NYSCATE ANNUAL CONFERENCE
ENVISION THE NEXT LEVEL OF EDUCATION

NYSCATE ANNUAL CONFERENCE
NOVEMBER 23RD - 26TH 2019

Joseph A. Floreano | Riverside Convention Center, Rochester, NY
See inside for information regarding the following events being held in conjunction with the Annual Conference:
Student STEAM Fest, Maker Faire, Corporate Focus Groups, District Visits, Hackathon, Certifications and MORE!
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CEO / Executive Director

Amy Shanahan
Office Operations

Sean McDonough
Corporate and Member Engagement Coordinator

Mary Beth Guthrie
Learning Opportunities Coordinator
CONFERENCE SCHEDULE

SATURDAY, NOVEMBER 23

8:00 - 4:00 ISTE Certification Day 1* (includes lunch)
9:00 - 2:30 Hackathon
9:00-5:00 Maker Faire Rochester
9:00 Registration Open
11:00-4:30 Corporate Focus Groups
12:00-4:45 Hands-On Workshops*
12:30-1:30 Round 1
1:45-2:45 Round 2
3:00-4:00 Round 3
8:00-11:00 Conference Kick Off Event

SUNDAY, NOVEMBER 24

7:00 Registration Opens
8:00-4:00 Hands-On Workshops*
8:00-4:00 ISTE Certification Day 2* (includes lunch)
8:00-4:00 Corporate Focus Groups
10:00-11:00 Round 4
11:15-12:15 Round 5
1:00-2:00 Lunch
2:45-3:45 Round 6
4:00-5:15 CRCC Competition
5:00-6:30 Opening Reception
6:30-9:00 Awards Banquet and Opening Keynote

MONDAY, NOVEMBER 25

6:30-7:30 Sunrise Yoga and 5K
7:00-8:30 Breakfast
7:00 Registration Open
8:00-9:00 Round 7
9:15-10:30 General Plenary and Opening Keynote
10:30 Exhibit Floor Opens
10:45-11:45 Round 8
12:00-1:30 Lunch
1:30-2:30 Round 9
2:30-3:30 Italian Ice Break
2:45-3:45 Round 10
4:00-5:15 CRCC Competition
4:30-7:30 Corporate Receptions and Dinner Events
5:00-6:30 Opening Reception
6:30-9:00 Awards Banquet and Opening Keynote

TUESDAY, NOVEMBER 26

7:00-8:00 Sunrise Yoga
7:30 Registration Open
7:30-8:30 Breakfast
8:00-12:00 Exhibit Hall Open
8:30-9:30 Round 11
9:45-10:30 Coffee Break
9:45-10:30 Dedicated Exhibit Hall Time
10:30-11:30 Round 12
11:45-12:45 Round 13
1:00-2:30 Closing Lunch & Keynote

*Additional fee associated with these sessions. Please refer to registration for specific charges.
2019 CONFERENCE COMMITTEE

CONFERENCE CHAIR
Dr. Amy DelCorvo, NYSCATE

CORPORATE FOCUS GROUPS
Shelley Rossitto, Self-Employed
Steve Andrus, BT BOCES
Mike Sylofski, NERIC
Susan Zieres, Sullivan County BOCES

FAB 5
Andrew Wheelock
Erie 1 BOCES

ENTERTAINMENT & HOSPITALITY
Mary Howard
Grand Island CSD
Jody Butts
Susquehanna Valley CSD

KEYNOTES
Dr. Andrea Tejedor
Highland Falls - Fort Montgomery CSD

EXHIBITORS
Dr. Deborah Baker, Brighton CSD

MAKER EVENTS
Antonio Scordo, Erie 1 BOCES
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Self-Employed
Laurie Yager, MORIC
Pat Rapp
Fairport Public Library

MULTIMEDIA
Mark D’Annunzio
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PRESIDERS
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PROGRAM
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Amy Balling, Lancaster CSD

REGISTRATION
Mary Beth Guthrie
NYSCATE
Amy Shanahan, NYSCATE

SCHOLARSHIP
Parker Ormerod
Monroe ONE BOCES

SOCIAL MEDIA
Mark Giufre
Wildwood Programs
Jonathan Redeker
Goshen CSD

TECHNICAL SUPPORT
Dustin Andrus
BT BOCES
It is time to recognize that 21st century digital natives are a different species of humanity than any previous generation. This is due to total integration of technology into their lives from their earliest years. This has resulted in young people populating myriad dimensions of reality - simultaneously. We as educators must speak to them across the various dimensions of physical, augmented, alternate, and virtual reality. This talk will discuss how this can be achieved.

Donald Marinelli is the ‘Director of Innovation’ for Inven Global, the English-language website portal for Inven-Korea, the leading Esports and video game website in Korea with over 90% market share.

Dr. Marinelli is a Visiting Professor in the School of Arts, Media, and Engineering at Arizona State University in Tempe, Arizona, an Adjunct Professor in the Entertainment Technology Management graduate program at Columbia University in the City of New York, an Adjunct Professor with the Harrisburg University of Science and Technology, Advisory Board member for the Penn State University Stuckeman School of Architecture & Landscape Architecture, and an Adjunct Professor at Duquesne University. He is a sought-after motivational speaker and consultant on the impact of digital media in education and society.
PARTICIPATE
in a NYSCATE...

... An interactive scavenger hunt using your mobile device!

JOIN US to complete missions that will require photos and videos, short responses or GPS location.

CHASE NYSCATE related items throughout the conference.

Stop by the Social Media Lounge in the Riverside Convention Center Lobby for more information!
INTERESTED IN BECOMING A PRESIDER?

WE WOULD LOVE to have YOU volunteer as a Presider at the Annual NYSCATE conference. You’ll help us tremendously while simply attending the sessions you want to attend and doing a few housekeeping items for NYSCATE. It’s easy and you’ll receive a great gift to show our appreciation.

You can pick any of the sessions you would normally plan to attend and sign up to preside. You will be responsible to welcome and introduce the presenter, give them their presenter gift, and do a seat count at the beginning and end of the session.

