AGENDA

OCTE Elementary Day | May 12th, 2018
Hilton, Mississauga, Meadowvale

SATURDAY MAY 12, 2018

Time	Agenda Item	Location
7:00am to 9:00am	**Registration**	
7:30am to 9:00am	**Introductory Session - Safety, Resources and Orientation**	Graydon Ballroom

Session 1   9:35am to 10:45am

Session 1A STEAM Learning in the Primary Years

In this session, participants will explore each content area of STEAM (science, technology, engineering, art and math) and explore what STEAM inquiry looks like in a primary classroom. STEAM ideas will be shared to help participants broaden their students' interests and to help spark inquiry based on student interest. By the end of the session, participants will have a collection of STEAM ideas that connect to the Ontario Curriculum that are: fun, engaging, practical, and easy to implement in their classroom.

Laura Collins, TDSB

South Studio #1 English

Session 1B Looking Inside Rocks, Junior

The study of mineral properties is fundamental to the identification of rocks and the interpretation of the environment in which rocks are formed. Use mineral identification tools to classify minerals. A Smart Device Microscope designed to look inside of rocks using polarized films will be used to explore minerals and textures of various types of rocks. Learn about rock types and BYOD to take some memorable pictures!

Mining Matters, Kelly McBride

South Studio #2 English

Session 1C Learn to Code with iPad Session #1 of 3 (3 Hour Session)

Coding is an essential skill that teaches problem-solving, develops teamwork, and inspires creativity. Join Apple to learn how you can engage elementary and middle school students in the world of coding on iPad with visual-based apps, Swift Playgrounds, and Everyone Can Code resources designed for teachers.

Apple

South Studio #3 English

Session 1D La robotique à l'élémentaire, une occasion de différenciation pédagogique.

La programmation est une pensée informatique fondamentale au 21e siècle. Comme la technologie continue de s'intégrer à notre vie quotidienne, il est important que les pédagogues fournissent aux élèves des occasions d'exploiter leur capacité d'innover et de créer. La programmation et la robotique permettent aux élèves de résoudre des problèmes, de prendre des risques et de développer leur pensée critique et logique. Dans cet atelier interactif, vous pourrez être initiés à la programmation et à la robotique. Vous pourrez constater, à l'aide d'exemples concrets de quelle façon la robotique peut devenir une stratégie de différenciation pédagogique permettant à tous les élèves de vivre des succès. Vous pourrez également découvrir comment les écoles du CSCDGR ont participé à un projet permettant à tous les élèves de la maternelle à la 8e année de faire de la robotique tout en vivant des occasions d'apprentissages riches et variées.

Véronique Brunet, CSCD Grandes Rivières

M-8 French

| 10:45am to 10:50am | **Break and Travel Time** | |

Session 2   10:50am - 12:00pm

Session 2A Building Vertical Window Gardens With Recycled Materials, Intermediate

Use recycled materials to build either a hydroponic, or a traditional vertical window garden. Ignite your students' Inquiry and critical thinking skills with this design challenge. Engage them in hands-on learning. Broaden their understanding of how important it is to manage our world's dwindling land and water resources both responsibly, and sustainably, in an age of exceptional population growth. Wrap up the unit by eating salads made from fresh produce that was grown by your students.

Heather Evans, Darren Foy, Andrea MacInnes, Catherine Valiaho (Rainbow District School Board)

Session 2B Headframe Challenge, Primary/Junior

A headframe is the structural frame above an underground mine shaft. A mine shaft transports workers, materials, mobile equipment and is used for ventilation. They provide the height needed to access the mined ore when it is hoisted out of the ground. Participants will investigate the engineering behind headframes and underground mines, and collaboratively work to build a headframe that can hoist the most weight from "underground" up to the surface.

Mining Matters, Kelly McBride

South Studio #2 English

Time	Agenda Item		Location
	**Session 2C Learn to Code with iPad Session #2 of 3 (3 Hour Session)** Coding is an essential skill that teaches problem-solving, develops teamwork, and inspires creativity. Join Apple to learn how you can engage elementary and middle school students in the world of coding on iPad with visual-based apps, Swift Playgrounds, and Everyone Can Code resources designed for teachers. *Apple*		South Studio #3 English
	Session 2D Mission sciences et plus! Pas le temps d'enseigner les sciences ni la technologie? Venez découvrir Mission sciences, ressource qui appuie l'enseignement du curriculum de sciences et technologie de la 4e à la 8e année. Le processus d'enquête et l'intégration des matières sont au cœur de cette ressource interactive agrémentée de réalité augmentée. D'autres ressources financées par le ministère de l'Éducation seront aussi partagées. *Marilyn Carmichael, Agente MEO*		North Studio #1 M-8 French
12:00am to 1:00pm	**Lunch**		Graydon Ballroom
	Session 3 1:00pm to 2:10pm		
	Session 3A Skills Ontario J/I/S This workshop will include a demonstration of a Technology Challenge run annually at Skills Ontario's Ontario Skills Competition. This challenge generally requires teams of 4 people to complete a task utilizing the tools provided within a specific time frame. Participants will be judged according to a criteria that will be outlined prior to the start of the Challenge. Teachers will be involved in a simulation of this challenge. *Skills Canada*		South Studio #1 English
	Session 3B From Story to Design: engaging in Technological Problem Solving Through Children's Literature, Primary with links to Junior Participate in this hands-on/minds-on workshop on how to support technological problem solving and STEM through the use of children's literature. *Mars Bloch*		South Studio #2 English
	Session 3C Learn to Code with iPad Session #3 of 3 (3 Hour Session) Coding is an essential skill that teaches problem-solving, develops teamwork, and inspires creativity. Join Apple to learn how you can engage elementary and middle school students in the world of coding on iPad with visual-based apps, Swift Playgrounds, and Everyone Can Code resources designed for teachers. *Apple*		South Studio #3 English
2:10pm to 2:15pm	**Break and Travel Time**		
	Session 4 2:15pm to 3:15pm		
	Session 4A Elementary Round Table Have an opportunity to meet and network with Elementary Science & Technology Teachers from across province and discuss issues and hear innovative ideas related to Elementary Science & Technology. A facilitator will lead the group through topics which include: innovative and differentiated project ideas, resources and safety practices. Be prepared to share your ideas and projects that are meaningful, support current best practices and engage students. Get ready to gather some handouts and ideas that you can bring back to your classroom on Monday.		North Studio #1 English