

Accepted Workshops and Presentations

This is a list of workshops and presentations that have been accepted to Vermont Fest 2023 conference. Additional proposals are still being reviewed and added. We hope to have a schedule that will include days and times available soon at <https://vermonftfest2023.sched.com>



AI and ChatGPT: Ban it? No. Detect it? Maybe. Embrace it? Yes!

ChatGPT, and other similar tools, can write essays, poetry, opinions, and much more. Not since banning calculators has an innovative technology caused as much concern to educators. Will it lead to massive cheating and impact the teaching of writing? Many large public school systems initially banned it. Some have lifted the bans. Turnitin, and other applications, immediately began developing methods to detect it. One challenge, and opportunity, for educators, is to learn to use AI thoughtfully, ramp up media literacy programs, and develop assignments that result in original and creative work by students. There will be suggestions for engaging students in learning about AI, using it for brainstorming, outlining, and other useful functions, while evaluating it for accuracy and discussing the ethical issues involved. Updated with recent news items, possible government regulation, and issues calling for debate, this session will be a fast-moving summary of the challenges and benefits of these powerful tools. No experience required. The presentation will end with a raffle for techy prizes.

Maureen Yoder **Lesley University**

AI tools to save you time

AI is all the rage, but how helpful is it really? I will show you at least 4 different online tools that really CAN help save you time. Let AI help you create a presentation, a quiz, or even brain breaks for your students. Come join me to learn more about how you can use the AI tools in Curipod, Conker, Quizziz, and Canva.

Jennifer Mitchell **Missisquoi Valley School District**

Artificial Intelligence: The Genie is Out of the Bottle. Now What?

There is an AI explosion happening in the world, which is both exhilarating and frightening. How do we manage it? Should our students be using AI? This presentation will introduce the audience to what is happening in AI and Education. We will discuss the tools that are available to educators to aid them in their teaching. Nothing replaces educators, however, there are some tools we can use to assist us in the education process.

Clarena Renfrow **Patricia Aigner** **Rutland High School**

Bringing Equity to Cybersecurity Education

In this session, attendees will learn about federally grant funded resources available to them from CYBER.ORG. Attendees will learn about cybersecurity curricula, resources, and even a cyber range that they can use for free to bring cybersecurity into their classroom.

Joseph MacAdam **CYBER.ORG**

Bringing Learning and Collaboration Alive with Book Creator

Book Creator is an amazing collaboration and universal design tool. Come see how OUUSD tech integrationists use Book Creator to help students make connections: to the curriculum, to each other, and even to an author working on the other side of the world! We'll have time to explore and play!

Edith Fogarty **Laurie Williams** **Bradford Elementary School**

Building a Sustainable and Budget-Friendly 1:1 Program

We know how expensive repairing and replacing Chromebooks can be for take-home 1:1 programs due to things like high-breakage rates, out of warranty repairs, and cycling out devices used for state testing. When you invest in Chromebooks, you want to know that you'll get the most out of the device for as long as possible, without overloading your internal IT teams.

CTL's dedication to sustainability in conjunction with our self-repair program helps to reduce eWaste and costs - while lightening the repair workload and creating CTE opportunities for students.

Sustainability in all we do - Responsible sourcing at all levels of supply chain from production to packaging and components; Easily available parts for device longevity

Self-Repair and CTE Job-Training - Discounts on parts; One-way shipping; CTE opportunities/student job training

Giving Back to You - Loyalty points for future free repairs and replacement units

Join us to learn more about how partnering with CTL can help you build a more sustainable and budget-friendly 1:1 program!

Jess Wright CTL

Building a Welcoming Online Elementary and Middle School Community

Learn how Vermont Virtual Learning Cooperative is teaming with elementary and middle schools across the state to provide an engaging, flexible pathway for our youngest learners. In becoming a full-time Vermont K-8 online program post-pandemic, one of our main goals was to build a welcoming and inclusive online learning community. Utilizing a consistent learning management system, Canvas, we built an inviting environment with seamless navigation that shares our curriculum with our students and learning coaches. Our students are learning and growing online with us!

Jennifer Hindes Jennifer Fribush Vermont Virtual Learning Cooperative

ClassLink "Automagical"

Get secure access to all your digital resources with Launchpad. Track your return on investment by understanding your edtech usage data. Review how automation helps tighten security and how to provision accounts for all students and staff. Learn how we make magic happen!