If you are interested in becoming a Presider, please follow the link: http://bit.ly/NYSCATEPresider19 OR email us at: nyscatepresider@gmail.com

PARTICIPATE IN A CORPORATE FOCUS GROUP

The NYSCATE Corporate Council is comprised of a limited number of educational companies who have committed to a long-term relationship with NYSCATE. In conjunction with the Annual Conference, NYSCATE conducts targeted focus groups for each of these partners. We are currently seeking members who would like to provide feedback on new and current products, marketing strategies, and overall company direction. If you are interested in being a council participant, the commitment includes attending a 90 minute session with 6-7 of your colleagues in a facilitated session where you will provide feedback, based on your current position and experience.

If you are interested in participating...


*Please note that participants will be selected based on the target audience identified by the facilitator and company and interest area submitted by that participant.
TOP 10 WAYS TO BE A SOCIAL MEDIA GAMECHANGER AT #NYSCATE19... AND BEYOND!

Level up your social media game at the Social Media Sandbox. Explore, connect, and interact with others on using social media effectively in your own learning and with students. Be a social media GAMECHANGER!

1. Stop by the Social Media SANDBOX and start a conversation with other conference-goers about how you utilize social media in your teaching. Keep an eye out for our LIVE CHATS and photo opportunities!

2. Visit the NYSCATE Facebook page click LIKE. Share some photos from the conference or start a discussion about something great you’ve learned.

3. Participate in or start a live broadcast on Facebook or TwitterPeriscope about something you are learning at the conference. Be sure to tag your live video with #NYSCATE19.

4. Stop by the Social Media SANDBOX for some “Selfie Fun” in our Social Media Photobooth. Tag your photo with #NYSCATE19 and #NYCATESelfie.

5. Create a Wakelet of resources from #NYSCATE19 or contribute to the collaborative Wakelet.

6. Follow NYSCATE on Twitter for real-time event updates on #NYSCATE19 and #NYSCATE

7. Stop by the Social Media Sandbox to participate in some mini-games and contests and make some new connections in the process.


9. Use CrowdCompass to browse conference sessions and events, create your own profile and personalized event calendar, access presenter information and resources, connect with others attending sessions, and more!

10. Find and follow new Educational Technology Leaders from across the State and the Nation that you meet through following NYSCATE.

news all year. On SnapChat or Instagram? Be sure to add #NYSCATE19 to what you share at the conference.
**Keynote Speaker**

Crystal Martin  
"Variable Undefined"

There's a societal pressure that you should have everything figured out and it starts at a very young age. Just think, how many kindergartners have you've asked, “What do you want to be when you grow up?” For me, the answer was different every time I was asked, and…not much has changed. This talk will be a reflection of a winding career path of going from teacher to techie, lessons learned along the way, and tips on how to be ok with not knowing and teaching young people to do the same.

Crystal is a software developer and consultant at Slalom, a co-organizer of the Strange Loop Conference, and diversity in tech & business advocate. As a Detroit Public Schools graduate, Crystal is passionate about equal access to education at all levels. She started her career in teaching in St. Louis, MO as a 2010 Teach For America Corps Member and taught middle school math in St. Louis Public Schools for four years. After her time in the classroom, she wanted to explore a career that would allow her to bring together her love for creativity, science, and community — technology was just that!

Crystal is a lifetime learner and is currently learning photography, graphic design, and all things tech, while fighting the patriarchy one key stroke at a time. She is the founder and Creative Director of the Untitled Project, a photo project that blasts through the stereotype of “tech types” to show technologists for who they are…unique, yet everyday people. She holds a B.S. in Nutritional Sciences from Michigan State University and an M.Ed. in Secondary Education from the University of Missouri-St. Louis, which goes to show, college degrees matter…but they really don’t.
Join us as we recognize the 2019 NYSCATE Grant & Award Winners

SUNDAY, NOVEMBER 24 • 7 PM
Rochester Riverside Convention Center - Exhibit Floor

GRANT WINNERS

Coding Drones
Aaron Burke
Beacon City School District

Cardboard Creations with Hummingbird Circuits
Mary Howard
Grand Island CSD

Unfathomable Field Trip
Shawn Christman
Cheektowaga CSD

Autobiographical Portfolios - Beyond the Word Processor
Karen Monaco
Kenmore-Tonawanda CSD

Rethinking the Elementary Sandbox with AR
Shannon Sauder
Southwestern Central SD

3D Printer to Support the Creation of a Collaborative “Maker Club”
Margaux DelGuidice-Calemmo
Garden City HS, Long Island

Can You Fit it in a Box?
Tammy Cummings
Center for Instruction Technology & Innovation

Humanities: Cross-Curricular Exploration using VR
Walter Fishon + Laura Moakley
Bay Shore High School LI

Engraving our Path to Innovation
Jennifer Hatfield & Khrista Tabak
Depew High School

The following will be announced prior to the Annual Conference

2019 NYSCATE Outstanding Leader Award
2019 NYSCATE Lee Bryant Outstanding Teacher Award

2019 NYSCATE Outstanding Superintendent
*Applications Due September 15
NYSCATE WILL BE HOSTING A 5K FUN RUN AGAIN THIS YEAR. **COME JOIN US** TO GET YOUR DAY OFF ON THE RIGHT FOOT AND YOUR BRAIN READY FOR LEARNING!

**WHEN:** MONDAY, NOV. 25TH, 6:30 AM

**WHERE:** LOBBY OF THE ROCHESTER RIVERSIDE HOTEL

We will meet in the Rochester Riverside Hotel Lobby starting at 6:30 am.
The 5K run will begin promptly at 7:00 am.
If you are planning on joining us, please fill out the form at the link below.
You will receive more information via email and in your conference registration packet.

Please register in order to receive a complimentary t-shirt

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Sunrise Yoga

**WHEN**
Monday, Nov. 25th / 6:30 am
Tuesday, Nov. 26th / 7:00 am

**WHERE**
HYATT Regency Ballroom
Please register in order to receive a complimentary t-shirt
Various state wide groups meet during the NYSCATE Conference:

- NYS Model Schools
- NYS Distance Learning Consortium
- Ed Tech Advisory Council
- NYS RIC Directors
- ISTE Certified Educators (and candidates)
- COSN CETL Candidates

Group Benefits!

- Group registration discounts
- Complimentary meeting space for your team during the conference to get together

Interested in bringing your group to meet-up at NYSCATE?
Contact Dr. Amy DelCorvo for more information
adelcorvo@nyscate.org
Esports was an $865 million market in 2018. There are more than $16 million in scholarships available for students. 72% of students, 13-17, consider themselves gamers. These three facts have led to esports in education making sense for schools across the country. Join us to learn the impact on students’ lives esports can have. Schools are plugging their students back into their community through video games as well as providing emerging career paths. There are skills to create and develop that can be cross-curricular, using esports as the catalyst. The National Federation of High Schools has sanctioned esports as a state champion granting activity; come learn why.

