



Summer Instructional Technology Training

Each participant is encouraged to bring
1 McAllen ISD Student (Grades 3-12)



REGISTER ON ERO!

Participating students will receive a flash drive or a set of headphones.

Monday, June 08, 2009		
Moviemaker	1:00 PM – 5:00 PM	Cathey Design Center
iMovie	1:00 PM – 5:00 PM	De Leon Design Center
Wednesday, June 10, 2009		
Thinkfinity	8:00 AM - 10:00 AM	Cathey Design Center
Web 2.0 Tools	10:30 AM - 12:30 PM	Cathey Design Center
Creating An Audio Lesson/Podcasting	1:30 PM - 3:30 PM	Cathey Design Center
Electronic Scrapbooking	8:00 AM - 10:00 AM	De Leon Design Center
MS PowerPoint Educational Games	10:30 AM - 12:30 PM	De Leon Design Center
Google Tools	1:30 PM - 3:30 PM	De Leon Design Center
Thursday, June 11, 2009		
Desktop Publishing (iWork Pages)	8:00 AM - 10:00 AM	Cathey Design Center
iTunes/Garage Band	10:30 AM - 12:30 PM	Cathey Design Center
Global Positioning System (GPS)	1:30 PM - 3:30 PM	Cathey Design Center
Intro to the iMAC	8:00 AM - 10:00 AM	De Leon Design Center
Thinkfinity	10:30 AM - 12:30 PM	De Leon Design Center
Creating An Audio Lesson/Podcasting	1:30 PM - 3:30 PM	De Leon Design Center
Monday, June 15, 2009		
Moviemaker	1:00 PM – 5:00 PM	Cathey Design Center
iMovie	1:00 PM – 5:00 PM	De Leon Design Center
Tuesday, June 16, 2009		
Google Tools	8:00 AM - 10:00 AM	Cathey Design Center
United Streaming 2	10:30 AM - 12:30 PM	Cathey Design Center
Technology Tools for ELA	1:30 PM - 3:30 PM	Cathey Design Center
MS PowerPoint Educational Games	8:00 AM - 10:00 AM	De Leon Design Center
Web 2.0 Tools	10:30 AM - 12:30 PM	De Leon Design Center
Technology Tools for Science/Math	1:30 PM - 3:30 PM	De Leon Design Center
Wednesday, June 17, 2009		
Spreadsheet 2 (iWork Numbers)	8:00 AM - 10:00 AM	Cathey Design Center
Desktop Publishing (MS Word)	10:30 AM - 12:30 PM	Cathey Design Center
Google Tools	1:30 PM - 3:30 PM	Cathey Design Center
Technology Tools for ELA	8:00 AM - 10:00 AM	De Leon Design Center
Spreadsheet 2 (MS Excel)	10:30 AM - 12:30 PM	De Leon Design Center
Technology Tools for Science/Math	1:30 PM - 3:30 PM	De Leon Design Center





Course Descriptions

Creating An Audio Lesson/Podcasting	Participants will learn how to use Podcasting in a K-12 educational setting. Podcasting allows teachers and students to create authentic audio and video material to promote engagement, motivation, language acquisition, classroom portability and teacher/student access 24/7.
Desktop Publishing	In this session participants will learn to use Word templates to create newsletters, flyers, brochures, and award certificates that can be used in the classroom. Participants may bring pictures or graphics on a pen drive or CD for use in their projects.
Electronic Scrapbooking	Scrapbooks have been around since photography first became available to the average person. The modern hobby of scrapbooking, however, has come to mean combining photos and stories electronically into a creative and attractive presentation. Using iPhoto, you will learn to load, organize, edit, and assemble pictures into an attractive scrapbook or album.
Garage Band/iTunes	Open a new door to musical creativity with this diverse set of additional software instruments, prerecorded loops, and audio effects for GarageBand. Whether you're laying down tracks for your next hit single or creating your own party grooves, Jam Pack 1 gives you new ways to enhance your music projects. Organize, share, and enjoy your music. Learn to use iTunes to import music from your CDs, create playlists, and find great music at different locations on the web. Use your favorite songs as the soundtrack for your classroom presentations.
Google Tools	Explore a variety of Google Tools such as Google Docs, Google Maps, and Google Earth to promote collaboration among students and teachers. Learn how to integrate these and other Google tools into classroom instruction to maximize student learning.
Global Positioning System (GPS)	Geocaching is an outdoor treasure-hunting game in which the participants use a Global Positioning System (GPS) receiver or other navigational techniques to hide and seek containers (called "geocaches" or "caches") anywhere in the world. Learn more about this fun activity and how Geocaching can be used in the classroom.
iMovie	This session will engage participants in an interactive tutorial on how to enhance their classroom lessons with iMovie (MAC) software. Basic functions of the software and strategies on the integration of this technology will be addressed. Participants will also have an opportunity to brainstorm creative ideas for a project that can be implemented in their own classroom.
Intro to the iMac	This session will introduce the participant to some of the new features available on NEW iMacs. Participants will work with the desktop, finder, iChat, Spaces and other features of the operating system.
Movie Maker	Movie Maker is a free program that comes with Windows XP. This session will engage participants in an interactive tutorial on how to enhance classroom curriculum using video. Basic functions of the software and integration strategies will be addressed. (Get 6 hours of TE credit if you create a 5-minute video!)
MS PowerPoint Educational Games	The participants will be able to engage in instructional educational games using the Internet and PowerPoint. Technology in the classroom can be made into a fun and engaging activity with the use of technology Jeopardy, Who Wants To Be A Millionaire?, Deal or No Deal, Smarter Than a 5th Grader and other games.
Spreadsheet 2	Participants will receive training creating spreadsheets. Topics covered: Creating a spreadsheet; Formatting a spreadsheet; Formulas/Functions; Creating a chart.
Technology Tools for ELA	Wikis, electronic discussion boards, and audio blogging platforms are just a few of the many emerging technology integration tools, language arts teachers can use in the classroom to enhance learning. Learn how to effectively utilize these powerful tools to develop technology-rich activities that foster dialogue and reflection in the classroom.
Technology Tools for Science/Math	Participants will receive an overview of Web 2.0 Tools, an online collaborative environment, its functions, and uses in the classroom. Several methods including group collaboration, submitting/gathering data, constructing graphics, assembling digital photos, demonstration videos and solutions will be shared.
Thinkfinity	Having trouble finding teaching resources? Join us for a Thinkfinity training and find of resources for teacher and student use. This session will include a basic overview of the Thinkfinity program and Verizon Foundation's partnership with premier education and literacy organizations to provide free, standards-based, high quality, online resources; navigation to resources from one or more of the Partner sites and the Thinkfinity Literacy Network; navigation to resources by way of the Thinkfinity homepage and Search Engine.
United Streaming 2	Improve your skills and use the advanced features of United Streaming to differentiate your daily lessons. Session topics will include: advanced search tools, quiz creation, and embedding images and video into desktop applications.
Web 2.0 Tools	Explore the power of Web 2.0 applications. Wikis, blogs, and social networks are online workspaces where students can read, write, and edit information. These applications can be integrated within the curriculum to engage students and allow them to actively participate in learning. Students can participate in communities where discussion, debate, and sharing of ideas are encouraged. Students no longer have to just "read" the Internet; they can now create it.

