Link to LJA Tech Integration Wiki http://ljatechintegration.wikispaces.com/	A wiki created to house mentorship learning topics and technology integration guidance and tips

June 27, 2014

Dear Parents,

I hope you are enjoying this summer! While the school year seems a distant memory, it actually ended just a few weeks ago. Even as we closed this school year, we were preparing for next school year and the bring-your-own-device (BYOD) program for the 5th & 6th grade students. We conducted a pilot program and had a few students bring their devices to campus so we could get the devices connected to the school network and downloaded with an e-textbook.

In January, I met with many of you to formally announce the BYOD program for the 5th & 6th grade students. I shared that this has been a long-term plan that started in the high school several years ago. Our time together in January gave many of you the opportunity to ask questions. I also gave parents the opportunity to give feedback about BYOD via survey. Based on questions posed in the January meeting and the feedback from the survey, I've compiled a list of frequently asked questions (FAQs), which is available on our school website.

In summary, we believe 5th & 6th grade students will have better learning experiences when they bring their own devices. Based on our research, we can best support your child using Windows-based laptops and netbooks. The following are the **minimum requirements** for these devices:

- Processor Speed: 2.0 GHz dual core or higher
- System Memory: 2 GB or higher
- Hard Drive: 120 GB or higher
- Wireless 802.11G
- Battery Life: Up to 5 hours
- Operating System: Windows 7 or higher
- Antivirus Software
- Extended Warranty (recommended)
- Camera (recommended)

Because of their small screen size, cell phones and iPods are not appropriate to use in your child's educational activities. Chromebooks will not be allowed due to difficulties connecting to our network.

If you would like to know more specifics about purchasing a device for your child, I am including some information about recent purchases by other parents. A parent emailed me this month and asked about purchasing a Dell Inspiron 15 Non Touch for $249 directly from Dell. I let her know that this device that meets our minimum requirements. Another parent purchased an acceptable device from Best Buy for under $300. Yet, another parent is recommending looking at the following online sites for great deals on devices: newegg.com, bestbuy.com, or amazon.com.

Thank you again for letting us partner with you in the education of your child. We hope you find this information helpful. Enjoy the rest of the summer.

Mahalo,

Bonnie C. Lee
Lower School Principal

	Current Usage 4th Grade	Future 4th Grade	Current Usage 5th Grade	Future 5th Grade	Current Usage 6th Grade	Future 6th Grade	Resources to Explore
Math	symbaloo-math review BJU Tool Kit	ixl.com - for math review days New Path Online Learning - Math, English, Science, History	BJU Toolkit	New Path Online Learning - Math, English, Science, History Khan Academy	BJU Tool Kit khanacademy.org Online Number Lines	www.abcya.com	http://www.grammarly.com/ http://www.newpathlearning.com/card-demonstrator/
English	BJU Tool Kit PowerPoint Youtube		BJU Toolkit Powerpoint Youtube		exchange.smarttech.com		
Writing	PowerPoint	http://padlet.com/	google doc Youtube	https://www.wevideo.com/	Google Docs youtube for source card and note card examples		
Bible	biblegateway - oral reading Youtube Bible Stories Free Bible Images http://www.freebibleimages.org/illustrations/jesus-heals-boy/ www.bibleforchildren.org/languages/english/home.php		Youtube Bible Gateway Free Bible Images http://www.freebibleimages.org/illustrations/moses-plagues-2/		Researching Faithful Followers Bible Gateway Joshua.org Youtube for singing	http://www.freebibleimages.org/illustrations/jesus-heals-boy/	
History	Symbaloo Learning the state Safari	Online Poster-http://www.glogster.com/	Youtube Video-"Crash Course History" Safari Montage Powerpoint				
Science	study jams Safari Montage http://www.earthalbum.com/ http://www.edheads.org/activities/simple-machines/frame_loader.htm youtube		quizlet.com http://studyjams.scholastic.com/studyjams/index.htm Weather Games - http://www.edheads.org/activities/weather/index.shtml google docs/presentation/forms/sprea Safari Montage - Bill Nye videos myonlinefair.com		Science Fair Study Jams edheads.org http://www.nbclearn.com/olympics		

Reading	http://www.planetsforkids.org/ quizlet.com tagzedo.com http://www.readwritethink.org/files/resources/interactives http://www.readwritethink.org/files/resources/interactives http://teacher.scholastic.com/activities/scrapbook/		youtube Fakebook Google doc Online Comic Strips (future) Powerpoint		Reading/Book It Projects Archive.org for audio of story
Other	symbaloo for early finishers freesound.org/ spelling city		Youtube videos Spelling City www.abcya.com Video Editor on the Mac computer		quizlet.com

Hanalani Schools Lower School
Frequently Asked Questions (FAQs)
On Bring Your Own Device (BYOD)

1. **Why is Hanalani Schools implementing a BYOD initiative?**

   In 2009, we received a "Schools of the Future" grant that set us on a path to integrating 21st century skills (creativity and adaptability, collaboration, communication, critical thinking, and problem solving) into our school program. As we have continued on the journey, we see the value of maximizing available technology tools and devices to help our students become information producers rather than information consumers and creative learners that can communicate and collaborate as highly effective citizens in a digital age.

   The BYOD initiative at Hanalani Schools began with juniors and seniors bringing their own laptops three years ago. The initiative was expanded to include all high school students two years ago. In the 2013-14 school year, all 7th-12th grade students brought their own digital device to school. For the 2014-15 school year, all 5th & 6th grade students are required to bring their own laptops or netbooks. The school does not plan to have BYOD below 5th grade.

   The crux of the BYOD experience is that we seek to enhance the student-learning experience through the use of 21st century technology tools and devices and to engage and provide students with formal and informal learning opportunities to develop skills necessary for success in our society.

2. **What will be the hardware and software requirements for the laptops?**

   Minimum requirements for student laptops/netbooks:
   - Processor Speed: 2.0 GHz dual core or higher
   - System Memory: 2 GB or higher
   - Hard Drive: 120 GB or higher
   - Wireless 802.11G
   - Battery Life: Up to 5 hours
   - Operating System: Windows 7 or higher
   - Antivirus Software
   - Keyboard
   - Extended warranty (recommended)
   - Built-in camera (recommended)

   The school is looking into providing Microsoft Office on the devices that 5th-12th grade students bring to school.

3. **How will the laptops be used?**

   Teachers will monitor and give permission for use of the device at certain times in class. Students are only permitted to use laptops for programs, websites, and tools specified by the teacher. If a teacher finds a student using a mobile device for off-task activities, the student may lose laptop privileges at the teacher's discretion. Students will use laptops in their core content classes; there are no current plans to use laptops in specialty classes.

   At school, devices will be used solely for educational purposes. Students will be able to access their own e-textbooks for some subjects. A primary web 2.0 tool that teachers currently use and will be using with the students is Google Apps. Students will not be using the laptops for anything with social media. We will be using tools that simulate social media situations that will help teach them digital citizenship.

   Home usage of the laptops will be the responsibility of the parents/guardians.

4. **How will the devices be secured?**

   Students will be responsible for their own laptops. Hanalani Schools will not be responsible for theft or damage to student's laptops. To protect devices from theft, students should not share or leave them lying around. Laptops will be stored in the classroom, which will remain locked throughout the school day. Cases and covers for laptops are encouraged to personalize devices and protect them from damage. Students are responsible for bringing laptops back and forth to school daily.

5. **Will the school provide a web filter?**

   Students will use Hanalani's student network for internet usage. The content will be subject to our filter system, which meets the Children's Internet Protection Act (CIPA). Students must adhere to the Lower School BYOD Policy, which will be available on the school website and will be reviewed with the students on the first day of school, and the Responsible Computer Use Policy, which is specified in the Parent & Student Handbook.

6. **Aren't 5th & 6th grade students too immature to care for a laptop?**

   In many independent schools, students have been bringing their own devices for several years now. In some, students as young as kindergarten are expected to take care of a digital device. In fact, one of the largest independent schools in the state started their 1:1 program with fourth grade students. Children rise to the expectations that we set for them, and we believe that students of this age can care for a laptop.

7. **Why doesn't the school provide the laptops? Can't the school purchase laptops at a discount?**

   Schools that provide laptops or other digital devices for students have much higher tech fees, thus, passing on the cost to the students and families. The school has looked into the option of purchasing the laptops; however, the prices that the school pays are similar to the prices that parents pay in the marketplace. The BYOD policy allows families the freedom to select a device of their choice that fits the minimum requirements.

8. **How often will my child use the laptop?**

   Students will use the laptops on a daily basis; however, usage will be regulated by teachers, and computer tasks will be educational. Students will have e-textbooks for one or two subjects. Students will be using Web 2.0 tools such as Google Drive.

9. **Will students be allowed to charge laptops at school?**

   Students will be required to have laptops fully charged at the beginning of each school day. Please see the Lower School BYOD Policy. A full charge at the beginning of the school day should be sufficient for the use of the laptop at school.

10. **How will connecting to wi-fi work?**

    NetDiv has already worked with a contractor to upgrade the wireless infrastructure in the elementary building to accommodate the increase in devices. After going through an initial connection that takes several steps, students should be able to easily connect to the school wi-fi.

11. **Can my child bring a tablet, such as an iPad?**

    We can best support students who have Windows-based netbooks or laptops. Therefore, tablets will not be allowed at this time.

12. **There are so many devices out there. How do I know which one to get?**

    Nearly any Windows-based laptop or netbook that meets the minimum requirements will be acceptable; however, we have found that some specific devices will not work. In particular, Chromebooks and Surface RT's are not allowed due to their limited functionality.

Hanalani Schools – Upper School
Bring Your Own Device (BYOD) Policies

1. Any student who uses a personally owned electronic device at Hanalani Schools must read and sign this agreement and submit to the Upper School Office.

2. The student will take full responsibility for his or her device and keeps it safe and secure at all times. The school is not responsible for the security of the device.

3. The student and family are responsible for the proper care of their personal device, including any costs of repair, replacement or any modifications needed to use the device at school.

4. The school reserves the right to inspect a student's personal device if there is reason to believe that the student has violated school policies, administrative procedures, divisional rules or has engaged in other misconduct while using their personal device.

5. Violations of any school policies, administrative procedures or divisional rules involving a student's personally owned device may result in the loss of use of the device in school and/or disciplinary action.