Joe McAllister is a nerdthelete. Joe is a former high school teacher. During his time in the classroom he led the varsity wrestling team, supported the gaming club and served on his school’s one to one device board. Joe has worked with over a hundred schools, both in K12 and Higher Education, to help with their esports programs.

He can speak to stakeholders in athletics, curriculum, IT and leadership as he has lived in each of those worlds. His understanding of those roles and what is important to each of them has led to the success of CDW•G’s esports in education initiative. Whether your program is well established or you are hearing about esports for the first time, Joe is here to help.

Connect with him:
josemca@cdw.com  | Twitter  @CDWJoe
NYSCATE will be utilizing Crowd Compass once again to bring attendees up-to-the-minute information directly to your personal devices including:

- Conference Schedule
- Social Media Feeds and Activity
- Facility Maps for all conference venues
- Speaker Bios
- Attendee lists
- Exhibitor Contact info and booth location
- Networking games
- Local attractions

DOWNLOAD Attendee Hub on your Smartphone and search for NYSCATE19!
SATURDAY

ROUND 1 (12:30 - 1:30 PM)
Digital Portfolios: Empowering Students to Showcase Learning
3, 2, 1... Take off with Rocketbook Notebooks
The NYSTEAMBus- Mobile STEM Classroom
Digital Storytelling via ePortfolios
What Students Know, Understand, and Do

ROUND 2 (1:45 - 2:45 PM)
Level Up with SeeSaw
School Storytelling & Branding with Adobe Spark
Today’s Makerspace using Medieval Arts & Sciences
Math Myths...BUSTED: 4 Misconceptions About Teaching Math With Technology
Billy, You Can Drive My Car

ROUND 3 (3:00 - 4:00 PM)
Integrate Minecraft Education Edition into the Classroom
Robots, Coding Apps and Curriculum Based Challenges for K-6 Classrooms
Providing a Digitally Rich Task during a Station Rotation
20 Innovative Ideas For 2020
Technology Leaders Anonymous

SUNDAY

ROUND 4 (10:00 - 11:00 AM)
Advanced Features of Google Docs For Teachers And Students
Using Technology to Create an Equitable Classroom
Using Code.org’s GameLab in the Classroom
NYS Ed Law 2-d: We’ve Got This!
DigCity: Gaming Digital Citizenship
Explore the Power of Student Video
Level Up Your Library
Creating Your Own Augmented Reality Story Telling App
Learning Can Be All Fun & Games with deck-toys
Online learning in a 6:1:1 classroom
ScratchJr: Creative Computing in Early Elementary

ROUND 5 (11:15 - 12:15 PM)
Strengthening STEAM: Jumping to the Next Level
Using Digital Tools and the SAMR Model to Innovatively Engage and Empower Your Faculty
Digital PD: Alternative PD Opportunities
Storytelling with 360/VR Video
Much Ado About Merge Cube
Daddy/Daughter Digital Publishing Power
Wins, Fails & Blazing Trails: Empowering Learners with EdTech
A Journey Through Redesigning Learning Spaces
Next Level Collaboration: Class2Class Connections
ROUND 6 (2:45 - 3:45 PM)
BYOD (Bring Your Own Drone): Obstacle Course
Empower a Culture of Innovation
Hype Up Your Projects and Empower Individualized Learning through Hyperdocs
Power Hour- #EdTechChat LIVE! Round 3
Contemporary Challenges in Computer Science
Take Your Presentations to the Next Level
Using Differentiation to Develop Literacy Skills
Demystifying STEAM in Early Childhood Education
Music, The Core, and More with MSMDL
Panel: Bring the World into your Classroom with Videoconferencing
Leverage Analytics to Create a Winning Data Strategy

MONDAY
ROUND 7 (8:00 - 9:00 AM)
Personalized Learning: Empowering Student Voice and Choice
Bye Bye Paper Forms- Hello Automated Digitized Workflows and Approvals
Apple Lovers Delight
STEM Activities that Support Social and Emotional Learning Skills
Teachers of Tomorrow: Teacher Preparation and Web 4.0
Matching Students with Meaningful Skills in Math and Science
Managing Personalization with Digital Badges
Geography 20 Questions (Global Video Conference)
Changing the Game

ROUND 8 (10:45 - 11:45 AM)
Virtual Reality in the Classroom (with or without a headset!)
Raspberry Pi: What can you do with a 35 dollar computer?
IT Governance Playground-
Every Great Dream Begins with a Dreamer: Passion Projects in the Elementary School
Finding Bello’s Voice; Student Voice & Musical Themes in Literacy
Changing the Game: Using Nearpod to Elevate Student Learning
Seats, Screens, and Students: Harnessing the Power of Technology, Instruction, and Classroom Design
Scavenger Vortex, Bond Style!
Students as Creators: Changing the Game Through Video
Get Your Game On with CoSpaces
Growth Mindset 2.0 - Metacognition in the Digital Age
Breakout: Deconstructed
Cool Tools for School
Project Management Processes and Learning
1:1 Mistakes
ISTE’s Higher Education Recognition Program
Redefine your practice with Two Bald Dudes
Viewing Data with a Wide-Angle Lens
Connecting Every Student to Wi-Fi with School Buses
E-Rate Funding Update for FY 2020
The Heir of the King- A Virtual World Medieval Adventure
Student Safety in the Digital Age- How AI & Human Monitoring Can Save Lives
ROUND 9 (1:30 - 2:30 PM)
Is it Fake or is it Real? Future-Ready Info Lit Skills
Digital Acculturation: Navigating Information Overload
Changing the Game Plan: How to Build An Effective Evolving Ecosystem for a Blended/Personalized Learning Environment
Getting in the Game - A New Generation of Scholar Athletes
20 Promising Tools and Trends to Amaze and Inspire
Standards Based Grading Model to Create Tiered lessons
Tag Teaming with Microsoft Teams
Get Fired Up with Lit. Circles
Reading Dashboards Connecting the library & the classroom
Building Connections: MakerEd in ELL
Game changer for instruction and learning: measuring student engagement in real time
BYOD on an Interactive Virtual Field Trip!
Using Blended Learning to Engage Learners: Hyperdocs, Breakouts and so much more!
Amplifying Student Voice using Microsoft Tools

