Apple Professional Development Catalogue
December 2014

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Get the most from your Apple products

Apple understands the needs of today's learners and teachers—and the appropriate role of Apple technology. Our Professional Development offerings help educators infuse Apple technology into their instructional practices and curricula in a way that makes the technology transparent and the learning adventurous and delightful. We offer high-quality, hands-on workshops and resources, designed by Apple and delivered only by Apple Education Trainers.

Taught by educators for educators

All Apple Education Trainers are current or former educators, which gives them a personal understanding of learning and teaching with technology. Because they know what's important in the curriculum, they can ensure that you learn about your Apple products and how they can best serve you and your students. We offer workshops in the following categories:

Leadership
These offerings assist education leaders in visioning and planning for transforming learning and teaching with technology.

Foundations
Focused on technology skills, these foundational workshops help teachers become confident and comfortable integrating Apple products into their teaching strategies.

Curriculum
These workshops focus on curricula, content design, and instruction with Apple products.

Support
These offerings build capacity and provide special levels of instructional support.

Preschool
These workshops explore use of Apple products in early child development and documentation.

Additional Details

- Workshops are hands-on and address a wide range of learning and teaching needs.
- All workshops are presented in a context that models technology implementation in a wide variety of curricular styles.
- Workshops accommodate 16 to 20 participants.
- For institutional/group purchase only.
- Workshops are delivered by independent trainers selected and approved by Apple.
- Day workshops may be broken into two half-day sessions to accommodate a variety of groupings.
- Workshops are flexible — you can discuss implementation options with your Apple Education Trainer after purchase.

For More Information
To learn more about Apple Professional Development and find an approved trainer, contact your local Apple Education team or an Apple Solution Expert - Education, who will be able to advise you.

To find your local Apple Solution Expert - Education, visit: http://www.apple.com/in/buy/ase/education/.

*Please note: The approved trainer is independent of Apple and is neither an employee nor agent of Apple. The approved trainer is solely responsible for the delivery of APD workshops detailed in this catalogue

Leadership
Education Strategic Planning

Agenda

Day 1

Introduction
- Essential Question

Vision or Mission
- Honing and Pitching the vision
- SAMR Model

Best Practices
- Explore 5 Areas of Best Practices
- Evaluate current situation against 5 Areas of Best Practice

Summary of Learning

Day 2

Exploring Excellence Goals
- Define Excellence Goals and add to Action Plans
- Define and share the Success Criteria
- Support for Excellence in Education - Apple Professional Development
- Define Actionable Steps

Showcase
- Prepare and pitch action plan for one of the 5 Best Practice Areas

Summary of Learning

Audience

This workshop is for education leaders who are engaged in planning and implementing an Apple technology deployment. Ideally schools should be represented by: a Head Teacher/Principal or equivalent, a school leader who is responsible for curriculum and a school leader responsible for technology integration.

Description

An Apple Education Trainer guides education leaders through planning and implementing an iPad and/or Mac deployment based on best practices. Participants learn how technology impacts teaching and learning and how to use it to engage today's learners. Specific steps and resources are identified to move from vision to reality. A multi-day workshop includes additional resources and leadership topics, support and follow-up.

Learning outcomes for this workshop include:
- Explore examples of best practices in Apple recognised schools
- Assess the current state of technology deployment across a school, municipality or district
- Create a whole school action plan with specific steps toward effective technology deployment
- Identify and explore key resources for iPad and/or Mac deployment

Details

- Workshop length: 2 days (6 hours)
- Maximum number of participants: 20
- Site resource / technical requirements:
  – Wireless Internet access
  – Speakers
  – Projector and screen
  – Apple TV
  – iOS devices with default settings; or Mac computers with default System Preferences
- Individual participant requirements:
  – An activated iOS device (second generation iPad or newer, or fourth-generation iPod touch or newer), with the latest version of version of iOS; or a Mac with the latest version of OS X
  – A personal Apple ID
  – Headphones with mic (optional)
  – The latest versions of the following apps:
    • Pages, Keynote, iMovie, iTunes (OS X)
    • Pages, Keynote, iMovie, iTunes U and iBooks (iOS)

Failure to provide required elements will reduce the accomplishment of the stated outcomesFoundations

Leadership
Vision and Plan (iOS)

Modules

I: Reviewing Best Practices
- Current examples
- Understanding needs and resources

II: Plan for Success
- Assess current environment
- Create plans
- Share and reflect

Audience

Leaders and educators who are engaged in supporting and enhancing learning and teaching plans with iPad and iPod touch.

