



**Go Ahead MAKE My Day!**



INNOVATIVE  
EDUCATOR  
CONSULTING

**Jeff Harm, CEO**

**Naomi Harm,  
Founder of IEC**

<http://gg.gg/IEConsulting>

*"Inspired Technology  
Leadership to Transform  
Teaching and Learning"*

# Creating Personalized Learning Spaces and Activities with The Brain in Mind

*Hosted by Lake Geneva Schools*

**July 26 - 27, 2016**



## Welcome Educators and Administrators!

This two day "MAKE My Day" workshop focuses on preparing teachers and administrators on how personalized learning and makerspaces can empower all learners in the new mobile teaching and learning environment. A variety of meaningful and purposeful student-centric learning centers supported with the brain in mind, and creative instructional approaches will be infused and modeled throughout these two days of facilitated instruction. The amazing IEC team and featured speakers or Travis Lape and Susan Oxnevad will also provide a stimulating learning environment by empowering networking opportunities between attendees, sharing of collaborative ideas through small and large group interactions, and implementing effective group work strategies through dynamic duo's and transformative trios, to maximize the learning potential for each and every attendee.

This two day event will offer twelve unique creative personalized learning session choices as an edcamp style approach to learning, so you can choose your own adventure that best meets your learning needs. Each day the workshops will run from 9:00am to 3:00pm. A continental breakfast will be served each morning starting at 8:30am and a healthy catered lunch will be served by noon.



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Registration Questions?  
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# Day One

**8:30 - 9:00**

Check-in, graduate credit, and continental breakfast

**9:00 - 9:25**

Welcome and Introductions

The Art and Science of Creating New Learning Spaces (Featured Speaker: Travis Lape)

**9:30 - 10:30 Session #1 Large Collaborative Group**

Learning Space Design Thinking Challenge

**10:30 - 10:45 Brain Break**

**10:45 - 12:00 Session #2 Choices**

Choice #1: Student Choice and Voice Learning Activities

Choice #2: Personalized Learning- Learning Should Be Fun and Meaningful!

Choice #3: Designing Learning Spaces With Purpose and Mobility

Choice #4: Design On A Dime

**12:00 - 12:45 Lunch**

Introduction to Teacher Choice Rotation Style of Learning Activities

**12:45 - 2:00 Session #3**

Choice #1: Student Choice and Voice Learning Activities

Choice #2: Personalized Learning- Learning Should Be Fun and Meaningful!

Choice #3: Designing Learning Spaces With Purpose and Mobility

Choice #4: Design On A Dime

**2:00 - 2:15 Brain Break**

**2:15 - 3:00 It's the "Ellen Show"**

Furniture Design Challenge and Surprise Giveaway

# Day Two

**8:30 - 9:00**

Check-in, graduate credit, and continental breakfast

**9:00 - 9:25**

Welcome and Introductions

Creating Personalized Learning Experiences with Virtual Reality (Featured Speaker: Susan Oxnevad)

**9:30 - 10:30 Session #1**

360 Virtual Reality Design Challenge with ThingLink

**10:30 - 10:45 Brain Break**

**10:45 - 12:00 Session #2 Choices**

Choice #1: Designing Thinking- Creative and Collaborative Problem Solving

Choice #2: Coding and 3D Printing

Choice #3: Makerspaces To Empower Student Learning

Choice #4: Getting Started With Student Tech and Minecraft Clubs

**12:00 - 1:00 Lunch**

Breakout Edu Activity

**1:00 - 2:15 Session #3 Choices**

Choice #1: Designing Thinking- Creative and Collaborative Problem Solving

Choice #2: Coding and 3D Printing

Choice #3: Makerspaces To Empower Student Learning

Choice #4: Getting Started With Student Tech and Minecraft Clubs

**2:15 - 2:25 Brain Break**

**2:25 - 2:45 Large Group Ideation Slam**

Collaborative Team Share Outs of "Show What You Know"

**2:45-3:00 Reflection, Closing & Prize Raffle**

**PRIZE RAFFLE**

*Makerspace Creative Items Galore*

**#MAKEMYDAYWI**

*Twitter prize for most creative visual and text related tweet*



## Student Choice and Voice Learning Activities

*Presenter: Mariah Richards*

There are many ways to excite, motivate, and engage students by allowing them to explore through voice and choice. We will explore different ways to turn lessons into these learning activities that allow for exploration, failure, and most importantly learning. Allowing students to have a say in the lesson and a choice in how they reach the standard is an effective way to take responsibility in their learning.

## Design On A Dime

*Presenter: Deb Norton*

Many classroom teachers may have unattractive or nonfunctional areas in their classrooms simply because they believe they can't afford a makeover. In this creative session, Deb will demonstrate how classroom spaces and beyond can be revitalized on a small budget. By combining cost-saving ideas, clever design solutions and amazing transformations, you can create a learning environment that will appeal to all learners. If you have the design itch to create new spaces in your classroom and school, this is a session you won't want to miss.

## Personalized Learning- Learning Should Be Fun and Meaningful!

*Presenter: Velvet Holmes*

Personalized Learning encompasses many different things including learning space, proficiency based learning, and customized learning paths. The true goal is for learners to understand what the learning goals are, how to set goals for themselves, and to understand themselves as a learner. This journey should be taken together and should be fun! Come and learn more about personalizing learning and how to facilitate this growth in your learning environment!