6. The student must comply with teacher request to shut down the device, close the screen or otherwise cease using the device.

7. Personal devices shall be charged prior to bringing it to school and shall be capable of running off its own battery while at school.

8. Posting or transmitting recorded images or video shall be limited to that which is related to school assignments and projects, and shall only be done in accordance with the school policies, administrative procedures and divisional rules

9. The student should use their device for educational purposes only.

10. The student will use the Hanalani Schools wireless network while on campus. Use of 3G & 4G or other wireless connections for accessing the Internet or creating a wireless tether is not allowed.

11. Use of Cell Phones for making phone calls will only be allowed before and after school unless otherwise directed or allowed by a staff member.

12. The use or possession of an Electronic Communication Device (ECD) or a recording device in restrooms is prohibited. "Recording device", as used herein, will mean a camera, a video recorder, or any other device that may be used to record or transfer images.

_____

Printed Name   Homeroom

_____

Signature   Date

Hanalani Schools is committed to creating a 21st century leaning environment in order to prepare our students to be ready for the rigors of college and future career. Next year students in 7th-12th grade will need to bring their own device (BYOD) to school. This would include a laptop, tablet or slate. Our faculty is currently designing lessons that will incorporating technology to enhance learning in the classroom. To lighten the backpack load we will also be piloting eTexbooks in selected courses.

Minimum requirements for student laptops:

Processor Speed: 2.0 GHz dual core or higher

System Memory: 2 GB or higher

Hard Drive: 120 GB or higher

Wireless 802.11G

Battery Life: Up to 5 hours

Operating System: Windows 7 or higher, Mac OS10.6 or higher

Antivirus Software

Minimum Requirements for student tablets:

Processor Speed: dual core or higher

Internal Memory: 16 GB or higher

Wireless 802.11G

Battery Life: Up to 5 hours

Operating System: iOS 6.0 or higher, Android 4.0 or higher

Physical Keyboard

Because of their small screen size cell phones and iPods are not appropriate devices to use for a majority of Hanalani School educational activities.

eTextbooks for Students

Stay on the leading edge of technology with BJU Press eTextbooks! eTextbooks mean lighter loads for students and improved accessibility for students who use laptops or tablets. Parents will appreciate the increased level of student engagement that eTextbooks can provide.

BJU Press eTextbooks are offered through the VitalSource Bookshelf® platform. Delivering digital content to more than 1.6 million users on 6,000 campuses in 180 countries, VitalSource® is the preferred and most used e-textbook platform in higher education today.

Simple process—After the book is purchased, the student/parent signs up for a free VitalSource Bookshelf account online, enters the special code received from BJU Press, and receives the eTextbook in his virtual bookshelf.

Anywhere, anytime access—The student gets three-way access to his eTextbook: desktop, online and mobile for an entire year. Free apps which allow offline viewing are available for PC, Mac, iOS (iPad, etc.) and Android devices.

Study features—Students can highlight text, define text (iOS only), write notes, and search eTextbook contents and notes.

Note-sharing—Students can share notes or subscribe to friends' or teachers' notes. Notes are synchronized across all devices.

Page fidelity—Pagination in both hard copy textbooks and eTextbooks is the same, enabling all students to be on the same page no matter which version they use in the classroom.

Critical Skills

Creativity and Innovation
    Use a wide range of idea creation techniques (such as brainstorming)
    Elaborate, refine, analyze and evaluate their own ideas in order to improve and maximize creative efforts
    Demonstrate originality and inventiveness and understand the real world limits to adopting new ideas
    View failure as an opportunity to learn; understand that creativity and innovation is a long-term, cyclical process of small successes and frequent mistakes

Critical Thinking and Problem Solving
    Analyze how parts of a whole interact with each other to produce overall outcomes
    Effectively analyze and evaluate evidence, arguments, claims and beliefs
    Interpret information and draw conclusions based on the best analysis
    Reflect critically on learning experiences and processes

Communication
    Articulate thoughts and ideas effectively using oral, written and nonverbal communication skills
    Listen effectively to decipher meaning, including knowledge, values, attitudes and intentions Use communication for a range to inform, instruct, motivate and persuade
    Communicate effectively in diverse environments

Collaboration
    Valuing the process of borrowing other peoples' brains and passions
    Demonstrate ability to work effectively and respectfully with teams
    Be flexible and respectful
   Share responsible in accomplishing a goal

Citizenship in a Digital Age
    Access information efficiently (time) and effectively (sources)
    Use information accurately and creatively for the issue or problem at hand
    Examine how individuals interpret messages differently and how media can influence beliefs and behaviors
    Use technology as a tool to research, organize, evaluate and communicate information
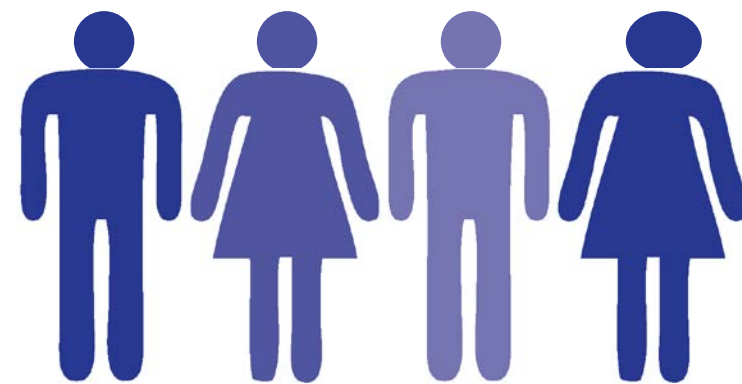
CRITICAL SKILLS

CREATIVITY & INNOVATION
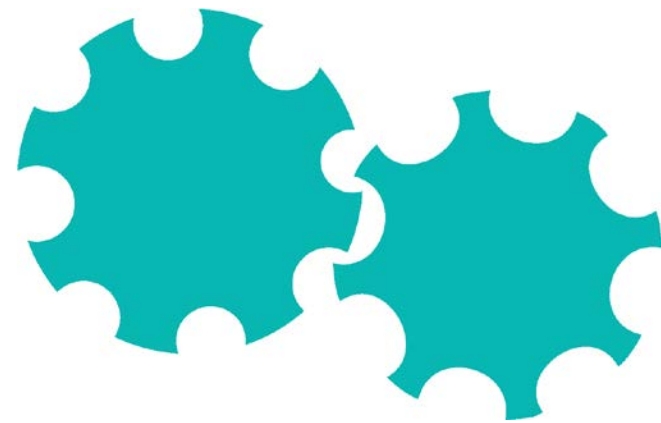
CRITICAL THINKING & PROBLEM-SOLVING

DIGITAL CITIZENSHIP

COMMUNICATION

COLLABORATION

Elementary Science Olympiad

2013-14 Planning Document

Science Olympiad website: http://www.hsso.org/?q=node/71

Arcalas-3, 2, 1 Blast Off! - teams build 2 rockets & bring to the competition	Kephart - AllChargedUp! - knowledge of magnets & circuits
Arcalas-AllInTheFamily - predict inheritance patterns	Kephart- BackyardBotany - knowledge of plants and life processes of plants
Arcalas-Bridge-A-Roni - build the lightest pasta bridge & bring to the competition	Kephart - ChewTheFat - knowledge of digestive system
Arcalas-DescribeIt,BuildIt - one team member write a description of how to build a device and having his or her partner reconstruct the device from raw materials	Myrmel - FirstinFlight - design, make, & fly 2 paper airplanes
Myrmel - MeasurementMania - estimate & measure length, weight, volume & temperature	Myrmel MoversandShakers - knowledge of earthquakes & volcanoes
Kephart - Newton'sNotions - knowledge of force & motion	Kephart - PlanetProtectors - recycling & preserving resources
Kephart - Rampn'Roll - design, build & test a gravity vehicle	Myrmel - RockStar - identify rocks & minerals
Myrmel - ScienceSketchers - pictionary of science terms & concepts	Arcalas-SkyQuest - knowledge of the solar system
Arcalas-SuperSleuths - solve a crime	Myrmel - WeatherPermitting - knowledge & use of technology with weather & climate

*Events that correlate to 4th-6th grade curriculum will have at least one activity that relates to the

event completed by all of that grade level.

Questions?

Who should the team be? collaboration skills, desire to be on the team, top performing students, time commitments, parent support
How should we select the team? survey & follow-up form for parents
Should we prepare more than 15 students? good to have a back-up - tell them they are an alternate so they are not disappointed - good exposure - have a back-up from each grade level
How will we inform the students about this? present in science class, short presentation during chapel

Use quizlet for events that students need to know terms

Competition Schedule of Events

Period 1 (9:00 – 10:10 a.m.)	Super Sleuths
	Chew the Fat
	Newton's Notions
	Describe It, Build It
	Ramp 'n' Roll
	Weather Permitting
Period 2 (10:20 – 11:30 a.m.)	All in the Family
	Backyard Botany
	3,2,1, Blast Off!
	Secret Structures
	Measurement Mania
	Movers and Shakers
Period 3 (11:40 a.m. – 12:50 p.m.)	Planet Protectors
	Rock Star
	All Charged Up!
	Bridge-a-roni
	Science Sketchers
	Sky Quest

Purpose

The Hanalani Leads Challenge promotes the love of reading and responsible literacy in addition to supporting professional development. Reading extensively from a wide sampling of sources develops well-rounded, informed, and discerning professionals, and participating in professional development leads to better practices and techniques.

Guidelines

Books/Titles to be Read:
- See Incentives for number of titles to be read.
- Titles must be ones that you have not read before (with the exception of one book per challenge).
- Participants may choose to read fewer books from the children's/young adult/journal categories and increase the general adult reading titles; the key is that no one is exclusively reading "short" or "easy" titles (children's/young adult) to make the total titles (see Incentives for more details).

Accountability:
- Each participant will create a personal reading blog (e.g., Blogger, Tumblr, or Wordpress, etc.).
- After each book is read or professional development completed, create a blog post detailing the following points of analysis:
  - Books: title and author; number of pages; category ("children's," "young adult," "scholarly journal," "general adult")
  - Webinars or workshops: title and presenter; date and duration; category; URL, website, and location if applicable.
  - General age/maturity recommendation level (i.e., who would you recommend the book to?)
  - At least two personal connections/"Power Principles"—Two specific things you learned from or connected to in the book, described in clear, complete sentences; these should not be summaries, but analytical, personal responses.
- Blogs should eventually be linked to participants' ePortfolios.