Description

Participants consider how iOS devices support and enhance their vision for teaching and learning. They explore features of iPad and iPod touch and determine how these devices can help them increase efficiency, meet their goals and transform learning.

Learning outcomes for this workshop are as follows:
- Explore and understand characteristics of Apple iOS technologies
- Become familiar with how iOS devices can transform teaching and learning
- Determine how iOS technologies can support and enhance existing teaching and learning plans

Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource / technical requirements:
  - Wireless Internet access
  - Speakers
  - Projector and screen
  - iOS devices with default settings
- Individual participant requirements:
  - An activated iOS device (second generation iPad or newer, or fourth-generation iPod touch or newer), with the latest version of version of iOS
  - A personal Apple ID
  - Headphones with mic (optional)
  - The latest versions of the following apps:
    - iPhoto, iMovie, GarageBand, Pages, Numbers, Keynote, iBooks and iTunes U

Failure to provide required elements will reduce the accomplishment of the stated outcomesFoundations

Foundations
iOS Devices

Agenda

iOS Basics

- Device orientation and navigation
- Organisation tips and tools
- Advanced multitasking gestures
- Personalisation settings
- Accessibility features for learning
- Find, evaluate, and add apps
- Enhance learning resources with iTunes U, Safari, and iBooks
- iCloud features for education
- Built-in productivity apps: Notes, Calendar, Contacts, and more
- Collaboration and communication apps: Mail, Messages, AirDrop, and more

Audience

Educators who are new to iOS and who want to know how to use features of iPad or iPod touch in for teaching and learning.

Description

Participants gain experience using iOS devices such as iPad or iPod touch. They learn basic navigation and explore key accessibility features and apps as they apply to teaching and learning.

Learning outcomes for this workshop include:

- Explore basic navigation, organisation and settings of your iOS device
- Learn to use your device as a tool for teaching and learning
- Discover how to increase productivity and collaboration with built-in apps and iCloud

Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource / technical requirements:
  - Wireless Internet access
  - Speakers
  - Projector and screen
  - iOS devices with default settings
- Individual participant requirements:
  - An activated iOS device (second generation iPad or newer, or fourth-generation iPod touch or newer), with the latest version of version of iOS
  - A personal Apple ID
  - Headphones with mic (optional)
  - The latest versions of the following apps:
    - iBooks and iTunes U

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Foundations
iOS Creativity

Agenda

iPhoto
- Capturing and importing photos
- Editing and organising photos
- Sharing and publishing photos

iMovie
- Recording and editing video
- Creating and publishing projects

GarageBand
- Recording music and audio
- Creating a music track to accompany video
- Exploring instruments

Audience
Educators who want to enhance learning and teaching with iLife apps on iPad or iPod touch.

Description
Participants build fundamental skills in iPhoto, iMovie and GarageBand, by creating, documenting and sharing learning activities and resources.

Learning outcomes for this workshop include:
- Experience the various ways iOS creativity apps can be used in teaching and learning
- Learn to create and share multimedia journals, slideshows, different types of audio recordings and movies
- Explore how iTunes U and other learning resources can enhance today's teaching and learning

Details
- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource / technical requirements:
  - Wireless Internet access
  - Speakers
  - Projector and screen
  - iOS devices with default settings
- Individual participant requirements:
  - An activated iOS device (second generation iPad or newer, or fourth-generation iPod touch or newer), with the latest version of version of iOS
  - A personal Apple ID
  - Headphones with mic (optional)
  - The latest versions of the following apps:
    - iPhoto, iMovie, GarageBand, iBooks and iTunes U

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Foundations
iOS Productivity

Agenda

Keynote

- Creating and managing presentations
- Incorporating media, transitions, and builds
- Using tables, charts and shapes

Pages

- Creating and managing documents
- Manipulating text and media
- Adding tables, charts, shapes

Numbers

- Creating and managing spreadsheets
- Using tables, charts and formulas
- Adding sheets, forms and formatting cells

Audience

Educators who want to enhance learning and teaching with iWork apps on iPad or iPod touch.

Description

Participants build fundamental skills in Pages, Keynote and Numbers by exploring features for productivity and creativity, and through sharing learning activities and resources.