Michelle Massey ClassLink

Communicating the Necessity: Cyber Awareness at EWSD

Both through a newly acquired and very robust backup system, as well as a concerted communication effort, EWSD has begun a multi-year effort to change behavior and attitudes around cyber security. We've instituted MFA in our Google environment, looking to do the same this year in Active Directory, and through our mandatory trainings, have begun to employ direct communication to all staff. What we've found is that it is all about tone, relevance, and understanding. Join Peter Drescher, one of his network administrators, and Ken Goldberg, from MCG Managed Resources, EWSD's backup solution representative, as they discuss ways they've tried to really open up the conversation about this constant threat to network security and employ a smooth backup platform.

Peter Drescher Ken Goldberg Essex Westford School District

Copyright and AI: An Educator's Survival Guide

In the rapidly evolving landscape of Artificial Intelligence (AI), creativity, technology and intellectual property are colliding in new and complex ways. As AI continues to expand and shape our understanding of topics like learning, innovation and creativity, our goal in this session is to better understand the relationship between copyright and AI from the perspectives of creators AND consumers, highlighting one of the foundations of digital citizenship - respect for intellectual property. We will explore how best to support students to explore AI's potential while building an understanding of intellectual property. Whether you are a classroom teacher, an EdTech Specialist, instructional coach or building administrator, this session will spark your curiosity about AI and ground your decision making around intellectual property in fair and ethical practice.

Suzanne Judson-Whitehouse Collaborative for Educational Services

Cyber Intrusion: Prevention and Response

In this 2-hour session, participants will learn of the cybersecurity planning processes ten Vermont school districts undertook as part of their work under the ESSER Cybersecurity Planning Grant. Topics explored include how to implement an internal planning process, policy development, how to inventory data and application use, and data breach response plans. Examples will be shared with participants. In the second hour, law enforcement representatives will speak on current cybersecurity threats to Vermont schools. The session will conclude with a dive into cyber intrusions and how to detect them.

Lisa Helme **Vermont Agency of Education**

Cybersecurity Roundtable

Cybersecurity is a very hot topic in education. How can you protect the staff from phishing emails? What impact does AI have on student education? How do you navigate the level of security necessary to protect students, teachers, and staff while providing a pathway to using the Internet for learning? What do you need to protect the perimeter of your network? Join us for a rapid fire roundtable and bring your questions and concerns on all things security.

Kenneth Goldberg **MCG Managed Resources**

Dazzling Digital Doom Delayers

Feeling the weight of impending gloom,

Students arrive. Our Delayers of Doom.

Hence,

This rapid-fire revelry of techy-arrangements

That rally young people for civic engagement.

FAQ: What?!

Answer: Come join us to explore 30+ examples of young people doing amazing things in digital spaces!

Casey Daigle **Suzanne Judson-Whitehouse** **Collaborative for Educational Services**

Engaging and Empowering The People We Support

How can we best support students and staff with technology use and issues? I have heard from many of the people I help that I am very different from most IT Support people. That could be because I am not a techie and I have very little background in technology. In this discussion, we will collaborate about how we support our students and staff in a way that fosters: positive working relationships, respect, and can empower the constituents in our learning community.

Parker Audsley **White River Valley Supervisory Union**

Enhancing Education with Artificial Intelligence Image Creation

In this presentation, we delve into the transformative impact of Artificial Intelligence Image Creation on the educational landscape. The introduction sets the stage by highlighting the remarkable potential of this advancement in shaping both teaching and learning methodologies. We explore how AI-generated images breathe life into intricate concepts and create an immersive learning environment, fostering engagement and interactivity. Participants will open an account with an AI Imaging service and try out some of the techniques by creating their own images.

Topics covered will include: Visual Learning Amplified, AI's Creative Process, Revolutionizing Classrooms, Personalization for All, Navigating Challenges Ethically, The Road Ahead, Empowering Educators and more.

Rodney Batschelet

Future Ready Librarian Summit: Empowering Librarians as Leaders

Join Shannon McClintock Miller and Bill Bass for an empowering and interactive workshop designed specifically for librarians looking to enhance their leadership skills in today's rapidly evolving educational landscape. The Future Ready Librarian Summit will equip librarians with the knowledge, tools, and strategies to lead from the library and collaborate effectively with teachers, administrators, and other stakeholders within their school community.

During this workshop, participants will have the opportunity to draw from the wealth of experience and expertise of Shannon and Bill, as well as learn from each other through meaningful discussions and hands-on activities. The summit will focus on:

- 1) Redefining the role of the librarian
- 2) Building collaborative partnerships:
- 3) Exploring emerging trends, technologies, and resources shaping the future of libraries.
- 4) Way to amplifying student voice to help them become active creators and contributors in the learning process.

