Apple Professional Development Catalog

April 2013

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Get the Most from Your Apple Products

Apple offers hands-on workshops tailored for your institution's specific needs. These workshops are designed to help you use your Apple products to enhance teaching and learning.

Taught by educators for educators.

All Apple Professional Development Specialists are current or former educators, which gives them a personal understanding of teaching and learning with technology. Because they know what's important in the curriculum, 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:

Leadership

These offerings assist education leaders in visioning and planning for transforming teaching and learning with technology.

Foundations

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

Curriculum

These workshops focus on curricula, content design, and instruction with Apple products.

Support

These offerings build capacity and provide special levels of instructional support.

Higher Education

Designed to meet the schedules and needs of higher education faculty, these Drop-In Sessions are focused on enabling participants to acquire and apply skills in the use of iPad or Mac applications for personal productivity and instruction.

Additional Details

- Workshops are hands-on and address a wide range of teaching and learning needs.
- All workshops are presented in a context that models technology implementation in a wide variety of curricular styles.
- Some workshops require prerequisite skills and apps.
- Workshop scheduling can be discussed after purchase.
- Workshops accommodate 20 participants.
- Common Core State Standards and National Content Area Standards are addressed throughout workshops.
- Workshops are for institutional/group purchase only.

For More Information

To learn more about Apple in education, visit www.apple.com/education or call 800-800-2775 to speak to an Apple education representative.

Getting Started

Not sure where to start? Apple Professional Development offers institutions a wide selection of workshops that can be offered to all faculty or specified groups of faculty. Consider these sample scenarios and then create your own workshop lineup to meet your specific needs.

K–12 Education

- **Scenario: Planning an iPad or Mac Deployment—Strong Start**
  – Education Strategic Planning (4 days)
  – iOS or OS X Core Institute (4 days)

- **Scenario: New to iPad—Part 1**
  – iOS Devices (1 day)
  – iOS Creativity (1 day)
  – iOS Productivity (1 day)
  – Coaching and Mentoring (1 day)
  or
  – iOS Core Institute (4 days)

- **Scenario: New to Mac—Part 1**
  – OS X (1 day)
  – iLife (1 day)
  – iWork (1 day)
  – Coaching and Mentoring (1 day)
  or
  – OS X Core Institute (4 days)

- **Scenario: New to iPad or New to Mac—Part 2**
  – Curriculum Workshop(s)
  – Challenge Based Learning

- **Scenario: iPad and Mac Users—Content Creation**
  – iBooks Author (1day)
  – iTunes U Course Manager (1 day)

- **Scenario: Vanguard Team Approach—Capacity Building**
  – iOS or OS X Core Institute for Vanguard Team (4 days)
  – New to iPad or New to Mac Scenarios Parts 1 and 2 for faculty (TBD days over a year+)
  – iPad and Mac Users - Content Creation for Vanguard Team (2 days)
  – Apple Academy for 1 or 2 of the Vanguard Team members

Higher Education

- **Scenario: Planning an iPad or Mac Deployment—Strong Start**
  – Education Strategic Planning (4 days)
  – iOS or OS X Core Institute (4 days)

- **Scenario: New to iPad**
  – iOS Essentials 101 and 201 (4 hours)
  – Personal Productivity (2 hours)
  – Keynote Presentation Skills (2 hours)

- **Scenario: New to Mac**
  – OS X Essentials 101 and 201 (4 hours)
  – Personal Productivity (2 hours)
  – Keynote Presentation Skills (2 hours)

- **Scenario: Focused on Authoring**
  – Simplifying Syllabi (2 hours)
  – Keynote Presentation Skills (2 hours)
  – Content Creation 101, 201, and 301 (6 hours)
  – Authoring 101 and 201 (4 hours)

- **Scenario: Focused on Online Course Creation**
  – Keynote Presentation Skills (2 hours)
  – Content Creation 101, 201, and 301 (6 hours)
  – Online Course Creation 101 and 201 (4 hours)

Leadership
Education Technology Profile

The Education Technology Profile is a 15-minute online self-assessment that gathers information about educators' technology skills and infusion practices within an institution, school, or district. The resulting data is aligned to Dr. Ruben Puentedura's SAMR model,* and provides education leaders information that spotlights faculty strengths and professional development opportunities.

It is important to realize that all four stages of SAMR practice can make valuable contributions to the work of an institution; however, large improvements in student outcomes are not observed until the upper stages are reached. Hence, it is desirable for faculty to progressively develop their practice to reach these upper stages. It is also worthwhile to identify the categories and levels of professional development that will prove most useful to educators to assist them in reaching these stages. The current questionnaire identifies three levels of professional development best suited to faculty:

Level 1: Corresponds to the APD Foundations workshops. Focused on technology skills, these foundational workshops help faculty become confident and comfortable integrating Apple products into their teaching strategies.

Level 2: Corresponds to the APD Curriculum workshops. These workshops focus on curricula, content design, and instruction with all Apple products.

Level 3: Corresponds to the APD Support and Leadership workshops. These offerings support faculty and administrators in technology visioning, planning, and building capacity.

While a full determination of the habitual SAMR level of a teacher's practice requires classroom observation and conversations with both faculty and students, the current questionnaire has been found to be a good proxy. The scoring methodology was developed and refined in test survey sessions with Apple Distinguished Educators (ADEs) and validated by comparing scores to narrative answers given by the ADEs describing their classroom practice. The level of an individual teacher's practice might be slightly higher or lower than predicted by the questionnaire; however, noticeable discrepancies between questionnaire results and described practice were observed in fewer than 1 percent of the responses.

