

## TASTE REBOOT 2019 CONFERENCE SCHEDULE & SESSIONS

8:00am – 8:45am	Conference Check-In and Breakfast Lane University Center, 1 <sup>st</sup> Floor, Lobby and ARMAH
8:45am – 9:00am	Welcoming Remarks Lane University Center, 1 <sup>st</sup> Floor ARMAH
9:00am – 10:00am	Vendor Exhibit, Prize Collection, Networking Gira Center, 1 <sup>st</sup> Floor Lobby

### 20-MINUTE SESSIONS

10:00am – 10:20am	<p>Digital Badging: A Framework to Bring Greater Intentionality and Transparency to HIPs around Career-Ready Skills</p> <p>MJ Bishop &amp; Doris Santamaria-Makang</p> <p>Room 157</p>
10:30am – 10:50am	<p>Interactive White Boards Are So Old School, Check Out What's in the New School (Session repeated at 11:30am)</p> <p>Melissa Kaye</p> <p>Room 152</p>
11:30am – 11:50am	<p>Interactive White Boards Are So Old School, Check Out What's in the New School (Session repeated from 10:30am)</p> <p>Melissa Kaye</p> <p>Room 152</p>
1:00pm – 1:20pm	<p>Maryland Open Source Textbook (M.O.S.T.) Initiative - Explore the Potential of Open Educational Resources (OER) as Tools to Increase Student Success</p> <p>MJ Bishop &amp; Doris Santamaria-Makang</p> <p>Room 157</p>
1:30pm – 1:50pm	<p>Jumping Hurdles to Technology Integration</p> <p>Lisa Durff</p> <p>Room 155</p>

### 50-MINUTE SESSIONS

	<u>Change</u>	<u>Engagement</u>	<u>Learning Strategies</u>	<u>Showcase</u>	<u>Successes/Failures</u>
10:00am – 10:50am	<p>What's in your Canvas? Designing for Quality Matters and for Students</p> <p>Melissa Thomas</p> <p>Room 156</p>	<p>E3 – Enticing, Empowering, and Engaging Students in Special Education Through Technology</p> <p>Amy Rowan</p>	<p>Play to Learn: BreakoutEDU</p> <p>Lucy Manley</p> <p>Room 150</p>	<p>Tech Tools for Advising College Students</p> <p>Keith Davidson</p> <p>Room 162</p>	<p>3D Printed Life</p> <p>Kate Tummino</p> <p>Room 161</p>

		<b>Room 127B</b>			
<b>11:00am – 11:50am</b>	<u>Showcase</u> You've Been Hacked! Explaining Cybersecurity to Students Lori Bennett Room 162	<u>Engagement</u> Open Educational Resources: Adoptable, Adaptable, Harness the Power Deborah Devlin Room 127B	<u>Learning Strategies</u> Probation to Graduation: Advising students on academic probation using technology, talk, tools, and techniques. Michelle House Room 127A	<u>Showcase</u> Digital Literacy in the Classroom for a Multi-Modal Learning Experience Steven Watson Room 161	<u>Successes/Failures</u> Students as Teachers: Systemic Impact through FIRST Programs Chuck Trautwein Lindsay Krisher Room 156
<b>11:00am – 11:30am</b>	Planetary Show Gira Center, Multimedia Learning Center, Room 186				
<b>11:30am – 1:30pm</b>	Lunch Lane University Center, 1 <sup>st</sup> Floor ARMAH				
<b>12:30pm – 1:00pm</b>	Planetary Show Gira Center, Multimedia Learning Center, Room 186				
<b>1:00pm – 1:50pm</b>	<u>Change</u> Using iLed for Course Design and Improvement Aaron Blough Room 151	<u>Engagement</u> What's On The Feed?: Using Learning Blogs in Canvas Jodi Welsch Room 162	<u>Successes/Failures</u> Making Magic: Planning and Executing a Collaborative Community Event Emily Zumbrun Room 156	<u>Showcase</u> Become a BEACON User Beth Stallings Room 127B	<u>Successes/Failures</u> Quality Matters: A Faculty Perspective in Online Course Certification Shakil Rahman Room 161
<b>2:00pm – 2:50pm</b>	<u>Showcase</u> Laser Cutting/Engraving: Burn it Up! Pete Herzfeld Room 362	<u>Engagement</u> Drive Student Engagement with Interactive Video Zachary Stokman Room 161	<u>Learning Strategies</u> Teaching Writing Across the Curriculum and in the Disciplines: The "Writing Guide" Assignment John Raucci Room 162	<u>Learning Strategies</u> How to Give a Quiz Using TurningPoint in the Classroom Hongqi Li Room 127B	
<b>3:00pm – 3:30pm</b>	Ice Cream & Cookie Social, Vendor Exhibit, Final Prize Collection Gira Center, Outside Room 150 (hallway)				

## SESSION DETAIL

10:00am – 10:20am (20-minute session)

### **Digital Badging: A Framework to Bring Greater Intentionality and Transparency to HIPs around Career-Ready Skills**

**MJ Bishop, USM Center for Academic Innovation and Doris Santamarie-Makang, Frostburg State University**

FSU is partnering with other institutions in the University System of Maryland (USM) on the Badging Essential Skills for Transitions (B.E.S.T.) project to enhance the career-readiness of our students. This initiative maximizes the value of curricular and co-curricular opportunities, and helps students take their career preparation to new levels by using digital portfolios and badges. This session will offer important lessons learned from the pilot testing phases, and will be useful to all institutions that are concentrating on a variety of different High Impact Practices (HIPs).

