

Instructional Technology Newsletter

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Contact Information

Chief Information Technology and Accountability Officer

Donna Boivin 413.787.7125
boivind@sps.springfield.ma.us

Director of Technology

Deb Gendreau 413.787.6605
gendreaud@sps.springfield.ma.us

District Instructional Technology Specialists

Micky Cahillane-Middle Schools 413-262-7915
cahillanem@sps.springfield.ma.us

Jackie Cline -Elementary 413-478-4318
clinij@sps.springfield.ma.us

School-based Instructional Technology Specialists

High Schools

MaryAnn Carrasquillo – Putnam
carrasquillom@sps.springfield.ma.us
Nadine Payne- Central
paynen@sps.springfield.ma.us
Ed Musiak – Commerce
musiake@sps.springfield.ma.us

Middle Schools

Dolores Larry—Duggan and Kennedy
larryd@sps.springfield.ma.us
Roberta Sarnacki – Kiley and SAFE
sarnackir@sps.springfield.ma.us

Elementary Schools

Dale Kasal – Gerena
kasald@sps.springfield.ma.us



Equitable, Efficient and Appropriate Use of Resources and Funding.

Goal 2:Pursue alternative and supplemental funding that support district goals and priorities.

In support of the Superintendent’s Goals the Instructional Technology Department is presently involved with three grants:

Technology for Data-Driven Decisions (TD3):

The goal of the Springfield Schools: Data-Driven Decisions Through Technology (S2D3T2) project is to enable Springfield Public Schools’ (SPS) staff to work collaboratively with the MA Department of Education to use the state’s data warehouse system, hosted locally, to collect and archive student demographic and assessment, educator, human resources, financial, student transportation, and other data that is determined to be necessary to support data-driven educational decisions to advance student achievement. The objectives are to load all necessary data in an accurate, thorough, and timely fashion; to produce timely, thorough, accurate and easily-accessed longitudinal data and reports for analysis by and for all appropriate stakeholders; to work collaboratively with SPS staff to enable them to turn data into information, information into knowledge, and knowledge into action; to provide the data necessary for analysis and whenever possible, to work collaboratively with other Massachusetts school districts who are using the state’s data warehouse. The outcome of the project will be to have appropriate staff at 100% of our schools and at the Central Office trained and able to easily access and utilize the valid, accurate, reliable data and information they need, in a timely fashion, to make effective curricular and policy changes to ensure academic achievement.

Instructional Methods to Positively Affect the use of Classroom Technology (IMPACT):

The goal of this project is to create a cross district professional learning community of approximately 28 teachers working collaboratively to improve both their own productivity and student achievement through integration of technology into content areas on academic teams at both Forest Park Middle School and Baird (Ludlow) Middle School.

Teaching New Things In New Ways:

The goal of this project is for twenty teachers from Springfield and West Springfield Public Schools to participate in a hybrid model professional development on interactive whiteboard technology (SMARTboard) and Student Response Systems. MassOne and other Web 2.0 tools will be used in between face-to-face sessions as tools to enhance and promote active independent learning of participants. Each teacher will create and implement three fully integrated lesson plans using interactive whiteboards and student response systems and together evaluate their success and make any additional changes to their plans based on the feedback from their students and their peers.

Key

Elementary



Middle



High



Teachers



Dr. Ronald Gathro
Math Teacher at
Putnam High School



Dr. Gathro teaches Geometry and AP Statistics at Putnam High School, he utilized a great deal of technology in his classroom such as: the SMART-Board, PowerPoint, Excel, Microsoft Word, and the TI Nspire. With the TI Nspire calculators in his classroom in conjunction with the TI Nspire emulator on his compute, he projects the calculator model and manipulates it on the SMARTBoard so that his students can then effectively utilize their calculator to perform various geometry investigations and computations. An unplanned advantage to having this technology is that students now volunteer and sometimes fight to put problems up on the SMARTBoard. He stated, "After having the SMARTBoard for one year, I would never want to teach without one! I use the SMARTBoard all day in every class that I teach, unless I am giving a test". The excitement about using the SMARTBoard has inspired several previously lower performing students to really master the material so that they too can be involved in using the technology. He uses these materials to supplement his teaching. In addition, he uses the SMARTBoard to project the graph paper which allows him and the students do their problems on the SMARTBoard and make them interactive. Dr. Gathro also uses the SMARTBoard as a means of projecting such things as Content Enhancement Routines for Teachers (CERT). This enables students to utilize the graphic organizers learn content.

Web 2.0

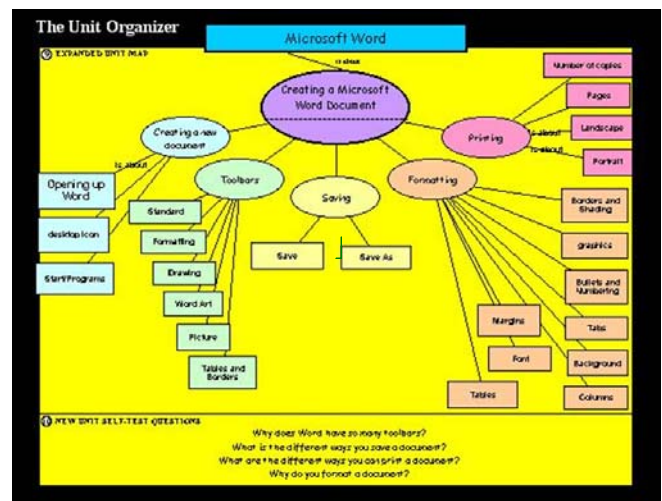
<http://www.mybrochuremaker.com/>

Create and print a brochure or flyer in minutes. Choose a theme and then customize with photos and text. It's a great way to create brochures and flyers that work.

