



Professional Development Catalog

Explore your digital horizons.





Transform your teaching, transform their learning.

Apple Professional Development (APD) provides K-12 schools with professional development and consultation driven to help you maximize the educational return on investment that technology offers.

- Our consultants are current and former educators chosen for their expertise integrating technology into learning. We focus on your learning objectives with content aligned to the ISTE National Technology Standards for Teachers (NETS-T) and based on effective design standards from the National Staff Development Council (NSDC).

Leadership and Planning

APD provides multiday sessions for school and district leaders focused on creating a sustainable vision, with actionable management strategies, and strong technology integration assessments.

Digital Literacy

These APD workshops provide teachers with foundational technology skills and high quality integration strategies to become confident and comfortable with the technology in their classrooms. Real classroom learning objectives and projects are the hub of learning and projects.

Technology Infused Learning

These APD workshops help teachers apply their classroom digital resources more effectively to enhance teaching and learning. Teachers infuse their own projects and lessons with digital tools for research, collaboration, communication and content creation.

Delivery — The Choice is Yours

APD offers a variety of approaches, from onsite single or multiday workshops to onsite coaching and train-the-trainer sessions with the technology your teachers actually use. Our Institutes offer an immersive experience for participants to explore 21st century skill sets or topics in a concentrated four-day program. Our Series helps district and school teams develop integration skills, and build capacity over a semester or year in six-day, eight-day or longer increments.

For more information go to

<http://apple.com/education/apd>

Detailed Descriptions Index

- Planning
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- Digital Literacy
- Technology Infused Learning
- Series and Institutes





Leadership and Planning

From vision to action.



Visioning and Planning for 21st Century Learning Environments

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This workshop expands leaders' awareness of the full potential of 21st century tools and their impact on teaching and learning. Participants collaboratively develop a shared vision for their schools and create an action plan for increasing 21st century technology and thinking skills. Participants collaboratively engage in developing a shared vision for their schools and creating an action plan that will help move their students and faculty toward increasing 21st century technology and thinking skills.



Technology and Curriculum Infusion Strategies

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This workshop explores the support educators need to address the challenges of successful infusion of technology across the curriculum. Participants examine the influence of factors such as timetabling, curricula development, ongoing teacher professional development, instructional technology support, and assessment and evaluation strategies within a 21st century curriculum. Participants also investigate new technology standards for students and teachers as established by ISTE and the Partnership for 21st Century Skills.



Managing Change and Accountability

Pg 10 >

This workshop investigates the theories of school change, change management practices, and monitoring strategies using technology. Participants explore capacity building and sustainability strategies for a technology initiative in their school. Participants delve into accountability measures such as rubric assessment, teacher and student technology standards. Participants explore teacher supervision and evaluation practices as applied to the identified initiatives. Participants may create rubrics to measure effective technology uses and action plans that emphasize capacity building and sustainability.



Measuring Success—Evaluation and Assessment Toolkit

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Measure the progress of 1 to 1 or other technology initiatives with our Evaluation and Assessment Toolkit. The toolkit includes online surveys for teachers, students, and parents; two days onsite with leadership teams; and an extensive report from an APD consultant to provide the data context, observations, and suggested next steps.

The two days onsite is with the district/school team for identifying objectives, key data points, and operational needs prior to administering the online surveys. After administering the surveys, APD generates a report for planning purposes. Surveys can be administered over time to measure progress.



Digital Literacy

From fundamentals to exploration.



Mac OS X

Pg 12 >

Explore the innovative Mac OS X operating system in this workshop. Participants gain fundamental skills with the Mac OS X platform and apply this learning to extend traditional classroom boundaries.



iLife

Pg 13 >

Participants gain fundamental skills with the iLife applications GarageBand, iMovie, iPhoto, iDVD, and iWeb. They create a CD that includes the group's work produced with GarageBand and iTunes, a book created with iPhoto, and a short movie produced with iMovie.



iWork

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Participants gain fundamental skills with the iWork applications by creating a brochure or newsletter or both with Pages, a multimedia presentation using Keynote, and a data collection and analysis project using Numbers.



iPod touch in the Classroom

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Learning anytime and anywhere is now easily possible. In this one-day workshop, educators new to iPod touch discover how mobile learning can be implemented in schools. Participants learn new ways to use iPod touch as a mobile learning device, explore digital learning environments, and manage Apple iPod Learning Labs.



iPhone/iPod touch for Teachers and Administrators

Pg 16 >

This workshop focuses on iPhone and iPod touch operations and built-in, native, and web-based applications available for the devices that impact teaching, learning, and leadership. Participants learn how the iPhone, iPod touch and iTunes are used for teaching and learning as well as assist with daily school operations and management.



Aperture

Pg 17 >

Participants experience a very versatile photography management tool used by industry professionals. They integrate the powerful ability of Aperture powerful ability to import, manage, and enhance photos with one simple, integrated workflow with their own lessons and projects.



Final Cut Pro/Final Cut Express

Pg 18 >

Participants learn how to edit, animate, and mix video, sound, and graphics with the participants' own lessons and projects using Final Cut Pro or Final Cut Express a very powerful film and video platform used by industry professionals.



NoteTaker/NoteShare

Pg 19 >

Participants gain the foundation for creating, publishing, sharing, collaborating, and managing media rich educational content with the NoteTaker and NoteShare applications. These applications help participants manage media rich content, foster visual literacy, and promote 21st century skills.



Digital Literacy



Microsoft Office

Pg 20 >

Participants develop fundamental skills with the Microsoft Office applications and create a brochure or newsletter or both with Word, a multimedia presentation using PowerPoint, and a data collection and analysis project using Excel.



Technology Infused Learning From proficient to infused.



Challenge Based Learning

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This hands-on workshop uses an innovative approach to address issues important to 21st century learners. Challenge Based Learning leverages technology to solve real-world problems and presents a ready, scalable model for the classroom or school. Participants design a Challenge Based Learning experience that is relevant, engaging, and rigorous for their local setting.



Communication and Collaboration with Web Tools

Pg 22 >

Educators explore Web 2.0 applications, such as blogs, wikis, and chat, that enhance collaborative learning experiences and lessons and management of digital and social learning environments in the classroom. Through the use of Web 2.0 tools, participants create a classroom wiki to use with their students for communication, collaboration, and reflection on relevant topics.



Designing Technology Infused Units and Lessons

Pg 23 >

This workshop explores research-based models of exemplary lesson development, emphasizing appropriate technology infusion techniques and skills. Practical and easy "how-to" techniques are demonstrated with model lessons. Participants share their own lessons, suggest improvements, and leave with multiple ideas and models for technology infused lessons.



21st Century Curricula Design

Pg 24 >

This workshop explores the concepts for curriculum frameworks as proposed by the Partnership for 21st Century Skills. Participants design relevant learning environments and model curriculum using Challenge Based Learning that are engaging, meaningful, and rigorous.



Personalized Learning

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This workshop focuses on a variety of easily implemented strategies for differentiating content, process, and products with 21st century technology infusion. Participants use iLife and iWork tools with a variety of exemplary strategies for scaffolding instruction and assessment to build and deliver superior standards-based curricula.