Participants will leave with a comprehensive toolkit of innovative ideas, best practices, and actionable strategies that they can immediately implement in their libraries.

Join us to unlock your full potential as a future-ready librarian, ready to lead, inspire, and make a lasting impact on your school community.

Shannon Miller **Bill Bass** **Future Ready Schools**

Gamifying Curriculum

Gamifying curriculum is a powerful tool to increase engagement, but where to start? How do you sustain and make it manageable? In this presentation we'll look at some examples of pre-made game platforms that exist out there for students already, and discuss some fundamentals of how to integrate gamification into your classroom, both digital and analog. We'll be using a UDL approach centered on universal accommodations so that all students can join in on the fun and be successful, as well as provide some insight into how to ensure pre-made programs are accessible to all learners.

Ollie Brown **Rutland City Public Schools**

Help Students Create Immersive VR/AR Experiences Using

See how the browser- or app-based program CoSpaces can be used by students (or the teacher) to create games, tell stories, or take anyone on a virtual tour using animations, 360 images, your imagination, and a little bit of coding (block or text-based). Their creations can even be experienced through a VR headset! This tool can be used in any class or maker space where students have access to computers or iPads. You will leave with ideas and a 30-day trial code!

Sean Theoret **Franklin West Supervisory Union**

Integrating Technology Education into Instructional Coaching Partnerships, K-6

Teaching is a very personal act wrapped up in personal identity - and instructional coaching can make educators feel very vulnerable. After vetting a tool to ensure its effectiveness, volunteering to try new tool or resource with a teacher's class can strengthen a coaching relationship; by purposefully weaving the use of educational technologies into coaching partnership planning, coaches can model their own passion for teaching/learning - and make a teacher-coach relationship one of mutual growth.

Come and hear about this intersection of traditional instructional coaching and ISTE standards. The development of at least two instructional coaching sequences will be shared, with a focus on how technology resources and tools strengthened teaching-learning dynamics. Evidence will be shared to illustrate coaching in action. Finally, ISTE standards in action will also be articulated and discussed. Four Technology tools highlighted: (1) Google Forms (2) Diffit (3) Book Creator and (4) Google meets/Mystery Location.

Laura King **Jennifer Coltey** **RNESU**

Let Students Drive to Thrive: Nurturing Student Potential through the Power of Self-Paced Learning

Step into this immersive workshop to gain insights into how self-pacing can transform your teaching approach and nurture student potential. Self-pacing ensures each student in your class is appropriately challenged and supported every day. Discover how to provide tailored learning experiences that cater to each student's unique readiness and pace, whether they crave more challenge, require additional support, or are catching up. Learn how self-pacing not only facilitates differentiation but also fosters invaluable self-regulation skills, empowering learners to set and achieve goals while learning from their mistakes. Don't miss this opportunity to revolutionize your classroom by exploring how to let your students drive to thrive!

Devin Schrock **Trailhead Learning/Modern Classroom Project/Champlain Valley SU**

Make and Take STEAM Experience (1 of 3) - Math and Computer Science

Participate in a hands-on STEAM project that integrates proficiencies in (S)cience (T)echnology (E)ngineering (A)rt (M)athematics. The space will be set up with two guided experience lead by an educator during the session, along with the opportunity for self-exploration of STEM activities in other disciplines.

This session will include two fun guided activities (1) Math (2) Computer Science

There will also be self exploration stations set up for all 5 STEAM areas
S)cience (T)echnology (E)ngineering (A)rt (M)athematics and Computer Science

Lucie deLaBruere **Christina Smith** **Create Make Learn**

Make and Take STEAM Experience (2 of 3) - Science and Engineering

Participate in a hands-on STEAM project that integrates proficiencies in (S)cience (T)echnology (E)ngineering (A)rt (M)athematics. Our space will be set up with two guided experience lead by an educator during the session, along with the opportunity for self-exploration of STEM activities in other disciplines.

This session will include two fun guided activities (1) Science (2) Engineering

There will also be self exploration stations set up for all 5 STEAM areas
S)cience (T)echnology (E)ngineering (A)rt (M)athematics & Computer Science

Lucie deLaBruere **Christina Smith** **Create Make Learn**

Make and Take STEAM Experience (3 of 3) - Arts and Technology

Participate in a hands-on STEAM project that integrates proficiencies in (S)cience (T)echnology (E)ngineering (A)rt (M)athematics. The space will be set up with two guided experience lead by an educator during the session, along with the opportunity for self-exploration of STEM activities in other disciplines.

