



William Paterson University of New Jersey  
The 11th Annual WP Educational Technology Conference (ONLINE)

**Embracing Emerging Trends:  
Effective Online Teaching Strategies and Tools for P-12 Educators**

Friday, November 13th, 2020  
8:30 AM - 3:00 PM, EST

The goal of this year's online conference is to offer insights, teaching strategies, tools, and best practices for engaging, interactive, sustainable, and feasible online courses geared for P-12 teachers, technology coordinators, school librarians, and administrators. Conference participants will have opportunities to interact with experts and peers on emerging online and blended learning issues.

*Program Chairs: Heejung An, EdD & Pei-Lin Weng, PhD*

**Keynote Session: Dr. Curtis J. Bonk, Indiana University**

**Title: Education 20/20 meets Education 4.0: Visions of Our Changing Learning World**



This is the age of Education 3.0 where learning is more informal, resource-rich, and self-directed and where learner creation of products is the new norm, often with the use of digital media. During the past few years, learning has become increasingly collaborative, global, mobile, flipped, modifiable, open, online, blended, massive, visually-based, hands-on, ubiquitous, instantaneous, on-demand, adaptive, and personal. In this age, the best instructors and experts today are most effective as curators, counselors, consultants, concierges, and cultivators of our learning.

**Topics in breakout workshops will include:**

- A Taste of Online Tools: An Introduction to Selected Apps for the Classroom
- A Vision for Foundational Tools and Resources to Support Online Distance Teaching and Learning in the Large Urban School District
- Accessing Universal Design for Learning in the Virtual Environment
- Administration Technology Tips & Tools to Deal with the "New Normal"
- Creating Digital Classrooms Using Bitmoji and Google Slides
- Digital Lesson Design: Using HyperDocs that Incorporate Google Apps to Increase Student Engagement
- Engaging Students as They Solve Mathematical Problems on Zoom
- Harnessing the Power of Google Slides with Pear Deck
- How to Increase Attention Using Interactive Tools for Online Learning
- Leveraging Technology for Social Emotional Learning (SEL)
- Screencasting: Capturing Voice, Screen, & Mouse Clicks to Create Instructional Videos
- Teaching Arts Online with Digital Tools: Using Padlet and Screencastify to Create an Online Interactive Bulletin Board
- Using Book Creator to Build a Digital Library of Resources
- Using Edpuzzle to Create Interactive Lessons by Incorporating Video and Assessment Features
- Using Formative Assessments with Digital Tools for Online Teaching
- Virtual Field Trips: An Interdisciplinary and Engaging Approach to Learning in a P-3 Classroom

- Participants will receive **6.5** Professional Development Hours  
- Fee: \$49.99  
- Registration: <https://tinyurl.com/y49n42sa>  
- Contact: Kimberly Wolfe at [wolfek4@wpunj.edu](mailto:wolfek4@wpunj.edu)



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Embracing Emerging Trends:  
Effective Online Teaching Strategies and Tools for P-12 Educators

Date: Friday, November 13th, 2020  
Time: 8:30 AM – 3:00 PM, EST (ONLINE)

In the era of COVID-19, questions abound. How do we keep students engaged? How do we close the technology gap? How do we capitalize on this moment to strengthen our technology integration? The goal of this year's online conference is to offer insights, teaching strategies, tools, and best practices for engaging, interactive, sustainable, and feasible online courses geared for P-12 teachers, technology coordinators, school librarians, and administrators. Conference participants will have opportunities to interact with experts and peers on emerging online and blended learning issues.

Program Chairs: Heejung An, EdD & Pei-Lin Weng, PhD

### Conference Schedule

**Virtual Meeting Place:** [One Zoom link](#) will be used for the entire conference. For the break-out workshops, the participants will be directed to the ones they have registered for. The link will be sent to the registrants via email.