Learning outcomes for this workshop include:

- Experience the various ways productivity apps can be used in learning and teaching
- Learn to create and share content by making a multimedia presentation, a brochure or newsletter and a data analysis and presentation
- Use apps to customise student learning activities by addressing different learning styles, working strategies and abilities

Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource / technical requirements:
  – Wireless Internet access
  – Speakers
  – Projector and screen
  – iOS devices with default settings
- Individual participant requirements:
  – An activated iOS device (second generation iPad or newer, or fourth-generation iPod touch or newer), with the latest version of version of iOS
  – A personal Apple ID
  – Headphones with mic (optional)
  – The latest versions of the following apps:
    - Pages, Numbers and Keynote

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Foundations
iPad for Learning

Agenda

Gathering the Pieces

- Taking and composing photos
- Other sources of images
- Importing, editing and organising photos

Planning a Project

- Planning using Pages

Making an Audiovisual Project

- Importing, arranging and editing visual elements
- Recording voiceovers, adding and editing audio
- Adding background music
- Sharing projects

Audience

Educators who are new to using iPad in a learning environment and who want to enhance and transform learning in their classrooms.

Description

Participants build fundamental iPad skills and apply these skills to their own classroom practice.

Learning outcomes for this workshop include:

- Experience the various ways apps can be used unlearning and teaching
- Explore how to develop learning activities that integrate iPad as a tool for learning
- Look at ways students can use iPad to:
  – Gain subject understanding
  – Plan their own learning projects
  – Express their understanding
  – Share their learning with a wider audience

Details

- Workshop length: 1 day (6 hours per day)
- Maximum number of participants: 20
- Site resource / technical requirements:
  – Wireless Internet access
  – Speakers
  – Projector and screen
  – iOS devices with default settings
- Individual participant requirements:
  – An Activated iPad (second-generation or newer), with latest version of iOS
  – A personal Apple ID
  – Headphones with mic (optional)
  – Participants to bring existing curriculum plans and an idea for a learning project
  – The latest versions of the following apps:
    - iMovie, GarageBand, Pages and Keynote

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Foundations
iOS for Administrators

Agenda

- Settings and customisation
- Security
- Built-in apps
- Web
- Camera
- Messaging
- Icon and app management
- Apps for administrators
- iBooks and Newsstand
- iTunes and iTunes U

Audience
Administrators who want to use iPad, iPhone or iPod touch effectively in their work.

Description
Participants learn how to use iOS features and apps for daily school operations and administrative tasks, such as communication, collaboration, planning, presentations and observation.

Learning outcomes for this workshop include:

- Use native apps, other apps and accessibility features of iOS devices
- Identify how to use iOS devices to improve the performance of administrative tasks
- Discover how to increase communication, and collaboration with built-in apps and iCloud
- Discover how to customise iOS devices, apps and iTunes U for personal productivity

Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource / technical requirements:
  - Wireless Internet access
  - Speakers
  - Projector and screen
  - iOS devices with default settings
- Individual participant requirements:
  - An activated iOS device (second generation iPad or newer, or fourth-generation iPod touch or newer), with the latest version of version of iOS
  - A personal Apple ID
  - Headphones with mic (optional)
  - The latest versions of the following apps:
    - iBooks and iTunes U

Failure to provide required elements will reduce the accomplishment of the stated outcomes..

Foundations
OS X

Agenda

The Basics

- Device orientation and navigation
- Organisation tips and tools
- Advanced multitasking gestures
- Personalisation settings
- Accessibility features for learning
- Learning resources: iTunes U, Safari, and iBooks
- iCloud features for education
- Built-in productivity apps: Notes, Calendar, Contracts and more
- Collaboration and communication apps: Mail, Messages, AirDrop and more

Audience

Educators who are new to Mac or otherwise unfamiliar with OS X and want to know how to use the features of Mac in an educational context.

Description

Participants build navigational and productivity skills, and explore key settings, features and learning resources.

Learning outcomes for this workshop include:

- Explore basic navigation, organisation and settings of your Mac
- Learn to use your device as a tool for learning and teaching
- Discover how to increase productivity and collaboration with built-in apps and iCloud

Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource / technical requirements:
  - Wireless Internet access
  - Speakers
  - Projector and screen
  - Mac computers with default Systems Preferences
- Individual participant requirements:
  - A Mac with the latest version of OS X
  - A personal Apple ID
  - Headphones with mic (optional)
  - The latest versions of the following apps:
    - iTunes U and iBooks

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Foundations
iLife

Agenda

iPhoto

- Importing and organising photos
- Editing and sharing photos
- Creating slideshows, books, calendars

iMovie

- Recording video
- Editing video
- Creating and publishing projects

GarageBand

- Recording, editing, and sharing audio
- Creating and publishing a podcast
- Adding background music

Audience

Educators who want to enhance learning and teaching with iLife apps on Mac computers.