10:00am – 10:50am Sessions

### **What's in Your Canvas? Designing for Quality Matters and for Students**

**Melissa Thomas, Salisbury University**

This practical and engaging session will explore how our team leverages the Canvas LMS through templates, reusable learning objects, and master courses using the Blueprint feature while promoting best practices and opportunities to meet various Quality Matters (QM) standards.

### **E3- Enticing, Empowering, and Engaging Students in Special Education through Technology**

**Amy Rowan, Garrett County Schools**

This session offers a variety of resources that will allow learners to select a web tool that fits their learning style and needs to demonstrate competency to their teacher. The purpose of this presentation is to help teachers front load their lessons with technology accommodations to empower, entice, and engage learners to be more independent with less teacher support.

### **Play to Learn: BreakoutEDU**

**Lucy Manley, Garrett College**

This session introduces BreakoutEDU, the immersive learning games platform, which implements team-building, critical thinking, and communication with an escape room concept in the classroom.

### **Tech Tools for Advising College Students**

**Keith Davidson, Frostburg State University**

From scheduling appointments to documenting your interactions, there are tech tools available that streamline every aspect of the advisor-advisee relationship. This presentation will showcase some of these tools which range from common everyday applications to new specialty software and explains how they can help you improve your advising interactions.

### **3D Printed Life**

**Kate Tummino, Allegany College of Maryland**

3D printing is often integrated into programs and learning units that focus purely on engineering. This session helps participants look at 3D printing in the world of life and environmental science. Participants will hear about an entire inquiry unit based on pollution and how it effects aquatic animals and how 3D printing can be used to increase populations and life quality.

10:30am – 10:50am (20-minute session repeated at 11:30am)

### **Interactive White Boards Are So Old School, Check Out What's in the New School**

**Melissa Kaye, Allegany County Public Schools**

When we built the new Allegany High School, we looked for what was next beyond interactive whiteboards. We found twenty points of touch and Ultra HD interactive TV style panels. Attend this session to see an interactive display in action and hear teacher opinions after they made the switch to the new technology.

11:00am – 11:30am

**Planetarium Show: A Tour of the Sky & Journey to the Center of the Milky Way**  
**Jason Speights, Frostburg State University**

11:00am – 11:50am Sessions

**You've Been Hacked! Explaining Cybersecurity to Students**  
**Lori Bennett, Frostburg State University**

Computer hackers, also known as cybercriminals, are infiltrating our world with ever-increasing sophistication. The web of interconnected devices will reach everywhere — both in and out of school — leaving students' and teachers' personal data vulnerable to hackers. It is critical that students understand both the benefits and risks of devices they use. Educators have an important role to play in helping students to understand and safely navigate an internet-connected world.

**Open Educational Resources: Adoptable, Adaptable, Harness the Power**  
**Deborah Wiles Devlin, Frostburg State University**

In this fun, interactive workshop with plenty of handouts to take away, you will learn what OER are, how to find them, and how to leverage the power of adopting and adapting materials in both digital and print form. You will learn the difference between free and low-cost, supported materials and platforms, and learn how to find and verify the quality of OER in your discipline, and for your classroom today.

**Probation to Graduation: Advising Students on Academic Probation using Technology, Talk, Tools and Techniques.**

**Michelle House, Frostburg State University**

Participants will learn specific methods to guide and support student advisees through the probation process and beyond. Presentation includes Academic Support Canvas modules, interactive games for group advising, failure resumes, handouts and much more.

**Digital Literacy in the Classroom for a Multi-Modal Learning Experience**

**Steve Watson, Adobe**

With exposure to social media and other creative outlets, students are increasingly looking for different ways to be engaged in the classroom. Steve Watson from Adobe will share ways educators can help students demonstrate knowledge of content in a creative way with minimal effect on teacher course content.

**Students as Teachers - Systemic Impact through FIRST Programs**

**Lindsay Krisher, Garrett County Schools**

**Chuck Trautwein, Garrett County Schools**

**Students from FIRST Robotics Team 1629, GaCo (Garrett County Public High Schools)**

School and community based robotics teams have grown throughout Maryland and West Virginia. These teams offer a wonderful opportunity to students, but an even greater opportunity to a team's whole community and school. Students from Garrett County's High School FIRST Robotics team will lead this session through engaging hands-on activities. Attend and discover how any robotics program can impact every student in your school, district, and region for STEAM - whether they are on a robotics team or not.