*Ruben R. Puentedura, Ph.D. Founder and President, Hippasus http://hippasus.com

Leadership
Education Strategic Planning

Agenda

Framework for Excellence
- A culture of learning
- Recognized best practices

Designing for Excellence
- Assessment
- Goals
- Action steps

Tools and Resources
- Pages
- Keynote
- Apple content ecosystem

Additional Days

Day 2
- ETP analysis
- Innovative learning and teaching
- Ongoing professional learning

Day 3
- Compelling evidence of success
- Flexible learning environments

Day 4
- Publishing and privacy online
- Review and next steps

Audience
This workshop is for education leaders who are engaged in planning and implementing an Apple technology deployment.

Description
An Apple Professional Development Specialist guides education leaders through planning and implementing an iPad and/or Mac deployment based on best practices. Participants learn how technology impacts teaching and learning, and how to use it to engage today's learners. Specific steps and resources are identified to move from vision to reality. A multiday workshop includes additional resources and leadership topics, support and follow-up, and analysis of the Education Technology Profile (ETP) results.

Learning outcomes for this workshop include:
- Explore examples of best practices in Apple recognized schools
- Assess the current state of technology deployment across a school or district
- Create an action plan with specific steps toward effective technology deployment
- Identify and explore key resources for iPad and/or Mac deployment

Details
- Workshop length: 1, 2, 3, or 4 days (6 hours per day)
- Maximum number of participants: 20
- Site resource/technical requirements:
  – Wireless Internet access
  – Speakers
  – Projector
- Individual participant requirements:
  – A Mac computer or an activated second-generation iPad or newer. (Note: All participants must have the same version of the same device):
    - The Mac must have the latest version of OS X and the latest versions of the following apps downloaded from the Mac App Store: Keynote and Pages. The Mac must also have the latest version of iTunes, downloaded from www.apple.com/itunes.
    - The iPad must have the latest version of iOS and the following apps downloaded from the App Store: iBooks, iTunes U, Keynote, and Pages.
  – Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account
  – Basic computer skills, including Internet navigation, and simple word processing

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Foundations
iOS Devices

Agenda

iOS Basics

· Device orientation

· Navigation

· Apps

· iBooks

· iTunes U and learning
  resources

· Accessibility features

Apps

· Notes

· Safari

· Camera

· Photos

· Maps

· Contacts

· Calendar

· Mail

· App Store

· iBooks

· iTunes U

· iTunes

Audience
This workshop is for educators who are new to iOS and who want to know how to use the built-in features of iPad or iPod touch in an educational context.

Description
Participants gain experience using iOS devices such as iPad or iPod touch. They learn basic navigation and explore key accessibility features and apps as they apply to teaching and learning.

Learning outcomes for this workshop include:

· Explore basic navigation, native apps, and accessibility features of iPad or iPod touch

· Learn how iOS devices can be used as personal tools for teaching and learning

· Discover how to personalize learning with iOS devices, apps, and iTunes U

Details

· Workshop length: 1 day (6 hours)

· Maximum number of participants: 20

· Site resource/technical requirements:

  – Wireless Internet access

  – Speakers

  – Projector

· Individual participant requirements:

  – An activated first- or second-generation iPad or newer, or an activated current-generation iPod touch. (Note: All participants must have the same version of the same device.)

  – The latest version of iOS on the activated device

  – Optional: Apple Earphones with Remote and Mic

  – The latest versions of iBooks and iTunes U, downloaded from the App Store

  – Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Foundations
iOS Creativity

Agenda

iPhoto
- Capturing and editing images
- Creating albums, slideshows, and journals
- Classroom uses

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

GarageBand
- Audio recording
- Sound creation
- Classroom uses

Audience

This workshop is for educators who are ready to enhance their technology skills and focus on Apple creativity apps using an iOS device.

Description

Participants gain fundamental skills with iOS creativity apps (iPhoto, GarageBand, and iMovie).

Learning outcomes for this workshop include:
- Experience the various ways iOS creativity apps can be used in teaching and learning
- Learn to create and share multimedia journals, slideshows, different types of audio recordings, and movies
- Explore how iTunes U and other learning resources can enhance today's teaching and learning

Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource/technical requirements:
  - Wireless Internet access
  - Speakers
  - Projector
- Individual participant requirements:
  - An activated first- or second-generation iPad or newer, or an activated current-generation iPod touch. (Note: All participants must have the same version of the same device.)
  - The latest version of iOS on the activated device
  - The latest versions of iPhoto, iMovie, and GarageBand, downloaded from the App Store
  - Basic iOS navigation and usage skills
  - Optional: Apple Earphones with Remote and Mic
  - Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Foundations
iOS Productivity

Agenda

Keynote
- Exploring and creating templates
- Designing presentations
- Publishing and sharing

Pages
- Creating documents and charts
- Using media assets
- Exploring and creating templates
- Exporting and sharing

Numbers
- Creating spreadsheets
- Using formulas and cell formats
- Designing charts and graphs
- Exporting and sharing

Audience
This workshop is for educators who are ready to enhance their technology skills and focus on Apple productivity apps using an iOS device.

Description
Participants gain fundamental skills with iOS productivity apps (Keynote, Pages, and Numbers).