Incentives

Level 1 - Completing 15

No more than 5 of each of the following...
- Children's books (picture books, etc.)
- Young adult books/novels (titles like The Giver and The Hunger Games)
- Articles from scholarly journals (minimum 5 pages per article)
- General adult reading (novels, biography, professional development, etc.)
- Professional development videos and podcasts (minimum 10 minutes)
- Workshops and webinars (SOTF Conference)

Level 2 - Completing 25

Including your totals from the first level, no more than 5 of each of the following...
- Children's books (picture books, etc.)
- Young adult books/novels (titles like The Giver and The Hunger Games)
- Articles from scholarly journals (minimum 5 pages per article)
- General adult reading (novels, biography, professional development, etc.)
- Professional development videos and podcasts (minimum 10 minutes)
- Workshops and webinars (SOTF Conference)

Level 3 - Completing 40

Including your totals from the first two levels, no more than 10 of each of the following...
- Children's books (picture books, etc.)
- Young adult books/novels (titles like The Giver and The Hunger Games)
- Articles from scholarly journals (minimum 5 pages per article)
- General adult reading (novels, biography, professional development, etc.)
- Professional development videos and podcasts (minimum 10 minutes)
- Workshops and webinars (SOTF Conference)

'IOLANI EDUCATION INNOVATION LAB

"Nudge and Nurture"

Mission

The Education Innovation Lab @ 'Iolani stresses new and unique applications of technologies, and encourages invention and prototyping in education. The L-Tech Team "touches" both students and teachers as they lead, implement and support the use of technology for the purpose of enhancing and improving the learning and teaching experience, and result.

The EIL Team

L-Tech members are creative, informed, empathetic leaders who are, at their core, also great teachers. They are capable of leading students and teachers from problem to solution, from idea to realization. Inspired by Learn and Live, an initiative about project-based learning from the George Lucas Foundation and Edutopia, EIL team members will call themselves L-Techs.

Josh Reppun - Co-Director
Russell Motter - Co-Director
Patti Nagami, L-Tech
Jackie Okumura, L-Tech

The EIL Vision

An open-minded faculty empowered to explore new methods of teaching and learning and willing to take risks and learn from failures. A self-directed student body working in partnership with faculty to create rich and engaging learning environments. An engaged parent 'ohana working in partnership as resources for faculty and students.

The EIL is inclusive of the **1:1 Initiative** (iPads, for now), which is about efficiency, creation and connection; the **Maker Movement**, a contemporary subculture, representing a technology-based extension of DIY Culture; **Ethnography and Empowerment**, telling our stories of innovation, education leadership, and the stories of others using digital media and animation; the **Design Thinking** movement (based out of Stanford University's d.school and the design firm IDEO); and much more...

The EIL will be a true partnership with 'Iolani's Instructional Technology Services Department. Together, the ITS and the Education Innovation Lab aim to foster a culture of YES, we can at 'Iolani.

The Education Innovation Lab Action Plan

The Teaching Application Aspect of the EIL

Throwing pebbles in a pond: *The ripple effect of empowering teachers and students to think deeply about what they do and why they do it, then transmitting that knowledge to others.*

EIL Co-director Russell Motter will manage the **teaching application** aspect of the EIL. We can imagine a study group initiative that promotes a collaborative and collegial approach to teaching excellence. The study groups should mobilize the teaching excellence already present in the school and open a school wide conversation about digital resources, open education resources, course content and delivery, applied knowledge assessment and experiential learning. The study groups will be teacher driven and will provide opportunities for teachers to collaborate and collectively reflect on emerging innovations in teaching. Because the educational landscape is shifting so quickly, no one person can possibly "manage" the initiative that we have in mind. Nor would we want one person to do so. The most effective way of navigating change and firing imaginations is to place teachers in charge of developing their own areas of interest so that they may share with others. We believe that a teacher-centered support structure within EIL that includes opportunities for targeted professional development opportunities will result in leadership roles for teachers in their areas of interest. We envision teachers sharing teaching innovations campus wide, in the Imagination Classrooms and other settings, but also sharing in the wider community through the Sullivan Center.

Russell will have three areas of responsibility:

Study Group Initiative

- Study Groups will be organized for the purposes of studying best practices in teaching with digital materials and tools.
- Study Groups will function as resource outlets for teachers, providing opportunities, the exchange of ideas, self-evaluation, problem solving and coaching.
- Study Groups will take shape based on the needs and interests of teachers. Study Groups may form as spin-offs from other groups, creating a network of groups that address the needs of teachers.
- Study group facilitators will be trained using SOTF funds.

Digital Conversion

- Work with ITS and other departments to facilitate a shift to e-texts.
- A teacher's resource that will facilitate the conversion to digitized material for efficient and effective classroom use. Assist teachers in organizing and delivering course materials in a digital environment.
- Work with other EIL team members to help teachers to execute lessons, assignments, and course delivery with digital material and technology.
- Work with departments and Study Groups to create discipline specific digital resource banks that might include links to content, apps, best practices information.

Case Studies

- Identify and establish as case studies the best in 'Iolani classroom innovation.
- Develop a "resource library" of case studies might be housed as short three to five minute videos at Iolani.TV.

[Our SOTF grant request is going to focus in part on development of these study groups as engines of innovation on campus. In particular we plan to fund leadership training for study group facilitators.]
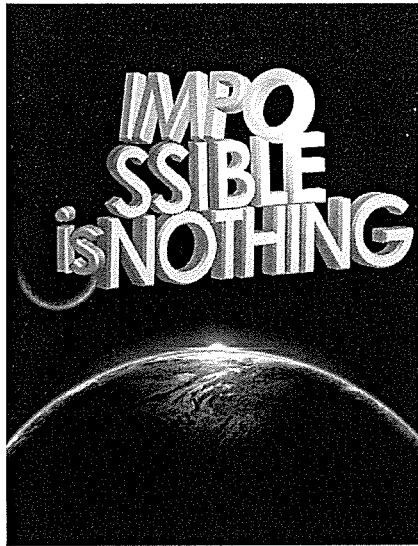
EIL Co-director Josh Reppun will manage the following EIL programs.

The One-to-One Initiative

- Modeled on Apple's retail store consumer training program, housed at Iolani.TV.
- Direct scheduled one-to-one training in a subject of the person's choice.
- My iProjects - faculty work on projects while a "creative" stands by to offer help and suggestions.
- My iGroups - on demand or EIL generated group workshops that would cover a wide range of technology in teaching and learning innovations.
- In the program faculty build profiles, manage their progress and create "one off" videos about their innovations.

EIL Edcamp 'Iolani

- Wide open, choice driven small or large group high energy deep thought workshops.
- *Professional development that's done with you—not to you.*
- Will use the open mobile spaces in the Sullivan Center.
- Engines of teaching and learning idea generation.
- Place and space to vet ideas and imagine classroom prototyping.
- Can be based on the "one mile" idea of public private collaboration; schools within a mile of 'Iolani invited to EIL Edcamp events. (Would like to explore how to endow this part of the

program.)

EIL "Deep Dives"

- K-12 "Deep dive" in-services designed to dig into specific app/software use/innovations in teaching and learning.
- "All Day Deep Dive Weekdays," designed to provide plug-in, semi-casual presentations or hands on workshops on a particular tool.

The EIL Iolani.TV Website Initiative

- An Online home that is dynamic and transparent to parents and the wider world.
- A place for departments to gather - through video upload - resources, share teaching and learning innovations, find out about the work of study groups, tap into FAQ responses and so on.
- Online home to the EIL one-to-one professional development program, scheduling and updates.
- 70% of this initiative is driven by students.
- Ties into Sullivan Center broadcast center and on campus digital signage.
- Potential home for professional development postings and registration.

The EIL Imagination Classrooms

- "Classroom" space equipped so that even the most insane teaching and learning idea can be prototyped.
- Moves the learning space from static to mobile dynamic and fully intra-inter connected and Online.
- Promotes design thinking, challenge based learning, problem based learning, experiential learning and all the verbs we care about (critical thinking, synthesis, etc.)
- Maximum potential for innovation while continuing to explore values vs/and practice.

The Google Apps Initiative

- Continues ten years of tech development on campus, including Google sites, docs/Drive, calendar, groups, forms, spreadsheets, etc.
- Many teachers already familiar with Google apps as an Online presentation of curriculum. Google Drive the app has rapidly facilitated productive exchange of information within the

community.

The EIL Study Abroad Program

- Seeks out professional development opportunities outside of 'Iolani and works with the DoS to send faculty k-12 to those events.
- Uses the Sullivan Center auditorium, or an Edcamp 'Iolani as the forum for TED style talks about what was learned.
- Works to send US and LS teachers to events to promote cross-campus collaboration (can't tell you how much I gained from hanging with Linda Look during NAIS - she is an L-Tech, though she does not know it yet!).
- Develops 'Iolani presenters and helps them train, practice and evaluate presentations before going to conferences.
- Seeks to "send out the word" about innovation at 'Iolani by promoting conference presentation, but reverses the order by doing the presentation first at 'Iolani, subjects it to evaluation, then sends it abroad.
- Works to capture these presentations in an iOvation808 channel so the beat goes on, and on.
- The start to a possible private, pubic co-op system of professional development on Oahu.

