Transforming and Accelerating STEM Education with Real World Virtual Reality Technology Created for Education

A Discovery-Driven Planning Workshop

Friday, October 2, 2015
10:00 AM – 1:15 PM
No Registration Fee, Lunch Included

zSpace

Introduction

"One of the biggest mistakes schools are making is to fall in love with the latest devices and invest in technology for technology's sake. Improving schools does not need to be a matter of guesswork. The value of sound theory is that it provides a pattern for what to do to be successful.

When launching something that is unfamiliar and unpredictable, with a low ratio of knowledge to hypotheses, educators need to change the planning and design process. A standard planning process – making a plan, looking at the projected outcomes from the plan, and then, assuming those outcomes look desirable, implementing it – will not work, because the assumptions, both implicit and explicit, on which the outcomes rest are often wrong.

Therefore, they need a different way to create a plan – particularly if the tolerance for failure is low and the need for caution is high, as is so often the case when innovating in education with children.

In a discovery-driven planning process, the key is to start with the desired outcome in mind. From there, the crucial next step is to list all of the assumptions that must prove true in order to realize the desired outcomes and goals. With the assumptions in hand, the next step is to implement a plan to learn – as a way to test, as quickly and as possible, whether the critical assumptions are reasonable." Source: Blended: Using Disruptive Innovation to Improve Schools

These carefully designed workshops combine theory with application to provide a step-by-step process for harnessing the most promising innovations to improve schools while avoiding the landmines.

DATE/TIME:
Friday, October 2, 2015
10:00 AM - 1:15 PM

Register Here: http://zspace.com/eduseminar

WHERE:
ASU SkySong Center
SkySong Building 3, 135 Synergy II
1365 North Scottsdale Road Suite #135

Backbone COMMUNICATIONS

Scottsdale, AZ 85257

Empowering Education Through Technology

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Workshop Core Objectives

- Join other local educational leaders and discover how over 100 school districts, universities, and medical schools today are effectively incorporating zSpace Virtual Reality Labs into their lesson plans and curriculum
- Hear specific plans and outcomes relating to increasing student engagement and gaining dramatic results with the implementation of Virtual Reality technology
- Use the Discovery-Driven Planning Process to solidify a SMART Goal and identify implicit and explicit assumptions to walk away with a well thought out plan for implementation

Agenda for Friday, October 2, 2015

TIME	DURATION	WORKSHOPS	PRESENTER
9:30 am	30 min	Continental Breakfast & Check-In	Backbone Comm.
10:00 am	20 min	Impact of Virtual Reality in STEM Education *Unlike other virtual reality solutions that can be isolating, such as head-mounted displays, zSpace for Education encourages interaction and group collaboration. Best of all, zSpace for Education empowers students to "learn by doing" in a virtual environment where it is easy to undo mistakes, make changes, and not worry about material costs or clean up.*	Gary Murphy Education Technology Evangelist Retired CIO Douglas County Schools
10:20 am	15 min	School Spotlight: Pendergast ESD, AZ *Pendergast Elementary School District has debuted three Innovative STEAM Preparatory Academies for 2015-16 that will include medical, engineering and architectural as well as a dual language program in kinder.* *The district will launch these Academies to offer a rigorous, project-based format of learning. Students will be engaged in a challenging and focused curriculum to assist them in working on "best practices" in order to exceed state learning standards.*	Dr. Matos DeBlieux Superintendent Pendergast Elementary School District
10:35 am	30 min	Hands-On Experience: zSpace Lesson Plan Activity *Participants will role play as students. Lesson objectives for different grade level activities will be provided along with collaborative questions to answer . Each participant will have an opportunity to experience the zSpace machine just as a student would in a classroom.*	LaRae Kendrick, M.Ed. Certified zSpace Trainer Backbone Communications
11:05 am	15 min	School Spotlight: Plainview Central School District, NY *Leading with a SMART goal to implement a Virtual Reality lab.*	Lauren Fieman, M.Ed. SMART Goals Backbone Communications

11:20 am	15 min	Workshop: Identifying SMART Goals *As we just heard an example SMART Goal from the school district in New York, you will have an opportunity to collaborate with others and create a SMART Goal specific to your Virtual Reality implementation plan. Use the CCSS and NGSS Activity Alignment Handout in your folders. Once your group has completed the SMART Goal, you may post the large post-it note on the wall in preparation for the Gallery Walk. When your goal is tangible you have a better chance of making it specific and measurable and thus attainable.*	Lauren Fieman, M.Ed. SMART Goals Backbone Communications
11:30 am	10 min	Gallery Walk *Use the SMART Goal worksheet to compare, discuss and improve your SMART goal by reviewing other SMART goals.*	Lauren Fieman, M.Ed. SMART Goals Backbone Communications
11:40 am	15 min	Lessons Learned *Hindsight is 20/20 and listening to other district challenges will only provide your school district a stronger implementation plan.*	Gordon Gower Implementation Specialist Backbone Communications
11:55 am	15 min	Assumptions Exercise *As a group, we will discuss all assumptions, implicit and explicit, when considering Virtual Reality Technology.*	Gordon Gower Implementation Specialist Backbone Communications
12:00 pm	5 min	Students, Teachers and Administrators Share Experiences and Learning Outcomes with zSpace	Video
12:05 pm	45 min	Lunch	
12:50 pm	25 min	Implementation Options and Hands-On Experience *As budgets are reduced and student improvement expectations increase, it is more critical than ever to consider proven blended learning models and technology that increases student engagement and academic gains. We will discuss implementation options of 3-station learning centers to 12-station full lab implementations to fit any school environment.* *This time will also allow Q&A and further hands-on experience with zSpace.*	Thessa Monaco zSpace Brian Snyder Backbone Communications
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