Learning outcomes for this workshop include:
- Experience the various ways productivity apps can be used in teaching and learning
- Learn to create and share content by making a multimedia presentation, a brochure or newsletter, and a data analysis and presentation
- Use apps to customize student learning activities by addressing different learning styles, working strategies, and abilities

Details
- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource/technical requirements:
  - Wireless Internet access
  - Speakers
  - Projector
- Individual participant requirements:
  - An activated first- or second-generation iPad or newer, or an activated current-generation iPod touch. (Note: All participants must have the same version of the same device.)
  - The latest version of iOS on the activated device
  - The latest versions of Pages, Numbers, and Keynote, downloaded from the App Store
  - Basic iOS navigation and usage skills
  - Optional: Apple Earphones with Remote and Mic
  - Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Foundations
iOS for Administrators

Agenda

Day 1

iOS Basics
- Navigation
- Apps
- Camera
- Mail, Contacts, Calendar
- iBooks
- iTunes U and learning resources
- Security and customization

Day 2 Options

Option 1: Creativity
- iPhoto
- iMovie
- GarageBand

Option 2: Productivity
- Pages
- Numbers
- Keynote

Audience
This workshop is for administrators who want to use iPad effectively in their work.

Description
Participants learn how to use iPad for administrative tasks and as tools for daily school operations and management. They discover iPad features and functions, explore relevant apps, and practice using them for their own purposes in the areas of communication, collaboration and planning, presentation, and observation.

Learning outcomes for this workshop include:
- Use native apps, other apps, and accessibility features of iPad
- Identify how to use iPad to improve the performance of administrative tasks such as communication, collaboration and planning, presentation, and accountability for teachers and students
- Discover how to customize iPad, apps, and iTunes U for personal productivity
- Develop a work project using iPad

Details
- Workshop length: 1 or 2 days (6 hours per day)
- Maximum number of participants: 20
- Site resources/technical requirements:
  - Wireless Internet access
  - Speakers
  - Projector
- Individual participant requirements:
  - An activated second-generation iPad or newer, with the latest version of iOS
  - For iOS Basics: The latest versions of iBooks and iTunes U, downloaded from the App Store
    - Optional: Apple Earphones with Remote and Mic
  - For Creativity: The latest versions of iPhoto, iMovie, and GarageBand, downloaded from the App Store
    - Optional: Apple Earphones with Remote and Mic
  - For Productivity: The latest versions of Pages, Keynote, and Numbers, downloaded from the App Store
  - Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Foundations
OS X

Agenda

The Basics
- Desktop and Finder
- File management
- System Preferences
- Multi-Touch Gestures

Applications
- Stickies
- Spotlight
- Calculator
- Dictionary
- Photo Booth
- Calendar
- Dashboard widgets
- Safari
- App Store
- Preview
- QuickTime
- Messages
- Grapher

Accessibility
- Text-to-Speech
- Word completion
- Zoom
- Mouse
- Cursor size

Audience
This workshop is for educators who are new to Mac or otherwise unfamiliar with OS X.

Description
Participants gain fundamental skills with the built-in applications and features of OS X as they apply to teaching and learning and professional productivity.

Learning outcomes for this workshop include:
- Explore basic navigation, native applications, and accessibility features of OS X
- Understand how to use OS X to collaborate, create, and communicate

Details
- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource/technical requirements:
  – Internet access
  – Speakers
  – Projector
- Individual participant requirements:
  – A Mac computer with the latest version of OS X

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Foundations
iLife

Agenda

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

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

GarageBand
- Audio recording
- Podcasting
- Sharing podcasts
- Classroom uses

iTunes U
- Finding and using iTunes U resources

Audience
This workshop is for educators who are ready to enhance their technology skills and focus on applying iLife apps to teaching and learning.

Description
Participants gain fundamental skills with iLife apps (iPhoto, GarageBand, and iMovie).

Learning outcomes for this workshop include:
- Understand the fundamentals of iPhoto, GarageBand, and iMovie
- Get experience creating and sharing slideshows and storybooks, different types of podcasts, and movies
- Explore how iTunes U and other learning resources can enhance today's teaching and learning

Details
- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource/technical requirements:
  - Internet access
  - Projector
  - Speakers
  - Optional: Video camera or digital camera with appropriate syncing cables and chargers
- Individual participant requirements:
  - A Mac computer with the latest version of OS X
  - The latest versions of iPhoto, GarageBand, and iMovie, downloaded from the Mac App Store
  - The latest version of iTunes, downloaded from www.apple.com/itunes
  - Basic computer skills, including Internet navigation and simple word processing

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Foundations
iWork

Agenda

Keynote
- Exploring and creating templates
- Designing presentations
- Publishing and sharing

Pages
- Creating documents and charts
- Using media assets
- Exploring and creating templates
- Exporting and sharing

Numbers
- Creating spreadsheets
- Using formulas and cell formats
- Designing charts and graphs
- Exporting and sharing

Audience
This workshop is for educators who are ready to enhance their technology skills and focus on applying iWork apps to teaching and learning.

Description
Participants gain fundamental skills with iWork applications (Keynote, Pages, and Numbers).

Learning outcomes for this workshop include:
- Understand the fundamentals of iWork applications
- Get experience creating and sharing content with each iWork application: Create a multimedia presentation using Keynote; a brochure or newsletter (or both) using Pages; and a data collection and analysis project using Numbers
- Use iWork apps to customize student learning activities and address different learning styles, working strategies, and abilities

Details
- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource/technical requirements:
  - Internet access
  - Speakers
  - Projector
- Individual participant requirements:
  - A Mac computer with the latest version of OS X
  - The latest versions of iPhoto, GarageBand, iMovie, Pages, Numbers, and Keynote, downloaded from the Mac App Store
  - The latest version of iTunes, downloaded from www.apple.com/itunes
  - Basic computer skills, including Internet navigation and simple word processing

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Foundations
iBooks Author

Agenda

Overview
- Templates
- Anatomy of iBooks Author
- Interactive elements
- Glossary

Authoring a Book
- Organizing a topic
- Creating content
- Gathering assets
- Assembling
- Publishing

Summary of Learning
- Book sharing
- Idea exchange

Audience
This workshop is for faculty who want to use iBooks Author to create Multi-Touch books for iPad that take learning to a new level of content interactivity and understanding.