Digital Storytelling

Pg 26 >

This workshop explores techniques for managing digital storytelling projects in the classroom with iMovie and with the Media Browser content from iPhoto and iTunes. Participants learn to write their own script, and to record, edit, produce, and publish an original digital story.



Documentary Filmmaking

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This workshop focuses on documentary and non-fiction filmmaking. Participants learn to write their own script, and to record, edit, produce, and publish an original short film with iMovie.



Technology Infused Learning



Creating a Student Help Desk System

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What is a help desk? How does it function? What is necessary to make a help desk run effectively? Participants learn about help desk systems and develop a student-run help desk in their school, targeting technical support for the Mac OS.



Language Acquisition and iPod

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Participants learn to use iPod devices and the iTunes application for creating digital student portfolios that demonstrate longitudinal growth. This workshop demonstrates how an iPod can be used to assist struggling readers, to help students with learning new languages for enrichment, and to strengthen students' overall language acquisition.



Mathematics and Technology Infused Learning

Pg 30 >

This workshop explores how to integrate mathematics learning with digital content and tools through multiple ideas and models. Participants develop and share their own lessons, suggest improvements, and leave with multiple ideas and models for technology infused math lessons. Lesson development emphasize appropriate technology infusion techniques and skills with iWork, iLife, and the Mac OS.



Media Literacy in the 21st Century Classroom

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This workshop examines the role of media literacy as an essential skill for inquiry and self-expression. Participants use a variety of digital authoring tools and resources to design dynamic multimedia projects and engaging authentic learning experiences.



Mobile Content and iPod touch

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This workshop demonstrates how iPod touch can be used to improve student learning both in the classroom and "on the go." During this workshop, participants explore the built-in, third-party, and web applications readily available for iPod touch. Participants also work collaboratively to define ways iPod touch can be used in their own classrooms to help improve academic achievement.



Podcasting in Your Classroom

Pg 33 >

Participants learn the podcasting fundamentals of planning, creating, and managing digital media files as they write their own script, and record, edit, produce, and publish their own enhanced podcast. Throughout the workshop, participants discuss the role of podcasting in education and how to use the power of the ubiquitous iPod devices as a teaching and learning tool to engage learners with diverse learning styles.



Project Based Learning

Pg 34 >

This workshop provides participants with pedagogical foundations, professional skills, and knowledge to develop engaging student-focused effective projects using digital resources. Participants work collaboratively to develop an authentic, standards-based curriculum project that incorporates essential questions anchored in real-world situations, cognitive tools for facilitating higher order thinking skills, and digital and technology resources.



Technology Infused Learning



Science and Technology Integration

Pg 35 >

This workshop explores the integration of the iLife suite and various software titles that focus on the middle school science classroom. Participants explore the process of gathering, analyzing and sharing data.



Series and Institutes

From vision into practice.



Designing a Digital Learning Environment Series

Pg 36 >

This eight-day Series helps educators build knowledge, skills, and capacity for effective infusion of digital resources in teaching and learning. Between workshops, participants do “homework assignments” as they implement what they have learned, supported by the facilitator and their Series colleagues. Teachers share reflections, challenges, and successes throughout, creating an environment that promotes transformational learning. This Series is an iterative process led by the same facilitator over three to twelve months. Components are tailored to the goals and needs of the group.



21st Century Leadership Skills Institute

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The Institute provides an immersion experience for participants to explore identified 21st century skill sets or topics. This four consecutive day program offers a concentrated experience, allowing rapid development of skills and projects in a supported environment. Examples: Podcasting in Your Classroom, iLife, Special Education: Reaching All Learners, and Documentary Filmmaking.

Both Series and Institutes may be tailored to suit your needs.



Apple Professional Development Visioning and Planning for 21st Century Learning Environments

Visioning and Planning for 21st Century Learning Environments

Sample Agenda

Day 1

Module I: Leadership and Trends

- Leadership styles and traits
- Education and workplace trends
- Barriers to change, growth opportunities

Module II: 21st Century Learning Environments

- Characteristics and potential with 21st century tools

Day 2

Module III: Visioning

- What is vision? Mission?
- Identifying core values or beliefs
- Excellence in developing and communicating a shared vision

Module IV: Bringing the Vision to Reality

- Components of success
- Action plan development
- Monitoring and review cycle

K-12 Leadership

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

System Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest versions of iLife and iWork software

Prerequisites

Basic computer skills, including Internet navigation and simple word processing

Description

This workshop expands leaders' awareness of the full potential of 21st century tools and their impact on teaching and learning. Participants collaboratively develop a shared vision for their schools and create an action plan for increasing 21st century technology and thinking skills. Participants collaboratively develop a shared vision for their schools and create an action plan for increasing 21st century technology and thinking skills.

Learning Outcomes

- Investigate different leadership styles and their relationship to leadership for 21st century learning environments.
- Explore and understand educational and workplace trends.
- Explore and understand the characteristics of 21st century learning environments.
- Understand and use 21st century tools for communication, collaboration, productivity, and creativity.
- Understand the process, create a vision for 21st century teaching and learning, and create an action plan that moves toward that vision.

For more information go to

<http://apple.com/education/apd>



Apple Professional Development Technology and Curriculum Infusion Strategies

Technology and Curriculum Infusion Strategies

Sample Agenda
Day 1

Module I: Technology/Curriculum Infusion Factors

- Technology infusion models
- Characteristics and challenges to effective curricular technology infusion
- Learning activities and performance tasks

Module II: Developing a Technology Infused Lesson

- Components supporting learning styles and multiple intelligences
- Evaluating technology infused lessons
- Technology infusion rubrics

Day 2

Module III: Supporting Strategies

- Project based learning
- Differentiated instruction
- In-class support for teachers
- Coaching and mentoring

Module IV: Developing a Plan of Action

- Developing action plans
- Review Apple Learning Interchange

K-12 Leadership

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

System Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest versions of iLife and iWork software

Prerequisites

Basic computer skills, including Internet navigation and simple word processing

Description

This workshop explores the support educators need to address the challenges of successful infusion of technology across the curriculum. Participants examine the influence of factors such as timetabling, curricula development, ongoing teacher professional development, instructional technology support, and assessment and evaluation strategies within a 21st century curriculum. Participants also investigate new technology standards for students and teachers as established by ISTE and the Partnership for 21st Century Skills.

Learning Outcomes

- Investigate and understand the importance of factors such as the school timetable, curriculum organization, pedagogy, assessment strategies, and real-world application of learning to realize the full potential of digital resources in the teaching and learning process.
- Develop strategies for aligning curriculum and technology standards that support a balanced approach to the utilization of technology resources across the curriculum.
- Explore the seven categories of technology and nine categories of instructional strategies.
- Understand and develop a comprehensive curriculum framework for the school that supports the effective infusion of digital resources in curriculum and instruction.
- Recognize the characteristics of and differences between 21st century learning and traditional learning.
- Understand the components of a technology infused lesson or unit and how technology supports a variety of learning styles and multiple intelligences.
- Develop support strategies for teachers in the effective use of technology in the classroom.

