



# Apple Professional Development Catalog

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# Get the most from your Apple products.

Apple offers onsite workshops at your school that can run anywhere between one to eight days. These hands-on workshops will be tailored to your school or district's specific needs and are designed to enable you to use your Apple products to transform teaching and learning.

## Taught by educators for educators.

All Apple Professional Development facilitators are educators themselves. That gives them a unique view: They know what's important in the classroom, so they can ensure that you learn about your Apple products and how they can best serve you and your students. We offer workshops in the following categories:

### Getting Started

Focused on technology skills, these foundational workshops help teachers become confident and comfortable integrating Apple products into their teaching strategies.

### Doing More

These curriculum focused workshops help teachers apply their skills with Apple products to specific populations and content areas to produce effective personal learning for their students.

### Leading

These workshops for school and district leaders focus on issues important to success—visioning/ planning, implementing/managing, and designing curricula.

### Supporting

Support your teachers beyond workshops with in-class or web coaching and mentoring, technology self-assessments, and customized workshop development.

## Additional Details

- Workshops apply toward Continuing Education Units.
- Workshops accommodate 16 participants.
- Common Core Content Standards are addressed throughout workshops.
- For institutional/group purchase only.

To learn more about Apple in education, visit [www.apple.com/education](http://www.apple.com/education) or call 800-800-2775 to speak to an Apple education representative.

# Getting Started

## iLife

### Modules

#### I: iPhoto

- Capturing and editing images
- Creating albums, storybooks, and slideshows
- Classroom uses

#### II: GarageBand

- Audio recording
- Podcasting
- Sharing podcasts
- Classroom uses

#### III: iMovie and iDVD

- Planning a movie and storyboarding
- Creating and sharing movies
- Classroom uses

#### IV: iWeb and Curriculum Connections

- Creating a web page and posting to it
- Instructional integration strategies
- Classroom application and reflection

### Audience

Educators who are ready to enhance their technology skills and focus on classroom applications of iLife tools.

### Description

Participants gain fundamental skills with iLife applications (iPhoto, GarageBand, iMovie, iDVD, and iWeb) and use these tools in today's learning experiences.

Learning outcomes for this workshop are the following:

- Understand the fundamentals of iLife applications: iPhoto, GarageBand, iMovie, iDVD, and iWeb
- Get experience creating and sharing iPhoto slideshows and storybooks, different types of podcasts, and movies
- Examine iTunes, iTunes U, and other resources for learning experiences
- Explore how iLife can enhance today's teaching and learning

### Details

- Workshop length: 1 or 2 days (6 hours per day)
- Maximum number of participants: 16
- Site resource/technical requirements:
  - Internet access
  - Digital camera, appropriate sync cables and chargers
  - Speakers
  - Projector/screen or whiteboard
  - External microphone (optional)
  - Video camera, appropriate sync cables and chargers (optional)
- Individual participant requirements:
  - An Apple computer with the latest version of Mac OS X, iLife, and iTunes
  - Basic computer skills, including Internet navigation and simple word processing
  - An individual iTunes account and an individual email account

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# Getting Started

## iWork

### Modules

#### I: Keynote

- Designing presentations
- Publishing and sharing

#### II: Pages

- Creating documents and charts
- Using media assets
- Exploring templates

#### III: Numbers

- Creating spreadsheets
- Using formulas and cell formats
- Designing charts and graphs
- Exploring templates

#### IV: Curriculum Connections

- Creating and sharing multimedia collages
- Exporting and importing
- Classroom application and reflection

### Audience

Educators who are ready to enhance their technology skills and focus on classroom applications of iWork tools.