Description
Participants will gain a fundamental understanding of creating interactive content and publishing with iBooks Author, focusing on best practices for engagement and learning.

Learning outcomes for this workshop include:
- Experience iBooks Author
- Leverage content created in iWork and iLife applications
- Create and publish content in iBooks Author

Details
- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resources/technical requirements:
  – Internet access
  – Speakers
  – Projector
- Individual participant requirements:
  – iPad
    - An activated second- or third-generation iPad, with the latest version of iOS
    - The latest versions of iBooks and iTunes U, downloaded from the App Store
    - The free sample of *E.O. Wilson's Life on Earth,* downloaded from the iBookstore
    - Syncing cable
  – Mac
    - A Mac computer with the latest version of OS X
    - The latest versions of iPhoto, GarageBand, iMovie, Keynote, Pages, Numbers, and iBooks Author, downloaded from the Mac App Store
    - The latest version of iTunes, downloaded from www.apple.com/itunes
    - Intermediate skills in specified iPad and Mac apps
    - Basic iPad navigation skills

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Foundations
iTunes U Course Manager

Agenda

Overview
• iTunes U
• iTunes U courses
• iTunes U Course Manager

Creating a Course
• Curating content
• Preparing instructor and course media
• Assembling assets
• Sharing courses

Audience
This workshop is for faculty teaching students ages 13 and over who want to deliver course content through iTunes U.

Description
Participants will gain a fundamental understanding of curating content and publishing with iTunes U Course Manager.

Learning outcomes for this workshop include:
• Experience iTunes U courses from the perspective of a course participant
• Understand how to organize and publish content using iTunes U Course Manager
• Use iTunes U courses to enhance learning experiences

Details
• Workshop length: 1 day (6 hours)
• Maximum number of participants: 20
• Site resources/technical requirements:
  – Each participant must have a unique Apple ID
  – Internet access
  – Speakers
  – Projector
• Individual participant requirements:
  – iPad
    • An activated second- or third-generation iPad, with the latest version of iOS
    • The latest version of iTunes U, downloaded from the App Store
    • Each participant must bring a copy of a course outline for one course they teach, an instructor bio, and a course description (preferably in a digital file format)
    • Intermediate Mac, iPhoto, iMovie, GarageBand, Pages, and Keynote skills
  – Mac
    • A Mac computer with the latest version of OS X
    • The latest versions of Safari, iPhoto, iMovie, GarageBand, Pages, and Keynote, downloaded from the Mac App Store
    • The latest version of iTunes, downloaded from www.apple.com/itunes

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Foundations
Workflow for Teaching and Learning

Agenda

Workflow Experience
- OS X Server software setup
- File distribution
- Wikis and blogs
- WebDAV
- iCloud

Server Setup
- Services
- Users and groups

Classroom Simulation
- Working with templates
- iTunes File Sharing

Audience

This workshop is for faculty wishing to support collaboration and content workflow between iPad and Mac devices in the classroom.

Description

Participants will gain a fundamental understanding of how learning can be supported through an effective digital workflow using OS X Server and other Apple tools.

Learning outcomes for this workshop include:
- Experience digital workflow between iPad and Mac devices through OS X Server installed on a faculty Mac
- Learn to set up and manage OS X Server on a Mac
- See how to integrate other Apple tools and apps to support a learning workflow

Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resources/technical requirements:
  – Internet access
  – Speakers
  – Projector
- Individual participant requirements:
  – iPad
    - An activated second-generation iPad or newer, with the latest version of iOS
    - The latest versions of Pages, Numbers, and Keynote, downloaded from the App Store
    - Basic iPad navigation and productivity skills
    - A PDF reader that supports WebDAV, such as Notability, GoodReader, or WebDAV Navigator
  – Mac
    - A Mac computer with the latest version of OS X
    - The latest version of OS X Server loaded but not configured on the Mac
    - The latest versions of iPhoto, GarageBand, iMovie, Pages, and Keynote, downloaded from the Mac App Store
    - The latest version of iTunes, downloaded from www.apple.com/itunes
    - Syncing cable
    - Basic Mac navigation, iLife and iWork skills

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Foundations
Core Institute

Agenda

See the Foundations Workshop page for detailed agenda information

Day 1
• iOS or OS X Basics

Day 2
• iLife or iOS Creativity

Day 3
• iWork or iOS Productivity

Day 4
• Integration and application of all apps

Audience

This workshop is for faculty wishing to have an immersive experience and quick start in learning how to use iPad devices or Mac computers for teaching and learning.

Description

Core Institute is a four-consecutive-day immersive learning experience at your institution for up to 20 educators. The content covers all the basics of using either an iPad device or a Mac computer and the related iLife and iWork apps. Participants learn how the built-in features of iOS or OS X support teaching and learning and how Apple creativity and productivity apps enhance student engagement and achievement for all learners.

It's also an ideal solution if you're implementing Apple products for the first time and are looking for a way to build a vanguard team of mentors.

The advantage of a Core Institute is that it shortens the time it takes for educators to learn the basics of iOS or OS X and the related creativity and productivity apps. This allows faculty to begin teaching and learning with their new technology more quickly. The short timeframe also creates an environment that makes it easier to build on each day's learning, which enables a more effective knowledge transfer between the topics.

