



2018 Long Island Technology & Education Summit

7:30-3:00	CDWG, MELVILLE ROOM											
7:30-8:30	Registration & Breakfast LOBBY, BALLROOM											
8:30-9:00	Welcome and Awards GRAND BALLROOM											
9:00-9:50	Keynote Address -Kayla Delzer GRAND BALLROOM											
	Banfi	Belmont	Eisenhower	Exec 1	Exec 2	Exec 3	Hargrave	Hecksher	Mattituck	Pindar	Savoy	Wildwood
Breakout Session 1 9:55-10:45	Untapped Tech: 10 New & Noteworthy Tools	Farmingdale Schools: Innovation Lab	How the Use of a Learning Management System and Google Changed EVERYTHING	No session	iTech, ilnnovate, iEmpower	Managing Mindful Minutes Northport	Using Digital Video as an Instructional Strategy.	Making Our Voices Heard: Utilizing Technology to Reach Outside the Classroom	Videoconferencing: Click and GO!	Harnessing the Power of Stakeholder Data to Drive Your District's Instructional Technology Work	Redesigning Learning Spaces: A Flexible Approach (Keynote follow up with Kayla Delzer)	Take Technology Outside! Integrate Nature Studies and Technology with Citizen Science
10:00-11:15	Makerspace Gallery, Registration Area											
10:45-11:15	Vendor Expo											
Breakout Session 2 11:15-12:05	Basics of Mindfulness for Educators	Transforming Your Classroom; Be a Game Master!	Johnsonville: The Collaborative Learning Environment with Apple Education	eDoctrina Corporation	The Evolving Paperless Classroom: How I and My Students Have Grown	Starting From Scratch: Connecting Elementary and High School Students through Google's CS First	Teacher Made Chrome Extensions	Coding with Robotics in the Special Education Classroom K-12	Preparing Students for College & Career through Online Learning	Microsoft Teams- All Your Instructional Tech in One Place	What's new with Google for Education? (CDWG / Google)	Beyond Time & Space: The Game Theory of Education, as Told by the Band Teacher
12:10 - 1:30	Lunch Speaker Wendy Jones, GRAND BALLROOM											
1:30-2:00	Vendor Expo											
Breakout Session 3 2:00-2:50	Student-Centered Learning: Be the Guide on the Ride	Building a Culture of Buy-In	Hyperdocs: A classroom game changer!	ePlus Technology, Inc.	Personalize Learning for ELLs: Using Technology Within Project Based Learning Environments	Building a Sense of Community with a Morning News Program	The Emotional Makerspace: Addressing Mental Health through Library Maker Activities	Augmented Reality Using 3D Bear	Huntington's Digital Transformation	Sphero in the Classroom	Applied Digital Skills with Google for Education (CDWG / Google)	Student Voice: Moving from Engagement to Empowerment in the (en)Core Class
3:00	Vendor Prize Winner posted at http://www.litechsummit.org/info											



Special thanks to CDW-G for being a Platinum Sponsor and also providing the lanyards.