### Description

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

Learning outcomes for this workshop are the following:

- Promote, support, and model creative and innovative thinking
- Promote student reflection using collaborative tools
- Use digital tools to customize student learning activities and address different learning styles, working strategies, and abilities

### Details

- Workshop length: 1 or 2 days (6 hours per day)
- Maximum number of participants: 16
- Site resource/technical requirements:
  - Internet access
  - Speakers
  - Projector/screen or whiteboard
- Individual participant requirements:
  - An Apple computer with the latest version of Mac OS X, iLife, and iTunes
  - Basic computer skills, including Internet navigation and simple word processing
  - An individual iTunes account and an individual email account

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# Getting Started

## Mac OS X

### Modules

#### I: The Basics

- Desktop and Finder
- File management
- System Preferences

#### II: Applications

- Stickies
- Spotlight
- Calculator
- Dictionary
- Photo Booth
- iCal
- Dashboard widgets
- Safari

#### III: Accessibility

- Voiceover
- Zoom
- Screen Flash
- Sticky Keys
- Slow Keys
- Mouse
- Cursor Size

### Audience

Educators who are new to the Mac or otherwise unfamiliar with Mac OS X.

### Description

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

Learning outcomes for this workshop are the following:

- Understand how to 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 teach and to increase productivity

### Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 16
- Site resource/technical requirements:
  - Internet access
  - Speakers
  - Projector/screen or whiteboard
- Individual participant requirements:
  - An Apple computer with the latest version of Mac OS X
  - Basic computer skills, including Internet navigation and simple word processing
  - An individual iTunes account and an individual email account

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# Getting Started

## Mobile Devices

### Modules

#### I: Mobile Basics

- Navigation and native apps
- iTunes and syncing

#### II: Content Exploration

- Resources on iTunes U
- Podcast resources

#### Two of the following:

#### III: Create and Share a Podcast (requires iLife)

- Create and share mobile content
- Manage content

#### IV: Create and Share a Lesson

- Create and share lessons
- Manage content

#### V: Accessibility Features

- Features for deaf and hard-of-hearing users
- Features for blind and vision-impaired users
- Features for struggling readers

#### VI: Productivity

- Features of Pages, Numbers, Keynote
- Create a document, spreadsheet, and presentation

### Audience

Educators who want to know how to implement mobile learning in their schools.

### Description

Participants learn how to use mobile devices for teaching and learning—and as tools for daily school operations and management. They learn basic navigation and explore key applications and accessibility features. They also learn to manage mobile learning, create content, and transfer it between devices.

Learning outcomes for this workshop are the following:

- Explore basic navigation, native applications, and accessibility features of the iPod touch or iPad
- Learn how mobile devices can be used as personal tools for teaching, learning, and leadership
- Discover how to personalize learning with mobile devices, apps, and iTunes U
- Learn how to manage mobile learning environments

### Details

- Workshop length: 2 days (6 hours per day)
- Maximum number of participants: 16
- Site resource/technical requirements:
  - An iPad Dock Connector to VGA Adapter
  - Apple Earphones with Remote and Mic
  - Wireless Internet access
  - Speakers
  - Projector/screen or whiteboard
- Individual participant requirements:
  - A 32GB or 64GB iPod touch (third generation or later) and syncing cable or an activated iPad with Wi-Fi or Wi-Fi + 3G
  - The latest iOS version on the activated iPod touch or activated iPad
  - Optional: An Apple computer with the latest version of Mac OS X, iLife, and iTunes (used for “Create and Share a Podcast” module)
  - Basic computer skills, including Internet navigation and simple word processing
  - An individual iTunes account and an individual email account
  - The following apps downloaded from the App Store and synced: an iPad drawing app and an iPad voice recording app; Pages, Numbers, and Keynote (used for “Productivity” module)

### For More Information

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## Doing More

# Blogs and Wikis

### Modules

#### I: Blogs and Wikis

- Using blogs as discussion tools
- Using wikis to share ideas
- Exploring iChat and Photo Booth

#### II: Personal Learning

- Producing content
- Researching content
- Sharing content

#### III: Aggregation

- Using RSS aggregators
- Publishing with iWeb

#### IV: Conclusion

- Using Photo Booth for reflection
- Exploring online resources
- Planning classroom implementation

### Audience

Educators who want to integrate Mac tools into teaching and learning.