Details

• Workshop length: 4 consecutive days (6 hours each day)

• Maximum number of participants: 20

• Site resources/technical requirements:

 – Internet access

 – Speakers

 – Projector

• Individual participant requirements:

 – iPad

  • An activated second-generation iPad or newer, with the latest version of iOS

  • The latest versions of iPhoto, GarageBand, iMovie, Pages, Keynote, Numbers, iBooks, and iTunes U, downloaded from the App Store

 – Mac

  • A Mac computer with the latest version of OS X

  • The latest versions of iPhoto, GarageBand, iMovie, Pages, Keynote, and Numbers downloaded from the Mac App Store

  • The latest version of iTunes, downloaded from www.apple.com/itunes

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Curriculum
Language Development and Literacy

Agenda

Setting the Stage
- Building academic vocabulary
- Developing writing and analysis skills
- Practicing speaking and listening seminar skills
- Identifying resources and apps

In the Classroom
- Building multimedia lessons
- Creating innovative student assessments
- Teaching deep reading and interpreting
- Developing lessons and sharing ideas

Audience

This workshop is for educators who want to use Mac or iPad to enhance teaching and learning in language development and literacy.

Description

Participants explore Apple apps and creativity tools that help all readers, foster vocabulary development, and strengthen student engagement with informational text.

Learning outcomes for this workshop include:
- Enhance oral language development and writing skills
- Practice using cross-curriculum text to reach language and literacy goals
- Explore formative and summative literacy and language assessments
- Develop technology-enriched lessons that enable students to set their own goals and assess their own literacy and language progress

Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource/technical requirements:
  – Wireless Internet access
  – Speakers
  – Projector
- Individual participant requirements:
  – A Mac computer or an activated second-generation iPad or newer. (Note: All participants must have the same version of the same device):
    - The Mac must have the latest version of OS X and the latest versions of the following apps downloaded from the Mac App Store: iMovie and Pages. The Mac must also have the latest version of iTunes, downloaded from www.apple.com/itunes
    - The iPad must have the latest version of iOS and the following apps downloaded from the App Store: iBooks, iTunes U, iMovie, and Pages
  – Basic iPad or Mac navigation skills and working knowledge of the specified apps
  – Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Curriculum
Language Arts

Agenda

Setting the Stage
- Analyzing literature
- Building comprehension and communication skills
- Identifying resources and apps

In the Classroom
- Creating visual media
- Writing and publishing
- Authoring audio media
- Developing lessons and sharing ideas

Audience
This workshop is for educators who want to enhance their language arts curriculum with iPad or Mac.

Description
Participants use apps to enhance literacy, create content focused on identifying literary themes, comprehension, speaking, and presentation skills. They will explore iTunes U and become familiar with the iPad or Mac for integrating text, audio, and images.

Learning outcomes for this workshop include:

- Learn how to use iPad or Mac for teaching and learning language arts
- Learn strategies and tools to help students make personal connections to literature
- Discover Apple learning resources that support language arts content and standards

Details
- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resources/technical requirements:
  - Wireless Internet access
  - Speakers
  - Projector
- Individual participant requirements:
  - A Mac computer or an activated second-generation iPad or newer. (Note: All participants must have the same version of the same device):
    - The Mac must have the latest version of OS X and the latest versions of the following apps downloaded from the Mac App Store: iMovie, GarageBand, and Pages. The Mac must also have the latest version of iTunes, downloaded from www.apple.com/itunes.
    - The iPad must have the latest version of iOS; open access to the Camera app; and the latest versions of iBooks, iTunes U, iMovie, GarageBand, and Pages, downloaded from the App Store.
  - Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account
  - Basic iPad or Mac navigation skills, including Internet navigation, and working knowledge of the specified apps

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Curriculum
Math

Agenda

- **Setting the Stage**
- Exploring math tools
- Creating math models and simulations
- Identifying resources and apps

In the Classroom
- Collecting and analyzing real-world data
- Creating and presenting learning snapshots
- Developing lessons and sharing ideas

Audience

This workshop is for educators interested in effectively integrating iPad or Mac to enhance teaching and learning in mathematics.

Description

Participants use apps, digital content and Apple technology to create and build math lessons. They will develop their own lessons, share ideas, and explore a variety of math learning and teaching tools.

Learning outcomes for this workshop include:

- Experience apps 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 math apps to solve authentic problems
- Discover Apple learning resources that support math content and standards

Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource/technical requirements:
  - Wireless Internet access
  - Speakers
  - Projector
- Individual participant requirements:
  - A Mac computer or an activated second-generation iPad or newer. (Note: All participants must have the same version of the same device):
    - The Mac must have the latest version of OS X and the latest versions of the following apps downloaded from the Mac App Store: Keynote and Numbers. The Mac must also have the latest version of iTunes, downloaded from www.apple.com/itunes.
    - The iPad must have the latest version of iOS; open access to the Camera app; and the latest versions of iBooks, iTunes U, Keynote, and Numbers, downloaded from the App Store.
  - Basic iPad or Mac navigation skills and working knowledge of the specified apps
  - Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Curriculum
Science

Agenda

Setting the Stage
- Exploring science tools
- Enriching science literacy
- Identifying resources and apps

In the Classroom
- Collecting and analyzing real-world samples
- Creating media-rich presentations
- Developing lessons and sharing ideas

Audience

This workshop is for educators who want to know how iPad or Mac can enhance teaching and learning in science.

Description

Participants explore how to integrate iPad or Mac resources in science curriculum, using a variety of apps and resources as they learn about gathering, analyzing, and sharing data.