For more information go to

<http://apple.com/education/apd>



Apple Professional Development

Managing Change and Accountability

Managing Change and Accountability

Sample Agenda
Day 1

Module I: Making Change

- What is change?
- Examples of successful technology innovation
- The change process

Module II: Managing Change

- Change models
- Building capacity and sustainability
- Self-directed teacher growth, action research, and professional learning communities
- Successful change strategies

Day 2

Module III: Accountability

- Technology standards
- Examples of effective classroom technology use
- Teacher supervision/evaluation and technology

Module IV: Developing an Action Plan

- Developing a great action plan
- Rubric development for accountability
- Apple Learning Interchange resources

K-12 Leadership

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

System Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest versions of iLife and iWork software

Prerequisites

Basic computer skills, including Internet navigation and simple word processing

Description

This workshop investigates the theories of school change, change management practices, and monitoring strategies using technology. Participants explore capacity building and sustainability strategies for a technology initiative in their school. Participants delve into accountability measures such as rubric assessment, teacher and student technology standards. Participants explore teacher supervision and evaluation practices as applied to the identified initiatives. Participants may create rubrics to measure effective technology uses and action plans that emphasize capacity building and sustainability.

Learning Outcomes

- Understand the process of change and the importance of leadership in the effective use of technology.
- Understand change management strategies in promoting the effective use of technology.
- Explore models to address change such as ETAP (Evolution of Thought and Practice) and CBAM (Concerns Based Adoption Model) to help gather baseline data.
- Explore strategies to build capacity and sustainability such as self-directed teacher growth, action research, and collegial development groups.
- Understand and develop a rubric to measure the effective utilization of technology in the 21st century classroom.
- Understand the correlation of the development of teacher technology standards to teacher supervision and evaluation.
- Analyze and address personal professional growth needs as a leader to promote the successful use of technology in teaching and learning within the school or across the district.

For more information go to

<http://apple.com/education/apd>



Apple Professional Development Measuring Success— Evaluation and Assessment Toolkit

Measuring Success— Evaluation and Assessment Toolkit

Sample Agenda

Day 1

Module I: Goals of the 1 to 1 Initiative

- General program evaluation research
- Initiative key questions and goals

Module II: Developing the Plan

- Implementation steps
- Support, potential roadblocks
- Timelines and communication strategies

Day 2

Module III: Measurement Indicators

- Evaluation and Assessment Toolkit
- Short-term and long-term success indices
- Communication of results

Module IV: Evaluation Strategies and Tools

- Evaluation strategies
- Evaluation tools
- Aligning Evaluation and Assessment Toolkit with district data and instruments
- Implementation plan

K-12 Leadership

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

System Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest versions of iLife and iWork software

Prerequisites

Basic computer skills, including Internet navigation and simple word processing

Description

Measure the progress of 1 to 1 or other technology initiatives with our Evaluation Toolkit. Recommend that both district and school leadership participate with teachers in the workshops for greatest effect.

Step 1: (2-day workshop)

Participants clarify the learning and technology initiative to be measured, the goals of the initiative, the data to be collected and the implementation of the measurement process. They are introduced to the Evaluation Toolkit developed by SRI for Apple. The Toolkit contains student, teacher, and parent surveys, as well as a “classroom walkthrough protocol” and learning project portfolio.

Step 2: (Online surveys, data collection, report)

Teachers, students and parents complete an online survey about several aspects of technology in teaching and learning in weeks following Step 1. The surveys are kept open for a defined period to provide ample opportunity for teachers, parents and students to complete them. Apple Professional Development synthesizes and analyzes the collected data and produces a summary report with findings and recommendations for district and school leadership.

Step 3 (Optional)

Participants discuss the SRI data and APD Report, and use the information to align school improvement plans where necessary, address professional development needs, revise communication strategies, and explore other recommendations in the report.

For more information go to

<http://apple.com/education/apd>



Apple Professional Development Mac OS X

Mac OS X

Sample Agenda

Day 1

Sample Agenda

Module I: Mac OS X

- Desktop and Finder
- Dock, Dashboard, and widgets
- Applications
- System Preferences
- Spaces
- Universal Access
- Safari
- Preview

Day 2

Module II: Mac OS X

- Photo Booth
- iCal
- Address Book
- iChat
- iPhoto
- iTunes and GarageBand
- iMovie
- Apple Learning Interchange

K-12 Digital Literacy

Workshop Length: 1 day (6 hours)

Maximum Number of Participants: 16

System Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access

Prerequisites

Basic computer skills, including Internet navigation and simple word processing

Description

Explore the innovative Mac OS X operating system in this workshop. Participants gain fundamental skills with the Mac OS X platform and apply this learning to extend traditional classroom boundaries.

Learning Outcomes

- Understand how to effectively use the Mac OS X operating system to collaborate, create, and communicate more efficiently.
- Demonstrate the ability to use the Mac OS X operating system to perform daily tasks and increase productivity.
- Learn about an array of instructional integration strategies for K-20 by exploring the Apple Learning Interchange, a social network for educators, where they can find cutting edge resources to enhance and improve the learning process.

For more information go to

<http://apple.com/education/apd>



Apple Professional Development iLife

iLife

Sample Agenda

Day 1

Module I: GarageBand

- Audio recording and effects
- Sharing with iTunes
- Brainstorming classroom uses

Module II: iPhoto

- Taking, importing, and editing images
- Capturing images from the web
- Creating albums, storybooks, and slideshows
- Brainstorming classroom uses

Day 2

Module III: iMovie

- Topic selection and storyboarding
- Working with video
- Sharing projects
- Brainstorming classroom uses

Module IV: Curriculum

Connections

- Apple Learning Interchange
- Instructional integration strategies
- Curriculum design
- Classroom application and reflection

K-12 Digital Literacy

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

System Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest version of iLife and iTunes software
- Microphone
- Video camera
- FireWire cable
- Digital camera
- Appropriate cables

Prerequisites

Basic computer skills, including Internet navigation and simple word processing

Description

Participants gain fundamental skills with the iLife applications GarageBand, iMovie, iPhoto, iDVD, and iWeb. They create a CD that includes the group's work produced with GarageBand and iTunes, a book created with iPhoto, and a short movie produced with iMovie.

Learning Outcomes

- Facilitate and inspire student learning and creativity.
- Promote, support, and model creative and innovative thinking and inventiveness.
- Promote student reflection using collaborative tools to illuminate their own thinking, planning, and creative processes.
- Model digital work and learning environments.
- Exhibit digital knowledge, skills, and work processes that are representative of an innovative professional in a global society.

