

# CYBER CAMP 2017

**GREAT THINGS ARE HAPPENING AT BYRAM HILLS!**  
Make sure to read all about our four exciting course offerings.

## Promethean Interactive TVs

Learn the cool workings of these interactive TVs. Participants will learn how to use the main features of Active Connect, ClassFlow, and ActivInspire software to create dynamic presentations for this tablet-like interactive TV. Participants will be able to understand the difference in the software applications and how to import SmartBoard files. They will also be able to install Android apps and pair a device to the Active Connect box. Participants will set up a ClassFlow classroom and enroll students to deliver interactive multimedia lessons across connected classrooms. This will help the teacher to better interact with student devices in a 1:1 learning environment for 100% student engagement. Learn how to search for ready-to-use materials on the Promethean website. Time will be provided for participants to do hands-on work with the software and TV panels. Participants can receive ½ in-service credit after attending the 5-hour workshop and completing 2.5 additional hours of work (i.e., write lessons/units using new information). Lessons must be attached to the claim form and all documentation submitted to their BTC by September 1, 2017. K-12.



## Promethean Interactive TVs (Online)

Participants will independently explore Promethean Board online resources, develop lessons, migrate SmartBoard content, and/or adapt lessons from the Promethean repository. This self-paced class will provide participants access to online video and challenges that they will work through to gain understanding of the Active Connect, ClassFlow, and ActivInspire software for this tablet-like interactive TV. Only facilitator credit or audit options available. K-12.

## PBL Training (IDE)

Learn how to engage students, increase academic rigor, and build student responsibility for learning, through a Problem Based Learning (PBL) approach to instruction. PBL requires consideration of the unit content, and development of an authentic, open-ended problem for students to solve. When presented with a problem, students build a "feel need to learn" attitude, thus driving students to delve further into the curriculum. There will be a basic level class for first time participants and an intermediate level class for those that participated in PBL training last year. Participants must attend all three 5-hour days. Come prepared with a lesson. K-12.



## Design Thinking/Learning

Learn about the design thinking process, a powerful framework for understanding and solving complex problems. At its heart, design thinking is a people-centered process for collaborative solving that pushes you beyond the first good idea. It can serve as a powerful model for how to work together collaboratively and iteratively. Once learned, design thinking is flexible and can be applied to a wide range of opportunities. In this workshop, we will also discuss Peak Performance and Empowered Learning. This is a 7.5 hour hands-on workshop where you will learn to redesign a lesson using design thinking. Come prepared with a lesson. K-12.

**CHECK IT OUT! MORE FUN WORKSHOPS ON NEXT PAGE.**

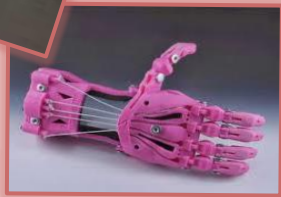
# CYBER CAMP 2017

## Science Technology Engineering Art Mathematics

Participants can receive ½ in-service credit for attending two 5-hour STEAM courses, or 1 in-service credit for attending three 5-hour STEAM courses. K-12.

### STEAM: 3D Printing with a Purpose

Today's 3D printers can create anything from simple statues to working prosthetics pieces. Learn how to integrate 3D printing into your class to solve real world problems.

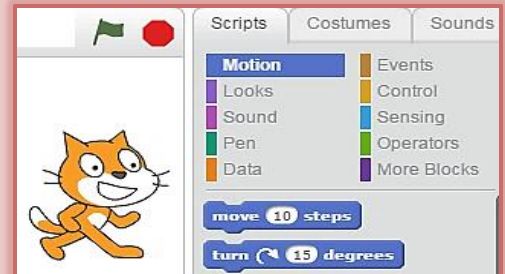


### STEAM: Google Expeditions and Virtual Reality

Students no longer need to just read about places and things. They can experience them first hand via virtual field trips. Learn how to use the Google Goggles to take your class on virtual field trips using Google's growing list of expeditions.