ROUND 10 (2:45 - 3:45 PM)
Introduction to 3D Design in the Classroom
Team Up! Working With Students in Microsoft Teams
The “New” Google Sites – Easy Way to Create Your Own Website
Google Tour
Level Up: Plan the Ultimate STEAM Celebration
Change school? Reimagining traditional school for modern learners
To “BreakIN” or BreakOUT. Learn how these strategies will engage ALL of your students.
The Teknologia Project; Creation, Learning, & Joy
Universal Design for Learning and Digital Content
Hope is not a Strategy
#BZZZZWORDSandBeyond!
Ignite Job-Embedded PD with Teams
App Smackdown 7: Apps For All Devices
Redefine core reading programs with advanced technology
Practical Implementation of Security Controls in K-12
Beyond Four Walls
Getting Students Started on the Right Foot with OneNote Class Notebook

ROUND 11 (8:45 - 9:45 AM)
Technology Use for Student Centered Learning in the 21st Century
Do You Have EdTech FOMO?
Transforming the Tide of Education: One District’s Plan for Cultivating 21st Century Learners
Name that #DigCit
Minecraft Mysteries
Let’s Use Tech4Good and be a Media Mentor!
Google Classroom for Distance Learning Practitioners
Collaborate, Code, Create-It’s Elementary!
Sparking Creativity with Book Creator
College Connections
Everyone Can 3D Model - Modeling with TinkerCAD
ROUND 12 (10:30 - 11:30 AM)

Transforming Classrooms with Student Choice
Debugging the System: CS Equity Strategies
Tech Tools for Administrators
Getting Started with Sketchnoting!
Change Research Papers from Boring to the Greatest of All Time
Creators of Content
Slides FTW!
Managing Passwords and Digital Resources in K12
Bring Your Summative Assessments to the Next Level!
ClassLink - Easy as 1, 2, 3: Automated Directory and Rostering with Single Sign On, Digital Day One!
Using Code.org’s AppLab in The Classroom
Science on a Sphere
Catalyzing Instructional Shifts with Teacher Leaders

ROUND 13 (11:45 AM - 12:45 PM)

Lions Quest - A Community Service for all Students
Make Something Delicious with Raspberry Pi
Becoming More Human Through Fake News and Media Literacy
PD with Pizazz
Don’t Ban Those Cell Phones! Teaching Digital Etiquette in the Secondary Classroom
The “Gradeless” Classroom
Classroom Gamification: A Practical Guide
3D Printing in ELA? That’s NOVEL Engineering!
May The Code Be With You
The Next Level of School Security?
Using OneNote for a Streamlined Digital Classroom
Using Technology to Enhance the Science Classroom
SIGN UP to JOIN US as a VOLUNTEER at

Maker Faire Rochester, the Student STEAM Fest

A variety of roles are available, from helping with setup, takedown, and flip over, to acting as a class liaison, or assisting with hands-on activities such as our soldering workshop, light painting booth, LEGO Brick area and more. We only ask for a two-hour commitment of your time. Volunteers participating in setup, takedown, or the flip over on Thursday, Friday, or Saturday will receive a free family pass to Maker Faire Rochester on Saturday November 23, 2019.

Signup is available at
https://rochester.makerfaire.com/volunteer/
Want to **SHOWCASE** your amazing **EDTECH** talents in **UNDER 5 MINUTES**?

NYSCATE will host our third 5 Minute Lightning Presentations. These presentations are quick 5 minute snapshots of a tech idea or tool from an educator with the power to present!

**Top presentation will get a chance to present their session again before one of the Keynote speakers!**

**WE ARE STILL IN NEED OF DARING PRESENTERS!**

We are looking for **10** Lightning Sessions to take place on Monday and **10** on Tuesday.

*If you are interested please go the link below and fill out the form.* [http://bit.ly/NYSCATE19Fab5](http://bit.ly/NYSCATE19Fab5)
Each year, NYSCATE offers Hands-On workshops for attendees to participate in an extended learning experience. The workshops offer the latest and greatest instructional technologies and instructional technology integration strategies. Below is the list of workshops offered for the 2019 NYSCATE Hands-On Workshops.

Attendees must bring their own technology. Please read specific requirements for each workshop. If a specific device/technology is needed, it will be listed. Wireless will be provided.

4 HOUR = $50  6 HOUR = $75  *Unless otherwise indicated!

**Please check website for updated information on any of the workshop offerings. Brochure will not be updated. (http://www.nyscate.org/annual-conference/2019-conference-schedule)**

**PLEASE NOTE:**

• Attendees must bring their own technology

• All Hands-On Workshops will be held at the Rochester Riverside Hotel

• Workshop fee is NOT included in the conference fee

• Coffee and danish will be offered at 7 am on Sunday morning

• Lunch is provided on Sunday for anyone who has registered for a total of 6 hours or more of workshops during the 2 days of Hands-On sessions

**SATURDAY, NOVEMBER 23RD**

**8:00 AM - 4:00 PM** (includes lunch)

ISTE Certification Day #1 (this certification is 2 days, $750)

CERT01

Doreen Pietrantoni - Monroe 1 BOCES
Parker Ormerod - Monroe 1 BOCES

ISTE Certification provides education leaders with a way to identify a school or district’s educators who are leading the way with digital age teaching practices. Through the ISTE Certification process, educators will participate in a blended learning cohort based on the ISTE Standards and transformative pedagogy starting with 2 immersive days of learning at the NYSCATE conference. After completing the blended learning course, participants will have six months to apply their learning and compile artifacts and reflections into a competency-based portfolio to earn ISTE Certification. Content will be taught in the following four modules: Designing For Diversity; Personalized Learning & Alternative Assessments; Digital Learning Environments: Design Thinking & Computational Thinking; and The New Digital Citizenship.
Saturday, November 23rd

Time: 12:00 PM - 4:00 PM

SATPM01 - Hands-on Hardware: Simple Arduino Projects for 5th grade and above

Ellen Harp - Brighton Central School District
Oscar Pedroso - Thimble

Change the Game for Disinterested Students (and Teachers!): Join the tech duo Ellen Harp and Oscar Pedroso as they demonstrate how to put an Arduino computer in the hand of every student. This engaging workshop does NOT require a degree in computer science, just the willingness to act like a bored student on the verge of transformation! Bring a laptop if possible.