For more information go to

<http://apple.com/education/apd>



Apple Professional Development iWork

iWork

Sample Agenda

Day 1

Module I: Pages

- Creating word-processing documents
- Digital note-taking
- Exploring templates

Module II: Numbers

- Creating spreadsheets
- Data research and management
- Designing charts and graphs

Day 2

Module III: Keynote

- Designing multimedia presentations
- Publishing and sharing

Module IV: Curriculum

Connections

- Apple Learning Interchange
- Instructional integration strategies
- Curriculum design
- Classroom application and reflection

K-12 Digital Literacy

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

System Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest versions of iLife and iWork software

Prerequisites

Basic computer skills, including Internet navigation and simple word processing

Description

Participants gain fundamental skills with the iWork applications by creating a brochure or newsletter or both with Pages, a multimedia presentation using Keynote, and a data collection and analysis project using Numbers.

Learning Outcomes

- Facilitate and inspire student learning and creativity.
- Promote, support, and model creative and innovative thinking and inventiveness.
- Engage students in exploring real-world issues and solving authentic problems using digital tools and resources.
- Promote student reflection using collaborative tools to illuminate their own thinking, planning, and creative processes.
- Model knowledge construction and creative thinking by engaging in face-to-face and virtual learning with students, colleagues, and others.
- Customize and personalize student learning activities to address a variety of learning styles, working strategies, and abilities through the use of digital tools and resources.

For more information go to

<http://apple.com/education/apd>



Apple Professional Development iPod touch in the Classroom

iPod touch in the Classroom

Sample Agenda
Day 1

Module 1: New Possibilities

- Exploring learning activities on iPod touch
- Accessing and responding to mobile content on iPod touch

Module II: Management

- Managing mobile learning environments and the Apple iPod Learning Lab
- Syncing content to and from iPod touch
- Resources for mobile learning

K-12 Digital Literacy

Workshop Length: 1 day (6 hours per day)

Maximum Number of Participants: 16

System Requirements

- An Apple computer with the latest version of Mac OS X
- Wireless internet access
- The latest version of iTunes software
- One iPod touch 2G for each participant
- iPod 2G microphone (Apple Earphones with Remote and Mic or SwitchEasy mic)

Suggested Additional Equipment

- Document camera
- Apple Component AV Cable

Prerequisites

Basic computer skills, including Internet navigation and simple word processing

Description

Learning anytime and anywhere is now easily possible. In this one-day workshop designed for educators new to iPod touch, participants discover how mobile learning can be implemented in schools. Participants learn new ways to use iPod touch as a mobile learning device, explore digital learning environments, and discuss setup and classroom management techniques when using the iPod touch devices/cart solution.

Learning Outcomes

- Create a diverse mobile learning environment.
- Explore classroom resources for iPod touch accessible materials.
- Sync educational rich content to iPod touch. planning, and creative processes.
- Access mobile content on iPod touch.
- Manage mobile learning environments and the Apple iPod Learning Lab.

For more information go to

<http://apple.com/education/apd>



Apple Professional Development iPhone/iPod touch for Teachers and Administrators

iPhone/iPod touch for Teachers and Administrators

Sample Agenda

Day 1

Module I: Overview and Basics

- Hardware
- Built-in apps
- Web-based apps
- iTunes U

Module II: Using and Planning

- Change
- Productivity
- Native apps
- iTunes store
- Planning and implementation

K-12 Digital Literacy

Workshop Length: 1 day (6 hours per day)

Maximum Number of Participants: 16

System Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest version of iLife software
- An iPhone or iPod touch

Prerequisites

Basic computer skills, including Internet navigation and simple word processing

Description

This workshop focuses on iPhone and iPod touch operations and built-in, native, and web-based applications available for the devices that impact teaching, learning, and leadership. Participants learn how the iPhone, iPod touch and iTunes are used for teaching and learning as well as assist with daily school operations and management.

Learning Outcomes

- Understand the basic operations of using the iPhone and iPod touch.
- Understand how the iPhone or iPod touch can be used as a tool to enhance teaching, learning, and leading.
- Understand how access to mobile technology impacts actions, work habits, and routines.
- Explore how mobile access to technology transforms teaching, learning, and leading.

For more information go to

<http://apple.com/education/apd>



Apple Professional Development

Aperture

Aperture

Sample Agenda

Day 1

Module I: Aperture

- Fundamentals

Module II: Aperture

- Advanced options

Day 2

Module III: Aperture

- Presenting, sharing, and exchanging

Module IV: Aperture

- Instructional integration strategies

K-12 Digital Literacy

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

System Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- Aperture software

Prerequisites

Basic computer skills, including Internet navigation and simple word processing

Description

Participants experience a very versatile photography management tool used by industry professionals. They integrate the powerful ability of Aperture powerful ability to import, manage, and enhance photos with one simple, integrated workflow with their own lessons and projects.

Learning Outcomes

- Promote, support, and model creative and innovative thinking.
- Promote student reflection using collaborative tools to illuminate their own thinking, planning, and creative processes.
- Model knowledge construction and creative thinking by engaging in face-to-face and virtual learning with students, colleagues, and others.
- Design or adapt relevant learning experiences to incorporate digital tools and resources that promote student learning and creativity.
- Model and facilitate effective use of current and emerging digital tools to locate, analyze, evaluate, and use information resources to support research and learning.

For more information go to

<http://apple.com/education/apd>



Apple Professional Development Final Cut Pro/Final Cut Express

Final Cut Pro/Final Cut Express

Sample Agenda
Day 1

Module I: Final Cut

- Fundamentals

Module II: Final Cut

- Advanced options

Day 2

Module III: Final Cut

- Presenting, sharing, and exchanging

Module IV: Final Cut

- Instructional integration strategies

K-12 Digital Literacy

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

System Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- Final Cut Pro or Final Cut Express software

Prerequisites

Basic computer skills, including Internet navigation and simple word processing

Description

Participants learn how to edit, animate, and mix video, sound, and graphics with the participants' own lessons and projects using Final Cut Pro or Final Cut Express a very powerful film and video platform used by industry professionals.

Learning Outcomes

- Promote, support, and model creative and innovative thinking.
- Promote student reflection using collaborative tools to illuminate their own thinking, planning, and creative processes.
- Model knowledge construction and creative thinking by engaging in face-to-face and virtual learning with students, colleagues, and others.
- Design or adapt relevant learning experiences to incorporate digital tools and resources that promote student learning and creativity.
- Model and facilitate effective use of current and emerging digital tools to locate, analyze, evaluate, and use information resources to support research and learning.

For more information go to

<http://apple.com/education/apd>



Apple Professional Development NoteTaker/NoteShare

NoteTaker/NoteShare

Sample Agenda

Day 1

Module I: NoteTaker Fundamentals

- Designing a NoteTaker notebook
- Adding multimedia resources to the notebook
- Saving options

Module II: NoteTaker Advanced Options

- Clippings “Services”
- Using MegaSearch script and widgets
- Publishing a web notebook to the Internet or locally

Day 2

Module III: NoteTaker/NoteShare Presenting, Sharing, and Exchanging

- Sharing made simple
- Collaboration beyond the classroom walls
- Using NoteShare spaces

Module IV: Instructional Integration Strategies

- Curriculum design
- Apple Learning Interchange
- Classroom application and reflection

K-12 Digital Literacy

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

System Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- NoteTaker for OS X and/or NoteShare

Prerequisites

Basic computer skills, including Internet navigation and simple word processing

Description

Participants gain the foundation for creating, publishing, sharing, collaborating, and managing media rich educational content with the NoteTaker and NoteShare applications. These applications help participants manage media rich content, foster visual literacy, and promote 21st century skills.