Description

Participants build fundamental skills in iPhoto, iMovie and GarageBand by creating, documenting and sharing learning activities and resources.

Learning outcomes for this workshop include:

- Understand the fundamentals of iPhoto, GarageBand and iMovie
- Get experience creating and sharing slideshows and storybooks, different types of podcasts and movies
- Explore how iTunes U and other learning resources can enhance today's teaching and learning

Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource / technical requirements:
  – Wireless Internet access
  – Speakers
  – Projector and screen
  – Mac computers with default Systems Preferences
  – Optional: Video camera or digital camera with appropriate syncing cables and chargers
- Individual participant requirements:
  – A Mac with the latest version of OS X
  – A personal Apple ID
  – Headphones with mic (optional)
  – The latest versions of the following apps:
    - iPhoto, iMovie, GarageBand and iTunes

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Foundations
iWork

Agenda

Pages
- Creating and managing documents
- Utilising templates, styles and tools
- Adding media, tables, charts, shapes

Keynote
- Creating and managing presentations
- Incorporating media, transitions, builds and effects
- Using tables, charts, and shapes

Numbers
- Creating and managing spreadsheets
- Using tables, charts and formulas
- Adding sheets and formatting cells

Audience
Educators who want to enhance learning and teaching with iWork apps on Mac computers.

Description
Participants build fundamental skills in Pages, Keynote and Numbers by exploring features for productivity and creativity, and through sharing learning activities and resources.

Learning outcomes for this workshop include:
- Understand the fundamentals of iWork apps
- Get experience creating and sharing content with each iWork apps by making a publication, a presentation, and a data analysis spreadsheet
- Use iWork apps to customise learning activities and address different learning styles, working strategies and abilities

Details
- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource / technical requirements:
  - Wireless Internet access
  - Speakers
  - Projector and screen
  - Mac computers with default Systems Preferences
  - Optional: Video camera or digital camera with appropriate syncing cables and chargers
- Individual participant requirements:
  - A Mac with the latest version of OS X
  - A personal Apple ID
  - Headphones with mic (optional)
  - The latest versions of the following apps:
    - Pages, Numbers, Keynote and iTunes

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Foundations
iBooks Author

Agenda

Overview
- Templates
- Anatomy of iBooks Author
- Interactive elements
- Glossary

Authoring a Book
- Organising a topic
- Creating content
- Gathering assets
- Assembling
- Publishing

Summary of Learning
- Book sharing
- Idea exchange

Audience
Educators who want to use iBooks Author to create Multi-Touch books that take learning to a new level of content interactivity and understanding.

Description
Participants build fundamental skills in iBooks Author, focusing on best practices for learning, content creation and distribution.

Learning outcomes for this workshop include:
- Experience iBooks Author
- Leverage content created in iWork and iLife applications
- Create and publish content in iBooks Author

Details
- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource / technical requirements:
  - Wireless Internet access
  - Speakers
  - Projector and screen
  - iPad devices with default settings and Mac computers with default Systems Preferences
  - Optional: Video camera or digital camera with appropriate syncing cables and chargers
- Individual participant requirements:
  - An Activated iPad (second-generation or newer), with latest version of iOS
  - A Mac with the latest version of OS X
  - A personal Apple ID
  - Headphones with mic (optional)
  - Syncing cable and the ability to sync iPad to a Mac
  - The Free sample of *E.O. Wilson's Life on Earth,* downloaded from the iBook Store
  - The latest versions of the following apps:
    - iBooks and iTunes U (iOS)
    - iPhoto, Keynote, iBooks Author and iTunes (OS X)

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Foundations
iTunes U Courses

Agenda

Overview
- iTunes U
- iTunes U Courses

Creating a Course
- Curating content
- Preparing instructor and course media
- Assembling assets
- Sharing courses

Audience
Educators who want to leverage the iTunes U platform for anywhere anytime learning.

Description
Participants build fundamental skills in creating and sharing dynamic courses with iTunes U Courses.