EIL Team Reading List and Syllabus

The Art of Innovation by Tom Kelly

IDEO, the widely admired, award-winning design and development firm that brought the world the Apple mouse, Polaroid's I-Zone instant camera, the Palm V, and hundreds of other cutting-edge products and services, reveals its secrets for fostering a culture and process of continuous innovation. There isn't a business in America that doesn't want to be more creative in its thinking, products, and processes. At many companies, being first with a concept and first to market are critical just to survive. In The Art of Innovation, Tom Kelley, general manager of the Silicon Valley based design firm IDEO, takes readers behind the scenes of this wildly imaginative and energized company to reveal the strategies and secrets it uses to turn out hit after hit. IDEO doesn't buy into the myth of the lone genius working away in isolation, waiting for great ideas to strike. Kelley believes everyone can be creative, and the goal at his firm is to tap into that wellspring of creativity in order to make innovation a way of life. How does it do that? IDEO fosters an atmosphere conducive to freely expressing ideas, breaking the rules, and freeing people to design their own work environments. IDEO's focus on teamwork generates countless

breakthroughs, fueled by the constant give-and-take among people ready to share ideas and reap the benefits of the group process. IDEO has created an intense, quick-turnaround, brainstorm-and-build process dubbed "the Deep Dive." In entertaining anecdotes, Kelley illustrates some of his firm's own successes (and joyful failures), as well as pioneering efforts at other leading companies. The book reveals how teams research and immerse themselves in every possible aspect of a new product or service, examining it from the perspective of clients, consumers, and other critical audiences. Kelley takes the reader through the IDEO problem-solving method:

- *Carefully observing the behavior or "anthropology" of the people who will be using a product or service*
- *Brainstorming with high-energy sessions focused on tangible results*
- *Quickly prototyping ideas and designs at every step of the way*
- *Cross-pollinating to find solutions from other fields*
- *Taking risks, and failing your way to success*
- *Building a "Greenhouse" for innovation*

IDEO has won more awards in the last ten years than any other firm of its kind, and a full half-hour Nightline presentation of its creative process received one of the show's highest ratings. The Art of Innovation will provide business leaders with the insights and tools they need to make their companies the leading-edge, top-rated stars of their industries.

The Third Teacher

Created by an international team of architects and designers concerned about our failing education system, The Third Teacher explores the critical link between the school environment and how children learn, and offers 79 practical design ideas, both great and small, to guide reader's efforts to improve our schools. Written for anyone who has school-age children in their life, from educators and education decision-makers to parents and community activists, this book is intended to ignite a blaze of discussion and initiative about environment as an essential element of learning. Including a wealth of interviews, facts, statistics, and stories from experts in a wide range of fields, this book is a how-to guide to be used to connect with the many organizations, individuals, and ideas dedicated to innovating and improving teaching and learning. Contributors include children's singer and advocate Raffi, author and creativity consultant Sir Ken Robinson, scientist and environmentalist David Suzuki, inventor James Dyson, and other experts who are working to create fresh solutions to problems and create a new blueprint for the future of education.

iPads in Education for Dummies by Sam Gliksman

- *Explores iPad best practices, tools, and apps for a successful iPad program in your school*
- *Shows how the iPad can be used as a valuable tool for research, collaboration, communication, creativity, and discovery*
- *Provides tips and guidance on keeping information updated, managing content, and taking advantage of the iPad as a learning tool*
- *Helps teachers and administrators see how to use iPads effectively in different grades, classroom settings, and curriculum levels*
- *Explains iPad's built-in media features and the importance of multimedia in modern education*
- *Dummies is your guide to using the world's most popular tablet to inspire and educate your students in a whole new way.*

Teaching Digital Natives: Partnering for Real Learning by Marc Prensky

Prensky presents a model for 21st-century teaching and learning, in which students become learners and creators of knowledge through technology while teachers guide and assess student learning.

"How to Build Your Network," by Brain Uzzi and Shannon Dunlap in the *Harvard Business Review*, December 2005 (PDF Google Drive share)

Strong personal networks don't just happen at the watercooler. They have to be carefully constructed. Here's how to strengthen your connections.

The EIL Advisory Group

The EIL team has been asked to select two individuals from outside 'Iolani to serve as informal "advisory group" member. The EIL aims to use Sullivan Center teleconferencing capabilities to connect with these individuals from time to time, as a group or as individuals. The object is to gain insights into current innovations, obtain feedback on EIL initiatives and build networks.
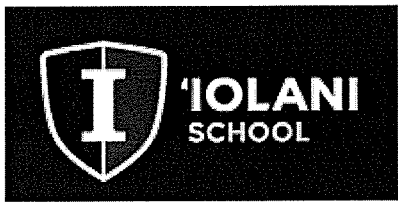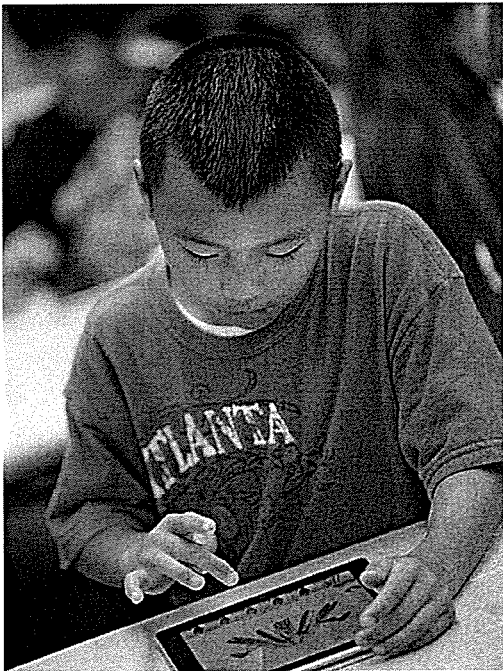
ABOUT > ONE-TO-ONE INITIATIVE

iPad Initiative FAQ

Here are some answers to frequently asked questions about 'Iolani School's One-to-One iPad Initiative, which is part of an Educational Technology Plan to provide all students (K - 12) with the tools that today's educational environments demand as well as resources and support needed to maintain technology.

The Educational Technology Plan also aligns with the opening and goals of the Sullivan Center for Innovation and Leadership. The goals of the plan include:

- Creating a student-driven learning environment
- Preparing students to engage in the affairs of the world
- Developing skilled learners who use technology effectively for learning and exploring
- Engaging students in real world situations
- Enhancing communication and collaboration to promote effective learning and the ethical and respectful use of technology
- Empowering teachers to design dynamic, engaging learning environments to challenge, inspire and reach the needs of learners
- Providing equitable access to technology tools for all students

iPad Initiative Frequently Asked Questions

My iPad won't turn on. What do I do?

If you are sure it's charged, try pressing and holding both the power and home buttons down at the same time for about 10 seconds and that will often do the trick. If it still won't turn on, come to the ITS Office in I-111 for assistance.

How may I block certain web sites and content at home?

Since most households have multiple computers, you may wish to look at a solution that you implement for the entire house. Your home Internet provider or router vendor may offer options and solutions to meet your needs and may also have free software for your computers to meet these needs.

Here are some examples:

- Hawaiian Telcom currently recommends <u>McAfee software</u> for computers.
- Oceanic Time Warner also currently recommends <u>McAfee software</u> for computers.
- NetGear has certain routers you can use purchase and use on your home network to provide <u>house-wide parental controls.</u>
- Additional restrictions can be placed on the iPad itself, but such changes may adversely affect classroom use of the device. Therefore, we ask that you meet with us to review various options before installing additional restrictions on the iPad.

Why is the App Store missing from the iPads in grades K-8?

Administrators and teachers took great care in finding and <u>choosing appropriate apps for these devices</u>. They also carefully weighed the advantages and disadvantages of restricting access to the App Store on the iPads for various grade levels. For grades K-8, we decided it was prudent, during this first year at least, to restrict access to the App Store. This policy will help preserve sufficient space on the devices for academic needs and will make it easier for parents to monitor apps to which their children have access.

Will the App Store be available again for grades 7 and 8?

As faculty and departments find new iPad apps they want to make available to students for school needs, the school will make the App store available again at designated times in order to allow students to install apps that they need for their classes. These open windows of access may occasionally occur during school hours but will typically be scheduled during the weekends.

May I add or remove Apps from my child's iPad?

We welcome parent involvement in the monitoring and appropriate use of the iPad and apps. Parents may add apps that they feel will help enhance their child's educational experience with the device. They may also delete apps that they deem inappropriate by pressing and holding the app icon until it wiggles and an "x" appears in the top left corner. Tap on the "x" and confirm the removal of the app. If uncertain if the app is needed or required for classwork, please check with your child's teacher before deleting an app.

How can I ensure that my child does not download inappropriate apps to the iPad?

The easiest and surest way to restrict access to apps is to keep the Apple ID password in the hands of parents. Doing so will ensure that only parents may purchase or download apps. If you want to change the password of the Apple ID that is associated with your child's iPad, <u>follow these simple instructions.</u>

Why iPads?

At this time, it's the most versatile and stable device for management of students' academic lives and helps them become more efficient learners.

How does this affect buying books for the upcoming school year?

The school recently partnered with <u>MBS Direct,</u> an online textbook provider. Once students receive their class schedules and the online bookstore opens in mid-July, they may begin ordering hard copy textbooks for the first semester of the upcoming school year. Students should order only books for the first semester and yearlong classes. Second semester books will be available for purchase in December. Instructions for ordering books can be found on the <u>'Iolani bookstore</u>

webpage. If you have questions specific to online book ordering, please call MBS Direct customer service at 1-800-325-3252 or email VB@mbsBooks.com.

What about ordering digital books?

Although information about the digital books will be available on the MBS bookstore page as well, 'Iolani asks that digital materials NOT be purchased until students receive their 'Iolani-issued iPads. This is so that digital materials may be purchased using the student's school related Apple ID (see separate FAQ about "What Do Students Use for an Apple ID") then downloaded directly to the iPad.

Is there a benefit to students using digital books?

'Iolani continues to maintain high standards for the quality and appropriateness of books we use in our curriculum. We are constantly researching the availability of high quality digital books in different formats and are integrating them into the curriculum at the teacher's discretion. 'Iolani teachers are also beginning to develop their own customized materials that can be used with the iPads. Although the publishing industry is still evolving to meet the needs of digital textbooks for schools, we anticipate the additional long term benefits of digital textbooks will include more dynamic and automatically updated materials that are teacher-produced and therefore less expensive than paper-based versions. We also view the ease of access and note-taking features as benefits, not to mention the lightened backpack load that students will experience. The school's goal is to migrate more materials to digital formats in the hope that course-related expenses will be reduced in the long run.

There is now a school technology fee. Does that pay for the iPad?

The technology fee is not for the iPad per se. Technology-related opportunities are part of 'Iolani's overall mission to develop liberally educated, well-rounded individuals who are well-prepared for higher education and responsible moral citizenship. This technology fee is necessary to expand and support the technology infrastructure and professional development for students and staff.

Once students receive their iPads, how should they maintain them?

Make sure they are charged each night and ready for the school day each morning. Clean them with a microfiber cloth. Additional tips can be found on Apple's website.

Will students get to take their school iPads home on the weekends and during breaks?