Learning Outcomes

- Promote student reflection using collaborative tools to illuminate their own thinking, planning, and creative processes.
- Model knowledge construction and creative thinking by engaging in face-to-face and virtual learning with students, colleagues, and others.
- Learn how to implement student e-portfolios using NoteTaker and/or NoteShare.
- Learn how to dynamically publish teacher and classroom notebooks via web access and RSS feed subscriptions.
- Model and facilitate effective use of current and emerging digital tools to locate, analyze, evaluate, and use information resources to support research and learning.

For more information go to

<http://apple.com/education/apd>



Apple Professional Development Microsoft Office

Microsoft Office

Sample Agenda

Day 1

Module I: Word

- Creating word-processing documents
- Digital note-taking
- Exploring templates

Module II: Excel

- Creating spreadsheets
- Data research and management
- Designing charts and graphs

Day 2

Module III: PowerPoint

- Designing multimedia presentations
- Publishing and sharing

Module IV: Curriculum

Connections

- Apple Learning Interchange
- Instructional integration strategies
- Curriculum design
- Classroom application and reflection

K-12 Digital Literacy

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

System Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- Microsoft Office software

Prerequisites

Basic computer skills, including Internet navigation and simple word processing

Description

Participants develop fundamental skills with the Microsoft Office applications and create a brochure or newsletter or both with Word, a multimedia presentation using PowerPoint, and a data collection and analysis project using Excel.

Learning Outcomes

- Facilitate and inspire student learning and creativity.
- Promote, support, and model creative and innovative thinking.
- Engage students in exploring real-world issues and solving authentic problems using digital tools and resources.
- Promote student reflection using collaborative tools to illuminate their own thinking, planning, and creative processes.
- Model knowledge construction and creative thinking by engaging in face-to-face and virtual learning with students, colleagues, and others.
- Customize and personalize student learning activities to address a variety of learning styles, working strategies, and abilities through the use of digital tools and resources.

For more information go to

<http://apple.com/education/apd>



Apple Professional Development Challenge Based Learning

Challenge Based Learning

Sample Agenda

Day 1

Module I: Overview

- Background
- Design principles
- Examples

Module II: The Challenge

- Components
- Processes
- Assessments
- Publishing

Day 2

Module III: Design an Experience

- Identify a challenge
- Identify guiding activities and questions
- Identify guiding resources
- Create a rubric assessment

Module IV: Implementation

- Collaborative learning environments
- Strategies
- Presentation
- Reflection

K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

System Requirements

- A MacBook or MacBook Pro computer
- The latest versions of iLife and iWork software

Prerequisites

Fundamental understanding of Mac OS X, iLife, and iWork

Description

This hands-on workshop uses an innovative approach to address issues important to 21st century learners. Challenge Based Learning leverages technology to solve real-world problems and presents a ready, scalable model for the classroom or school. Participants design a Challenge Based Learning experience that is relevant, engaging, and rigorous for their local setting.

Learning Outcomes

- Learn the concepts, attributes, and components of Challenge Based Learning (CBL).
- Understand design principles of the 21st century learning environment.
- Design a learning experience that provides students with an authentic learning opportunity and challenges them to find an innovative solution to a contemporary problem.
- Use a variety of collaborative learning tools (wikis, blogs, and so on) to enable students to access, create, collaborate, communicate, and publish their reflections and solutions.

For more information go to

<http://apple.com/education/apd>



Apple Professional Development Communication and Collaboration with Web Tools

Communication and Collaboration with Web Tools

Sample Agenda

Day 1

Module I: Collaborative Tools

- Web 2.0 technologies overview
- Blogs
- Wikis and Creative Commons
- iChat and iChat Theater

Module II: Media Sharing

- Photosharing
- Widgets
- QuickTime movies
- Video and YouTube

Day 2

Module III: Aggregation

- Publish content to the web
- NewsReaders
- Showcasing student work on the web
- iWeb, student reflection, and assessment

Module IV: Social Networking

- RSS feeds
- Photo Booth
- Social networking and the Apple Learning Interchange
- Classroom application and reflection

K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

System Requirements

- A MacBook or MacBook Pro computer
- The latest versions of iLife and iWork software

Prerequisites

Ability to use iPhoto

Description

Educators explore Web 2.0 applications, such as blogs, wikis, and chat, that enhance collaborative learning experiences and lessons and management of digital and social learning environments in the classroom. Through the use of Web 2.0 tools, participants create a classroom wiki to use with their students for communication, collaboration, and reflection on relevant topics.

Learning Outcomes

- Use interactive communication and collaboration tools for teaching and learning.
- Create meaningful, engaging, motivating, and platform independent classroom activities that enable students to learn and collaborate anytime, anywhere.
- Enable their students to become producers and consumers of knowledge.
- Understand the implications of collaboration and social interaction for teaching and learning.

For more information go to

<http://apple.com/education/apd>



Apple Professional Development

Designing Technology Infused Units and Lessons

Designing Technology Infused Units and Lessons

Sample Agenda

Day 1

Module I: Setting The Stage

- The 21st century imperative
- Research jigsaw

Module II: Making Sense of It All

- Hands-on technology infusion experience
- Exemplary technology infused lessons

Day 2

Module III: Reflection and Resources

- Process and measurement indicators
- Planning questions and instructional strategies
- Apple Learning Interchange
- iTunes U

Module IV: Social Networking

- Designing a technology infused lesson
- Aligning with curriculum standards
- Incorporating effective digital resources
- Assessment strategies
- Lesson sharing

K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

System Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest version of iLife and iTunes software
- Digital camera and cables

Prerequisites

Fundamental understanding of Mac OS X and all iLife applications

Description

This workshop explores research-based models of exemplary lesson development, emphasizing appropriate technology infusion techniques and skills. Practical and easy “how-to” techniques are demonstrated with model lessons. Participants share their own lessons, suggest improvements, and leave with multiple ideas and models for technology infused lessons.

Learning Outcomes

- Explore the current, relevant research that addresses how millennial students learn.
- Experience a simulation that models and facilitates effective use of current and emerging digital tools to locate, analyze, evaluate, and use information resources to support learning.
- Design a technology infused lesson that aligns with curriculum standards and incorporates the effective use of digital resources.
- Evaluate and reflect current research-based classroom pedagogy and practices that address the diverse needs of all learners by using learner-centered strategies.

For more information go to

<http://apple.com/education/apd>



Apple Professional Development 21st Century Curricula Design

21st Century Curricula Design

Sample Agenda
Day 1

Module I: Framework

- Research and the 21st century learner
- The 21st Century Skills Framework and outcomes
- 21st century instructional practices

Module II: Classroom Best Practices, Tools, and Resources

- Mobility 24/7
- User created content
- Social networks

Day 2

Module III: Introduction to Challenge Based Learning

- Applying relevant curriculum
- Exploring design principles
- Creating engaging lessons

Module IV: Content Creation

- Interacting with curriculum
- Using communication and collaboration models
- Classroom applications and reflections

K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

System Requirements

- A MacBook or MacBook Pro computer
- The latest versions of iLife, iWork, and iTunes software

Prerequisites

Working knowledge of iLife and iWork

Description

This workshop explores the concepts for curriculum frameworks as proposed by the Partnership for 21st Century Skills. Participants design relevant learning environments and model curriculum using Challenge Based Learning that are engaging, meaningful, and rigorous.