Learning outcomes for this workshop include:
- Experience iTunes U Courses from the perspective of a course participant
- Understand how to organise and publish content using iTunes U Courses
- Use iTunes U Courses to enhance learning experiences

Details
- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource / technical requirements:
  – Wireless Internet access
  – Speakers
  – Projector and screen
  – iPad devices with default settings and Mac computers with default Systems Preferences
- Individual participant requirements:
  – An Activated iPad (second-generation or newer), with latest version of iOS
  – A Mac with the latest version of OS X
  – A personal Apple ID
  – A copy of a course outline for one course you teach, an instructor bio, and a course description (preferably in a digital file format)
  – Headphones with mic (optional)
  – The latest versions of the following apps:
    - iBooks and iTunes U (iOS)
    - iPhoto, Keynote, iBooks Author and iTunes (OS X)

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Foundations
Workflow for Teaching and Learning

Agenda

Workflow Experience

• Device setup

• File distribution

• Wikis and Blogs

• WebDAV

Server Setup

• Services

• Users and Groups

Classroom Simulation

• Working with Templates

• iTunes File Sharing

Audience
Educators wishing to support collaboration and content workflow between Mac and iPad devices in the classroom.

Description
Participants will gain a fundamental understanding of how learning can be supported through effective digital workflow using OS X Server and other Apple tools.

Learning outcomes for this workshop include:

• Experience digital workflow between Mac and iPad and iPod touch devices through OS X Server

• Learn to set up and manage OS X Server on a Mac

• See how to integrate other Apple tools and apps to support a learning workflow

Details

• Workshop length: 1 day (6 hours)

• Maximum number of participants: 20

• Site resources / technical requirements:

  – Wireless Internet access, speakers, projector

• Individual participant requirements:

• Individual participant requirements:

  – An Activated iPad (second-generation or newer), with latest version of iOS

  – A Mac with the latest version of OS X, a syncing cable

  – The latest version of OS X Server loaded but not configured on Mac

  – A personal Apple ID

  – A PDF reader that supports WebDAV, such as Notability, GoodReader or WebDAV Nav

  – Headphones with mic (optional)

  – The latest versions of the following apps:

    • Pages, Numbers, Keynote, iBooks and iTunes U (iOS)

    • iPhoto, iMovie, Pages, Numbers, Keynote and iTunes (OS X)

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Curriculum
Language Development and Literacy

Agenda

Setting the Stage

- Building academic vocabulary
- Developing writing and analysis skills
- Practising speaking and listening seminar skills
- Identifying resources and apps

In the Classroom

- Building multimedia lessons
- Creating innovative student assessments
- Teaching deep reading and interpreting
- Developing lessons and sharing ideas

Audience
Educators who want to enhance learning and teaching in language development and literacy with Apple devices.

Description
Participants build advanced skills with Apple creativity apps to help all learners access language arts content, strengthen engagement with informational text, and foster vocabulary development.

Learning outcomes for this workshop include:

- Enhance oral language development and writing skills
- Practise using cross-curriculum text to reach language and literacy goals
- Explore formative and summative literacy and language assessments
- Develop technology-enriched lessons that enable students to set their own goals and assess their own literacy and language progress

Details
- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource / technical requirements:
  - Wireless Internet access
  - Speakers
  - Projector and screen
  - iOS devices with default settings; or Mac computers with default System Preferences
- Individual participant requirements:
  - An activated iOS device (second generation iPad or newer, or fourth-generation iPod touch or newer), with the latest version of version of iOS; or a Mac with the latest version of OS X
  - A personal Apple ID
  - Headphones with mic (optional)
  - The latest versions of the following apps:
    - iMovie, Pages and iBooks and iTunes U (iOS)
    - iMovie, Pages, and iTunes (OS X)

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Curriculum
Language Arts

Agenda

Setting the Stage
- Analysing literature
- Building comprehension and communication skills
- Identifying resources and apps

In the Classroom
- Creating visual media
- Writing and publishing
- Authoring audio media
- Developing lessons and sharing ideas

Audience
Educators who want to enhance learning and teaching in language arts with Apple devices.

Description
Participants build advanced skills with Apple creativity apps to create language arts content focused on literary themes, comprehension, speaking, and presentation skills.