SATPM02 - Code & Create with Microsoft MakeCode!

Colleen Kaplan - St. Francis High School
Jeff Gerdeman - St. Francis High School

Using a combination of the Microsoft MakeCode app and the Adafruit Circuit Playground Express, students can let loose a storm of creativity to build their own coding projects! Participants will not only learn the basics of coding, but will also be able to participate in a hands on “maker session” to create their own, unique, coding creation.

SATPM03 - On the Write Path: Digital Tools for Cross Content Writing

Rosalyn Washington - Atlanta Public Schools

Change the game up to engage students and empower teachers. These interactive tools support all forms of writing across content areas. Transform the writing process from brainstorming, pre-writing, writing, editing, to publishing stages, and integrate the 4 C’s. These strategies score across any device, in large or small group, for the tech savvy or beginner. Game On!

SATPM04 - Creating a Personalized Learner Centered Environment with Hyperdocs

Kathleen Uerz - Wayne CSD
Suellen Terranova - Wayne CSD

Want to put students in the center of the learning? Come and explore the world of Hyperdocs. Hyperdocs target and differentiate instruction, deliver content and keep students engaged. Within these we will also learn about how to incorporate a variety of tools to facilitate targeted skills and knowledge while keeping students engaged in their own learning. There will be built in time to take away completed (or almost) targeted and purposeful activities to do with your students.
SATPM05 - Be a Game Changer with Formative Assessments

Nicole Mucica - East Irondequoit CSD
Angela Messenger - East Irondequoit CSD

Digital tools can be used to create formative assessments, analyze data quickly and efficiently, and create differentiated activities to meet the needs of all learners. A model of how this can be done will be provided along with a wide range of examples of digital formative assessments. Participants will have time to create their own formative assessments and data tracking techniques tied their unique learning targets. Participants will: Understand how to use formative assessments to determine individual student and whole class needs. Be able to use digital tools such as Socrative, GoFormative, Mastery Connect, Microsoft/Google Forms, EdPuzzle, Kahoot, Quizizz help gather data that can be used to adjust their teaching in the moment or for subsequent classes. Be able to provide students with diverse learning activities that meet their individual needs using digital tools such as Padlet and Thinglink.

SATPM06 - Level Up Your Lessons

Laurie Guyon - WSWHE BOCES

Do you find yourself stuck in the front of the room not sure if you students are learning? Come to this workshop to learn how to use Nearpod platform to create interactive lessons that will be engaging and will give you an incredible amount of insight into how your students are learning. This workshop will cover slide design, organizing lessons into the Hyperdoc format, and how to leverage the features that are built into Nearpod. Attendees will create at least one completed lesson that they can use right away that uses the component of design thinking, computational thinking, and inquiry.

SATPM07 - Personalized Learning: Empowering Student Voice and Choice

Alana Winnick - LHRIC BOCES
Meredith Dutra - Carmel Central School District

It is our job as educators to ensure that the most effective learning is accessible to all students, and that may be different from one student to the next. This session has been designed to empower teachers with new and creative strategies for assessing prior knowledge, engaging the classroom, and encouraging students’ voice and choice.

SATPM08 - Computational Thinking with Finch Robot

Cate Reynolds - Oneida-Herkimer-Madison Boces and Westmoreland CSD
Kelsey Derringer - BirdBrain Technologies

In this hands-on workshop, learn how teachers and librarians teach and assess computational thinking skills by programming Finch Robots to navigate a maze! Participants will program the LEDs, motors, and sensors of the Finch Robot using block-based coding. Hear how students use the Finch Robot to make art, tell stories, develop math concepts, as well as explore many other classroom projects and lessons. The workshop will include examples of computational thinking and scaffolded learning across K-12 curriculum and launching points for designing your own curriculum. All skill levels are welcome, including absolute beginners. Participants are encouraged to bring a smartphone or iPad.
SATPM09 - Level UP with Flipperentiation
Maria D.S. Andrade Johnson - Santa Margarita Catholic High School
Michael Pascual - St. Jeanne de Lestonnac Catholic School

Have you tried flipping and not getting the desired results? Wondering if gamification is just all hype? We use flipping and gamifying as complementary strategies to increase student engagement, ownership, and voice. Work in content and grade level groups to design gamified units to take home and ignite learning to level UP best practices. Step-by-step, hands on exercises with post conference PLN support.

SUNDAY NOVEMBER 24TH

TIMING: 8:00 AM - 3:00 PM (includes lunch)

ISTE Certification Day #2 (must attend both days – Saturday and Sunday)
Doreen Pietrantoni - Monroe 1 BOCES
Parker Ormerod - Monroe 1 BOCES

ISTE Certification provides education leaders with a way to identify a school or district’s educators who are leading the way with digital age teaching practices. Through the ISTE Certification process, educators will participate in a blended learning cohort based on the ISTE Standards and transformative pedagogy starting with 2 immersive days of learning at the NYSCATE conference. After completing the blended learning course, participants will have six months to apply their learning and compile artifacts and reflections into a competency-based portfolio to earn ISTE Certification. Content will be taught in the following four modules: Designing For Diversity; Personalized Learning & Alternative Assessments; Digital Learning Environments: Design Thinking & Computational Thinking; and The New Digital Citizenship.

SUN6H01 - Taking Learning to the Next Level with Breakout EDU
Nicole Mucica - East Irondequoit CSD
Angela Messenger - East Irondequoit CSD

Teachers can create their own Breakout Edu games focused on the learning targets for their classes. Physical games can include QR codes that lead to quizzes, jigsaws, Padlet, Thinglink, and video clues using green screen apps to add authentic real-life situations. The instructors will show some games they have made and provide time for participants to create their own Breakout Game. The instructors have created Breakout games for their classes...
and have games published on the Breakout Edu website. **Participants will:** Know what a breakout game is and how it can be used in the classroom. Understand the components needed to create a breakout game. Be able to create their own puzzles including digital elements for breakout games.

**SUN6H02 - SUNANearpod Super Hero: Go from Peter Parker to Spider-man**  
*Kimberly Lewis - West Valley Central School*

Get ready to level up your lessons & fight the crisis of student disengagement with Nearpod. Like Peter Parker got bit-by-the radioactive spider, you’ll get bit by the “Nearpod bug” & learn to harness its power to transform your teaching. After you survey the huge Nearpod library, we will take your skills to the next level as you learn to create your own interactive multi-modal lessons as a Nearpod Super Hero.