## Designing Learning Spaces With Purpose and Mobility

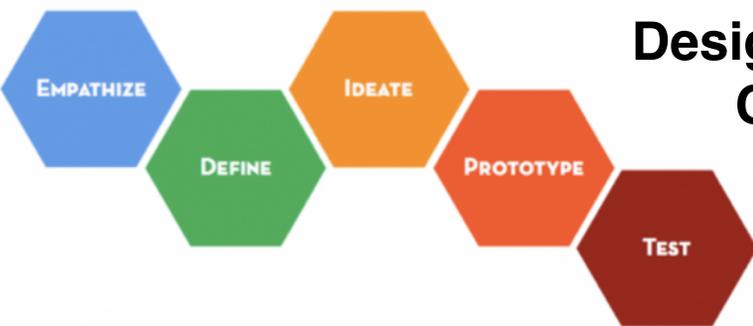
*Presenter: Travis Lape*

Stretch your thinking on learning spaces. Come learn about the process Harrisburg South Middle School used to transform spaces that were kid and brain friendly. Gain resources for implementing learning environments that encourage personalization of the learning process -- within a variety of budget situations.



## Coding and 3D Printing Is Rocking Our World!

Coding is the newest rage to get more learners interested in computer science. What is coding? How might I include it in my classroom? Why is computational thinking so important? Come to this session to explore and find out how 3D printing is rocking our students worlds! From printing organs to prosthetics, this technology is changing the way we solve problems. Come and explore some computational thinking activities and some new discoveries to 3D printing. Your mind will be spinning with possibilities!



## Designing Thinking- Creative and Collaborative Problem Solving

*Presenter: Deb Norton*

How might we create 21st century learning experiences in our schools that will prepare our students for the future? Problem solving and creative solutions is at the heart of Design Thinking. It is about believing we can make a difference, having empathy for others, and finding relevant solutions that create a positive impact.

## Makerspaces To Empower Student Learning

*Presenter: Travis Lape*

Students have important things to contribute. Technology is available today that allows students to engage in the learning process. Get your students' creative juices flowing and connect to their individual learning styles using Chrome and Google Apps.



## Getting Started With Student Tech and Minecraft Clubs

*Presenter: Mariah Richards*

Are you looking at starting a club, but aren't sure where to start? Come explore how you can make this a reality in your district. We will look at logistics, structure, possible activities or topics, and how to get everyone (staff, students, and parents) involved! Don't let time or money deter you from giving students an opportunity to explore their passions and for you to form these lifelong connections.

# About the Presenters...



**Velvet Holmes** is an Information Technology Literacy Teacher in the Oregon School District for the past 17 years! Her current passion is gaming in the classroom, coding, and genius hour! What do you wonder? She is a certified Google Educator and as a Google-Certified Educator in a 4k-12 GAFE district, she gets the opportunity to immerse herself in the ever-changing Google stratosphere daily! Velvet is also a personalized learning coach, Certified Common Sense Educator and on the WEMTA planning committee helping with proposals and gaming/makerspaces.



**Travis Lape** is currently a technology integrationist at Harrisburg South Middle School where he is constantly pushing the staff to bring creativity and innovation into their classrooms. Travis has developed a makerspace in the schools library. In this space they see students all day long creating and showcasing their learning by using the tools in this space. In 2016 Travis was named the K12 Technology leader for the state of South Dakota. You can connect with Travis on Twitter via @TravisLape.



**Deb Norton** is a former 5th grade classroom teacher and now works in the Appleton Area School District where she is a Technology Integration Specialist at East High School. She has earned her Master's Degree in Educational Technology and is also a Google Certified Educator. Deb works in a 1:1 Chromebook

environment in which she helps teachers and staff to implement Google Apps for Education among various other technologies. Deb is an enthusiastic presenter who has presented at SLATE, ISTE and various other conferences. She is passionate about connecting with others via social media and blogging.



**Mariah Richards** splits her time as a 5th and 6th Grade Technology Tools classroom teacher and an Information Technology Literacy Teacher in the Oregon School District. Her passion is getting students and staff involved and excited about technology and integrating it in a meaningful way. Her current mission is to give students the time

and technology to explore, create, collaborate, and innovate. She holds a Morning Technology Club, a Lunch Minecraft Club, and is starting a 3D Printing Challenge Group.



**Susan Oxnevad** is the ThingLink Education Community Manager as well as a Tech Coach in an elementary school in Chicagoland. She strives to build a powerful network of Expert Educators who share a passion for using ThingLink to transform teaching and learning. In addition, she also hosts ThingLink webinars for educators and

blogs about thoughtful ways to leverage the power of technology for teaching and learning. Follow her on Twitter @soxnevad.

## Fees:

Early Bird Pricing (if registered by July 15): \$250/person for 2 days

After July 15: \$300/person for 2 days

**Bring a Team of THREE and Get One Teacher FREE!**

**GRADUATE CREDIT** option for this event is 1 or 2 credits. Graduate credit is \$200 per credit. Graduate credit registration and payment must be completed on the first day of class. Payments must be made out to Marian University through a personal check or credit card on the first day of the class.

## Location:

### **Badger High School**

220 E South St, Lake Geneva, WI 53147

### **Hotel Recommendations For Educators:**

[Harbor Shores](#)

[Comfort Suites](#)

[The Abbey Resort](#)

Online Registration

[gg.gg/IECRegistrations](http://gg.gg/IECRegistrations)

Don't forget to register by July 15th to receive the early bird discount!