



# Staff Development Supplement

Spring 2007

Contact the staff development team for assistance with integrating technology into your classroom. Please remember to prescreen the sites in this newsletter due to the constantly changing nature of the Internet.

- IN THIS ISSUE:**
- Brain Pop
  - SmartBoard in the Classroom
  - Resources from the Sachem Public Library
  - School Island
  - Your Technical Support Team

the more you know, the more you know

**BrainPop** is available to students and teachers from 8AM To 5PM on weekdays. **BrainPop jr** is also available for a limited time using the same username and password.

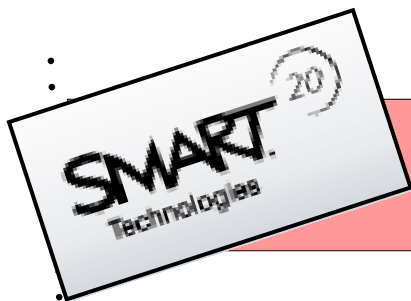
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Password:SACHEM

“**BrainPOP** is an educational website that shows [Flash](#) based videos about [math](#), [technology](#), [health](#), [science](#), [social studies](#), [arts](#) & [music](#), and [English](#). Most of the videos feature the site's recurring characters, Tim and Moby. BrainPOP has received many educational website awards. New content is added weekly. BrainPOP aims to make learning grades 4-12 subjects "more fun", by producing educational animated movies to explain concepts in an audio and visual style that is accessible and entertaining to both children and adults. Students can watch the BrainPOP movies and exchange messages with the cast of characters who lead users through related activities on the Web site, which include interactive quizzes and games, comic strips, and experiments.

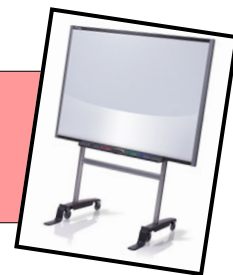
About 25% of U.S. school districts subscribe to BrainPOP and use it with school curricula as it aligns to state standards.

BrainPOP has won multiple education and media awards including The Flash Film Festival District Administration Curriculum Award and Forbes Best of the Web. BrainPOP is also popular with adults and families who have bought the home subscription so their children can study in a more entertaining way, with an easy-to-use interface. BrainPOP makes it easy for children to find the information they are looking for. If you have not subscribed to BrainPOP, you can still view several of the free movies they feature which they alternate every week or so.”

*Above information on BrainPop was taken from Wikipedia. Wikipedia allows information from their site to be copied and redistributed under the GNU Free Documentation License (GFDL).*



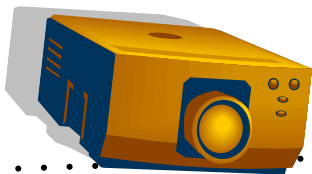
# Best Practices SmartBoard in the Classroom



The SMART Boards have become a popular teaching tool. At Waverly Avenue and Tamarac, they are being used in the libraries to involve students as young as Kindergarten. Students use a Venn diagram to analyze stories to find similarities and differences. They manipulate figures on a background to learn about fairy tales.

- At Sequoya and North the librarians use the SMART Boards to teach students about the virtual Reference collection (VRC) and other tools. Teachers at all of the schools use the board to supplement their regular lesson plans in math, science, social studies, and ELA. A favorite use is for Jeopardy.

- At Tecumseh Elementary, Bob Neufeld, Sharon Ornstein and Staff Developer, Al Pisano worked together to "push" the Smart Board out to the teachers and students. Al trained a core group of teachers, one for each grade level. After the initial training sessions, he helped teachers develop lessons using the Smart Board then the teachers modeled the lessons for the rest of their respective grade level. The result is that almost all of the teachers at Tecumseh have experience with and have used the Smart Board with their students. Student response has been overwhelmingly positive. The students are constantly asking, "Are we learning with the Smart Board today?"



Smart boards are being used extensively in the library to teach students how to use various resources including the VRC (Virtual Reference Collection), how to access favorite websites, and how to utilize some of the software titles available. They are also used in PE classes at Gatelot to show students "Stacker" demonstrations, highlights, and world-records utilizing the Speed Stacks website, found at <http://www.speedstacks.com/> and in other classes utilizing PowerPoint Jeopardy review games.

Teachers at Cayuga are using the SMART Board to introduce a lesson on Civil Rights. The first grade students in Kristin Ruhs and Stacey Heinz's classes watched a Brain POP movie on the Civil Rights and then played the quiz on the board.

Kathie Galgano, one of the BOCES technical staff developers, used a SMART Board to give a presentation on Internet Safety to the PTA at Sequoya Middle School on January 25<sup>th</sup>. "It enabled the parents to become actively involved in the presentation. Teachers may feel that they have to create special lessons in order to use the SMART Board. Another way to approach it is to look at a lesson you already have, and ask yourself how you might "tweak" it so that it is supported by the interactive white board. The only techniques I used to support a PowerPoint presentation were having the parents write some ideas directly onto the board, writing notes on the board as we went through the presentation, and using the screen to hide answers as we went over an exercise. My own excuse for using overheads for many years instead of switching to PowerPoint was so that I could spontaneously make notes on my documents and get the students involved by having them write and present their own work on an acetate sheet. Now I have no more excuses. I can create a PowerPoint beforehand and the students can add information right on the board. I can even choose to save the notes into the original work."

Teachers at Grundy are using the SMART Board to prepare for tests by using the SMART Board to play Jeopardy and Millionaire.