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**SUNDAY NOVEMBER 24TH**

**Time:** 8:00 AM - 12:00 PM

**SUNAM01 - Using Minecraft Education Edition to Lead Sustainable Change Initiatives**  
*Mary Elizabeth Pearson - NCCE*  
*Meenoo Rami - NCCE*

The correlation between teacher collaboration and shifts in practice that lead to sustainable change initiatives has been demonstrated over and over again throughout the country through Minecraft: Education Edition and the principles of game-based learning. Utilizing this powerful tool can lead to an explosion in collaboration among staff members as well as fostering student voice and controlled release for maximum student ownership of learning.

**SUNAM02 - Redesign Your School: Turning Augmented Reality into Actual Reality**  
*Susan Sclafani - Patchogue-Medford Schools*

What if students could use augmented reality to create real change? Rather than have students be passive observers when using augmented reality, the app 3DBear, allows students to be creators. Students 3D printed & created tangible models of their designs. Some even saw their ideas purchased by the district! Participants will gain a way to use augmented reality in an authentic and creative way and will see how many of the new Next Generation Standards for both English and Science are targeted with this unit. Participants will be able to immerse themselves
in the lesson and see how easy it is to create their dream learning environment as well as discover other features that the app has to offer. Discover how this school community benefited from this cross curricular project that meets ELA and NGSS standards. And learn how you can do it too!

**SUNAM03 - Keep It Simple: How to Design Presentations**

*Justine Lombardi - NERIC BOCES*

*Melissa Boucher - NERIC BOCES*

Level up your presentation game! Learn how to hone your Content, Delivery, and Visual design. The focus of this workshop will be the visual design of the slide deck. After a learning session participants will work in groups to develop a three-minute presentation related to this year’s theme ““Game Changer”” to deliver to the workshop attendees.
SUNAM04 - EdTech App Alphabet 2.0  
Laurie Guyon - WSWHE BOCES  
Michael Drezek - Lake Shore CSD

Get ready to level up your tech integration! This session is back by demand with twice the impact as TWO apps will be shared for each letter of the alphabet. This gamified experience will allow you to “play” along and add to this year’s A-Z app collection. Beyond just an app share out, we’ll share how we have used each app has made an impact in our classrooms as we’ll support you as you build up your tech toolbox. Get ready to consume, create, collaborate and play in this jam-packed, fun-filled session!

SUNAM05 - Introduction to 3D Design in the Classroom  
Alana Winnick - LHRIC BOCES

Ignite imagination in your classroom- 3D design is truly the wave of the future! 3D printers are being used in highly diverse fields ranging from culinary to the medical profession, and now-are becoming increasingly popular within classrooms throughout our region! This session will review the basics of 3D design in the classroom using TinkerCAD, an introductory web-based CAD program.

SUNAM06 - BrainPOP Certification & Creative Coding  
(NO COST TO ATTEND)  
BrainPOP Certified Educator

This workshop provides the foundation for BrainPOP certification. The Certified BrainPOP Educator (CBE) Program is designed to help you maximize your school-wide subscription – including creation and reflection tools, coding projects, playful and custom assessment, and the ability to keep track of learning. This workshop includes an overview of the Creative Coding feature now included in BrainPOP.

SUNAM07 - OneNote Class Notebook Boot Camp  
Jeremy Tucker - Bowling Green City Schools

Whether you are considering adopting OneNote’s Class Notebook, have recently started using it, or are an experienced user looking for a refresher, Class Notebook Boot Camp will hone your skill set and send you home feeling OneNote proficient. Participants receive a Boot Camp handbook for future reference and/or sharing with colleagues back home.
Site Visit to Hilton CSD: Administration / IT / Facilities Work Together on Physical Security System

Sunday, November 24th

9:00 AM

The Hilton School District takes physical security very seriously. Working with their security partner, Frontrunner Network Systems, Hilton CSD are leaders in implementing a unified district security system.

- Combination of camera surveillance and door access in one system for maximum effectiveness and fast response
- IT department, facilities and administrative teams work together to provide protection day-to-day and in case of a threat or event
- Take a live tour of Hilton security implementations
- Hear from Hilton team members about their thoughts on security collaboration
- Get info on and ideas about maximizing security funding

It's all about managing district physical security for maximum protection of students, faculty and staff.

** No additional cost to attend, but pre-registration will be required **

Sponsored by Hilton CSD and their security partner, Frontrunner Network Systems.
Coffee Edu at NYSCATE

Need a pick me up? How about some good coffee and great edtech conversation?

Please join us on Tuesday Morning in the Social Media Lounge to discuss your NYSCATE Experience. Local Coffee Edu group #coffeeEduROC will be our host for this collaborative way to connect and share.

FOR MORE information about Coffee Edu Sessions: http://www.coffeeedu.org/
FOLLOW @coffee_EDU on Twitter.
FOLLOW the #coffeeEDU hashtag.
JOIN the Google Plus or Facebook page to stay connected with CoffeeEDU.

NYSCATE Attendees!

Come and browse a showcase of projects in a multi-booth environment where you can engage with educator and student presenters one-on-one or in small groups.

2nd Annual NYSCATE Open Ed Hackathon

Do you have the next great edtech idea for the classroom? OR are you someone who likes to take ideas and “hack” them for your teaching projects?

So... how about joining a pre-conference event where teachers work in teams to identify a problem in education, propose a solution and create your Great Ideas in Edtech.

This will work along the “Shark Tank” framework that will have these elements:

- Pitch an idea in 1 minute.
- Put together a team to start developing the idea.
- Do a formal team presentation in front of a panel of #Edtech Judges.

**Day 1:** Saturday, November 23rd 8:30 am - 4:30 pm

**Awards Ceremony:** Rochester Riverside Hotel – Riverview Ballroom

**Cost:** There is no cost to participate in the Hackathon, but participants must register for the conference.

JOIN US for Maker Faire Rochester’s 2nd Annual Student STEAM Fest. It’s a special sneak peak of Maker Faire Rochester filled with hands-on activities, engaging demonstrations, wonder, excitement centered around S.T.E.A.M and every aspect of the Maker Movement.