Students in K-2 will leave them in school at the end of the day. Grade 3 will be allowed to take home their iPads starting in the 2nd quarter on weekends and breaks. Students in Grades 4-12 will be able to take their iPads home on weekends and breaks. Students may be required to turn in their iPads at the end of the school year.

What will be installed on them?

School committees have been working on which apps should be installed both school-wide and by grade. Here is a list of all the applications that the school has purchased, as well as free apps chosen to meet the curricular needs of students. During the year, faculty and students will also continue to find, test and utilize additional apps that they find appropriate to their coursework.

What do students use for an Apple ID? What if they already have one?

Students in grades 3-12 will create an Apple ID that uses and is linked to their 'Iolani e-mail address. Just like students have both personal and school e-mail addresses, they will have a school Apple ID and the apps associated with that ID. Students in grades K-2 will use an institutional Apple ID created and maintained by 'Iolani School, not individual or personal Apple IDs.

What if a student has trouble using his or her @iolani.org email account to set up an Apple ID?

Students may need to first verify that they have and can access their student @iolani.org account by logging into email.iolani.org. If the @iolani.org email address is valid and you are still unable to create an Apple ID, then contact helpdesk@iolani.org. If a student does not know his or her @iolani.org ID and password, it is likely that he or she has not yet set up an @iolani.org account. New students will set up their accounts based on the iPad Distribution Schedule. If returning students have forgotten their @iolani.org email address and/or password, they should contact helpdesk@iolani.org to request their ID or to have their password reset.

How does a student register for an Apple ID if he/she is under 13?

We are requiring students in grades 3-12 to obtain an Apple ID using their school email address in order to register their iPad. If a student is not 13 by the end of May, we will send Apple the student's Apple ID information along with his/her parent's email address. Apple will then send their parent an email, from appleid@id.apple.com, with instructions on how to create their child's Apple ID. We recommend, at this point, that parents not share the password with their child, which will ensure that only parents may purchase and install apps on the device.

Does a student need wireless Internet at home?

The school requests that apps and updates be installed at home to reduce the burden on the school infrastructure and Internet connection, as well as to ensure faster installation on the devices. If needed, free wireless is available at a number of locations on island.

May a student personalize their cover or get a different cover for it?

Students may personalize their school-issued covers in ways that are appropriate and in keeping with the way a book cover might be personalized. If they want a different cover and have a compelling reason, they may make a request to the Information Technology Services Department to change it if the new one meets the school's requirements to properly protect the device.

What if a student wants to get a keyboard for his or her iPad?

Keyboards for the iPads are not required and we recommend that students try to get comfortable with the use of the iPad's onscreen keyboard. However parents may purchase one they feel is the best price and fit for the student.

If there is a decision to look at a new cover with an integrated keyboard, students need to follow the school request for new cover process established for replacing school issued iPad covers. Please wait on purchasing any new cover until your cover request is approved.

What if a student already has an iPad?

All students will be given a school-issued device that is configured to meet school needs and standards, so the good news is, now they will have another.

What happens if it breaks?

Students will work with their teachers to confirm usability of the device for class and teachers will initiate a support call to Information Technology Services if necessary. Fees for repair or replacement are outlined in the

"Rules for the Use of Electronic Devices" policy in the section titled Loss and Damage of School-owned Devices.

What happens if it is lost or stolen?

First, try finding it using a computer and the Find my iPhone option on iCloud.com using the student's school Apple ID. Students and parents are responsible for replacement and deductibles as outlined on the "Rules for the Use of Electronic Devices" policy.

Who owns and manages them?

The iPads are school-owned devices and the school's Mobile Device Management (MDM) software will be installed on them. The MDM is required to install software, maintain updates to the devices, and perform audits to ensure the iPads are operational for school needs. The MDM software will occasionally prompt users to install updates which should be downloaded while off campus. The MDM should not be removed from the iPad for any reason.

What if the MDM Server prompts to install an app and it can't be done at that moment or it doesn't finish?

The MDM server will prompt again the next day so it can be done at that time. Also, the Self Service app on the iPad can be used. To do this, when connected to the Internet, login to the Self Service app, choose the app from the list, click on Install, and once the Apple ID password is entered the app will download.

I'm having trouble downloading free Apps. What should I do?

Our Apps deployment server, although built to handle four times the number of devices we have deployed, will occasionally become overloaded with thousands of concurrent requests. Please focus on downloading and installing the paid Apps and download the free ones that are listed at this link. If the installation stalls, force quit all the Apps and power off your iPad, then power it on again and try to install the App again later. You could also try rebooting your iPad. See how to reboot an iPad below.

I don't want my child to use the Messaging App, what should I do?

We encourage you to review all Apps on the iPads with your child on a regular basis and you should feel free to do so at any time. Messages can be disabled in Settings > Messages by switching it to the OFF position. Some students in Upper School find the Messaging App to be a useful communication tool and some teachers use it for school activities. Messaging may also be used by teachers in the Lower School, however the account is a school-based account and so and if it needs to be enabled for classwork the teacher will have the appropriate account

information.

How do you "reboot" an iPad?

First, close all the apps that are running by double-tapping the home button (or use a four-finger swipe up) to bring up the running apps. "Swipe" each of the apps up and off the screen to close them all. Next, shut down the iPad by pressing and holding the power (aka sleep/wake) button until the red slider appears at the top that says "slide to power off" and slide it to power the devices down. Once it has powered off, press the power button for a few seconds to power it on again.

How do I transfer data off the iPad before I give it back to the school?

Since all Apps will still be available to you because they are associated with your Apple ID, and because all the data on them will be wiped clean, please make sure you get any files off the devices that you want to keep. Here are a few tips on how to do that:

- Use Google Drive and DropBox Apps to save important files to "the cloud."
- Use the iCloud backup in Settings to do a backup of your important files associated with your Apple ID.
- E-mail important files to yourself and save them at home.
- Do a one-time backup of the device to a home computer (Note: We have asked you NOT to do this as part of our school policy, but will allow it this one time before you turn in these test devices). You can use this Tech note from Apple to help with some of this process.

Will students receive the same iPad every year?

For Upper School, the answer is yes. For Lower School, the devices will stay with the classrooms in grades K-2 however grade 3-6 students will keep the same iPads.

Will the school make "cybersafety" a priority now that all students are equipped with iPads?

Cybersafety has always been a priority at 'Iolani. Professional development workshops are held before and during the school year so that teachers are familiar with responsible practices for using the Internet. The school has also brought in guest speakers to talk to parents and students about responsible digital citizenship.

What is my family's responsibility in monitoring what my child does on the iPad at home?

Parents are ultimately responsible for overseeing the use of their child's iPad at home. Each family has unique dynamics and it is our intention to respect parenting decisions with regard to the use of the device. However, we recommend that iPads (and other similar technology) be used in an open space such as the kitchen or living room rather than in your child's bedroom. Common Sense Media (www.commonsensemedia.org/) provides a number of helpful resources. Here are some articles you may find helpful:

- How to Set Screen Rules that Stick
- Managing Multitasking
- Internet Safety Tips for Middle School Kids
- We also have a couple books available in our library for parents to check out: "1-to1 at Home: A Parent's Guide to School-Issued Laptops and Tablets" and "A Parent's Guide to Online Safety"

How can parents control iPad content, including apps?

The best way is to schedule regular times to review what is on the student devices; 'Iolani encourages parents to schedule time with their child to sit and review what is being done on the device. The school also recommends associating gift cards with the student Apple ID account for purchases and not a credit card. Parents may also choose to setup the Apple ID used for purchases with their child and create a password associated with that account that they do not share with the child.

I have a question that was not answered above. Whom may I contact?

You may call (808) 943-2358 or email helpdesk@iolani.org. Your question will be directed to the office which may best address your concern.
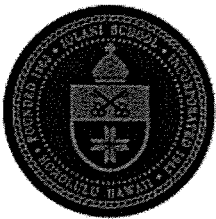
'IOLANI SCHOOL

We have been teaching the young people of Hawai'i since 1863. Our students are well-rounded, curious, intelligent and active citizens.

CONTACT

563 Kamoku Street
Honolulu, Hawai'i 96826
info@iolani.org
(808) 949-5355

REQUESTOR: _____ GRADE: _____ QUANTITY: _____ DATE: _____

APP NAME: _____ PRICE: _____ MADE FOR AGES: _____

ITUNES ADDRESS (copy/paste link): _____

STANDARDS ADDRESSED: _____

INSTRUCTIONAL GOALS: _____

DOMAIN	1	2	3	4
Curriculum Connection Skill(s) reinforced by the app are . . .	. . . not clearly connected to target skill(s) or concept(s)	. . . prerequisite or foundational skills for the target skill(s) or concept(s)	. . . related to the target skill(s) or concept(s)	. . . strongly connected to the targeted skill(s) or concept(s)
Authenticity Skill(s) reinforced by the app are . . .	. . . practiced in a rote or isolated fashion (e.g. flash cards) environment	. . . practiced in a contrived game or simulation environment	. . . sometimes presented in an authentic learning environment	. . . practiced in an authentic format and/or problem-based learning
Feedback Feedback is . . .	. . . limited to the correctness of student responses	. . . limited to the correctness of student responses; may allow students to try again	. . . specific and results in improved student performance; may include tutorial aids	. . . specific and results in improved student performance; data available electronically to teacher and student
Differentiation App settings . . .	. . . cannot be altered to meet student needs	. . . include only one degree of flexibility (i.e. only a few levels such as easy, medium, hard)	. . . can be adjusted in multiple ways to meet student needs	. . . offer complete flexibility to meet student needs
User Friendliness Students need . . .	. . . constant teacher supervision to use the app	. . . teacher review on how to use the app on more than one occasion	. . . the teacher to explain how to use the app once use the app	. . . no teacher support to independently launch and
Student Motivation Students . . .	. . . avoid or complain about the app	. . . view the app as "more schoolwork" and may not stay on-task when asked to use the app	. . . use the app as directed by the teacher and remain on-task and engaged	. . . are highly motivated to use the app and will select it as a first choice among related apps

APP APPROVER (Dept. Head) :_____   DATE: _____

'IOLANI EDUCATION INNOVATION LAB

"Nudge and Nurture"

Mission

The Education Innovation Lab @ 'Iolani stresses new and unique applications of technologies, and encourages invention and prototyping in education. The L-Tech Team "touches" both students and teachers as they lead, implement and support the use of technology for the purpose of enhancing and improving the learning and teaching experience, and result.