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**Planetarium Show: A Tour of the Sky & Journey to the Center of the Milky Way**  
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1:00pm – 1:20pm (20-minute session)

**Maryland Open Source Textbook (M.O.S.T.) Initiative - Explore the Potential of Open Educational Resources (OER) as Tools to Increase Student Success**  
**MJ Bishop, USM Center for Academic Innovation and Doris Santamarie-Makang, Frostburg State University**

This session addresses how the M.O.S.T initiative is increasing access, affordability, and achievement for all Maryland higher education students through open educational resources (OER). Hear how faculty at FSU, who have been participating in this initiative, are adopting and adapting OERs in their teaching practices to decrease textbook cost and improve student academic success.

1:00pm – 1:50pm Sessions

**Using iLed for Course Design and Improvement**  
**Aaron Blough, Frostburg State University**

iLed provides a strategy and solution for creating effective learning environments. This session will introduce you to the iLed system by providing a detailed overview, including documentation for course design, course change, and communication to stakeholders about the course.

**What's On The Feed?: Using Learning Blogs in Canvas**  
**Jodi Welsch, Frostburg State University**

Blogging can be an effective way to encourage students to share and reflect on their learning. While there is not a blogging tool in Canvas, this session will focus on how to develop blog-based assignments and how to set up a system that will connect an outside blog to Canvas giving students easy access to the class blog feed.

**Making Magic: Planning and Executing a Collaborative Community Event**  
**Emily Zumbrun, Frostburg State University**

Earlier this year, Frostburg State University was the host of the 5th annual Harry Potter Book Night. Each year the program has grown, this year hosting a whopping 500 children and their families. Join us as we walk you through what it takes to host an event of this size from conceptualizing and planning to marketing and executing. We will also discuss challenges and lessons learned throughout the process as well as tools used for volunteer engagement and assessment.

**Become a BEACON User**  
**Beth Stallings, Frostburg State University**

This hands-on workshop will give faculty an opportunity to learn how the web-based BEACON program can help them efficiently communicate with other faculty and staff associated with their students, identify students who are academically at risk, and alert faculty and other university personnel who can assist these students. Participants will practice creating academic updates, alerts, and encouragements for their own students and will understand how Beacon can support the University's efforts to improve student retention.

**Quality Matters: A Faculty Perspective in Online Course Certification**  
**Shakil Rahman, Frostburg State University**

Whether it begins as a face-to-face class or is constructed from scratch, planning and designing an online course takes considerable time and thought. To create the most engaging and effective course in the most efficient (and even enjoyable!) way possible, faculty need to understand the essence and aims of the course in order to develop clear course learning objectives. As course development progresses, faculty design all assignments, discussions, and activities to support those objectives, using student-centered pedagogical practices and design principles proven most effective for online learning. Does an online certification help instructors meet these goals? Come to this session and hear about Dr. Rahman's experience with Quality Matters and the Online Course Certification process.

1:30pm – 1:50pm (20-minute session)

### **Jumping Hurdles to Technology Integration**

**Lisa Durff**

Recent studies have identified barriers to technology integration that impact teachers. This session will discuss the presenter's study which revealed how administrators can get teachers over barriers to technology integration. Participants will then share with each other how they can influence educators to overcome hurdles.

2:00pm – 2:50pm Sessions

### **Laser Cutting/Engraving: Burn It Up!**

**Pete Herzfeld, Frostburg State University**

In this session, participants will learn what materials the laser can cut and engrave, and the proper techniques to prepare and create designs. This workshop is intended for first time users of digital design methods and fabrication processes to make physical things from virtual data. It will focus on the design, development, and construction of stencils and small objects, as well as the transition between computer modeling and materialization.

### **Drive Student Engagement with Interactive Video**

**Zachary Stokman, VidGrid**

To engage learners, students and faculty need a solution that empowers them to create video content, plain and simple. While faculty-created videos are a first step, student-created videos propel learning outcomes even further. See how schools like Frostburg State, Duke, the University of Nebraska and many others are leveraging VidGrid to drive student engagement with video!

### **Teaching Writing across the Curriculum and in the Disciplines: The "Writing Guide" Assignment**

This session is designed for teachers across the curriculum who are seeking new ways of teaching writing in their discipline. Advocating for teaching writing instead of merely assigning writing, this session presents an inquiry-based composition assignment that has been effective in teaching disciplinary specific writing conventions to students across the college curriculum. The assignment asks students to research how to write in their major using primary sources -- a variety of actual examples of writing in their major -- as evidence, students compile a "writing guide" geared toward analyzing and explaining writing to incoming first-year majors.

### **How to Give a Quiz using TurningPoint in the Classroom**

**Hongqi Li, Frostburg State University**

TurningPoint is the leading polling software that creates interactive learning environments using multiple devices. This session will show how to use this technology including how to prepare a quiz, question slides, and a PowerPoint. The presenter will demonstrate what students need to do, how to present a pop quiz, and how to upload the quiz grade to Canvas and manage the data.