This session will include two fun guided activities (1) Arts (2)Technology (AI)

There will also be self exploration stations set up for all 5 STEAM areas
S)cience (T)echnology (E)ngineering (A)rt (M)athematics and Computer Science

Lucie deLaBruere **Christina Smith** **Create Make Learn**

Make Math Move: Extending Lego Robotic lessons to incorporate math skills. (Spike Essential/Spike Prime Kits)

Wondering how to incorporate more math standards into your STEAM lessons? Come see how you can quickly transform a Lego robotics lesson plan (Spike Prime/Spike Essential Kits) into a math game for an upper elementary classroom. We'll explore some examples, follow a lesson to build a robot, and then brainstorm new math games as a group!

Faith Horton **Lamoille North Supervisory Union**

Maximize learning outcomes by improving the listening environment

Established in 1990, Lightspeed is dedicated to making a remarkable difference for teachers and students by creating access to powerful in-the-moment insights into the learning process. We create access to the teacher's voice for all students in the classroom that isn't available without our solutions. We also provide access to authentic student conversations and the learning process that isn't available to the teacher in any other way. At our very core, we aspire to improve the lives of those we touch with our research, products, service and partnerships.

Teachers wear a small mic to ensure students hear, understand, and gain insights by creating excellent speech intelligibility and even distribution of sound.

Pods placed in small groups provide teachers insights to student needs in real-time, while providing students the autonomy that encourages collaborative learning.

Capture video and audio for evidence of learning and teacher coaching. It's easy for teachers to record lessons and share techniques with peers.

Thomas Gilmartin **Lightspeed Technologies**

Maximize Student Engagement with Visible Body's Augmented Reality!

In this workshop/demo we will be using Augmented Reality (AR) with commonly used devices such as a smartphone and tablet for an engaging interactive AR experience that will spark the imagination of teachers and students.

Robb Kneebone **Visible Body**

Measure Your District's Cybersecurity Effectiveness Using the New Cybersecurity Education Framework/Rubrics

Embark on the path to a more secure educational ecosystem with a groundbreaking Cybersecurity Framework and Rubric tailored for Education, guided by the National Institute for Standards and Technology (NIST). Use this tool to measure your cybersecurity effectiveness, obtain free training, conduct self-assessments, set forth continuous improvement plans, and options to access third-party, unbiased cybersecurity evaluators. The Cybersecurity Coalition for Education, a collaboration between forward-thinking educational organizations and K-12 leaders, introduced this tool specifically for education sector leaders (www.cybersecurityrubric.org). This session will walk you through how to measure your school system's cybersecurity effectiveness by aligning it with the NIST Cybersecurity Framework. Use the insights gained to develop an actionable strategy for continuous improvement.

I will also introduce you to the cybersecurity evaluator certification program and a host of complimentary training resources. If you're looking to take immediate action to bolster your school's cyber defenses, this session is your starting point."

Emmanuel Ajanma **Barre Unified Union School District**

Organizing and Collaborating on Videos

In this session we will cover how to create an organized video library for your school or district in Edpuzzle. We will also discuss collaboration and sharing methods, video sourcing, and creative ways to engage students with video.

Please create an Edpuzzle account and bring your computer.

Create an account at: www.edpuzzle.com

We'll be setting up sharing channels as part of this session. Sharing information on your district in order for us to do so is optional.

Kyleigh Griffin **Edpuzzle**

Promises and Pitfalls: Virtual Reality in Secondary Education

Popular rhetoric about Virtual Reality suggests that it is an “empathy machine” that will “transform education,” and schools across the country are beginning to purchase and use VR headsets in their classrooms. However, serious questions remain about the cost and value to students, especially those most marginalized. What does empirical research tell us about VR’s effectiveness for learning? What should educators and educational leaders know about VR? In this session, educational researchers and an EdTech specialist will share their perspectives on these vital questions with an equity lens, and offer a set of guidelines to help schools approach VR integration. Participants will learn what VR is (VR 101), what is known about VR’s efficacy and risks, barriers to adoption and key considerations for deploying VR in school settings. This session will also invite participants to rethink their assumptions about VR in the classroom, and will offer six evidence-based findings from empirical research and ten guiding principles that can be applied in different contexts.