### Description

Participants learn to use Apple tools and platforms to enhance collaborative learning experiences and lessons. They also learn how to develop and manage content and to collaborate and communicate more effectively using Apple interactive tools.

Learning outcomes for this workshop are the following:

- Explore interactive communication and collaboration tools
- Create meaningful and engaging activities for anytime, anywhere learning
- Help students become thoughtful producers and consumers of knowledge
- Understand the implications of collaboration and social interaction for teaching and learning

### Details

- Workshop length: 2 days (6 hours per day)
- Maximum number of participants: 16
- Site resource/technical requirements:
  - The latest version of Mac OS X Server with Web, Blog, and Wiki Services, as well as participant accounts and a group set up on the server. Note: In lieu of Mac OS X Server, sites should have access to Apple Professional Development blog and wiki sites for participants.
  - Internet access
  - Speakers
  - Projector/screen or whiteboard
- Individual participant requirements:
  - An Apple computer with the latest version of Mac OS X, iLife, iWork, and Safari
  - Basic computer skills, including Internet navigation and simple word processing
  - An individual iTunes account and an individual email account

### For More Information

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## Doing More

# Challenge Based Learning

### Modules

#### I: Framework for Today's Learning

- Background
- Planning a presentation

#### II: Tools and Resources

- Collaborative research and publishing
- Trends in tools
- Classroom considerations

#### III: Hands-on with CBL

- Creating content with a variety of tools
- Publishing and sharing

#### IV: Curriculum Connections

- Design a CBL experience
- Share challenge and materials
- Classroom application and reflection

### Audience

Educators who want their students to identify real-world problems and, using technology, work collaboratively to find solutions.

### Description

Participants explore an innovative approach to address issues that are important to today's learners. Using technology to solve real-world problems, Challenge Based Learning presents a ready, scalable model for the classroom or school. Workshop participants design a relevant and rigorous Challenge Based Learning experience to use in their own settings.

Learning outcomes for this workshop are the following:

- Learn the concepts, attributes, and components of Challenge Based Learning
- Understand design principles of today's learning environment
- Design an experience that challenges students to find an innovative solution to a contemporary problem
- Use collaborative learning tools to enable students to create, collaborate, communicate, and publish their solutions and reflections

### Details

- Workshop length: 2 days (6 hours per day)
- Maximum number of participants: 16
- Site resource/technical requirements:
  - Internet access
  - Speakers
  - Projector/screen or whiteboard
- Individual participant requirements:
  - An Apple computer with the latest version of Mac OS X, iLife, and iWork
  - Basic computer skills, including Internet navigation and simple word processing
  - Working knowledge of iLife and iWork
  - An individual iTunes account and an individual email account

### For More Information

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## Doing More

# Digital Storytelling

### Modules

#### I: The Magic of Digital Storytelling

- Why digital storytelling
- Planning the story

#### II: Producing the Story

- Research
- Production
- Recording

#### III: Presenting and Sharing

- Sharing projects
- Discussing content and assessment methods

#### IV: Communication, Collaboration, and Assessment

- Instructional integration strategies
- Classroom application and reflection

### Audience

Educators who want their students to use Mac tools to create a story.

### Description

Participants explore techniques for managing digital storytelling projects in the classroom using iMovie and content from iPhoto and iTunes. Participants learn to write their own scripts and to storyboard, film, edit, and produce an original short movie.