Learning outcomes for this workshop include:
- Experience technologies that inspire creativity in teaching and learning science
- Create activities that engage students as scientists
- Help students become thoughtful producers and consumers of science knowledge
- Discover Apple learning resources that support science content and standards

Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource/technical requirements:
  – Wireless Internet access
  – Speakers
  – Projector
- Individual participant requirements:
  – A Mac computer or an activated second-generation iPad or newer. (Note: All participants must have the same version of the same device):
    - The Mac must have the latest version of OS X and the latest versions of the following apps downloaded from the Mac App Store: iPhoto, iMovie, Numbers, Keynote, and BaiBoard. The Mac must also have the latest version of iTunes, downloaded from www.apple.com/itunes.
    - The iPad must have the latest version of iOS and the following apps downloaded from the App Store: iBooks, iTunes U, Keynote, Numbers, iMovie, Leafsnap for iPad, AirMicroPad, and Educreations Interactive Whiteboard.
  – Basic iPad or Mac navigation skills and working knowledge of the specified apps
  – Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Curriculum
Social Studies

Agenda

Setting the Stage
- Personalizing learning
- Enriching social studies inquiry
- Identifying resources and apps

In the Classroom
- Creating historical artifacts
- Curating museum exhibits
- Assessing historical relevance
- Creating media-rich presentations
- Developing lessons and sharing ideas

Audience
This workshop is for educators who want to use iPad or Mac to enhance teaching and learning in social studies.

Description
Participants learn strategies for using iPad or Mac apps to demonstrate learning in social studies. Content will also address literacy, primary sources, and student engagement.

Learning outcomes for this workshop include:
- Learn how to enhance engagement in social studies instruction using Apple tools and resources
- Create research-supported learning products that demonstrate social studies mastery
- Discover Apple education resources that support social studies standards

Details
- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resources/technical requirements:
  – Wireless Internet access
  – Speakers
  – Projector
- Individual participant requirements:
  – A Mac computer or an activated second-generation iPad or newer (Note: All participants must have the same version of the same device):
    - The Mac must have the latest version of OS X and the latest versions of the following apps downloaded from the Mac App Store: iBooks, iTunes U, Keynote, and iMovie. The Mac must also have the latest version of iTunes, downloaded from www.apple.com/itunes.
    - The iPad must have the latest version of iOS and the following apps downloaded from the App Store: iBooks, iTunes U, Keynote, and iMovie.
  – Basic iPad or Mac navigation skills and working knowledge of the specified apps
  – Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Curriculum
Reaching All Learners

Agenda

Setting the Stage
- Exploring accessibility features
- Exploring tools to personalize learning
- Identifying resources and apps

In the Classroom
- Creating media for learning and assessment
- Differentiating instruction to reach all learners
- Developing lessons and sharing ideas

Audience

This workshop is for educators who want to explore iPad or Mac accessibility features and build learning experiences that improve access and enhance learning for all learners.

Description

Participants learn how Apple technology can support all learners, including those with visual, auditory, motor, and learning disabilities. They'll also learn to use built-in Apple tools that provide students full access to the curriculum.

Learning outcomes for this workshop include:
- Match the features and tools of Apple technologies with the needs of all learners
- Design experiences that scaffold and personalize learning, and empower learners
- Discover Apple learning resources that support Special Education content and standards

Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource/technical requirements:
  - Wireless Internet access
  - Speakers
  - Projector
- Individual participant requirements:
  - A Mac computer or an activated second-generation iPad or newer. (Note: All participants must have the same version of the same device):
    - The Mac must have the latest version of OS X and the latest versions of the following apps downloaded from the Mac App Store: Pages, and Keynote. The Mac must also have the latest version of iTunes, downloaded from www.apple.com/itunes.
    - The iPad must have the latest version of iOS and the following apps downloaded from the App Store: iBooks, iTunes U, Pages, and Keynote.
  - Basic iPad or Mac navigation skills and working knowledge of the specified apps
  - Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Curriculum
Challenge Based Learning

Agenda

Framework for Learning
- Making learning relevant
- Learning design principles

Experiencing CBL
- Accepting a challenge
- Learning through reflection

Curriculum Connections
- Guiding learning through questioning
- Developing activities and resources

Tools and Resources
- Built-in tools for learning
- iTunes U
- CBL Community

Audience
This workshop is for educators who want to use iPad or Mac to engage in a multidisciplinary approach to teaching and learning that encourages students to leverage technology to solve real-world problems through efforts in their homes, schools, and communities.

Description
Participants will learn how the Challenge Based Learning framework can be used to solve real-world problems with their students.

Learning outcomes for this workshop include:
- 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: 1 day (6 hours) (Option for a second day)
- Maximum number of participants: 20
- Site resource/technical requirements:
  - Wireless Internet access
  - Speakers
  - Projector
- Individual participant requirements:
  - A Mac computer or an activated second-generation iPad or newer. (Note: All participants must have the same version of the same device):
    - The Mac must have the latest version of OS X and the latest versions of the following apps downloaded from the Mac App Store: iPhoto, iMovie, GarageBand, Pages, and Keynote. The Mac must also have the latest version of iTunes, downloaded from www.apple.com/itunes.
    - The iPad must have the latest version of iOS and the following apps downloaded from the App Store: iBooks, iTunes U, iPhoto, iMovie, GarageBand, Pages, and Keynote.
  - Basic iPad or Mac navigation skills and working knowledge of the specified apps
  - Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Curriculum
Common Core Coaching

Agenda

Framework for CCSS
• Embedded technology
• Shifts in teaching and learning

Experiencing CCSS
• Key points of ELA
• Standards for mathematical practice
• Designing with Apple learning resources

Tools and Resources
• Pages
• Keynote
• Numbers
• Apple content ecosystem

Audience
This workshop is for educators who have an understanding of Common Core State Standards and want to explore how to support them using Apple tools and resources.