Learning Outcomes

- Create an awareness, understanding and application of 21st century skills in the curriculum.
- Facilitate and inspire student learning and creativity by facilitating learning experiences that advance student creativity and innovation in both face-to-face and virtual environments.
- Promote, support, and model creative thinking and inventiveness.
- Design rigorous learning experiences for students aligned to curriculum standards.
- Analyze and apply current educational research and best practices in education to design a 21st century learning environment.

For more information go to

<http://apple.com/education/apd>



Apple Professional Development Personalized Learning

Personalized Learning

Sample Agenda

Day 1

Module I: Differentiated Instruction in Today's Classrooms

- Differentiated instruction and essential content
- Differentiated instruction principles
- Differentiated instruction strategies

Module II: Hands-On, Minds-On

- Differentiated instruction simulation
- Project showcase
- Challenges and opportunities discussion

Day 2

Module III: The Foundation for Differentiation

- Identifying students' needs, learning styles, and multiple intelligences
- Classroom management strategies
- Designing criteria

Module IV: Classroom Connections

- Apple Learning Interchange
- Designing a learning experience
- Classroom application and reflection

K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

System Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest versions of iLife and iWork software

Prerequisites

Fundamental understanding of Mac OS X and iLife applications

Description

This workshop focuses on a variety of easily implemented strategies for differentiating content, process, and products with 21st century technology infusion. Participants use iLife and iWork tools with a variety of exemplary strategies for scaffolding instruction and assessment to build and deliver superior standards-based curricula.

Learning Outcomes

- Promote, support, and model creative and innovative thinking.
- Engage students in exploring real-world issues and solving authentic problems using digital tools and resources.
- Design or adapt relevant learning experiences to incorporate digital tools and resources that promote student learning and creativity.
- Customize and personalize student learning activities to address a variety of learning styles, working strategies, and abilities through the use of digital tools and resources.
- Address the diverse needs of all learners by using learner-centered strategies and providing access to appropriate digital tools and resources.
- Provide students with multiple and varied formative and summative assessments aligned with content and technology standards and use resulting data to inform learning and teaching.

For more information go to

<http://apple.com/education/apd>



Apple Professional Development Digital Storytelling

Digital Storytelling

Sample Agenda

Day 1

Module I: The Magic of Digital Storytelling

- Web 2.0 technologies overview
- Why digital storytelling?
- Assessment celebration
- Management strategies

Module II: Pre-Production and Production

- Pre-production
- Researching and planning
- Storyboarding and scripting
- Planning
- Production
- Recording narration
- Creating assets

Day 2

Module III: Aggregation

- Post-Production
- Assembling assets
- Titles, transitions, and special effects
- Sharing projects
- Content discussion
- Support resources

Module IV: Communication and Collaboration

- Curriculum design strategies
- Apple Learning Interchange
- Classroom application and reflection

K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

System Requirements

- An Apple computer with the latest version of Mac OS X
- The latest version of iLife software
- Digital still and video cameras
- Microphones

Prerequisites

Ability to use iLife applications

Description

This workshop explores techniques for managing digital storytelling projects in the classroom with iMovie and with the Media Browser content from iPhoto and iTunes. Participants learn to write their own script, and to record, edit, produce, and publish an original digital story.

Learning Outcomes

- Design authentic learning environments that promote creativity, collaboration, and exploration of real-world issues.
- Use conventional and 21st century media to encourage individual expression, spawn creativity, and promote collective knowledge construction.
- Use conventional and 21st century media to create a digital story using iLife while implementing the entire process of digital storytelling (pre-production, production, and post-production).
- Use Apple Learning Interchange to showcase and articulate pedagogical and instructional opportunities using multimedia for teaching and learning.
- Develop instructional strategies for students to master composition using nonprint media, which can include visual art, motion, graphics, text, and sound.

For more information go to

<http://apple.com/education/apd>



Apple Professional Development Documentary Filmmaking

Documentary Filmmaking

Sample Agenda

Day 1

Module I: What is Documentary Style and Nonfiction Filmmaking?

- Elements of documentary style film and nonfiction film
- Project management and assessment strategies

Module II: Production

- Creating an interview
- Creating a short film

Day 2

Module III: Presenting

- Publishing to camera and with iDVD
- Sharing and publishing projects
- Student-led documentary and nonfiction filmmaking

Module IV: Communication and Collaboration

- Discussion about instructional integration strategies
- Curriculum design
- Apple Learning Interchange
- Classroom application and reflection

K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

System Requirements

- An Apple computer with the latest version of Mac OS X
- The latest version of iLife software
- Digital still and video cameras
- Microphones

Prerequisites

Ability to use iLife applications

Description

This workshop focuses on documentary and non-fiction filmmaking. Participants learn to write their own script, and to record, edit, produce, and publish an original short film with iMovie.

Learning Outcomes

- Gather, manage, analyze, and interpret various information types.
- Learn core concepts while using conventional and 21st century media to produce an original nonfiction film using iLife.
- Learn core concepts while using conventional and 21st century media to encourage individual expression, generate creativity, and promote collective knowledge construction.
- Understand how documentary style filmmaking can promote greater levels of intellectual engagement across all learning styles.
- Understand how documentary filmmaking builds critical 21st century skills such as problem solving, collaboration, and the abilities to gather and analyze data.
- Apply skills of researching, reading, writing, and speaking to plan and create a nonfiction film as means of personal or group expression.

For more information go to

<http://apple.com/education/apd>



Apple Professional Development

Creating a Student Help Desk System

Creating a Student Help Desk System

Sample Agenda
Day 1

Module I: Help Desk Vision

- Goals
- Scope
- Planning
- Assessment

Module II: Help Desk

- Help desk resources and unit planning
- Individual learning plans
- Communication with help desk customers

Day 2

Module III: Help Desk Processes

- Process and problem flow
- Help desk webpage

Module IV: Help Desk Implementation

- Ticket management systems
- Implementation plans

K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

System Requirements

- A MacBook or MacBook Pro computer with Mac OS X
- Internet access
- The latest versions of iLife and iWork software

Prerequisites

- Fundamental understanding of Mac OS X
- Fundamental understanding of technology hardware, peripherals, software applications on the local systems
- Fundamental understanding of server systems a plus, but not required

Description

What is a help desk? How does it function? What is necessary to make a help desk run effectively? Participants learn about help desk systems and develop a student-run help desk in their school, targeting technical support for the Mac OS.

Learning Outcomes

- Identify technology and management skills necessary for a help desk.
- Identify implementation roles and responsibilities for a help desk.
- Determine scope and operational needs.
- Determine student learning outcomes, activities, and assessments.
- Develop a working plan for help desk implementation.