Learning outcomes for this workshop are the following:

- Design authentic learning environments that promote creativity, collaboration, and exploration of real-world issues
- Use digital media to encourage individual expression and promote collective knowledge construction
- Develop instructional strategies so students can master composition using media such as visual art, motion, graphics, text, and sound

### Details

- Workshop length: 2 days (6 hours per day)
- Maximum number of participants: 16
- Site resource/technical requirements:
  - Digital still camera(s), video camera(s), appropriate sync cables and chargers
  - External microphone
  - Blank DVDs
  - Internet access
  - Speakers
  - Projector/screen or whiteboard
- Individual participant requirements:
  - An Apple computer with the latest version of Mac OS X, iLife, and iTunes
  - Basic computer skills, including Internet navigation and simple word processing
  - Working knowledge of iLife
  - An individual iTunes account and an individual email account

### For More Information

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## Doing More

# Language Development

### Modules

#### I: Under the Hood

- Why iPod and iPad for language acquisition
- Explore the Extras menu
- Understand content syncing

#### II: Recording Voice

- Operate the voice recorder
- Create and transfer voice memos
- Navigate enhanced podcasts

#### III: Managing Files

- Set up disk mode
- Link text notes to audio files
- Use ID3 tagging and Smart Playlists for reading fluency

#### IV: Strategies and Resources

- Language acquisition resources
- Instructional integration strategies
- Classroom application and reflection

### Audience

Educators who want to use mobile devices for language development and assessment.

### Description

Participants learn about applications and accessibility features of mobile devices that assist struggling readers, help students who are learning new languages, and strengthen students' overall language acquisition. They will also learn how to use mobile devices for language assessment and how to access the vast array of language development resources.

Learning outcomes for this workshop are the following:

- Use the iTunes database to organize student audio files as well as to categorize individual student files for easy assessment and retrieval
- Develop technology-enriched lessons that enable students to become active participants in setting their own goals and assessing their own literacy and language progress
- Create and deliver formative and summative literacy and language assessments
- Use iTunes to manage student digital files over time

### Details

- Workshop length: 2 days (6 hours per day)
- Maximum number of participants: 16
- Site resource/technical requirements:
  - Internet access
  - Speakers
  - Projector/screen or whiteboard
  - Document camera
- Individual participant requirements:
  - An Apple computer with the latest version of Mac OS X
  - An iPod touch, iPad, or iPod with voice recording capability; appropriate sync cable
  - Apple Earphones with Remote and Mic
  - Familiarity with spreadsheets and basic computer skills, including Internet navigation and simple word processing
  - Working knowledge of iPhoto
  - An individual iTunes account and an individual email account

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## Doing More

# Mathematics

### Modules

#### I: Math Tools

- Charts and graphs in Keynote
- Calculator
- Grapher

#### II: iWork and Beyond

- iMovie and Keynote
- Numbers
- Web links

#### III: iLife and Beyond

- GarageBand and/or podcasting
- iMovie
- Infusion strategies

#### IV: Developing a Lesson

- Lesson planning
- Lesson sharing
- Reflection and next steps

### Audience

Educators who are interested in effectively integrating Apple tools and applications in middle and high school mathematics teaching.

### Description

Participants use tools such as Calculator, Grapher, Keynote, Numbers, GarageBand, and iMovie to integrate digital content into mathematics learning. They will develop and share their own lessons, suggest improvements, and leave with ideas and models for technology-infused math lessons.

Learning outcomes for this workshop are the following:

- Experience digital tools that inspire student learning and creativity in math
- Design a technology-infused lesson that aligns with curriculum standards
- Gain ideas for engaging students in the exploration of real-world issues and the use of digital tools to solve authentic problems
- Learn how science and engineering instruction can be included with math and technology activities

### Details

- Workshop length: 2 days (6 hours per day)
- Maximum number of participants: 16
- Site resource/technical requirements:
  - Internet access
  - Speakers
  - Projector/screen or whiteboard
- Individual participant requirements:
  - An Apple computer with the latest version of Mac OS X, iLife, and iWork
  - Familiarity with spreadsheets and basic computer skills, including Internet navigation and simple word processing
  - Working knowledge of iLife and iWork
  - An individual iTunes account and an individual email account
  - Secondary mathematics certification or math expertise

### For More Information

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# Doing More

## Podcasting

### Modules

#### I: Intro to Podcasting

- Basics of podcasting
- Accessing and exploring
- Evaluating and managing podcast resources

#### II: Creating a Podcast

- Storyboarding
- Creating an enhanced podcast in GarageBand

#### III: Publishing Your Podcast

- Publishing to iTunes, iWeb, and a folder
- Sharing podcasts

#### IV: Taking It to the Next Level

- Resources in iTunes U and elsewhere
- Podcasting for professional development
- Classroom application and reflection

### Audience

Educators who want to use podcasting in the classroom, for professional development, or for communicating with various constituencies.