Description
Participants identify and organize resources from the Apple content ecosystem that support Common Core State Standards (CCSS). iLife and iWork apps are used in sample activities to demonstrate key shifts in teaching and learning. Participants develop and discuss CCSS-aligned teaching strategies with Apple tools.

Learning outcomes for this workshop include:
• Experience how Apple hardware, software, and content resources support shifts in teaching and learning related to Common Core
• Develop strategies to help students make personal learning connections in English Language Arts and Mathematics
• Identify, organize, and plan for teaching practices around new technology standards for all content areas

Details
• Workshop length: 1 day (6 hours)
• Maximum number of participants: 20
• Site resource/technical requirements:
  – Wireless Internet access
  – Speakers
  – Projector
• Individual participant requirements:
  – A Mac computer or an activated second-generation iPad or newer. (Note: All participants must have the same version of the same device):
    • The Mac must have the latest version of OS X and the latest versions of the following apps downloaded from the Mac App Store: iMovie, iPhoto, Keynote, Numbers, and Pages. The Mac must also have the latest version of iTunes and Safari. For more information go to www.apple.com/itunes and www.apple.com/safari.
    • The iPad must have the latest version of iOS and the following apps downloaded from the App Store: iBooks, iTunes U, iMovie, Keynote, Numbers, and Pages.
  – Basic iPad or Mac navigation skills and working knowledge of the specified apps
  – Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Support
Coaching and Mentoring

Agenda

- Flexible
- Determined by discussion prior to the workshop day

Audience

This workshop is for educators who want to work with an Apple Professional Development Specialist on specific skills or teaching strategies.

Description

These job-embedded sessions work with individual teachers or groups of teachers to strengthen existing skills, develop and/or co-deliver lessons.

Coaching and Mentoring sessions can be structured for a group of teachers during preparation times or planning periods to support planning and implementation of new skills.

Learning outcomes for this workshop include:

- Reinforce the implementation of new skills
- Provide feedback on teaching strategies
- Opportunity to co-plan and co-deliver a learning activity

Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: up to 20 in a single working group
- Site resource/technical requirements:
  - Wireless Internet access
  - Speakers
  - Projector
- Individual participant requirements (Note: All participants must have the same version of the same device):
  - A Mac computer or iPad for each participant:
    - The Mac must have the latest version of OS X; must also have the latest versions of any Apple apps intended for coaching, downloaded from the Mac App Store.
    - The iPad must be an activated second-generation iPad or newer, with the latest version of iOS; must also have the latest versions of any Apple apps intended for coaching, downloaded from the App Store.
  - Working knowledge of iPad and Mac apps intended to be included in coaching
  - Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Support
Apple Academy

Apple Academy is a hands-on, train-the-trainer program designed to build capacity in education organizations that are one year or more past a large Apple implementation and have previously had workshops delivered by Apple Professional Development.

An Academy class is made up of individuals from K–12 districts, education service centers, schools of education, and higher education institutions across the United States. It prepares and authorizes those individuals to deliver Apple Professional Development Foundations workshops to the educators in their organizations.

The week-long Apple Academy program is conducted in Cupertino, CA. The agenda provides an in-depth exploration of the built-in features of iOS and OS X, as well as instruction in how to deliver workshops on iLife and iWork, iBooks Author, and iTunes U Course Manager. Time is also given to understanding how OS X Server enables teaching and learning workflows.

Because Apple Academy is a specially focused program with significant prerequisites, participation is by an invitation and application process. Applicants must hold positions that include responsibility for delivering preservice or in-service professional development within their schools, institutions, or organizations. Priority will be given to certificated applicants who are supporting large numbers of Apple users and have previously engaged Apple Professional Development to deliver workshops. Apple Academy is not open to volunteers, contractors, consultants, or similar "for hire" or "for fee" trainers.

Acceptance also requires a robust level of skills in a range of Apple software products that typically reflects a number of years of usage. Apple will review all applications and select applicants who fit the expressed criteria and demonstrate the required level of competency.

The cost of the Apple Academy week is $4,995 per person. This includes single occupancy hotel accommodations for five nights, all breakfasts, lunches, and two dinners, as well as the use of an iPad and a MacBook during the week. Upon completion, participants receive the Apple Foundations workshop curriculum to use during the current school year and one additional school year.

If you believe that you meet the prerequisites and are interested in applying for participation in an Apple Academy, send a request to academy@apple.com.

Custom Workshop Design

This premium offering provides schools and districts an opportunity to address unique challenges or initiatives in their organizations. Apple can design custom workshops, coupled with onsite delivery.

Drop-In Days

Agenda

- Chosen from the Drop-In Session offerings

Audience

This workshop content is for Higher Education faculty who want to acquire or refine their personal productivity and instructional skills using iPad or Mac applications.

Description

Higher Education Drop-In Days consist of three concise two-hour sessions that offer "just in time" learning on discrete topics related to the work and life of busy academics.

Details

- Drop-In Day length: 6 hours
- Drop-In Session length: 2 hours
- Maximum number of Drop-In Sessions per day: 3
- Maximum number of participants: 20 in a single Drop-In Session
- Site resource/technical requirements:
  - Wireless Internet access
  - Speakers
  - Projector
- Individual participant requirements (Note: All participants must have the same version of the same device):
  - A Mac computer or iPad for each participant:
    - The Mac must have the latest version of OS X.
    - The iPad must be an activated second-generation iPad or newer, with the latest version of iOS.
  - The latest version of the required app(s) from the App Store as specified in the Drop-In Session description
  - Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Higher Education
Drop-In Session Offerings

iPad Essentials 101

- Learn how to:
  - Personalize your iPad to make it the optimum device for you
  - Organize apps into folders and Home screens so that apps are arranged logically and easy to find
  - Use multitasking gestures to efficiently navigate
  - Uncover the power of the keyboard and built-in composition tools, including Siri
- Device: iPad
- Prerequisite session(s): None

iPad Essentials 201

- Learn how to:
  - Streamline content acquisition using Safari tools and Reading List
  - Transfer files and content to and from the cloud and other devices
  - Discover and download apps, including iBooks and iTunes U
- Device: iPad
- Prerequisite session(s): iPad Essentials 101