**Strands Aligned to the Standards**

- ROBOTICS AND DRONES
- THINK, DESIGN, CREATE
- SUSTAINABILITY
- THE ARTS
- HANDS ON SCIENCE
- CULINARY
- CODING AND THINGS THAT GO BLINK
- DIY

For strand descriptions & standard alignment please go to: nyscate.org/studentsteamfest

**FRIDAY**

November 22, 2019
9:00 AM - 2:30 PM
Rochester Riverside Convention Center

For 3rd to 8th Grade!

**Registration Information:**

- Register and reserve a classroom at: nyscate.org
- Space is limited and on a first come basis
- Please email us at: nyscateinfo@gmail.com with any questions regarding registration, payment, schedule, home school, or students with special needs
- Please use the Subject Heading: Student STEAM FEST for email correspondence

**Cost & Details:**

- $250 Per Classroom (25 students, 2 Chaperones and 1 Teacher)
- All activities & materials included with fee
- Lunch on your own - Pack or buy at concession stand

**Keynote Speaker:** MARIO THE MAKER MAGICIAN

As seen on Sesame Street and Sprout, Mario the Maker Magician is NY-based touring performer with a homemade menagerie of original, robotic routines and props constructed of cardboard, found objects and 3D printed elements. It’s magic through the lens of the Maker Movement! It’s vintage meets the future! Buster Keaton and Charlie Chaplin for the modern age, with a mad inventor twist! For over 13 years, Mario “the Maker Magician” Marchese has dedicated his life to creating inventive, accessible magic full-time for children and families at theaters, museums, schools, and Maker Faires. His performances have brought him all over the world, including on tour last year as renowned magician David Blaine’s opening act. Blaine calls him “the best kids magician in the world!!”

https://www.mariothemagician.com
Sign up to compete in the 1-hour Cyber Robotics Coding Competition at NYSCATE 2019 and **WIN an iPad**

**What is CRCC?**
The Cyber Robotics Coding Competition is an online coding event where students compete in class or at home against other students and schools by programming a virtual robot to complete missions.

**CRCC:**
- Expands STEM in your school
- Involves all students in STEM with gamified missions
- Is a cost effective way to teach STEM
- Is an inclusive and equitable program
- Gets more students involved

**Most Important:**
Students love it - CRCC is engaging and fun

Join us to experience this flexible, low barrier, high impact education model yourself.

For more information contact 
joezahra@aol.com or lyager@moric.org

**Join in and compete with other teachers and administrators to show off your coding skills and win an iPad!**
The Cyber Robotics Coding Competition hosted over 40,000 middle school students last year. Sign up and experience the competition yourself.

**WHEN:**
Sunday Competition 4:00 - 5:15 PM  //  Monday Competition 4:00 - 5:15 PM

**WHERE:**
NYSCATE Annual Conference
Rochester Riverside Convention Center, Social Media Lounge

**Who Should Join:**
Teachers, Principals, Administrators, STEM coordinators, you....

Sign up to save your spot at: https://crcc.io/nyscate-crcc-signup/
Saturday November 23rd  //  9 am to 5 pm

Maker Faire Rochester is the Greatest Show (and Tell) on Earth — a family-friendly showcase of invention, creativity and resourcefulness, and a celebration of the Maker movement. It’s a place where people share what they are making and learning.

At Maker Faire Rochester, you can find everything from tech enthusiasts to crafters, educators, tinkerers, hobbyists, engineers, artists, start-ups, science clubs, students, authors, and commercial exhibitors. There is something for everyone, including:

- Mario the Maker Magician
- Interactive Science with the Rochester Museum and Science Center
- Circuit Breaker Labs
- Soldering Workshop
- Video Games and Board Games across Upstate New York
- Rochester LEGO User Group
- Light Painting Photo Booth
- Paper Rockets and Recreational Plumbing
- Flower City Arts Center
- Giant Balloon Sculptures with Airigami
- A scaled-up skeeball machine, SkeeBowling
- Makerspaces from all across New York State
- Live Performances
- See more at: rochester.makerfaire.com

Makers are of all ages and backgrounds. Maker Faire’s mission is to entertain, inform, connect, educate, and inspire people of all ages. Be a part of Maker Faire Rochester 2019 – answer the Call for Makers at rochester.makerfaire.com.

2019 marks the 6th anniversary of Maker Faire Rochester. The faire is organized and supported by NYSCATE (The New York State Association for Computers and Technologies in Education). Maker Faire Rochester is independently owned and operated under license from Make Community.
2019 HOTEL INFORMATION

HYATT REGENCY HOTEL (Headquarter Hotel)
125 East Main Street // Rochester, NY 14604 // 1.585.546.1234

The Hyatt Regency Rochester serves as the NYSCATE Headquarter Hotel for 2019. Situated along the Genesee River, newly renovated Hyatt Regency Rochester is the tallest, most upscale hotel in the Finger Lakes Area and Upstate New York. Conveniently Connected with the Rochester Riverside Convention Center, you can enjoy breathtaking views, savory restaurants, and exciting entertainment and shopping. This is your ideal destination to take in Rochester or to enjoy a world-class dinner experience at Morton’s Steak House located next to Starbucks on the street level of the Hyatt.

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Hyatt Regency Hotel Registration: https://book.passkey.com/go/nyscate19

ROCHESTER RIVERSIDE HOTEL
120 Main Street East // Rochester, NY 14604 // 1.585.546.6400

Rochester Riverside Hotel offers you the central Downtown Rochester location with beautiful views alongside Genesee River. Conveniently located to everything happening downtown and the Rochester Riverside Convention Center via a skywalk, Rochester Riverside Hotel is perfect for your Rochester stay whether you are coming for business or leisure. Allow us to greet you at the Greater Rochester International Airport when taking advantage of complimentary shuttle service.

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THE HILTON GARDEN INN
155 Main Street East // Rochester, NY 14604 // 1.585.232.5000

Located in a historically significant building from the 1920’s, the Hilton Garden Inn Rochester offers unique character with a modern vibe. Our impressive lobby and glass-enclosed arboretum from basement to ceiling creates a tranquil sanctuary for you to relax and refresh. In the heart of Downtown Rochester hotel guests may easily walk from the hotel to the Rochester Riverside Convention Center, Geva Theatre, Eastman School of Music and Theater or Blue Cross Arena. We also offer a complimentary shuttle to area attractions and the airport. Each room features comfortable beds with a microwave, mini-fridge, and Keurig coffee maker. Wi-fi is available throughout the hotel for your convenience and your fitness needs are covered with our indoor heated pool and 24-hour fitness center.