For more information go to

<http://apple.com/education/apd>



Apple Professional Development Language Acquisition and iPod

Language Acquisition and iPod

Sample Agenda
Day 1

Module I: Under the Hood

- Why iPod for language acquisition?
- Music and Extras menus
- Making sense of syncing

Module II: Learning the Language

- Operating the voice recorder with the iPod
- Creating voice memos
- Transferring files to and from iTunes
- Navigating enhanced podcasts

Day 2

Module III: Managing Files

- Disk mode
- Linking simple text file notes to audio files
- ID3 tagging
- Smart playlists and file management

Module IV: Online Resources

- Assessing language acquisition
- Maximizing resources on iTunes U
- Instructional strategies and “take homes”
- Apple Learning Interchange
- Classroom application and reflection

K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

System Requirements

- A MacBook or MacBook Pro computer
- The latest version of iLife and iTunes software
- iPod that supports voice recording
- iPod syncing cable
- Apple Earphones with Remote and Mic or SwitchEasy mic

Prerequisites

Ability to use iPhoto, GarageBand, and iTunes
Experience creating an enhanced podcast
Online access to the iTunes Store

Description

Participants learn to use iPod devices and the iTunes application for creating digital student portfolios that demonstrate longitudinal growth. This workshop demonstrates how an iPod can be used to assist struggling readers, to help students with learning new languages for enrichment, and to strengthen students’ overall language acquisition.

Learning Outcomes

- Utilize the power of the iTunes database for organizing and tagging student audio files as well as categorizing individual student files for easy assessment and retrieval.
- Facilitate and inspire student creativity by promoting student reflection using collaborative tools to illuminate their own thinking, planning, and creative processes.
- Design digital age learning experiences and assessments using iTunes and iPod by developing technology-enriched lessons that enable students to become active participants in setting their own educational goals and assessing their own progress.
- Provide students with multiple and varied formative and summative assessments and use resulting data to inform learning and teaching.
- Utilize iTunes to manage student digital files over time.

For more information go to

<http://www.apple.com/education/leaders-administrators/professional-development.html>



Apple Professional Development Mathematics and Technology Infused Learning

Mathematics and Technology Infused Learning

Sample Agenda

Day 1

Module I: Setting the Stage

- Calculator
- Grapher
- Keynote
- Numbers
- PhotoBooth
- Pages

Day 2

Module II: Developing Rich Lessons

- GarageBand and podcasting
- Electives
- Team teaching
- Developing a lesson/unit

Module III: Engaging Student Creativity

- GarageBand and podcasting

K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

System Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest versions of iLife and iWork software

Prerequisites

Basic computer skills, including Internet navigation and simple word processing

Basic familiarity with spreadsheets

Working knowledge of iLife and iWork

Secondary mathematics or science certification (or math expertise)

Description

This workshop explores how to integrate mathematics learning with digital content and tools through multiple ideas and models. Participants develop and share their own lessons, suggest improvements, and leave with multiple ideas and models for technology infused math lessons. Lesson development emphasize appropriate technology infusion techniques and skills with iWork, iLife, and the Mac OS.

Learning Outcomes

- Facilitate and inspire student learning and creativity.
- Engage students in learning mathematics through the use of digital tools and resources.
- Design a technology infused lesson that aligns with curriculum standards and incorporates the effective use of digital resources.
- Engage students in exploring real-world issues and solving authentic problems using digital tools and resources.

For more information go to

<http://apple.com/education/apd>



Apple Professional Development Media Literacy in the 21st Century Classroom

Media Literacy in the 21st Century Classroom

Sample Agenda
Day 1

Module I: Media Literacy

- New definitions
- Deconstructing media messages
- Creating an audio news release (ANR)

Module II: Visual Literacy

- New definitions
- Critical thinking
- Using photo journals

Day 2

Module III: Multimedia for Authentic Learning

- Moviemaking elements
- Pre-production stages - research, script writing, storyboarding

Module IV: Students as Knowledge Creators

- Post-production stages
- Rough edit and final edit
- Enhancements - music, animation, voiceover, sound effects
- Content distribution options

K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

System Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest versions of iLife and iWork software

Prerequisites

Basic computer skills, including Internet navigation and simple word processing
Working knowledge of iLife and iWork software

Description

This workshop examines the role of media literacy as an essential skill for inquiry and self-expression. Participants use a variety of digital authoring tools and resources to design dynamic multimedia projects and engaging authentic learning experiences.

Learning Outcomes

- Understand the importance of media literacy skills to think critically about print and non-print media messages.
- Facilitate and inspire student learning and creativity by offering authentic learning experiences in which students are able to analyze, evaluate, and produce messages using multimedia.
- Promote student reflection using collaborative tools to illuminate their own thinking, planning, and creative processes.
- Exhibit digital knowledge, skills, and work processes that are representative of an innovative professional in a global society.

For more information go to

<http://apple.com/education/apd>



Apple Professional Development Mobile Content and iPod touch

Mobile Content and iPod touch

Sample Agenda
Day 1

Module I: What Is an iPod touch?

- Why iPod touch is unique
- Applications that are on iPod touch

Module II: Tools for iPod touch

- Moving content on and off of iPod touch
- Exploring web applications for iPod touch

Day 2

Module III: Acquiring and Creating Content

- iTunes U and podcasts
- Creating and using new content on iPod touch

Module IV: Collaborate, Create, and Share

- Classroom and administrative application
- Apple Learning Interchange
- Reflection

K-12 Technology Infused Learning

Workshop Length: 2 days or more (6 hours per day)

Maximum Number of Participants: 16

System Requirements

- A MacBook or MacBook Pro computer
- The latest version of iLife and iTunes software
- iPod touch and syncing cable

Prerequisites

- Ability to use iPhoto, GarageBand, and iTunes
- Online access to the iTunes Store

Description

This workshop demonstrates how iPod touch can be used to improve student learning both in the classroom and “on the go.” During this workshop, participants explore the built-in, third-party, and web applications readily available for iPod touch. Participants also work collaboratively to define ways iPod touch can be used in their own classrooms to help improve academic achievement.

Learning Outcomes

- Facilitate learning experiences that advance student creativity and innovation.
- Promote, support, and model creative thinking.
- Engage students in exploring real-world issues and solving authentic problems using digital tools and resources.
- Address the diverse needs of all learners by using learner-centered strategies and providing access to appropriate digital tools and resources.

For more information go to

<http://apple.com/education/apd>



Apple Professional Development Podcasting in Your Classroom

Podcasting in Your Classroom

Sample Agenda
Day 1

Module I: Intro to Podcasting

- What is podcasting?
- Evaluating and managing podcast resources

Module II: Creating Your Podcasts

- Start to finish: creating an enhanced podcast

Day 2

Module III: Publishing Your Podcast

- Publishing to iTunes, iWeb, and a folder

Module IV: ALI—Expanding the Boundaries

- Instructional integration and curriculum strategies
- Community outreach and professional development
- Apple Learning Interchange
- Classroom application and reflection

K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

System Requirements

- A MacBook or MacBook Pro computer
- The latest versions of iLife, iWork, and iTunes software
- Online access to the iTunes Store

Prerequisites

Ability to use iPhoto and iTunes

Description

Participants learn the podcasting fundamentals of planning, creating, and managing digital media files as they write their own script, and record, edit, produce, and publish their own enhanced podcast. Throughout the workshop, participants discuss the role of podcasting in education and how to use the power of the ubiquitous iPod devices as a teaching and learning tool to engage learners with diverse learning styles.

