Tapped In Festival 2007
Playing to Learn
Wed., July 25, 2007 / 8 a.m. - 8 p.m. PDT

Festival Web-Page: http://tappedin.org/tappedin/web/festival/
Festival Wiki: http://helpingstudents.org/JSPWiki/Wiki.jsp?page=TIFestival

What is Tapped In Festival 2007?

Tapped In is an online community of K-16 teachers, staff, and researchers engaged in both formal professional development programs and informal collaborative activities with colleagues. The festival is a day-long event led by volunteer educators who share their expertise and insight while facilitating discussions with members of the Tapped In community. This year's theme is "Playing to Learn," featuring ways to enrich the classroom experience with games – playing them, creating them, evaluating them and incorporating them into the curriculum! Please join us for this exiting event!

Preparing for Tapped In Festival 2007

All the festival events are free. Visit TappedIn.org to register for free a free membership or log in as a guest to participate. One advantage to membership is that you will receive transcripts of your text chats when you log out after participation in any Tapped In event.

Pre-Festival Tips and Tricks

If you are planning on participating in Tapped In Festival 2007 as an attendee or helpdesk volunteer, come to one (or more) pre-festival Tips and Tricks to learn how to get the most out of your festival experience! There are many opportunities to attend this workshop during the month of July, prior to the conference. Please check the Tapped In calendar for dates and times.

Podcast Contest!

Visit the official Festival wiki web-page http://snipurl.com/TIFestivalWiki for a chance to submit a podcast of the posted lyrics as a song, rap, or whatever to win a 10th Anniversary Tapped In T-Shirt! There are also links to technology tips for creating your podcast.

Tapped In Festival 2007 Events

Events are held at various rooms within the Tapped In community. Pre-registration is not required, however please check individual event descriptions for information that will help you maximize your experience! A schedule of the different events follows, however for easy navigation, links to event rooms are available from the Tapped In Calendar and will be posted under Featured Passageways in Tapped In Reception. Each event lasts one hour.

After the Festival

The Tapped In Festival 2007 Certificate of Participation

At the end of each event or after the Festival, please visit http://www.sabotenweb.com/signin.html and provide your name and e-mail address, identify the sessions you were in and the code given at the end of each session. Participants who attend three our more sessions in the 12-hour festival period and submit three sign-in forms, *may* be eligible to receive a Certificate of Participation. Participation in one Pre-Festival Tips and Tricks will qualify as one of the events. The Tapped In Festival Certificate may be recognized by individual educational organizations, depending upon their individual criteria.

As well, you will have an opportunity to give us feedback and reflection on Tapped In Festival 2007. Your comments may be shared in a report prepared after the festival. The Tapped In Festival 2007 committee will post the certificates to a link available from the main festival page. Certificates will be available for downloading until approximately one month after the festival.

Tapped In Festival 2007 Schedule

Links to event rooms are available from the Tapped In Calendar for July, 2007

8:00 AM

Playing With Digital Images

        Leader: Midge Frazel
        Event Room: Frazel Features

Visual images are very powerful tools for learning. Giving purpose to their identification and relating them to curriculum requires skills often foreign to many educators. Manipulation, enhancing, and file management techniques are required and to the eyes of many look like "playing with pictures." Grab your coffee or iced tea and come to this eye-opening kick off to the Festival by learning to play with digital images using Flickr, Picnik, and PowerPoint.

9:00 AM

Cultural Diversity in Games

        Leader: James Neusom
        Event Room: Playing to Learn

TBA

10:00 AM

Gaming: It's Not Just for Geeks Anymore

        Leader: Debra Spraque
        Event Room: After School Online

This session will look at educational and commercial games and the phenomenon of online gaming. What, if any, educational value do games provide? If you are new to gaming, come and see what is available. If you are an avid gamer, come and share your experiences.

11:00 AM

ALBC: Teaching Opportunities around Abraham Lincoln's 200th Birthday

        Leader: Jennifer Rosenfeld
        Event Room: Social Studies Forum

February 12, 2009 marks the 200th birthday of America's sixteenth president, Abraham Lincoln. What are the opportunities for bringing Lincoln and his legacy into the classroom? What will make Lincoln's story compelling for students today? Join staff from the Abraham Lincoln Bicentennial Commission, a Congressionally created organization charged with planning the upcoming bicentennial, as we explore the many possibilities.