### Description

Participants learn podcasting fundamentals as they write their own scripts, and record, edit, produce, and publish their own enhanced podcasts in iTunes and elsewhere. As they become more familiar with the tools, participants will also discuss the role of podcasting in education and how to use the power of iPod to engage learners with diverse learning styles.

Learning outcomes for this workshop are the following:

- Learn the basics of podcasting and create an original podcast, from planning to production
- Understand how podcasting can be used as a powerful tool for teaching and learning
- Learn how to locate and subscribe to existing high-quality podcasts that support current curriculum or professional development
- Use iTunes to manage digital media files

### Details

- Workshop length: 2 days (6 hours per day)
- Maximum number of participants: 16
- Site resource/technical requirements:
  - Internet access
  - Speakers
  - Projector/screen or whiteboard
  - Document camera
- Individual participant requirements:
  - An Apple computer with the latest version of Mac OS X, iLife, and iTunes
  - An iPod touch, iPad, or iPod with voice recording capability; appropriate sync cable
  - Apple Earphones with Remote and Mic
  - Basic computer skills, including Internet navigation and simple word processing
  - Working knowledge of iPhoto
  - An individual iTunes account and an individual email account

### For More Information

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## Doing More

# Science

### Modules

#### I: Science and Scientists

- Who does science?
- Weather around the globe
- Finding science podcasts

#### II: Podcasts and Science Resources

- Make a podcast
- Virtual dissection sites
- Web links

#### III: Probeware in the Classroom

- Data collection and modeling
- Problem-based learning
- Virtual data collection

#### IV: Using Data in Other Ways

- Use iMovie to create a science showcase
- Share projects and reflect

### Audience

Educators who are interested in effectively integrating Apple tools and applications in middle school science teaching.

### Description

Participants explore the integration of iLife and iWork tools and various software titles in the middle school science classroom. They will use a variety of digital tools and resources as they learn about gathering, analyzing, and sharing data with Apple tools.

Learning outcomes for this workshop are the following:

- Experience digital tools that inspire creativity in applying the scientific process
- Create activities that engage students in meaningful science work
- Help students become thoughtful producers and consumers of science knowledge
- Learn how mathematics and engineering instruction can be included with science and technology activities

### Details

- Workshop length: 2 days (6 hours per day)
- Maximum number of participants: 16
- Site resource/technical requirements:
  - Data collection, analysis, and visualization software
  - Digital microscope
  - Probeware
  - Internet access
  - Speakers
  - Projector/screen or whiteboard
- Individual participant requirements:
  - An Apple computer with the latest version of Mac OS X, iLife, iWork, and iTunes
  - Basic computer skills, including Internet navigation and simple word processing
  - Working knowledge of iLife and iWork
  - An individual iTunes account and an individual email account
  - Science certification or science expertise

### For More Information

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## Doing More

# Special Education

### Modules

#### I: Accessibility Tools: Mac

- Universal Design
- Accessibility with Mac
- Customizing

#### II: Accessibility Tools: iPod touch and iPad

- Accessibility with iPod touch or iPad
- Customizing

#### III: Student Learning Profiles

- Examining sample profiles
- Sharing findings
- Demonstrating learning

#### IV: Success for All Students

- Creating new profiles
- Classroom application and reflection

### Audience

Educators who work with special needs students.