Learning Outcomes

- Design relevant learning experiences to incorporate digital tools and resources that promote student learning and creativity, including creating and publishing recorded lectures, tutorials, and supplementary teaching notes.
- Communicate appropriate information and ideas effectively to students, parents, and peers using a variety of digital age media and formats, including the use of appropriate curriculum objectives that can effectively be taught using audiovisual aids.
- Take advantage of the features of GarageBand to design digital content for a variety of topics and subject areas.
- Locate and subscribe to existing high-quality podcasts that support current curriculum.
- Utilize iTunes to manage digital media files.

For more information go to

<http://apple.com/education/apd>



Apple Professional Development Project Based Learning

Project Based Learning

Sample Agenda

Day 1

Module I: Project Based Learning (PBL) in Today's Classrooms

- PBL principles and elements
- PBL and technology

Module II: Hands-On, Minds-On

- PBL challenges and opportunities
- PBL simulation

Day 2

Module III: The Foundation for Differentiation

- PBL assessment and classroom management
- PBL design criteria and examples

Module IV: Classroom Connections

- Apple Learning Interchange
- Designing a PBL experience
- Classroom application and reflection

K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participants: 16

System Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest versions of iLife, iWork, and iTunes software

Prerequisites

Fundamental understanding of Mac OS X and iLife applications

Description

This workshop provides participants with pedagogical foundations, professional skills, and knowledge to develop engaging student-focused effective projects using digital resources. Participants work collaboratively to develop an authentic, standards-based project that incorporates essential questions anchored in real-world situations, cognitive tools for facilitating higher order thinking skills, and digital and technology resources.

Learning Outcomes

- Promote, support, and model creative and innovative thinking.
- Engage students in exploring real-world issues and solving authentic problems using digital tools and resources.
- Design or adapt relevant learning experiences to incorporate digital tools and resources that promote student learning and creativity.
- Develop technology-enriched learning environments that enable students to become active participants in setting their own educational goals, managing their own learning, and assessing their own progress.
- Promote student reflection using collaborative tools to illuminate their own thinking, planning, and creative processes.

For more information go to

<http://apple.com/education/apd>



Apple Professional Development Science and Technology Integration

Science and Technology Integration

Sample Agenda
Day 1

Module I: Setting The Stage

- Exploring “Who does science anyway?” using Safari and Keynote
- Customizing a science workspace with widgets
- Connecting with live scientific databases using EarthBrowser
- Exploring science resources in iTunes
- Creating science podcasts using Garageband

Day 2

Module II: Developing Rich Lessons

- Science data collection with DataStudio and PASCO Conductivity Sensor
- Exploring science resources on Apple Learning Interchange
- Creating PSAs and science reports using iMovie
- Exploring web resources available through ExploreLearning Gizmos

K-12 Technology Infused Learning

Workshop Length: 2 days (6 hours per day)

Maximum Number of Participant 16

System Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest versions of iLife and iWork software
- EarthBrowser software
- Froguts software
- DataStudio software
- PASCO Conductivity Sensor and USB link

Prerequisites

- Basic computer skills, including Internet navigation and simple word processing
- Science certification (or science expertise)

Description

This workshop explores the integration of the iLife suite and various software titles that focus on the middle school science classroom. Participants explore the process of gathering, analyzing and sharing data.

Learning Outcomes

- Facilitate and inspire student learning and creativity.
- Engage students in learning science through the use of digital tools and resources.
- Design a technology infused lesson that aligns with curriculum standards and incorporates the effective use of digital resources.
- Model the scientific process using digital probes and learning tools

For more information go to

<http://apple.com/education/apd>



Apple Professional Development Designing a Digital Learning Environment Series

Designing a Digital Learning Environment Series

Sample Agenda

Workshop I: Preparing the Setting

- Digital learning environments
- Mac OS X
- Digital media and iLife

Workshop II: Leveraging Digital Resources

- Podcasts and iTunes U
- Video for digital storytelling
- Classroom practice reflections

Workshop III: Designing Technology Infused Lessons and Units

- Higher order thinking skills
- Digital classroom management
- Challenge Based Learning

Workshop IV: Measuring Student Progress

- Rubric assessments, student portfolios
- Innovation and creativity
- Multiple applications, digital media
- Sharing technology rich units

K-12 Series

Length: Four 2-day workshops (6 hours per day)

Maximum Number of Participants: 16

System Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest versions of iLife, iWork, and iTunes software

Prerequisites

Basic computer skills, including Internet navigation and simple word processing

Classroom Series Description

This eight-day Series helps educators build knowledge, skills, and capacity for effective infusion of digital resources in teaching and learning. Between workshops, participants do “homework assignments” as they implement what they have learned, supported by the facilitator and their Series colleagues. Teachers share reflections, challenges, and successes throughout, creating an environment that promotes transformational learning. This Series is an iterative process led by the same facilitator over three to twelve months. Components are tailored to the goals and needs of the group.

Learning Outcomes

- Explore and understand the characteristics of digital learning environments.
- Understand and use 21st century tools for communication, collaboration, productivity, and creativity.
- Use current research-based classroom pedagogy and practices to address diverse learner needs.
- Create or revise a lesson/unit that aligns with curriculum standards, effectively infuses digital tools and resources, and personalizes learning.
- Build district or school capacity for effective management and use of digital resources in teaching and learning.

For more information go to

<http://apple.com/education/apd>



Apple Professional Development 21st Century Leadership and Classroom Institutes

21st Century Leadership and Classroom Institutes

Sample Agenda

- Institute content is comprised of multiple Apple Professional Development workshops delivered over four consecutive days. Agendas are tailored depending on the topic.
- Customized content development is available upon request, with an additional fee.

K-12 Institutes

Length: 4 days (6 hours per day)

Maximum Number of Participants: Variable, depending upon focus

System Requirements

- An Apple computer with the latest version of Mac OS X
- Internet access
- The latest versions of iLife, iWork, and iTunes software

Prerequisites

Basic computer skills, including Internet navigation and simple word processing

Classroom and Leadership Institute Description

The Institute provides an immersion experience for participants to explore identified 21st century skill sets or topics. This four consecutive day program offers a concentrated experience, allowing rapid development of skills and projects in a supported environment. Examples: Podcasting in Your Classroom, iLife, Special Education: Reaching All Learners, and Documentary Filmmaking.

Learning Outcomes

- Customizable depending on Institute content.

For more information go to

<http://apple.com/education/apd>



Apple Professional Development

For more information go to
<http://www.apple.com/education/apd>