12:00 PM

Keynote
Rap is Poetry

        Leader: Baba Brinkman
        Event Room: On Tap Cafe

Join Baba Brinkman for this keynote discussion of rap lyrics as poetry and tools for engaging students in the study of literature using hip-hop in the classroom.

1:00 PM

Experience OneTeacherPerChild at the BEEweb!

        Leader: Jordon Pollack
        Event Room: Playing to Learn

Supported by scientific discoveries made while studying the dynamics of evolutionary systems, Brandeis University researchers have developed a breakthrough educational technology called BEEweb. Each website hosts a basic-skills Multi-player game which employs a new incentive called the "Teacher's Dilemma". As kids play the video game, they become focused and passionate about the task and are incented to assess and challenge their partner appropriately. The entire network of learners becomes a Peer-to-Peer scaleable network providing one human teacher per child, for the same price as a Skype phone call.

Join us to learn the science and technology behind the Beeweb, play the Spellbee, Moneybee, PatternBee and Geograbee, and see whats on the drawing board for next year!

2:00 PM
## Squeak and Scratch 	
      Leader: Randall Caton
      Event Room: Randall Caton's
 	
      Note: To get the most out of this event please download Squeak and Scratch before festival day.
 	
      Squeak can be downloaded at http://www.squeakland.org/
 	
      Scratch can be downloaded at http://scratch.mit.edu/Office
	Squeak is a free, open-source, object-oriented, multimedia, play-oriented authoring environment that runs on many platforms and can be used to construct active learning environments for all ages. Programs can be written in the Squeak environment by novices using graphical programming tiles or by experts using Smalltalk. Developers around the world are continually adding functionality to the open source Squeak image. Squeak is the basis for many new collaborative programming environments and exciting developments. It is free for you to use and you are limited only by your imagination. Scratch is written in Squeak for middle school students. Scratch is a new programming language that makes it easy to create interactive stories, animations, games, music, and art.

3:00 PM
## PBS Teachers Resources 	
      Event Leader: Jenny Bradbury
      Event Room: Social Studies Forum
	Want to learn about the new features of the PBS Teachers Web site and the wide array of free educational resources that PBS has to offer? Join us for an online discussion about ways the new site can help PreK-12 teachers find and use fun and interesting teaching and learning resources.

4:00 PM
## Impact of Gaming for Libraries 	
      Leader: Lesley Farmer
      Event Room: Cybrarians
	Do games have a place in the library? What are the advantages and disadvantages of this genre? What kinds of games foster information literacy? What is the role of the librarian in locating, using, and creating games?

5:00 PM
## The Fun of Making 	
## and Using Videos 	
      Leader: Rushton Hurley
      Event Room: Next Vista for Learning
	Video can engage or re-engage students powerfully, but many teachers assume that creating videos as parts of presentations or projects is time-consumingly complex. Not so! Join this program to learn how you and your students can make simple pieces to use in your teaching and learning."

6:00 PM
## Keynote 	
## Embedding Digital Storytelling 	
## into Teaching and Learning 	
      Leader: Carole McCulloch
      Event Room: The Art of Storytelling
 	
      Resources:
      DST Blog
      http://coachcarole.wordpress.com/
 	
      DST Wikispace
      http://digitales.wikispaces.com/
 	
      DST Moodle
      http://www.groups.edna.edu.au/course/view.php?id=1278
	Digital storytelling is an embedded innovative practice in the Vocational Education and Training organisations as well as community based adult learning centres in Australia. Digital stories have been woven into educational environments as 'new' ways of managing and distributing knowledge; capturing learning journeys and demonstrating competence; as well as celebrating achievements and project outcomes. Digital storytelling now features frequently in the social networking practices of many Australian educators.
	
	Join Carole in a presentation about how we achieved this phenomenon and how you can embed digital storytelling into your teaching and learning. Carole will share with you several web spaces where digital story materials, instructions and samples can be accessed. Come along and discuss how effective and powerful, authentic voice and moving images can be in the classroom.

7:00 PM
## Humor and Stress 	
      Leader: Dianne Allen
      Event Room: Teaching Teachers
	If the Readers Digest can run a consistent line that Laughter is the Best Medicine, then perhaps as professionals we can learn how to manage stress in our professional lives through the development of our humorous selves. Join the final session for the best and worst of puns, funny stories, goofy definitions, gags lines and watching how a professional fails the test of humoring worn-out Festival participants. Tapped In hasn't quite been the same since we lost our PETS.