- 8:30 AM – 8:40 AM: Welcome (10 minutes)
- **8:40 AM – 9:40 AM: Concurrent Session I (60 minutes)**
- 9:40 AM – 9:50 AM: Break (10 minutes)
- **9:50 AM – 10:50 AM: Concurrent Session II (60 minutes)**
- 10:50 AM – 11:00 AM: Break (10 minutes)
- **11:00 AM – 12:20 PM: Keynote Session (80 minutes)**
- 12:20 PM – 12:50 PM: Lunch Break (30 minutes)
- **12:50 PM – 1:50 PM: Concurrent Session III (60 minutes)**
- 1:50 PM – 2:00 PM: Break
- **2:00 PM – 3:00 PM: Concurrent Session IV (60 minutes)**
- 3:00 PM - 3:10 PM: Break (10 minutes)
- **3:10 PM - 3:30 PM: Q & A Session with the Keynote Speaker (20 minutes)**

## 8:30 am – 8:40 am: Welcome (10 minutes)

### Introductory Remarks:

*Dr. Amy Ginsberg, Dean, College of Education, William Paterson University*

## 8:40 AM – 9:40 AM: Concurrent Session I (60 minutes)

### Workshop 1: Accessing Universal Design for Learning in the Virtual Environment

*By Amy Mercado and Jennifer Carcich, Unity Charter School, NJ*

This session will support the knowledge and skills necessary in preparing participants to select, adapt, and design coursework for understanding the online student learner in the K-12 classroom. It is designed to help teach the instructor to understand the motivations and learning needs of a student who pursues online learning. The session will teach instructors to evaluate and/or assess learner issues as they affect virtual environment and online learner, including locus of control (internal/external), the effect of synchronous and asynchronous learning formats on pupil learning, etiological implications of giftedness, processing disorders, chronic conditions, and emotional disorders.

Target grade levels: P-8

### Workshop 2: Administration Technology Tips & Tools to Deal with the “New Normal”

*By Dr. Jorge Ventura, Paterson School District*

Participants will explore Google Apps and Extensions with a wealth of tools for principals and instructional leaders to captivate staff and students as well as increase effectiveness and innovation. Additionally, this workshop will share a wealth of tools to creatively and practically adjust to the “New Normal” in the educational landscape.

Target grade levels: P-12

### Workshop 3: Digital Lesson Design: Using HyperDocs that Incorporate Google Apps to Increase Student Engagement

*By Dr. Gihan Mohamad, William Paterson University of New Jersey*

Participants will learn the art of digital lesson design that could transform their student learning experiences by encouraging collaboration and critical thinking. HyperDocs are interactive Google Docs that allows teachers to combine all the resources of a lesson plan in one place using text and multimedia sets. Digital lesson planning gives students opportunities to engage, explain, apply, share, and reflect on their learning. Participants will be able to personalize their lesson plans and apply the principles of Universal Design for Learning to meet their student educational needs.

Target grade levels: P-12

#### **Workshop 4: Teaching Arts Online with Digital Tools: Using Padlet and Screencastify to Create an Online Interactive Bulletin Board**

*By Triada Samaras, Paterson Public Schools, William Paterson University of New Jersey, and Kean University*

Participants will be introduced to Padlet, an online, interactive bulletin board, in conjunction with Screensastify. These digital tools will be explored during this workshop to create a lively and collaborative arts integrated lesson. For this workshop, the solar system as a sample content area will inspire art works, critiques, and interactive teaching/learning using these digital tools. Participants will gain confidence and expertise to use digital tools to teach the arts online.

Target grade levels: P-12

**9:40 AM – 9:50 AM: Break (10 minutes)**

**9:50 AM – 10:50 AM: Concurrent Session II (60 minutes)**

#### **Workshop 1: A Taste of Online Tools: An Introduction to Selected Apps for the Classroom**

*By Dr. Ellen Pozzi, William Paterson University of New Jersey*

This session will introduce a variety of online tools that can be used to increase student engagement and creativity. Tools that will be explored include Flipgrid, Padlet, Wakelet, Hypothesis, WordItOut, and Make Beliefs Comix. Participants will have time to share tools that they have used successfully and will collaboratively develop a list of new apps and sites to incorporate in their teaching.

Target grade levels: P-12

#### **Workshop 2: Harnessing the Power of Google Slides with Pear Deck**

*By Denise Post and Melissa VanWingerden, New Providence School District in NJ*

Participants in this workshop will be introduced to Peardeck where they will make Google slides interactive so every student can respond to questions or prompts right on their own screens. By using this tool, teachers can assess their students' understanding of content whether remotely learning or within a classroom setting.

Target grade levels: P-12

### **Workshop 3: Using Edpuzzle to Create Interactive Lessons by Incorporating Video and Assessment Features**

*By Laurence Gander, Woodcliff Lake Schools, NJ*

For this workshop, the participants will explore how to integrate a valuable tool, EdPuzzle, into their instructional toolbox for all grade levels. EdPuzzle will enable participants to incorporate images, videos and assessment tools, on one easy-to-use platform. Participants will learn how to assign videos to their students and check their progress in real time.