The Smart Boards are also being used at Hiawatha for activities including setting up persuasive writing (using the Read/Write/Think Persuasive Map found at: [http://www.readwritethink.org/materials/persuasion\\_map/](http://www.readwritethink.org/materials/persuasion_map/)). The board has also been used to assist second graders learn about adjectives as they selected, dragged, and dropped various words to describe images they saw on the screen and then created a variation of a recently read story. Another popular use for the Smart Boards are PowerPoint Jeopardy games, including math and social studies review.



## Your Technical Support Team

Sachem's technical support team consists of the School Communication Aides (formerly known as Tech Aides) and the CCSI group.

The **School Communication Aides** will be divided among the elementary schools. In addition to the listing below, they will be in each of their schools on alternating Mondays. The Middle Schools and High Schools will have daily coverage. (Because of the limited coverage in the elementary schools, please give your Communication Aide at **least 24 hours notice** if you will be signing out any equipment.)

### 2006-2007

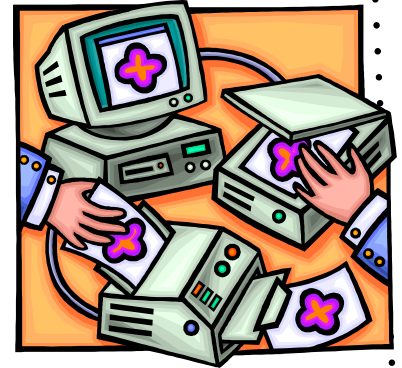
Elementary Schools		Tuesday/Thursday	Wednesday/Friday
Patricia	Butera	Waverly	Chippewa
Cathy	Conti	Tecumseh	Lynwood
Donna	Mitchell	Nokomis	Grundy
Victoria	Moreno	Tamarac	Merrimac
Maureen	Fitzpatrick	Wenonah	Gatelot
Brenda Sue	Mariani	Hiawatha	Cayuga

### Middle Schools

Joyce	DeCarlo	Sagamore
Lorrie	Martinson	Seneca
Ellen	Rafferty	Samoset
Tricia	Bertolone	Sequoia

### High Schools

Patricia	Kelly	East
Janet	Tedeschi	East
Carol	Cook	North
Karen	Mott	North



The **CCSI Team** is responsible for hardware and technical support. You do not have to contact them directly. If you experience a technical problem, let your Communication Aide know. If the situation cannot be resolved immediately, she will put in a ticket for CCSI assistance.

## A HIGHLIGHT ON RESOURCES FROM SACHEM LIBRARY

The Sachem Public Library is encouraging all access for grades 4-12 and college students to take part in their Live Homework Help. Between 3:00 and 11:00 PM, students can access the system at <http://www.sachemlibrary.org> with their library card barcode and pin number, and can have access to a tutor for up to 20 minutes to get help in multiple subjects, in either English or Spanish. Live Librarian Chat is also available for individualized one on one instruction. In addition, the library offers a 10 PC Homework Lab where students can receive the same interactions in person and all logons are individualized for each specific library patron.

A new service for Audio downloads is also available, pulling from a variety of sources. Access to download these DRM files can be obtained directly from their homepage, and the intent to offer a variety of other formats is in process.

Finally, upgrades to current technologies are also making Toddler and Elementary Gaming available for younger students, and the library also offers a wide selection of software that can be signed out and used at home.

[Previous Page](#)

[Next Page](#)



School Island is a web site for students and teachers, providing content review and skill assessment activities for **Math, Science, Social Studies, and Language Arts**. Instant feedback and progress reports pinpoint students' strengths and weaknesses. Teachers can monitor their students' use of School Island and even assign sessions tailored to their individual needs. School Island is easily accessible from school, library - even at home - wherever an Internet-connected computer is available.

- School Island allows **students** to review, assess, and learn from any computer with an Internet connection
- School Island allows **teachers** to monitor student work, create specialized assignments, and help tailor lesson plans to individual and class strengths and weaknesses
- School Island uses actual field-tested questions, with **hints, reasons, defined vocabulary terms**, and printable **assessment reports** for individual students or for a whole class.
- School Island subscriptions can be purchased by schools for all their students and teachers. In addition, [Home Version](#) subscriptions are available - perfect for home school students and teacher-parents, tutors and their pupils, and any student without a school-sponsored subscription.

Ask your staff developer for assistance logging on to School Island.

## Get to know your Sachem Staff Development Team!

**We are here to help with your technology integration needs! Whether you need help learning how to use a program with your students or want to understand how to incorporate a computer peripheral into the curriculum, we can help. If you're a beginner, advanced or even expert we are willing to help you learn what it takes to effectively integrate technology into your classroom!**

The **BOCES Staff Developers** are available to help you integrate technology into your classroom. They will deliver PDPs before or after school, meet with you individually or do push-ins. Contact your Staff Developer for assistance with Outlook, PowerPoint, Publisher, Excel, SMART boards, virtual field trips, WebQuests, GradeKeeper, SchoolNotes, using digital equipment, or any other software assistance.

Technology Integration Specialist	Building Assignment
Kristyna Acerno - <a href="mailto:Kacerno@sachem.edu">Kacerno@sachem.edu</a>	Cayuga, Grundy, Lynwood, Nokomis, Wenonah
Kathie Galgano - <a href="mailto:kqalgano@sachem.edu">kqalgano@sachem.edu</a>	Tamarac, Waverly, Sequoya, Sachem North
Bill MacIntosh - <a href="mailto:wmacintosh@sachem.edu">wmacintosh@sachem.edu</a>	Chippewa, Gatelot, Hiawatha, Samoset, Seneca
Al Pisano - <a href="mailto:apisano@sachem.edu">apisano@sachem.edu</a>	Merrimac, Tecumseh, Sagamore, Sachem East

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