The EIL Team

L-Tech members are creative, informed, empathetic leaders who are, at their core, also great teachers. They are capable of leading students and teachers from problem to solution, from idea to realization. Inspired by Learn and Live, an initiative about project-based learning from the George Lucas Foundation and Edutopia, EIL team members will call themselves L-Techs.

Josh Reppun - Co-Director
Russell Motter - Co-Director
Patti Nagami, L-Tech
Jackie Okumura, L-Tech

The EIL Vision

An open-minded faculty empowered to explore new methods of teaching and learning and willing to take risks and learn from failures. A self-directed student body working in partnership with faculty to create rich and engaging learning environments. An engaged parent 'ohana working in partnership as resources for faculty and students.

The EIL is inclusive of the **1:1 Initiative** (iPads, for now), which is about efficiency, creation and connection; the **Maker Movement**, a contemporary subculture, representing a technology-based extension of DIY Culture; **Ethnography and Empowerment**, telling our stories of innovation, education leadership, and the stories of others using digital media and animation; the **Design Thinking** movement (based out of Stanford University's d.school and the design firm IDEO); and much more...
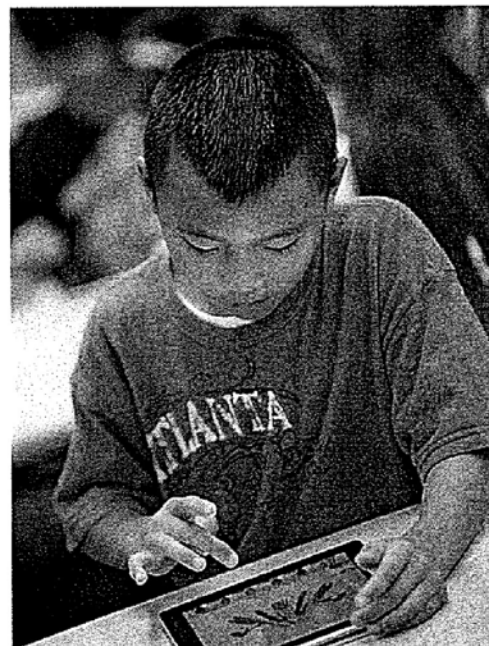
ABOUT

One-to-One Initiative

As part of 'Iolani School's Educational Technology Plan, a K-12 One-to-One iPad Initiative provides all students with the tools that today's educational environments demand as well as resources and support needed to maintain technology.

The Educational Technology Plan also aligns with the opening and goals of the Sullivan Center for Innovation and Leadership. The goals of the plan include:

- Creating a student-driven learning environment
- Preparing students to engage in the affairs of the world
- Developing skilled learners who use technology effectively for learning and exploring
- Engaging students in real world situations
- Enhancing communication and collaboration to promote effective learning and the ethical and respectful use of technology
- Empowering teachers to design dynamic, engaging learning environments to challenge, inspire and reach the needs of learners
- Providing equitable access to technology tools for all students

The video below documents the genesis of 'Iolani School's One-to-One iPad Initiative.

handling of the iPads with the vast majority (about 98 percent) of the devices returned at the end of the school year in excellent condition.

Click for iPad Initiative FAQ

Click for iPad Initiative Videos
Click for iPad distribution information

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A Taste of Tech at Iolani School

HOME   MY PAGE   BLOG   EDUCATION INNOVATION LAB   TASTING MENU   FORUM   PHOTOS   MEMBERS

A smorgasbord sampling of ideas for lessons and projects

Blog

Gabe and Cathy Teach French

Posted by **Josh Reppun** on March 17, 2014 at 10:08am

I just posted this iBlog to the Innovation iBlog. It's a story from a while back about Gabe and Cathy using games to teach French. **Click here to see the post.** ~ Josh

Read more...

Comments: **0**

Tags: **teaching, learning, french, games**

Book Publishing Apps

Posted by **Patti Nagami** on March 14, 2014 at 9:49am

One of our 8th grader English teacher inquired about alternative book publishing apps. I asked our circle of supportive tech teachers from Punahou, Kamehameha, and the DOE and they

Activity
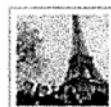
Catherine M. Pettit commented on **Patti Nagami**'s blog post **Book Publishing Apps**

"Thanks for this great recap, Patti! I would be interested in a workshop to learn more about using Explain Everything in my language classroom. Any other teachers interested in doing this?"

Apr 9

Rebecca Lin and **CMiwa** joined A Taste of Tech at Iolani School

Mar 17

Catherine M. Pettit posted a blog post **EIL Weekly Blog**
Here' the link to the weekly EIL blog.
**See More**

Mar 17

Innovation Lab iBlog

The Education Innovation Lab at 'Iolani School stresses new and unique applications of technologies, and encourages invention and prototyping in education. The Innovation Lab iBlog focuses on themes such as challenging minds, cultivating character, encouraging exploration, inspiring leadership, nurturing growth, shaping the future, sparking creativity and strengthening communities.
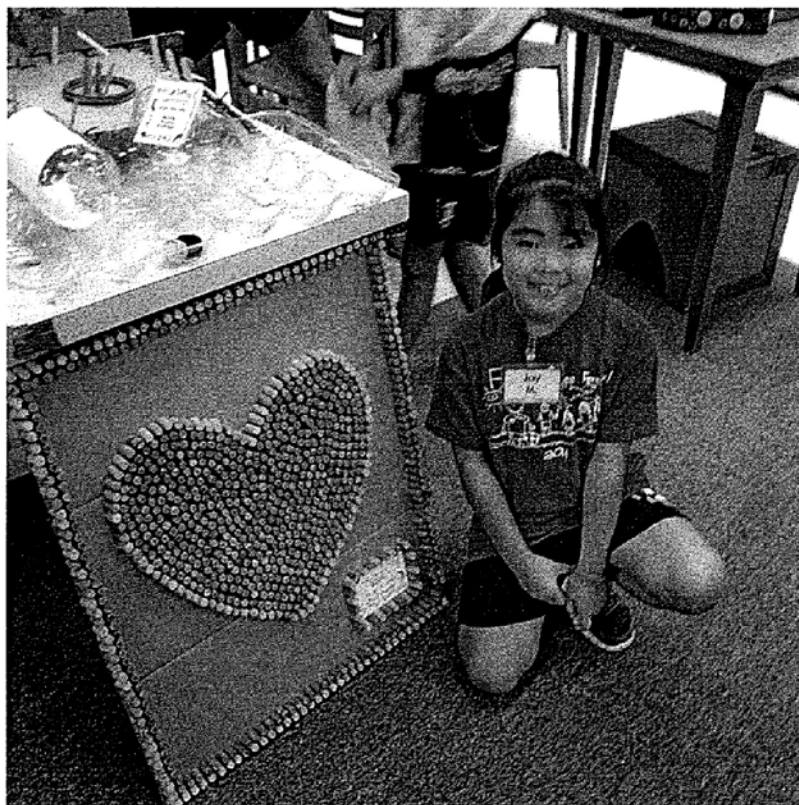
MAY 09

Helping Children on the Rise by Kaz Tomozawa and Alana Higgins
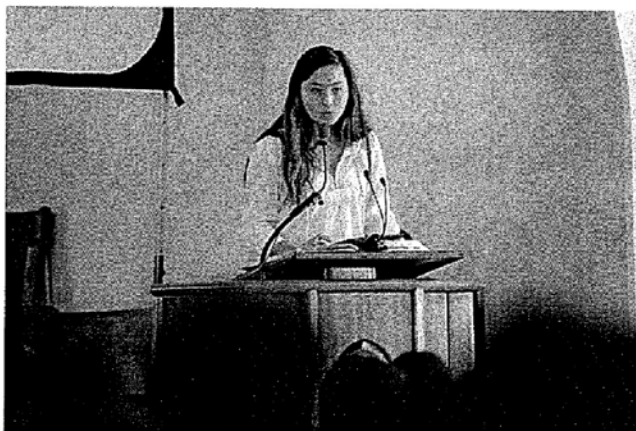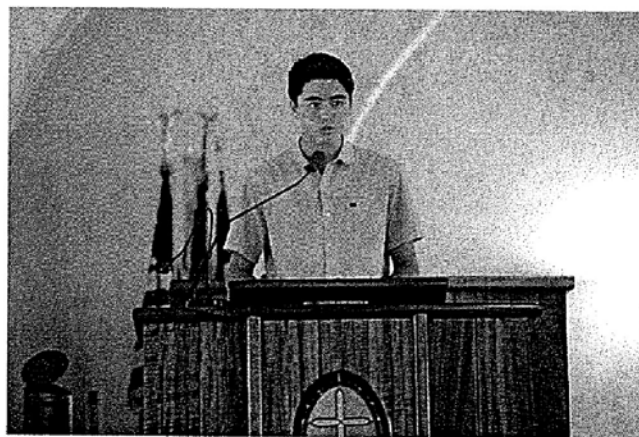
Click here to learn more

MAY 09

SPARKING CREATIVITY: Lower School Trash Creations!!

SPARKING CREATIVITY: Lower School Trash Creations!!