Target grade levels: P-12

### **Workshop 4: Virtual Field Trips: An Interdisciplinary and Engaging Approach to Learning in a P-3 Classroom**

*By Dr. Renee Whelan, William Paterson University of New Jersey*

This session will explore the use of virtual field trips and provide early childhood educators with ideas to address various content areas/domains. Examples of these field trips will be shared as well as sample lesson plans, aligned to the New Jersey Student Learning Standards.

Target grade levels: P-3

**10:50 AM – 11:00 AM: Break (10 minutes)**

11:00 AM – 12:20 PM: Keynote Address (80 minutes)

**Keynote Speaker: Dr. Curtis J. Bonk, Indiana University**  
**Education 20/20 meets Education 4.0: Visions of Our Changing Learning World**



The pervasive boredom of rote learning seen in Education 1.0 yielded to a more learner-centered age of Education 2.0 a few decades ago. Today, educators are confronted with the possibilities and dilemmas of Education 3.0. But now with climate change, economic unrest, the rise of robotics and AI, world population shifts, and so on, the innovation age of Education 4.0 is coming. This is the age of Education 3.0 where learning is more informal, resource-rich, and self-directed and where learner creation of products is the new norm, often with the use of digital media. During the past few years, learning has become increasingly collaborative, global, mobile, flipped, modifiable, open, online, blended, massive, visually-based, hands-on, ubiquitous, instantaneous, on-demand, adaptive, and personal. We are living in an age of educational resource abundance where passion, play, purpose, and freedom to learn to take precedence over the traditional information reception models of learning. The best instructors and experts today are most effective as curators, counselors, consultants, concierges, and cultivators of our learning. And now they can appear instantaneously on a mobile device. That is a sign that Education 4.0 is not far away. New instructor roles require a unique and evolving set of guiding principles. Professor Bonk will detail a set of 20 “last” principles of instruction with his “Learning Activation System Template” (LAST) including the Principle of Flexibility, the Principle of Meaningful Learning, the Principle of Choice and Options, the Principle of Cheerfulness and Optimism, the Principle of Spontaneity, the Principle of High Expectations, the Principle of Nontraditional Learning, etc. Suffice to say, there is immense change around the world today related to new forms of learning typically involving technology. In fact, there are three megatrends related to learning technology today: (1) technologies for engagement; (2) technologies for pervasive access; and (3) technologies for the personalization and customization of learning. To better understand these new forms of learning delivery, Professor Bonk will discuss these three megatrends as well as his recent research on the personalization of e-learning. Along the way, insights will be offered into how one might teach in this new learning age.

**Bio:** Dr. Curtis Bonk is Professor at Indiana University teaching educational psychology and technology courses. Drawing on his background as a corporate controller, CPA, educational psychologist, and instructional technologist, Dr. Bonk offers insights into the intersection of business, education, psychology, and technology. His blog is “TravelinEdMan” and his books include, *The World Is Open*, *Empowering Online Learning*, *The Handbook of Blended Learning*, *Electronic Collaborators*, *Adding Some TEC-VARIETY* (free as an eBook <http://tec-variety.com/>), and *MOOCs and Open Education Around the World* (<http://www.moocsbook.com/>). In addition to a dozen books, he has published more than 100 journal articles and over 50 book chapters on research related to various emerging learning technologies, online and blended learning,

MOOCs and open education, and the global impacts from collaborative technology. In 2020, Dr. Bonk was awarded the IU President's Award for Excellence in Teaching and Learning Technology. For more, see <http://curtbonk.com/> or contact: [cjbonk@indiana.edu](mailto:cjbonk@indiana.edu)

### 12:20 PM – 12:50 PM: Lunch Break (30 minutes)

### 12:50 PM – 1:50 PM: Concurrent Session III (60 minutes)

#### **Workshop 1. Creating Digital Classrooms using Bitmoji and Google Slides**

*By Dr. David Fuentes, William Paterson University of New Jersey*

Participants will explore the many uses of creating Digital Classrooms using Bitmoji and Google Slides across all subject areas and grade levels. Ways to utilize these with learners will be discussed for classroom instruction, hybrid instruction, and remote instruction. Participants will also learn the basics on how to create and implement their own virtual classrooms.