Learning outcomes for this workshop include:
- Learn how to use iPad or Mac for teaching and learning language arts
- Learn strategies and tools to help students make personal connections to literature
- Discover Apple learning resources that support language arts content and standards

Details
- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource / technical requirements:
  - Wireless Internet access
  - Speakers
  - Projector and screen
  - iOS devices with default settings; or Mac computers with default System Preferences
- Individual participant requirements:
  - An activated iOS device (second generation iPad or newer, or fourth-generation iPod touch or newer), with the latest version of version of iOS; or a Mac with the latest version of OS X
  - A personal Apple ID
  - Headphones with mic (optional)
  - The latest versions of the following apps:
    - iMovie, GarageBand, Pages and iBooks and iTunes U (iOS)
    - iMovie, GarageBand, Pages, and iTunes (OS X)

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Curriculum
Mathematics

Agenda

- **Setting the Stage**
- Exploring mathematics tools
- Creating mathematics models and simulations
- Identifying resources and apps

In the Classroom

- Collecting and analysing real-world data
- Creating and presenting learning snapshots
- Developing lessons and sharing ideas

Audience
Educators who want to enhance learning and teaching in mathematics with Apple devices.

Description
Participants build Advanced skills with Apple creativity apps to create engaging maths lessons.

Learning outcomes for this workshop include:

- Experience apps that inspire student learning and creativity in mathematics
- Design a technology-infused lesson that aligns with curriculum standards
- Gain ideas for engaging students in the exploration of real-world issues and the use of mathematics apps to solve authentic problems
- Discover Apple learning resources that support mathematics content and standards

Details
- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource / technical requirements:
  - Wireless Internet access
  - Speakers
  - Projector and screen
  - iOS devices with default settings; or Mac computers with default System Preferences
- Individual participant requirements:
  - An activated iOS device (second generation iPad or newer, or fourth-generation iPod touch or newer), with the latest version of version of iOS; or a Mac with the latest version of OS X
  - A personal Apple ID
  - Headphones with mic (optional)
  - The latest versions of the following apps:
    - Keynote, Numbers, iBooks, and iTunes U (iOS)
    - Keynote, Numbers, and iTunes (OS X)

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Curriculum
Science

Agenda

Setting the Stage

- Exploring science tools
- Enriching science literacy
- Identifying resources and apps

In the Classroom

- Collecting and analysing real-world samples
- Creating media-rich presentations
- Developing lessons and sharing ideas

Audience

Educators who want to enhance learning and teaching in science with Apple devices.

Description

Participants build advanced skills with Apple creativity apps and additional tools to gather, analyse and share data that helps students become thoughtful producers and consumers of science knowledge.

Learning outcomes for this workshop include:

- Experience technologies that inspire creativity in teaching and learning science
- Create activities that engage students as scientists
- Help students become thoughtful producers and consumers of science knowledge
- Discover Apple learning resources that support science content and standards

Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource / technical requirements:
  - Wireless Internet access
  - Speakers
  - Projector and screen
  - iOS devices with default settings; or Mac computers with default System Preferences
- Individual participant requirements:
  - An activated iOS device (second generation iPad or newer, or fourth-generation iPod touch or newer), with the latest version of version of iOS; or a Mac with the latest version of OS X
  - A personal Apple ID
  - Headphones with mic (optional)
  - The latest versions of the following apps:
    - Keynote, Numbers, iMovie, Leafsnap for iPad, AirMicroPad, Educreations Interactive Whiteboard, iBooks, and iTunes U (iOS)
    - iPhoto, iMovie, Keynote, Numbers, iTunes and BaiBoard (OS X)

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Curriculum
Social Studies

Agenda

- Researching primary sources with Safari
- Capturing intrigue with iMovie trailers
- Creating dynamic presentations with Keynote
- Reviewing and evaluating research projects

Audience

Educators who want to enhance learning and teaching in social studies with Apple devices.

Description

Participants build advanced skills with Apple creativity apps to create interactive, media-rich social studies lessons focused on literacy, critical thinking, and research skills.

Learning outcomes for this workshop include:

- Learn how to enhance engagement in social studies instruction using Apple tools and resources
- Create research-supported learning products that demonstrate social studies mastery
- Discover Apple education resources that support social studies standards

Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource / technical requirements:
  - Wireless Internet access
  - Speakers
  - Projector and screen
  - iOS devices with default settings; or Mac computers with default System Preferences
- Individual participant requirements:
  - An activated iOS device (second generation iPad or newer, or fourth-generation iPod touch or newer), with the latest version of version of iOS; or a Mac with the latest version of OS X
  - A personal Apple ID
  - Headphones with mic (optional)
  - The latest versions of the following apps:
    - iMovie, Keynote, iBooks, and iTunes U (iOS)
    - iMovie, Keynote, and iTunes (OS X)

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Curriculum
Reaching All Learners

Agenda

Setting the Stage

- Exploring accessibility features
- Exploring tools to personalise learning
- Identifying resources and apps

In the Classroom

- Creating media for learning and assessment
- Differentiating instruction to reach all learners
- Developing lessons and sharing ideas

Audience

Educators who want to explore iPad, iPod touch, or Mac accessibility features and build learning experiences that improve access and enhance learning for all learners.