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**2019 REGISTRATION FORM**

Individual and Group Rates are available please contact us.
Registration - 5 Ways to Register!

1. **Online:** [http://www.nyscate.org](http://www.nyscate.org) (Credit card required)

2. **By Fax:** Fax your completed registration form and purchase order to 518-786-3983.

3. **By Mail:** Send your registration form with payment or purchase order to:
   
   NYSCATE  
   8 Airport Park Boulevard  
   Latham, NY 12110

4. **By Phone:** Call NYSCATE at 1-800-479-4830.

4. **On-Site:** All on-site registrations will be held at The Rochester Riverside Convention Center. If space permits

**Payment**

- Check made payable to NYSCATE
- Purchase Order made payable to NYSCATE
- Visa, MasterCard, American Express

*Please Note: No refunds after November 1, 2019.*

Complete conference information is available at www.nyscate.org

*Maker Faire Rochester – Included at no additional cost for all conference attendees.*

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**CALL FOR VOLUNTEERS!**

There are many opportunities to become more involved in the 2019 NYSCATE Conference. Some examples are: working at the Registration Desk, assisting with Conference Bag Stuffing, presiding over a one-hour session, or assisting on the Exhibit Hall, to name a few!

**Become more involved today by sending an email to aperry@nyscate.org**


Not only do you meet great people and have a good time, but you also become part of a great team.
2019 Registration Form

REGISTRATION INFORMATION

First Name _________________________  MI _____  Last Name _______________________________

Home Phone _______________________  Email ____________________________________________

Home Address _______________________________________________________________________

City _______________________________ State___________ Zip ____________________________

Employer __________________________  Job Title _________________________________________

Work Address ______________________  Work Phone ______________________________________

City _______________________________ State___________ Zip ____________________________

Checks and Purchase Orders should be sent to:

Mail:  NYSCATE  8 Airport Park Boulevard  Latham, NY 12110
Fax:  518-786-3983
Email:  nyscateinfo@gmail.com

To register with a credit card – please visit:
http://nyscate.configio.com/pd/248/?code=JIfAKwm5ra

Conference Registration
(Does not include Hands On Sessions)

____ Full Conference - 4 Days ($375)
____ Single Day - Saturday ($180)
____ Single Day - Sunday ($180)
____ Single Day - Monday ($180)
____ Single Day - Tuesday ($180)
____ Presenter Only - Full Conference ($175)  Present Code:__________

*(if you are presenting, you must obtain a code for registration.  Please contact nyscateinfo@gmail.com and request your code).  If no code is provided, you will be billed at the full-conference rate.
2019 REGISTRATION FORM

Meals
(All Meals are included in conference pricing)

Please select the meals you plan on attending:

____ Saturday Opening Reception
____ Sunday Lunch
____ Sunday Banquet
____ Monday Breakfast
____ Monday Lunch
____ Tuesday Breakfast
____ Tuesday Lunch

Dietary Restrictions:
_____________________________________________________________________
_____________________________________________________________________
_____________________________________________________________________

Grand Total: _____________________________________________
(Include Hands-On, Conference, Membership)

Payment Information
Credit Card: Visa, MC, American Express, Discover

Check #____________________________________________________

Purchase Order # _____________________________

Credit Card #______________________________________________

Exp. Date____________________ CVC #: ______

Name on Credit Card ____________________________

HANDS-ON WORKSHOP OPTIONS

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<td>SATPM01</td>
<td>Hands-on Hardware: Simple Arduino Projects for 5th grade and above</td>
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<tr>
<td>SATPM02</td>
<td>Code &amp; Create with Microsoft MakeCode!</td>
<td>$50</td>
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<td>SATPM03</td>
<td>On the Write Path: Digital Tools for Cross Content Writing</td>
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<td>Creating a Personalized Learner Centered Environment with Hyperdocs</td>
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<td>SATPM07</td>
<td>Personalized Learning: Empowering Student Voice and Choice</td>
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<td>SATPM08</td>
<td>Computational Thinking with Finch Robot</td>
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<td>SATPM09</td>
<td>Level UP with Flippertentation</td>
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<td>SUN6H02 Nearpod Super Hero: Go from Peter Parker to Spider-man</td>
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<td>Hilton Physical Security Site Visit</td>
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A SNEAK PEAK AT OUR 2019 EXHIBITORS
as of August 2019

3D Bear
Acer
Achieve3000
Allegheny Educational Systems
B&H B2B
BenQ America
Boardworks Education
BrainPOP
BT BOCES
Calvert Learning
Casio
Castle Learning
CatchOn
CDW-G
Classcraft
ClassLink
Clear Touch Interactive
Content Keeper
Converge One
Curriculum Associates
Day Automation
Dyntek
Edgenuity
Educate-me.net
Eduplanet
Ellsworth Publishing
Ensemble Video
Epson
Ergotron
EVERFI
Explore Learning
Extron
Frontrow
Frontrunner Networks
Fusion Digital
GoGuardian
Gradecam
Higher Ground Gear
Illuminate Education
Infinite Campus
Inventional Land Institute
IXL Learning
Learn Platform
Learning Without Tears
Lexia Learning
Lightspeed Systems
Lightspeed Technologies
LocknCharge
Logisoft
Max Cases
McGraw Hill Education
Microsoft
Nearpod
New England Systems & Software
Newline Interactive
Parago
PC University
Presidio
Promethean
Q Ware
Renaissance
Scholastic
Scholastic Library
 Schoology
Securly
Sharp Electronic Corp
Spectrum
Sphero EDU
Synergy IT Solutions
Teq
The Florida Virtual School
The Virtual High School
Trinity 3
Troxell
UZBL
Vernier
View Sonic
Vmware
Wicked Device
Woz Ed
Zones
2019 NYSCATE Conference Sponsors

Microsoft

Troxell

LOGISoft™ DELL Technologies

Teq

CDWG™ PEOPLE WHO GET IT®

ClassLink

ContentKeeper

ConvergeOne

GoGuardian

Edgenuity

Extron®

Lightspeed

Lightspeed Systems

PRESIDIO®

Promethean

RENAISSANCE®

Schoology®

secured://

vmware®

Curriculum Associates®
NYSCATE’S
54th ANNUAL CONFERENCE

NOVEMBER 23-26, 2019

JOSEPH A. FLOREANO
RIVERSIDE CONVENTION CENTER
ROCHESTER, NY

DETAILS INSIDE!