Students in Kathy Warner's class created "trash creations," meaning they used "trash" collected at home to create something...well...creative! I hope these photos capture some of their wonderful creativity.
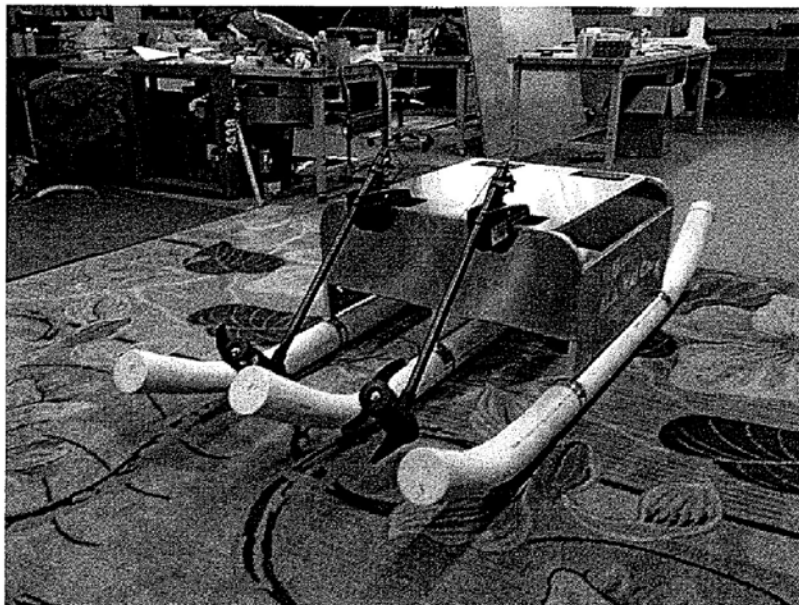
Click here to learn more

MAY 07

SPARKING CREATIVITY and INNOVATION: The Research Vessel (The "Ala Wai Cat") Out Of the SCIL

SPARKING CREATIVITY and INNOVATION: The "Ala Wai Cat" Out Of the SCIL (by Gilson Killhour)

Click here to learn more

MAY 06

SPARKING CREATIVITY: The Calling: A Collaborative Film Project

The Calling: A Collaborative Film Project (by Risa Beer)

The [my film] class came up with a storyline together, and then each student independently took one section of the film to storyboard, direct, and edit on their own. The class took turns being cameramen and crew for one another as each section was shot. They then edited each section independently, and came together again as a class to stitch the separate pieces into a cohesive short film.

Click here to learn more

MAY 05

CHALLENGING MINDS and SHAPING THE FUTURE: The K-6 Grade Water Project Day

CHALLENGING MINDS: The K-6 Water Project Day
(By Debbie Millikan and Nicole Simopoulos)

In K-6 Chapel this week, members of the Lower School Student Council prepared a chapel talk about water, earth's most precious resource. Here are some of the highlights of their chapel presentation:

Did you know?

· Did you know that water is as old as the earth, and the water we drink today is the same water that the dinosaurs drank?

· Did you know that less than 1% of the earth's water is available for use by all living things on the planet?

· Did you know that the average person living in the United States uses 152 gallons of water per day while a person living in Cambodia uses less than 5 gallons per day?

· Did you know that it takes 2,900 gallons of "hidden" water to make a pair of blue jeans?

· Did you know that a child dies from drinking dirty water every 21 seconds?

Click here to learn more

MAY 02

CELEBRATING ACCOMPLISHMENTS: The EIL Blast for this Friday, the 2nd of May

'IOLANI
EDUCATION INNOVATION LAB

The EIL Blast for this Friday, May 2nd

Hi Faculty and Staff:
Short week, so a very short EIL Blast!! I am sure everyone is still recovering from the Fair and a compressed academic week. I am going to go back to a previous blast format for this week, a format I will call "random inclusions." (No major categories.)
As usual, check out new stories in our iBlog by clicking here.

Speaking of, check out a new story about **Gretchen Kellough's** kids using Minecraft to express their understanding of a class required reading. Again, read the story and watch the video by clicking here.

Click here to learn more

MAY 01

SPARKING CREATIVITY: Using Design Thinking to Engage in the Elements of Voyaging
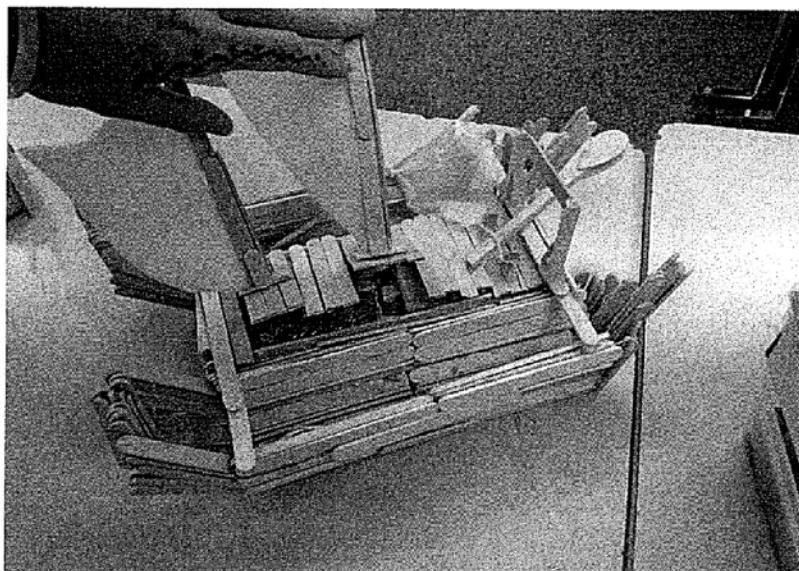
SPARKING CREATIVITY: Using Design Thinking to Engage in the Elements of Voyaging (by Catherine Fuller)

Aloha!! Just to share, here are some of the innovations my kids came up with in their Design Thinking project to address issues with the [voyaging] canoes. The pictures show: 1) vertically mounted solar panels that rotate to catch sunlight, storable hammocks, storage containers that are built to fit the hulls: 2) storage areas built into the deck: 3) hydroponic gardens, gender-specific community bathrooms, projector to show movies on sails: 4) solar finer tarps: 5) redesigned hale with bathroom, infirmary (including IV) and computer/radio center. Other innovations were wind turbines to generate electricity, "desalinators", folding bunks and MANY improved bathrooms with extra railings! The issues we addressed on the canoes were a great lead in to the idea of "He moku, he wa'a; He wa'a, he moku" - and the common issues of canoes and islands. ~ Catherine
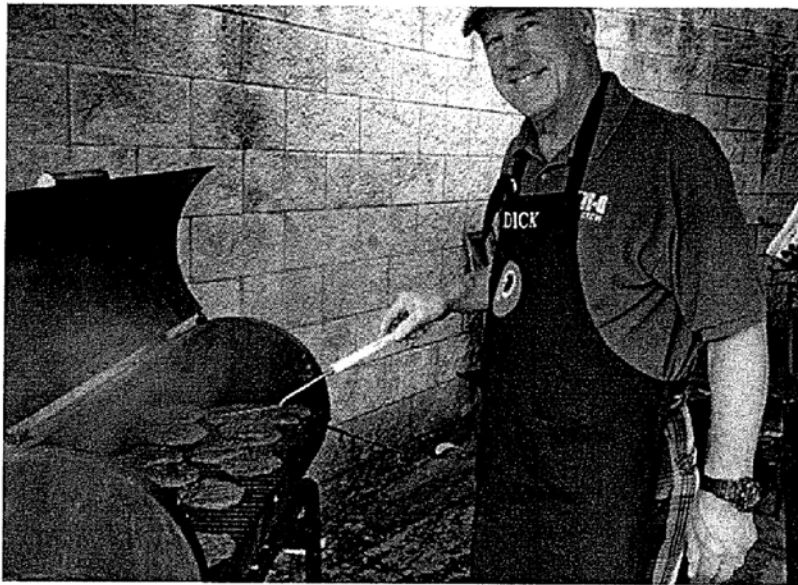
Click here to learn more

MAY 01

CHALLENGING MINDS and SPARKING CREATIVITY: Minecraft Used to Recreate Required Reading in the 9th Grade

Click here to learn more

MAY 01

CULTIVATING CHARACTER: Raiders for Wounded Warriors Club

Raiders for Wounded Warriors Club

Our Raiders for Wounded Warriors Club provided lunch at The Fisher House at Tripler Hospital on Sunday, April 13. The event was organized by Co-Presidents Tayor Tagawa and Kyle Miller along with Secretary Reece Arakawa and Treasurer Matt Beattie-Callahan '14. Sixteen of our Raiders for Wounded Warriors participated along with three sponsors. Over 40 residents of the Fisher House were treated to a bountiful meal with plenty of leftovers for later meals. Fisher Houses provide military families housing close to a loved one during hospitalization for an illness, disease or injury.

Click here to learn more

APR 25

CELEBRATING ACCOMPLISHMENTS: The EIL Friday

Blast for this 25th of April (Fair Day!)

'IOLANI
EDUCATION INNOVATION LAB

Hi Faculty and Staff!

If you are engaging your students in the "digital domain" please email me directly! I would love to come learn from what you are doing, take some photos, make a film and offer help! If you have photos to share from your classroom, please send them to me with a short paragraph explaining what's going on!

* Some images and gif files may not show when viewed in certain browsers like Chrome.

Click here to learn more

1   2   3   4   5   6   7   next ›   last »

'IOLANI SCHOOL

We have been teaching the young people of Hawaiʻi since 1863. Our students are well-rounded, curious, intelligent and active citizens.

CONTACT

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SACRED HEARTS ACADEMY
ACCEPTABLE USE POLICY

Purpose

Etiquette, safety and security are a big part of computer literacy. It is not enough knowing how a computer functions, but making good choices in how the computer is used is also necessary.

Internet access, e-mail and network resources are available to teachers, administrators, and students at Sacred Hearts Academy exclusively for educational and instructional purposes consistent with the mission of the school. The goal is to establish learning environments where students are comfortable with the use of technology to learn, communicate and create. Use of the Internet, e-mail and school network is a privilege, not a right. Mobile devices connected to the wireless network and used for school work are an extension of the school network and are subject to the same guidelines and policies. Inappropriate use can result in disciplinary action.

1. Guidelines

General Prohibitions

Use of the Internet, e-mail and network must support the mission and instructional purpose of the school. With respect to all users, the following are prohibited:
1. Computers may not be used for commercial purpose.
2. Computers may not be used to threaten or intimidate others, or to cause harm to the system or others. All electronic messages must use appropriate language. Sending any form of harassment via e-mail, texting or postings on social websites is not tolerated.
3. Users may not email or post anything in violation of any U.S. or state regulation. This includes copyrighted material and threatening or obscene material.
4. Users are not allowed to broadcast their mobile hotspots (MiFi) while at school. Hotspots on smartphones should also be turned off. The use of MiFi can interfere with the school's wireless signal. Mobile broadband adapters that connect to a laptop using a USB port but do not broadcast a WiFi signal are acceptable.

User Responsibility

Sacred Hearts Academy is providing Internet access to the wireless network to support the curricular goals of the school. Use of Sacred Hearts Academy's computing facilities/resources and use of the Internet must be consistent with the educational objectives of the school. The following are guidelines regarding responsible use of the Internet and school resources
1. During class time, computers are to be used for school-related work.
2. Users should assume that all materials available on the Internet are protected by copyright. Any material obtained from the Internet and included in one's own work must be properly cited according to copyright laws.
3. Users are responsible for backing up their critical documents often by using a flash drive or cloud memory service.
4. Recording devices are limited to academic use only. To photograph or record in class or on campus, students must have the teacher's prior consent.