Mac Essentials 101

- Learn how to:
  - Personalize your Mac to make it the optimum device for you
  - Organize files into folders so that documents are arranged logically and easy to find
  - Use multitasking gestures, keyboard shortcuts, and desktop management apps to efficiently navigate
  - Uncover the power of the built-in composition tools
- Device: Mac
- Prerequisite session(s): None

Mac Essentials 201

- Learn how to:
  - Streamline content acquisition using Safari tools and Reading List
  - Become a power user with the built-in apps, learning to take screen shots, create PDFs, and easily search for files
  - Transfer files and content to and from the cloud and other devices
  - Discover and download apps, including iBooks and iTunes U
- Device: Mac
- Prerequisite session(s): Mac Essentials 101

Personal Productivity

- Learn how to:
  - Employ the features of the built-in Mail, Notes, Reminders, and Calendar apps to enhance your time management
  - Connect to projectors and other audio and video devices
  - Use Messages for text, audio, and video chats
- Device: iPad or Mac (all participants must have the same device)
- Prerequisite session(s): iPad Essentials 101 or Mac Essentials 101

Keynote Presentation Skills

- Learn how to:
  - Uncover the secrets of Keynote as the most powerful authoring tool available
  - Add video and voiceover to a presentation
  - Use the simple but incredibly powerful built-in animation tools
  - Take advantage of all your media assets at your fingertips
- Device: iPad or Mac (all participants must have the same device)
- App requirement: Keynote
- Prerequisite session(s): iPad Essentials 101 or Mac Essentials 101

Simplifying Syllabi

- Learn how to:
  - Take advantage of the power of Styles, Lists, and other time-saving tools
  - Build consistency and streamline your workflow by using and customizing built-in templates
  - Create your own templates
- Device: iPad or Mac (all participants must have the same device)
- App requirement: Pages
- Prerequisite session(s): iPad Essentials 101 or Mac Essentials 101

Content Creation 101

- Learn how to:
  - Use the front- and rear-facing cameras to capture still images
  - Edit, enhance, and add effects to images
  - Find photos quickly and efficiently using the built-in asset repositories
- Device: iPad or Mac (all participants must have the same device)
- App requirement: iPhoto
- Prerequisite session(s): iPad Essentials 101 or Mac Essentials 101

Content Creation 201

- Learn how to:
  - Use the front- and rear-facing cameras to capture video images
  - Storyboard, edit, and add audio and video effects
  - Export and share movies and trailers
- Device: iPad or Mac (all participants must have the same device)
- App requirement: iMovie
- Prerequisite session(s): iPad Essentials 101 or Mac Essentials 101

Content Creation 301

- Learn how to:
  - Record audio using built-in tools
  - Enhance audio by adding images, text, or video to create a podcast
  - Export and share as a video or enhanced podcast
- Device: iPad or Mac (all participants must have the same device)
- App requirement: GarageBand
- Prerequisite session(s): iPad Essentials 101 or Mac Essentials 101

iPad in Research 101

- Learn how to:
  - Monitor and gather research by subscribing to journals
  - Identify appropriate research opportunities for capturing audio and video data
  - Effectively capture audio and video for research purposes
  - Explore data backup and remote access options with iCloud syncing
- Device: iPad
- Apps: iMovie, GarageBand, and Papers by mekentosj.com
- Prerequisite session(s): Content Creation 101

iPad in Research 201

- Learn how to:
  - Edit research audio and video while maintaining content integrity and quality
  - Identify a range of solutions that can be used as research portfolios
- Device: iPad
- App requirement: iMovie, GarageBand
- Prerequisite session(s): iPad in Research 101
- Recommended follow-up session(s): Content Creation 201, 301

Authoring 101

- Learn how to:
  - Use and edit iBooks Author templates
  - Have students use iBooks Author to gather and organize a content portfolio to demonstrate subject mastery
  - Publish and distribute Multi-Touch books locally
- Device: Mac (iPad and sync cable optional but recommended)
- App requirement: iBooks Author
- Prerequisite session(s): Mac Essentials 101

Authoring 201

- Learn how to:
  - Take full advantage of the Inspector tools
  - Understand and effectively integrate iBooks Author widgets
  - Incorporate photo, audio, and video media assets into iBooks Author
- Device: Mac (iPad and sync cable optional but recommended)
- App requirement: iBooks Author
- Prerequisite session(s): Authoring 101

Online Course Creation 101

- Learn how to:
  - Tailor an existing classroom course into an optimal online experience
  - Create engaging content for online learning
  - Curate and organize apps, online resources, documents, audio, and video assets
- Device: Mac
- App requirement: Keynote, iBooks Author, iMovie
- Prerequisite session(s): Keynote Presentation Skills, Authoring 101, Content Creation 201

Online Course Creation 201

- Learn how to:
  - Create a course in iTunes U Course Manager
  - Upload and distribute content via iTunes U Course Manager
  - Understand how to efficiently update existing course content
  - Leverage iTunes U note and annotation tools
- Device: Mac (iPad optional but recommended)
- App requirement: A valid Apple ID
- Prerequisite session(s): Online Course Creation 101

For More Information

To learn more about Apple in education, visit www.apple.com/education or call 800-800-2775 to speak to an Apple education representative.