatives to make school more engaging and meaningful. That last piece about privacy is very important when we're talking about student data especially in the wake of [ongoing issues](#) with companies like Facebook. Apple provides [school](#) and [parent](#) privacy guides to allay those fears. So here's a look at what they announced.

HARDWARE

The event wasn't really about offering new equipment but was more about demonstrating better ways for teachers to make use of what is available. They did offer an updated [9.7" iPad](#) that is now more powerful with an A10 chip and only \$299 dollars for schools which is closer in price to the least expensive Chromebooks and Windows netbooks while still maintaining versatility of an iPad. It also offers support for the Apple Pencil which is a great stylus, but probably still a bit pricey for most classrooms. They also introduced other accessories like [cases and a](#)



Apple Education Updates

[stylus from Logitech](#) along with their own [updated cases](#). They were also keen to show how the portability of the iPad makes it great for controlling other accessories like [robotics kits](#) and exclusive interactives like [Beasts of Balance](#) creative strategy game. You can see more on [configuration options](#) for their devices.

SOFTWARE

Starting with the Apple brand updates there were major changes to the [iWork suite](#) mostly to allow for use of the Apple Pencil. In addition to creating drawings in your documents, teachers can

annotate over student work in a manner that moves with document changes and is not just a stationary layer. That is huge for paperless

grading and feedback. With the [collaboration feature](#), the productivity apps that were always great for visually stunning projects now make it easier to create.

What sets iPads apart as an instructional tool is the extensive [collection of education apps](#), many of which (especially for special education) are exclusively on the Apple Store. They showed some great [STEM apps](#) as examples including one of my favorites from the [New York](#)

[Hall of Science](#). There were also updates to [Clips](#) and [GarageBand](#) with new educational templates and features like new title card posters including a blackboard and notebook and a new toy box sound pack for students.

DIGITAL BOOKS

Apple's iBooks is an amazing resource with enhanced digital stories that, in addition to basic tools like notes, lookup tools, and text to speech, it can include



videos, a 3D interactive, assessments, and more. [iBooks Author](#) was a tool created for the Mac to help teachers and other professionals create those enhanced books themselves. One big issue though was that you couldn't create those enhanced books directly on an iPad. That has now changed with the

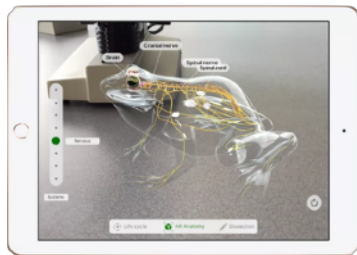
new [advanced book creation](#) update available for Pages on the iPad. It isn't exactly the same as iBooks Author, but it does offer many of the features teachers would need. There are also a number of other [digital story creation](#) apps available in iOS.



AUGMENTED REALITY

The new frontier in education is [mixed reality](#) which I especially love for my students who often struggle due to a lack of context for their learning. Augmented and virtual reality applications can help provide

that context and Apple's API has led to an expansion of app developers creating that content including some developers



Teachers can set it up themselves, lock students in an app, require teacher permission to leave a class, get summaries at the end of sessions,

who may in your classroom. Apple trains students to [program with AR in their Swift Playgrounds](#) application.

Some of the AR apps apple highlighted were [Boulevard AR](#), which allows you to view artworks up close in class, and [Free Rivers](#) which allows you to create your own landscape and determine the environmental impact on your desk. The also promoted [Froggipedia](#) which offers the ability to fully dissect a frog and bring it's translucent body to life in your classroom without enduring the smell of formaldehyde..

CLASSROOM MANAGEMENT

The biggest and most helpful changes are ones that will help teachers manage their students and the workflow. The [Classroom app](#) was a great idea that allowed teachers to guide and monitor student iPad use from their iPad, but it needed work. It has been quietly updated in the last year making it much easier to use.



and drag and drop images and other content into student applications. Best of all is that the Classroom app will now be available on a Mac which will make it even easier for teachers to track student activity.

While managing students' on-task behavior has been helped through classroom, it didn't help to manage all the work students were doing. You had to check their progress individually. Now Apple offers the [Schoolwork app](#) that allows you to share content, track app progress, create grouping and differentiation, collaborate, provide feedback, send announcements, and easily view the progress of your whole class or an individual student.

CURRICULUM

Apple's first offering in recent years in terms of content was their [Everyone Can Code](#) program which is full-fledged computer science curriculum for K-12 students using their [Swift Playgrounds](#) software as the bridge. Apple is now taking their curriculum development to the next level with [Everyone Can Create](#) which is meant to focus on creative development in the classroom using music,



District 75 STEM Next Issue

APP/SKILL OF THE MONTH

We'll give an overview of an app and teach you about a basic tech skill.

MINECRAFT EDU

A lot of new options and features to drive the game-based learning.

photography, film, music, and drawing. It is a [project-based learning](#) initiative meant to make all subject areas, not just the arts, more visually accessible and engaging.

TEACHER TRAINING

One of the best things Apple offers teachers is ongoing help in learning to use their offerings. No matter how amazing a tool is, it is worthless if the teacher doesn't know how to use it.

The [Apple Teacher Learning Center](#) provides training, certification, and lesson ideas and materials for teachers along with the latest updates from Apple

Education. If you need a more hands-on touch, they offer [Teacher Tuesdays](#) where you can meet and collaborate with other like-minded educators and Apple professionals. In addition, anyone can also attend the [Today at Apple](#) trainings offered regularly at Apple stores.

Check out [all the details](#) on their latest updates.