Description

Participants build advanced skills with Apple creativity apps and settings that support all learners including those with visual, auditory, motor and learning disabilities.

Learning outcomes for this workshop include:

- Match the features and tools of Apple technologies with the needs of all learners
- Design experiences that scaffold and personalise learning, and empower learners
- Discover Apple learning resources that support Special Education content and standards

Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource / technical requirements:
  - Wireless Internet access
  - Speakers
  - Projector and screen
  - iOS devices with default settings; or Mac computers with default System Preferences
- Individual participant requirements:
  - An activated iOS device (second generation iPad or newer, or fourth-generation iPod touch or newer), with the latest version of version of iOS; or a Mac with the latest version of OS X
  - A personal Apple ID
  - Headphones with mic (optional)
  - The latest versions of the following apps:
    - Pages, Keynote, iBooks, and iTunes U (iOS)
    - Pages, Keynote, and iTunes (OS X)

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Curriculum
Challenge Based Learning

Agenda

Framework for Learning

• Making learning relevant

• Learning design principles

Experiencing CBL

• Accepting a challenge

• Learning through reflection

Curriculum Connections

• Guiding learning through questioning

• Developing activities and resources

Tools and Resources

• Built-in tools for learning

• iTunes U

• CBL Community

Audience

Educators who want to engage in a multidisciplinary approach to learning and teaching that encourages students to leverage technology to solve real-world problems through efforts in their homes, schools and communities.

Description

Participants learn how to create engaging lessons with students that solve real-world problems with Apple creativity apps, devices, and the Challenge Based Learning Framework.

Learning outcomes for this workshop include:

• Learn the concepts, attributes, and components of Challenge Based Learning

• Understand design principles of today's learning environment

• Design an experience that challenges students to find an innovative solution to a contemporary problem

• Use collaborative learning tools to enable students to create, collaborate, communicate and publish their solutions and reflections

Details

• Workshop length: 1 day (6 hours)

• Maximum number of participants: 20

• Site resource / technical requirements:

  – Wireless Internet access

  – Speakers

  – Projector and screen

  – iOS devices with default settings; or Mac computers with default System Preferences

• Individual participant requirements:

  – An activated iOS device (second generation iPad or newer, or fourth-generation iPod touch or newer), with the latest version of version of iOS; or a Mac with the latest version of OS X

  – A personal Apple ID

  – Headphones with mic (optional)

  – The latest versions of the following apps:

    • iPhoto, iMovie, GarageBand, Pages, Keynote, iBooks, and iTunes U (iOS)

    • iPhoto, iMovie, GarageBand, Pages Keynote, and iTunes (OS X)

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Support
iPad in the Classroom Modelling and Twilight

Agenda

1.5 Hours – iPad in the Classroom Modelling

- See iPads in the hands of students being used in a relevant learning activity

- Learn how the iPads and students are managed during these activities

- See how resources can be provided to students by teachers

- Find out how easily students can create and share high-quality learning projects

1.5 Hours – Twilight Workshop

Going Further

- Providing resources for students

- Other methods of creating audiovisual learning projects

Planning a Learning Activity for iPad

- Looking at learning outcomes

- Planning a focused activity

Audience
Educators who are ready to use iPad to enhance and transform learning in their classrooms.

Description
Participants gain an insight into integrating iPads into relevant curriculum activities in a classroom setting. They will see these skills in action and learn how to apply them to their own classroom practice.

Learning outcomes for this workshop include:

- Experience various ways apps can be used in teaching and learning
- Learn to manage situations when iPads are used as a tool for learning
- Look at ways students can use iPad to:
  - Gain subject understanding
  - Plan their own learning projects
  - Express their understanding
  - Share their learning with a wider audience

Details

- Workshop length: 1/2 day (3 hours)
- Maximum number of participants: 5 Adults, 30 Students
- Site resource / technical requirements:
  - Wireless Internet access
  - Speakers
  - Projector and screen
  - iOS devices with default settings
- Individual participant requirements:
  - An Activated iPad (second-generation or newer), with latest version of iOS
  - A personal Apple ID
  - Headphones with mic (optional)
  - Participants to bring existing curriculum plans and an idea for a learning project
  - The latest versions of the following apps:
    - iMovie, GarageBand, Pages and Keynote