### STEAM: Scratch Programming in the Content Area

Wouldn't it be fun to create moving animation with sounds! Learn how to integrate computer programming into any lesson. [https://scratch.mit.edu/starter\\_projects/](https://scratch.mit.edu/starter_projects/)

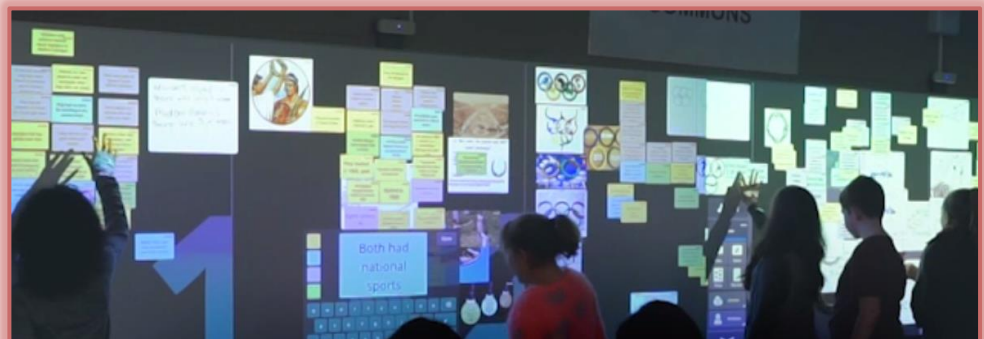


### STEAM: Simple Robotics with Dash & Dot

Meet Dash and Dot. "Responding to voice, navigating objects, dancing, and singing, Dash is the robot you always dreamed of having. Dot is the brains of a robot. Dot comes with several games you can play right out of the box." Learn how to incorporate robotics into your class.


### STEAM: Large Group Collaboration with Nureva Span Interactive Boards

Teamwork and collaboration provides greater input of ideas, which results in outstanding work and projects. Learn how to get whole classes actively contributing and participating using the Nureva boards.



**CHECK IT OUT! CALENDAR & REGISTRATION INFORMATION ON NEXT PAGE.**

# CYBER CAMP 2017

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
7/3	7/4	7/5	7/6	7/7
			STEAM - 3D Printing	STEAM - Google Virtual Reality
			Promethean	
			Promethean (online) START date For Facilitator or Audit only	
7/10	7/11	7/12	7/13	7/14
	Promethean			
	Design Thinking			
7/17	7/18	7/19	7/20	7/21
7/24	7/25	7/26	7/27	7/28
	Basic PBL	Basic PBL	Basic PBL	Promethean
	Intermediate PBL	Intermediate PBL	Intermediate PBL	STEAM - Nureva Span
7/31	8/1	8/2	8/3	8/4
	Design Thinking	Promethean		
		STEAM - Scratch Programing		
8/7	8/8	8/9	8/10	8/11
			Promethean (online) END date	
8/14	8/15	8/16	8/17	8/18
	Promethean	STEAM - Simple Robotics		
	Design Thinking			
8/21	8/22	8/23	8/24	8/25
<b>ENJOY THE LAST WEEKS OF SUMMER!</b>				

All workshops are open for teachers K-12. Participants must attend the entire workshop to receive the credit option requested. For all workshops (except the online Promethean course), teachers may choose in-service credit, facilitator credit (for LC Facilitators), or receive a stipend.

## REGISTRATION

You can register for all workshops at once. To register, click on this link: [CC17 Registration Link](#)

## COMMUNICATION

All communications regarding Cyber Camp 2017 will be sent to your Byram Hills email address.

## WORKSHOP ATTENDANCE AND STIPEND APPROVAL

A limited number of stipends are available and will be allocated via lottery. You will be notified before Memorial Day if you have been approved or wait listed for a workshop, and if your stipend has been approved.

## CANCELLATIONS

If at a later time you need to cancel, please email Mattie Garcia, [magarcia@byramhills.org](mailto:magarcia@byramhills.org). Please remember that there may be wait-listed participants, so cancel a workshop as soon as you can. Also, note that once you cancel a workshop, someone else may have been given your spot.

## QUESTIONS

Please contact Mattie Garcia, [magarcia@byramhills.org](mailto:magarcia@byramhills.org) or at 914-273-4183 ext. 1966, with any registration questions. Contact your BTC (Building Technology Consultant) with any questions regarding workshop instruction.

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