Rebecca Mazur Sahara Pradhan Casey Daigle Collaborative for Educational Services

Robotics are STEAMing their way into the classroom and afterschool programs!

Are your students getting the STEAM education that they want, need and are looking for? Is your school a STEAM superstar, advocate, dabbler, or just a bystander at the moment? We would like to show you STEAM technology through FIRST robotics that is accessible, affordable, valuable and exciting for your school to be a part of. FIRST programs reach 550,000 students worldwide every year, and the program is now growing in Vermont. Your school has soccer - why not robotics? We can show you how to get started!

Scott McCalla Karen McCalla FIRST, FIRST in VT

Share what you know and help others learn about PebbleGo and Capstone Connect in your school

Capstone Connect is a digital suite aligned to PebbleGo, PebbleGo Next and 7000+ eBook. It is driven by two search engines (standards and title) with 58 curated activity bundles (each contain 5 complete lessons), and 900+ lesson plans. Every Capstone eBook is part of the search engines. Capstone Connect was deemed "A Preferred Supplemental Resource For Elementary Schools" by prestigious U. Penn Graduate School of Education! They published three white papers following their research, which I'm happy to provide.

PebbleGo and PebbleGo Next are content research hubs for students K - 6. They are whole school, multi curriculum, tied directly and intrinsically to literacy! Both Capstone Connect and PebbleGo help bring instruction to all learners and support differentiate instruction and independent study which helps both students and educators. This is also a bridge to connect schools to homes and caregivers.

Beth Fuller Capstone

Simulations and Role-Plays: Enhancing Decision-Making and Problem-Solving Skills

The ability to make informed decisions and resolve problems that enable high school and postsecondary students to navigate complexities in the real world with finesse and confidence.

It is impossible to overstate the importance of practical skill development in decision-making. The decision-making process often requires a nuanced understanding of the context, stakeholders, and possible outcomes. On the other hand, problem-solving involves identifying challenges, breaking them down into actionable components, and developing innovative solutions that solve the problem. It requires creativity, analytical skills, and a relentless focus on achieving results.

What is the best way to cultivate such crucial skills? Despite traditional lectures and readings providing foundational knowledge, experiential learning methods, such as simulations and role-plays, make these skills really come alive.

During this workshop, we will explore the transformative potential of simulations and role-plays, illustrating how they reflect real-world challenges and provide a controlled environment for learners to practice, make mistakes, reflect, and grow.

In this workshop, researchers and practitioners will explore the crucial role of simulations and role-plays in developing decision-making and problem-solving skills in their students. Participants will uncover innovative approaches and best practices that can empower students to succeed in today's complex and ever-changing world.

Pelin Kohn Norwich University

Spotlighting Teachers: Unleashing the Power Within the District

In this dynamic workshop, we will delve into the power of spotlighting and its impact on teacher motivation, job satisfaction, and overall school culture.

During the session, participants will discover various methods of spotlighting teachers, with a particular focus on three impactful approaches: creating video spotlights, podcasting with teachers, and writing teacher spotlights based on either teacher or principal recommendations.

Throughout the session, participants will have the opportunity to reflect on their own school's context and explore how these spotlighting methods can be tailored and implemented to suit their specific needs. They will leave the session equipped with practical strategies, actionable ideas, and an action plan to implement spotlighting initiatives in their schools, fostering collaboration, professional growth, and a culture of celebration.

Let's harness the power of spotlighting to inspire, empower, and elevate our teachers to new heights of excellence!

Michael Thomas **Springfield Public Schools**

STEAM educators RoundTable

Vermont educators across the state are integrating Science Technology Engineering Arts and Mathematics into the curriculum. Each of us is approaching this in our own way depending on the needs of our schools and our own passion and interest areas. But there's no need to fly solo on your STEAM education journey. Come and network with other educators, share resources, ask questions, and leave with new ideas and new "travel companions" on the journey of integrating STEAM in your school.

Lucie deLaBruere **Christina Smith** **Create Make Learn**

STEAM: AOE Framework Introduced

STEAM education is an all-encompassing approach for inspiring inquiry and curiosity in students. STEAM education integrates Science, Technology, Engineering, the Arts, and Mathematics as core components of teaching and learning. STEAM offers a connected, interdisciplinary curricular structure, driving students to develop critical thinking and problem-solving skills while exercising creativity and innovation through real-world learning experiences. Learn more about a newly released STEAM Framework from the VT Agency of Education and how it can be used to promote true interdisciplinary learning in your schools.