### Description

Participants learn how Apple technology tools can support students with visual, auditory, motor, and learning disabilities—and how to use the tools to provide their students with full access to the curriculum. Participants use technologies such as VoiceOver, Zoom, Display Adjustments, Visual Alerts, Keyboard Shortcuts, and Word Completion. They also explore how to personalize learning.

Learning outcomes for this workshop are the following:

- Explore Apple's accessibility tools on the Mac
- Explore iPod touch or iPad as a learning tool
- Learn how Mac OS X, iPod touch, and iPad can help students with special needs reach their full potential
- Discover accessible content for special needs students
- Use student learning profiles to create individual instructional plans that include the appropriate use of technologies

### Details

- Workshop length: 2 days (6 hours per day)
- Maximum number of participants: 16
- Site resource/technical requirements:
  - Internet access
  - Speakers
  - Projector/screen or whiteboard
  - A document camera
- Individual participant requirements:
  - An Apple computer with the latest version of Mac OS X, iLife, iWork, and iTunes
  - An iPod touch (third generation or later, 32GB or 64GB models) or an activated iPad with Wi-Fi or Wi-Fi + 3G, and iPod microphone
  - Basic computer skills, including Internet navigation and simple word processing
  - An iPad voice recording app
  - An individual iTunes account and an individual email account

### For More Information

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# Leading Design Curricula

## Modules

### I: Moving Toward Digital

- Technology infusion models
- Characteristics of effective technology

### II: Supporting Today's Learning

- Reviewing built-in applications
- Considering challenge-based learning as a strategy
- Reviewing mobile devices or podcasting

### III: A Technology-Infused Unit

- Experiencing an entire unit
- Evaluating the experience
- Critical aspects for planning

### IV: Developing an Action Plan

- Discussing current plans
- Understanding challenges
- Getting and giving feedback

## Audience

District (multischool) and site curriculum leaders who are engaged in curriculum development.

## Description

Participants consider how characteristics of the blended learning environment impact school curricula and how Apple technologies can help them achieve teaching and learning goals. Participants will gain experience with digital tools and blended learning environments and they will begin to develop a curriculum development action plan.

Learning outcomes for this workshop are the following:

- Gain experience using digital tools
- Recognize the components of a rigorous technology-infused lesson or unit
- Define how leaders can best support teachers in the effective use of technology
- Create or expand a curriculum development action plan

## Details

- Workshop length: 2 days (6 hours per day)
- Maximum number of participants: 16
- Site resource/technical requirements:
  - Internet access
  - Speakers
  - Projector/screen or whiteboard
  - An iPad dongle
  - Apple Earphones with Remote and Mic
- Individual participant requirements:
  - An Apple computer with the latest version of Mac OS X, iLife, iWork, and iTunes
  - Optional: A 32GB or 64GB iPod touch (third generation or later) and syncing cable or an activated iPad with Wi-Fi or Wi-Fi + 3G
  - The latest iOS version on the activated iPod touch or activated iPad
  - Basic computer skills, including Internet navigation and simple word processing
  - Working knowledge of iLife and iWork
  - An individual iTunes account and an individual email account

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## Leading

# Implement and Manage

### Modules

#### I: Sharing Findings and Observations

- Using Numbers, Keynote, or podcasting as presentation tools
- Discussing results

#### II: Tools for Communicating

- Experiencing and creating wikis and blogs
- Creating and discussing podcasts
- Using templates in Pages and Numbers

#### III: Creating Individual Plans

- Working on implementation plans
- Communicating with different tools
- Using templates and other resources

#### IV: Conclusion

- Reflecting on plans and the uses of technology
- Discussing action plans

### Audience

District (multischool) and site administrators who are engaged in technology planning and implementation or involved in the implementation stage of an existing plan.

### Description

Participants explore new tools for communicating their technology plans. Participants will identify stakeholders, their issues, and the best ways to communicate with and engage them. They will learn how to use Apple technologies such as iLife and iWork, and collaboration tools such as wikis and blogs, to create and maintain a dialogue with those stakeholders.