Target grade levels: P-12

#### **Workshop 2. How to Increase Attention Using Interactive Tools for Online Learning**

*By Dr. Pei-Lin Weng, William Paterson University of New Jersey*

Attention is a key factor influencing students' learning and performance. In this workshop, we will share and discuss interactive tools and features to increase students' attention during online learning. First, we will introduce how to make video-based lectures more interactive by using screencast programs, such as Camtasia, for asynchronous online lectures. Next, we will demonstrate how to use SMART Learning Suite Online to create interactive lectures for synchronous online lectures. Participants will engage in hands-on experiences with these software programs and online platforms.

Target grade levels: P-12

#### **Workshop 3. Screencasting: Capturing Voice, Screen, and Mouse Clicks to Create Instructional Videos**

*By Dr. Diallo Sessoms, Salisbury University*

Participants will be introduced to Screencast-O-Matic, a tool for creating videos using a computer, mic, and cursor. Participants will learn how to create an instructional video, record the instructional video using the computer, create classrooms for special topics, embedding videos into websites, and basic editing.

Target grade levels: P-12



## **Workshop 4. Using Formative Assessments with Digital Tools for Online Teaching**

*By Dr. Heejung An, William Paterson University of New Jersey*

How can we ensure that students keep track of their assignment due dates, receive adequate feedback during class, and obtain good learning outcomes from online courses? In this workshop, participants will create digital course calendar assignments and formative assessment strategies that can be implemented in online and blended classrooms. Five different types of formative assessments along with the tools will be explored: (1) Interactive instructional content; (2) reflection; (3) quizzes and polls; (4) collaborative group activities; and (5) exit tickets. Ways to provide instant and meaningful feedback with digital tools that educators can leverage will also be discussed.

Target grade levels: 3-12

**1:50 PM – 2:00 PM: Break (10 minutes)**

**2:00 PM – 3:00 PM: Concurrent Session IV (60 minutes)**

### **Workshop 1. A Vision for Foundational Tools and Resources to Support Online Distance Teaching and Learning in the Large Urban School District**

*By Joshua Koen, Doctoral Student at New Jersey City University and Former Chief Innovation Officer, NJ DOE.*

In this workshop, participants will be introduced to the foundational online distance learning tools selected by the largest NJ school district during the time of COVID 19 to provide meaningful and powerful learning opportunities. Participants will learn how the use of synchronous and asynchronous tools complement each other when aligned to research-based instructional strategies and how schools were provided with professional development opportunities at scale to support teachers learn how to transition to online distance learning in a short amount of time.

Target grade levels: P-12

### **Workshop 2. Engaging Students as They Solve Mathematical Problems on Zoom**

*By Dr. Lisa Warner, William Paterson University of New Jersey*

During this session, we will explore the use of digital tools, such as virtual manipulatives and Zoom breakout rooms, to create a student-centered and collaborative classroom environment in mathematics. Participants will engage in hands-on problem solving on Zoom. Additionally, we will discuss the implications of teacher decisions on students' problem solving and engagement.

Target grade levels: 2-8



### Workshop 3. Leveraging Technology for Social Emotional Learning (SEL)

*By Dr. Matthew Farber, University of Northern Colorado*

Digital tools, including video games, are an increasingly rich and varied space for personal transformation that can be integrated into classroom instruction to support the positive social and emotional development of youth. This hands-on workshop will share resources from the "Rethinking Learning: A Review of Social and Emotional Learning Frameworks for Education Systems" report, co-authored by the presenter, as well as concepts from his upcoming book on how games can be transformational to SEL learning. A focus on online learning will guide this workshop.

Target grade levels: P-12

### Workshop 4. Using Book Creator to Build a Digital Library of Resources

*By Denise Post and Melissa VanWingerden, New Providence School District in NJ*

Participants will be introduced to Book Creator, a simple tool for creating awesome digital books where teachers can develop their own resources or have students take the reins. By the end of this workshop, teachers will have an opportunity to create their own account and design a book using text, images, audio and video that can be shared either in print, ebook, or online with their classes.

Target grade levels: P-12

**3:00 PM – 3:10 PM: Break (10 minutes)**

**3:10 PM – 3:30 PM: Q & A Session with the Keynote Speaker (20 minutes)**

- Participants will receive **6.5** Professional Development Hours
- Fee: \$49.99
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- Contact: Kimberly Wolfe at [wolfek4@wpunj.edu](mailto:wolfek4@wpunj.edu)