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Preschool
iPad and Early Childhood Development

Agenda

Introduction to Early Childhood Development
- Essential Question

Guided practice
- Gathering and sharing resources
- Organising resources

Planing a story
- Keynote

Exploring sounds and creating music
- GarageBand

Creating a short story
- iMovie

Reflection & wrap up
- Discussion and reflection on essential question

Audience
Educators from preschool / nursery settings who are interested in exploring how iPads and the Apple ecosystem can enhance and transform many aspect of a young child's development, with a particular focus on communication, language and literacy.

Description
The emergence of iOS technology and the wider Apple ecosystem has provided the possibility of multiple new and exciting learning experiences for young children.

The workshop enables participants to:
- Have hands-on experience with iPad, Apple technology and core apps
- Experience how the portability, built-in features and intuitive design of iPad enables young learners to have meaningful learning experiences anywhere within the preschool setting or beyond
- Experience how Apple technology and core apps enables young learners to develop, explore, communicate and reflect upon their learning and understanding through many different 'modes' such as sound, gesture, image, speech and movement
- Experience how Apple technology and core apps enables practitioners to observe, understand and gain evidence of young children's learning and development in new ways
- Consider how practitioners can use iOS devices, Apple technology and core apps in their own preschool setting to impact positively fundamental communication, language and literacy development as well as effective learning skills

Details
- Workshop length: 1/2 day (3 hours)
- Maximum number of participants: 20
- Site resource / technical requirements:
  – Wireless Internet access
  – Speakers
  – Projector and screen
  – iOS devices with default settings
- Individual participant requirements:
  – An Activated iPad (second-generation or newer), with latest version of iOS
  – A personal Apple ID
  – Headphones with mic (optional)
  – Participants to bring existing curriculum plans and an idea for a learning project
  – The latest versions of the following apps:
    - iMovie, GarageBand, and Keynote

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

Preschool
iPad and Preschool Pedagogical Documentation

Agenda

Introduction
• Essential Question

Gathering evidence of learning experiences
• Built in features guided practice

Organising evidence of learning experiences
• Photos app + AirDrop

Analysing evidence of learning experiences
• iMovie

Creating a multimedia pedagogical document
• Pages

Reflection & wrap up
• Discussion and reflection on essential question

For More Information

To learn more about Apple Professional Development and find an approved trainer, contact your local Apple Education team or an Apple Solution Expert - Education, who will be able to advise you.

To find your local Apple Solution Expert - Education, visit: http://www.apple.com/in/buy/ase/education/.

*Please note: The approved trainer is independent of Apple and is neither an employee nor agent of Apple. The approved trainer is solely responsible for the delivery of APD workshops detailed in this catalogue

Audience

Educators from preschool / nursery settings who are interested in how iOS devices and the Apple ecosystem can transform the gathering, evaluating and sharing of evidence of young learners' development.

Description

The emergence of iOS technology has created multiple new and exciting learning experiences for young children. The technology has also revolutionised how preschool educators, and young learners themselves, can document, analyse, and share both the process and outcomes of those experiences, using the knowledge and understanding gained to inform the focus and format of future learning opportunities.

The workshop enables participants to:

• Have hands-on experience with iPad, Apple technology, core apps and Apple Ecosystem
• Experience how the portability, built-in features and intuitive design of iPad enables educators to collect a wide range of high-quality evidence of young children's learning (and for young learners themselves to generate the evidence in different formats)
• Experience how Apple technology, ecosystem and core apps enhance and transform how to collate, reflect upon, annotate and share that evidence
• Consider how they can use iOS devices, Apple technology, core apps and Apple Ecosystem in their own preschool setting to transform the gathering, evaluating and sharing of evidence of young learners' development

Details

• Workshop length: 1/2 day (3 hours)
• Maximum number of participants: 20
• Site resource / technical requirements:
  – Wireless Internet access
  – Speakers
  – Projector and screen
  – iOS devices with default settings
• Individual participant requirements:
  – An Activated iPad (second-generation or newer), with latest version of iOS
  – A personal Apple ID
  – Headphones with mic (optional)
  – Participants to bring existing curriculum plans and an idea for a learning project
  – The latest versions of the following apps:
    • iMovie and Pages

Failure to provide required elements will reduce the accomplishment of the stated outcomes.