Note: This workshop is the second in a series. The first, Vision and Plan, is a prerequisite. Leadership workshops may be taken either as single days or two days at a time.

Learning outcomes for this workshop are the following:

- Learn how Apple technologies can enhance the ability to communicate and collaborate with various stakeholders
- Experience wikis and blogs, and learn how Apple makes using these easy
- Use Apple technologies to present assessment findings
- Experience iWork applications and podcasting

### Details

- Workshop length: 2 days (6 hours per day)
- Maximum number of participants: 16
- Site resource/technical requirements:
  - Internet access
  - Speakers
  - Projector/screen or whiteboard
- Individual participant requirements:
  - An Apple computer with the latest version of Mac OS X, iLife, iWork, and iTunes
  - Participation in the Vision and Plan workshop, preferably 4–6 weeks earlier
  - Basic computer skills, including Internet navigation and simple word processing

## Leading

# Vision and Plan

### Modules

#### I: Rationale for Change

- What key issues face today's school leaders?
- Why change?
- Research and share

#### II: New Communication Tools

- The power of podcasting
- Creating podcasts
- Measuring success

#### III: Assessing Where We Are

- Surveying constituents
- Incorporating data
- Communicating results

#### IV: Conclusion

- Reflecting on the uses of technology
- Developing action plans

### Audience

District (multischool) and site administrators who are engaged in technology planning and implementation.

### Description

Participants consider how technology impacts their teaching and learning visions for today's learners and how powerful Apple technologies can help them meet their goals. Participants will explore needs assessment tools and will take away presentation tools for use in their districts.

Note: This workshop is the first in a series and is a prerequisite for the Implement and Manage workshop. Leadership workshops may be taken either as single days or two days at a time.

Learning outcomes for this workshop are the following:

- Explore and understand the characteristics of today's learning environments
- Shape a vision and plan for implementing technology changes in a school, district, or area of responsibility
- Understand and use Apple technologies to explore and define needs for today's learning environments
- Explore survey tools that help involve stakeholders in building a shared vision of teaching and learning with technology

### Details

- Workshop length: 2 days (6 hours per day)
- Maximum number of participants: 16
- Site resource/technical requirements:
  - Internet access
  - Speakers
  - Projector/screen or whiteboard
- Individual participant requirements:
  - An Apple computer with the latest version of Mac OS X, iLife, iWork, and iTunes
  - Basic computer skills, including Internet navigation and simple word processing
  - An individual iTunes account and an individual email account

### For More Information

To learn more about Apple in education, visit [www.apple.com/education](http://www.apple.com/education) or call 800-800-2775 to speak to an Apple education representative.

## Supporting

# Beyond Workshops

We offer a variety of ways to support your teachers beyond a workshop setting.

### Custom Workshop Development

This premium offering provides schools and districts a way to leverage workshops to address unique challenges or initiatives in your organization. Apple can develop custom versions of the workshops coupled with onsite delivery.

### Expert on Call

The Apple Professional Development Expert on Call delivers one-hour professional development sessions to one teacher or many over the web. Expert consultation includes curriculum design, leadership, content creation ideas, and curriculum integration related to lessons, units, and projects.

### Onsite Coaching and Mentoring

As an alternative to the traditional workshop setting of 16, we offer in-class coaching and small-group mentoring. These job-embedded coaching sessions bring an Apple Professional Development Facilitator into the classroom to work with teachers on specific skills, teaching strategies, or lesson demonstrations. Our mentoring also offers a flexible structure to observe a group of teachers during preparation times or planning periods to support planning and implementation of new skills.

### Technology Profile

Professional development works best when it's designed around the needs of the teachers. The Technology Profile is a 15-minute online self-assessment that gathers information on educators' technology skills and infusion practices within a school or district. The information may be used to design a professional development plan to address participants' needs. The follow-up report provides school and district leaders a data summary and recommendations that spotlight faculty strengths and professional development opportunities.