Lisa Bresler **Vermont Agency of Education**

The Student Information System - Looking through the Looking Glass.

Let's discuss an often overlooked but crucially important part of a school district's data backbone: the student information system. This flash session is meant to facilitate an interactive conversation focused on your district's SIS. It doesn't matter what SIS your district uses, as many common threads run between each platform. Join me as we delve into the world of SIS and engage with each other on this topic.

Theresa Schneiderheinze **Alma SIS**

Transformative PD in 45 Minutes: Amplifying Growth with MicroPD and Badging

Discover the power of MicroPD and badging in a concise, action-packed 45-minute session. Join me as we explore how these innovative approaches can revolutionize professional development and recognition for teachers. In this condensed session, administrators will gain valuable insights and practical strategies to kickstart the implementation of MicroPD and a badging system within their institutions.

Attendees will gain practical tips for promoting and sustaining these initiatives, including strategies for securing buy-in from teachers and allocating necessary resources. Explore efficient evaluation methods to measure the impact and success of your MicroPD and badging programs.

By creating MicroPD that applies the things they are already doing and using the tools that you want them to be using you will empower your teachers with a powerful, time-efficient professional development framework that aligns with their individual goals and recognizes their expertise. Unleash the potential for growth and create a culture of continuous improvement and recognition within your educational institution.

In just 45 minutes, you'll be equipped with the essential knowledge and tools to begin implementing MicroPD and a badging system, setting your institution on a transformative path toward enhanced professional development and teacher appreciation. Don't miss out on this opportunity to revolutionize PD in a condensed, impactful session!

Michael Thomas **Springfield Public Schools**

Twenty-four for '24: Technologies, Trends, and Resources to Amaze and Inspire

This will be a fast-paced, lighthearted session guaranteed to tickle your geeky side and delight the teacher in you, a totally updated version of my 2022 VermontFest session. It will highlight free tools you can master quickly, innovative virtual and augmented reality apps, and inexpensive little drones and robots. There will be an overview of ChatGPT, and other artificial intelligence apps, including strategies for using them safely and thoughtfully in classrooms. Learn where to find millions of free resources and authentic artifacts that are royalty free. Hear about technologies and innovative ideas that do not yet exist at the time this session was proposed. The term "Electronic Constructivism" was coined by this presenter, a former classroom teacher, who will link these technologies to what it is all about: Good Teaching. No experience necessary - just your curiosity, enthusiasm about teaching, and a sense of humor. Participants will receive links to all resources and technologies. The session will end with a raffle for techy door prizes.

Maureen Yoder **Lesley University**

Unleashing the Potential of Mind Mapping in Writing Across Subjects

Designed for educators seeking to unlock new possibilities in the classroom, this interactive session introduces the power of "mind mapping" without prior knowledge required. Through discussions and collaborative group activities, participants will discover how "mind mapping" can visually capture complex ideas, fostering critical thinking and creativity in students of all ages, who learn writing across all subject areas. We will embrace learning standards as a launching pad for a collaborative "mind map", where we will brainstorm ideas and resources to help educators embrace new standards within the curriculum.

Joyce Whitby **Ideamapper, inc.**

Vermont CSTA Chapter - Post COVID - Help us Build!

A small group of educators have been working to develop a Vermont Chapter of the Computer Science Teachers Association. Before COVID, some energy was realized and some regular and robust meetings took place. Post-COVID, and as we regain traction, how can we recharge this group and provide professional development and continue to foster Computer Science in districts across Vermont? Come join a round table discussion -- bring your ideas, your questions, your thoughts on how this organization with strong national ties and backing could serve your CS needs into the future.

Peter Drescher **Lucie deLaBruere** **Essex Westford School District**

Vermont Data Governance Feedback Session

The Vermont Agency of Education is looking to foster a data governance process by meeting with and getting feedback from its LEA partners. This session is meant to review the move to Ed-Fi as a data collection mechanism for SY24-25. We'll also go over the military affiliation collection and discuss any other topics session attendees have relating to education data in Vermont.

James Nadeau **Vermont Agency of Education**

VR in the Classroom

So you've read and watched "Ready Player One" you're wondering if this is science fiction, can we do any of that virtual reality stuff now? The answer is Yes! Come and find out how our school has implemented Meta Quest 2's in the classroom. Travel into virtual reality in this hands-on lesson and demonstration of a different world. Learn about the benefits and challenges of setting up a class set of Meta Quest 2 VR goggles in your school

Richard Ballard

Missisquoi Valley SD