Parents Corner

<http://letsmove.gov/>

Let's Move is building communities by bringing together families, schools, private industry and government to make healthy living easier. With greater understanding and opportunities for good nutrition and physical activity, parents can take simple steps so busy families can live healthier lives



<http://depot.stratopedia.org/resource/download/274?>

Math

http://www.geogebra.org/cms/index.php?option=com_frontpage&Itemid=1

GeoGebra is free, multiplatform **mathematics software** for all education levels that joins arithmetic, geometry, algebra and calculus. The idea behind *GeoGebra* is to connect geometric, algebraic and numeric representations in an interactive way. Students can do constructions with points, vectors, lines, conic sections as well as functions and change them dynamically afterward. *GeoGebra* also allows students to directly enter and manipulate equations and coordinates. They can easily plot functions, work with sliders to investigate parameters, find symbolic deriva-

**Teacher**

<http://www.superteachertools.com/jeopardy/> this is a great site that you can use to develop a jeopardy game . These games are a great way to review information with students.

Technology

<http://www.webnotes.net/Solutions/Personal/>

The personal, free version of Web Notes allows you to annotate interesting websites and share them. Highlight text and add notes to web pages, just like you would with a printout. Quickly organize your annotations into nested folders for later access.

Science

<http://newsletter.bigdealbook.com/link.aspx?THEBIGDEAL-BOOK=633963805075430985&id=633963805075430985&url=http://www.pbs.org/wgbh/aso/>

Highlight Scientific Discoveries

A Science Odyssey highlights some of the most spectacular discoveries in **science** and **technology** during the 20th century. **Then + Now** compares what scientists knew in 1900 to what scientists know today. **That's My Theory** is a made-for-the-Web game show in which students meet some of the scientists who made 20th century history. **On the Edge** presents comic book-style stories that take students back through time and showcase scientists soon after they made their discoveries. And **You Try It** has cool activities, including *Atom Builder*, *Probe the Brain* and *Technology at Home*. The site includes an **Educator's Guide** with **activities**, **discussion questions** and information for using **A Science Odyssey** in the classroom, and a re-

Grants Information

<http://captainplanetfdn.org/default.aspx?pid=3&tab=apply>

The Captain Planet Foundation will fund as many projects as its annual resources allow. Please read and carefully follow the guidelines thoroughly if you would like to seek funding from us. In order to maximize the impact of Foundation funds, the Board of Trustees limits their grant awards to those applications which comply with the following guidelines.

All applicant organizations or sponsoring agencies must be exempt from federal taxation under the Internal Revenue Code Section 501, in order to be eligible for funding (this includes most





School Website Spotlighted

STEM Middle Academy

<http://www.sps.springfield.ma.us/schoolsites/stem/default.asp>

STEM Middle Academy
60 Alton Street
Springfield, MA 01109
413) 787-6750



Teachers



Teachers



<http://pbskids.org/whiteboard/?THEBIGDEAL-BOOK=633963805075430985>

Explore Interactive Technology Rhyme different word families, mix paint to get the right colors, identify animal sounds in **English** and **Spanish**. **PBS KIDS** offers a collection of **interactive whiteboard games** for language arts, the arts, mathematics and social studies. Students will enjoy participating in these collaborative and engaging experiences, while exploring curriculum from trusted programs such as *Curious George*, *Super Why* and *Arthur*. Some of the games require **audio** to play. All of the games are age appropriate and vetted by educators.



If you have any questions or suggestions for the Instructional Technology Newsletter please feel free to send them to

Michelina B. Galluzzo-Cahillane at cahillanem@sps.springfield.ma.us

Thank you and enjoy the

<http://www2.smarttech.com/st/en-US/Products/SMART+Notebook+Express/>

The beta version of SMART Notebook Express software is lightweight web-based application that lets anyone, anywhere download, edit and share files created in SMART Notebook software. It is free and available online.

Computer tips and shortcuts.....

Ctrl + C or Ctrl + Insert

Copy the highlighted text or selected item.

Ctrl + V or Shift + Insert

Paste the text or object that's in the [clipboard](#).

Ctrl + Z and Ctrl + Y

Undo any change. For example, if you cut text, pressing this will undo it. This can also often be pressed multiple times to undo multiple changes. Pressing Ctrl + Y would re-do the undo.

Alt + Tab or Alt + Esc

Quickly switch between open programs.

Ctrl + Left arrow / Right arrow

Move the cursor one word at a time instead of one character at a time. If you wanted to highlight one word at a time you can hold down Ctrl + Alt and then press the left or right arrow key to move one word at a time in that direction while highlighting each word.

Ctrl + Home / End

Move the cursor to the beginning or end of a document.

<http://www.computerhope.com/tips/tip79.htm>