Safety

1. Never share passwords with others and do not use another person's password to log in
2. Do not disclose personal contact information to anyone, nor agree to meet with anyone met online without parents' approval.
3. Always be courteous and polite in communications online; never purposely damage another's reputation
4. Immediately notify a teacher if an inappropriate website is accessed.
5. Report to a supervisor when you feel you are being mistreated online or if you see others being mistreated online.
6. Inappropriate or profane language is never acceptable.

2. Authority

E-mail, web use and files on the school network are not considered to be private. User's access of Internet applications and websites may be subject to periodic checks by faculty or system operators on both school and personal computers. Sacred Hearts Academy teachers and technology staff have access to student accounts on the school network and the Sacred Hearts Google account.

Sacred Hearts Academy employs the use of an Internet filter as a technology protection measure pursuant to the Children's Internet Protection Act (47 U.S.C. Section 254). The school will continue to educate students on personal safety practices and effective techniques for identifying and evaluating information and its sources.

3. Violations

Sacred Hearts Academy reserves the right to deny, revoke or suspend specific user privileges and/or take other disciplinary action, including suspension or expulsion from school, for violations of this policy. Sacred Hearts Academy will notify appropriate law enforcement agencies of illegal activities conducted through the school's Internet service. The school will also cooperate fully with local, state and/or federal officials in any investigation related to any illegal activities conducted through Sacred Hearts Academy's Internet service.

STUDENT COMPUTER REQUIREMENTS ~ GRADES 7-12

Students will be responsible for keeping their computer secure at all times. All computer maintenance will be handled by the owner of the equipment. Students may still use the school library and tech lab computers to access the school network, and printing may be completed on campus using printing passes.

The computer must meet or exceed the minimum standards below. Additional memory and storage, faster processor, etc. would provide higher performance and extend the useful life of the computer. Laptops, netbooks or Apple MACBooks are acceptable units to purchase. While students may use an iPad on a daily basis, please be aware that Java and Flash files will not display properly. In addition, students should still have access to a laptop or home computer for applications not handled by the iPad.

Laptops, netbooks, Apple MacBook Pro or MacBook Air will meet minimum requirements. iPads may be used in many, but not all, classroom situations.

All personal units should be equipped with WiFi capability and have speakers.

iTeach808

Empowering Hawaii's Teachers In Technology

Part 1: Digital Portfolios Using GAFE

Presented by Sean Connors
Requirements: Gmail account and laptop

Creating Digital Portfolios with Google Apps for Education and Blogger

Wednesday, February 5, 2014 at 1:45-4:00

In this session, educators will be introduced to the basic concepts of digital portfolio creation using Blogger, one of the Google Apps for Education tools. Participants will be exposed to examples from around the web, as well have an opportunity to walk through the process of creating and building their own Blogger Blog. Strategies will be introduced to help teachers and students get off the ground and running using the iPad and Blogger's posting platform.

Managing Student Digital Portfolios for Student Success

Wednesday, February 12, 2014 at 1:45-4:00

This session will focus on sharing "best practices" for managing and organizing student and class blogs. Participants will map out desired skills for development and student-centered blogging guidelines. A final focus will include a discussion of using blogs as tools for assessment and the development and use of exemplars and rubrics.

Building a Paperless Classroom in the Cloud using Google Apps for Education

Wednesday, February 19, 2014 at 1:45-4:00

Google Apps for Education provides teachers with a powerful tool to get students sharing and collaborating easily and efficiently. While there's no one single right way to use Google Docs to build a paperless classroom, there a few simple rules that will make anyone's life easier. Take back control of your time by taking control of your resources!

Maximize Google Apps for Education with Doctopus, Goobric and Flubaroo

Wednesday, February 26, 2014 at 1:45-4:00

Once teachers experience how Google Apps for Education positively impacts the classroom, they'll start to ask for more. This session teaches experienced GAFE educators how to make their paperless classrooms even more efficient. Through the use of Google Scripts, teachers will learn how to streamline document management and provide higher quality feedback in a fraction of the time.

Sponsored by:

AUGUSTINE

Part 2: Ask the Experts

Saturday, April 12, 2014
Requirements: Gmail Account, Laptop and/or iPad
7:45-8:30 Registration & Refreshments
8:30 Opening
9:00-11:00 Workshop #1
11:00-11:30 Lunch Provided
11:30-1:30 Workshop #2
1:30-2:00 Conclusion & Raffle

Select which two hands-on workshops to attend:

Leveraging for Legacy: Cultivating New Literacies by Amy Burvall

This presentation will offer tips, tools, and examples to assist in integrating and supporting the "new literacies" in one's classroom and beyond, as we encourage students to leverage the Web for their "legacy". This presentation includes a web-based tool kit we'll use to explore platforms, strategies, and netiquette to create and share our work to a global audience. We'll examine the use of blogs, vlogs, social media, digital portfolios, infographic resumes, YouTube channels, and curation / social bookmarking tools.

Integrating Google Drive Into the Classroom by Elisabeth Yuen & Mike Fricano (9:00-11:00)

Are you tired of dragging piles of paperwork home? Are your wheelie carts worn down from the weight? Are you known as a bag man/lady? Google Drive is the perfect solution for you and your class! Learn the basics of how to navigate, organize, integrate and collaborate using Google Drive. In addition, we will teach you tips and tricks on how to provide immediate feedback to your students, easily conduct research within a document, work collaboratively as a class on projects and utilize advanced features such as scripts. This will be a hands-on session using Google Apps for Education. Participants will be broken into groups. **Requirement: Must have Gmail account and a laptop**.

Delving Deeper Into Digital Portfolios Using GAFE by Sean Connors (11:30-1:30 only)

If you have questions or would like to go a step further with managing a paperless classroom and digital portfolios using GAFE, consider attending this session and getting more help in a smaller group setting. **Requirement: Must have Gmail account and a laptop.**

iPad Tips and Tricks by Lynne Horiuchi

This session provides educators of all levels with tips, tricks, ideas and strategies for both teaching and learning with an iPad.   We'll look at how to customize and take advantage of the built in features that help with productivity, collaboration, communication and much more. Bring your iPad and be ready to Rock!!!

Google Tips and Tricks by Chad Nacapuy

Google Tips and Tricks highlight some of the key features for educators beyond the basics of Google apps. Some of the things covered are advanced Google Search, Google Voice, Google Keep, Google Hangouts, and Google Cultural Institute.

Website: _http://iteach808.blogspot.com/_
Facebook: _https://www.facebook.com/iTeachHawaii_

Sacred Hearts Academy

iTeach: Empowering Catholic School Educators in iPad Technology

Workshops made possible by the Augustine Educational Foundation

**Wednesdays
2:00 - 4:00 p.m.**

**February 13, 20, 27
& March 20, 2013**

**Sacred Hearts Academy
Conference Room**

**FREE to register
(and light refreshments)**

Purpose

Handhelds (iPads, iTouch, etc) are increasingly finding their way into the 21st century classrooms, and the iPad is quickly emerging as a tool with flexibility, portability, engagement, intriguing apps, and productivity. Additionally, great possibilities emerge with integration of Web 2.0 tools, including slideshows, podcast, blogs, photo galleries, videos, eBooks, and more. As the use of the iPad in the classroom evolves, *iTeach: Empowering Catholic School Educators In iPad Technology* will help educators use it in a more versatile and creative way.

Most schools have deployed iPads during the past two years, and there continues to be a strong need for professional training. *iTeach* will help to strengthen our school communities by increasing collaboration among all Catholic schools, and it will help to better align the curriculum of each participating school with the 21st Century learning standards. *iTeach* is made possible through a grant from the Augustine Educational Foundation.

About the Presenter

Christina Smith served as a Technology Resource Teacher for the state of Hawaii at Hale Kula Elementary School from January 1990 to June 1999. While there, she worked to network the campus and establish a comprehensive technology integration plan, training and motivating teachers to use computers in their classroom. Concurrent to her duties with the Department of Education, she has worked as the computer teacher for the summer program at Sacred Hearts Academy since 1994. Over the years, her summer school students in grades 2-8 participated in a variety of classes including Apple IIe BASIC programming, keyboarding, word processing, web design, web quests, and design and presentation using software like PageMaker, Power Point, iPhoto, and Photoshop.

Presently, Mrs. Smith manages a federal grant to provide STEM-based after-school enrichment activities for the Waipahu complex elementary, intermediate, and high schools. She currently resides in Aiea with her husband and three children who all own iPads!

Wednesday, February 13 ~ 2:00 - 4:00 p.m.

INTRODUCTION:
Focuses on effective iPad integration from both a conceptual and practical standpoint. Begins with understanding what the iPad device provides - and what it doesn't - as well as how to maximize its features. This session features helpful iPad "tips and tricks," including the best and essential applications to boost productivity and ensure enthusiastic adoption of technology. It also outlines some of the effective ways that K-12 educators are already integrating the iPad in their classrooms.

Wednesday, February 20 ~ 2:00-4:00 p.m.

IPAD AS eREADER AND ORGANIZER:
Explore the annotation tools available through iBooks as well as options for incorporating audio books. Address how to maximize the Calendar, Contacts, Mail, and Reminders features as well as ways to incorporate productivity and note taking tools such as Evernote, Diigo and Wunderlist.

Wednesday, February 27 ~ 2:00-4:00 p.m.

IPAD AS COLLABORATOR AND CREATOR
From Facetime to AirSketch, delve into apps to create a blended learning environment. Also, learn how to work with apps to create Web 2.0 content such as Voicethread, Animoto and Audioboo.

Wednesday, March 20 ~ 2:00 - 4:00 p.m.

DISCUSSION AND CONCLUSION
Review apps using an educators' rubric. Match and categorize available applications to Bloom's Taxonomy (creating, evaluating, analyzing, applying, understanding, remembering). Share your experiences these past few weeks trying to implement these iPad lessons in your class curriculum as well as ask any questions for follow-up.

Please complete the attached registration sheet and e-mail it to Sacred Hearts Academy's Library Media Specialist Laurel Taylor at *ltaylor@sacredhearts.org* by January 31, 2013. Thank you!