

Session 1

Monday 9:45 – 10:45

Room #	Session Number	Title
2737	1A	Incorporating Promethean into the High School English Classroom
2738	1B	How to Get Started in Science
2739	1C	Customizing ActivInspire for Math Lessons
2740	1D	I Have Promethean... Now What?
2741	1E	You Don't Have to Reinvent the Wheel
2747	1F	Getting Started with Promethean
2748	1G	Getting Started with ActiVotes
2749	1H	Resources, Resources, Resources
2750	1J	Templates and Graphic Organizers

Session 2

Monday 11:00 – 12:00

Room #	Session Number	Title
2737	2A	ActivPrimary
2738	2B	Making the Most of the Promethean Board in Math
2739	2C	Formative and Assessment for Higher Order Thinking
2740	2D	I Have Promethean... Now What?
2741	2E	You Don't Have to Reinvent the Wheel
2747	2F	Getting Started with Promethean
2748	2G	Using the ActivBoard in Science
2749	2H	Resources, Resources, Resources
2750	2J	Templates and Graphic Organizers

Session 3

Monday 1:00 – 2:00

Room #	Session Number	Title
2736	3A	Getting Started with ActivExpressions
2737	3B	ActivPrimary
2738	3C	Making the Most of the Promethean Board in Math
2739	3D	Formative and Assessment for Higher Order Thinking
2740	3E	I Have Promethean... Now What?
2741	3F	You Don't Have to Reinvent the Wheel
2747	3G	Getting Started with Promethean
2749	3H	Resources, Resources, Resources
2750	3J	Templates and Graphic Organizers

Session 4

Tuesday 8:30 – 9:30

Room #	Session Number	Title
2735	4A	A Whole New Planet
2736	4B	Containers Option 1
2737	4C	Self-paced ActivExpressions
2740	4D	Let's Get ActivCrazy!
2741	4E	Lights, Camera, Action! Manipulating Multimedia and Graphics
2747	4F	Odyssey Integration Strategies with Promethean
2748	4G	Tips and Tricks for Beginners
2749	4H	Action Objects
2750	4J	Marzano Strategies

Session 5

Tuesday 9:45 – 10:45

Room #	Session Number	Title
2735	5A	A Whole New Planet
2736	5B	Containers Option 1
2737	5C	Google Earth in the ActivClassroom
2738	5D	Creating Interactive Calendar Math Flipcharts
2739	5E	Creating Engaging Flipcharts Using ActivInspire
2740	5F	Let's Get ActivCrazy!
2741	5G	Lights, Camera, Action! Manipulating Multimedia and Graphics
2747	5H	Odyssey Integration Strategies with Promethean
2748	5J	Tips and Tricks for Beginners
2749	5K	Getting Started with ActiVotes

Session 6

Tuesday 11:00 – 12:00

Room #	Session Number	Title
2735	6A	Tricks with Color
2736	6B	Containers Option 2
2737	6C	Self-paced ActivExpressions
2738	6D	Creating Interactive Calendar Math Flipcharts
2739	6E	Creating Engaging Flipcharts Using ActivInspire
2740	6F	Setting the Stage for Science Experiments with Flipcharts
2747	6G	Odyssey Integration Strategies with Promethean
2748	6H	Let's Get Active!
2749	6J	Action Objects
2750	6K	Marzano Strategies

Session 7 Tuesday 1:00 – 2:00

Room #	Session Number	Title
2735	7A	Tricks with Color
2736	7B	Containers Option 2
2737	7C	Self-Paced Expressions
2738	7D	A Whole New Planet
2739	7E	Creating Engaging Flipcharts Using ActivInspire
2740	7F	Enter My ActivClassroom
2747	7G	Working With What You Have
2748	7H	Let's Get Active!
2749	7J	Action Objects
2750	7K	Marzano Strategies

Session 8 Wednesday 8:30 – 9:30

Room #	Session Number	Title
2736	8A	Magic Ink, Erasers, and Revealers
2737	8B	Marzano Strategies
2738	8C	A Whole New Planet
2739	8D	K-2 Can Do It Too!
2741	8E	You Don't Have to Reinvent the Wheel
2747	8F	Working With What You Have
2748	8G	Using the Promethean Board with Interactive Websites
2749	8H	Make Your Flipcharts Go WILD!
2750	8J	Go Math and the Camera Tool

Session 9

Wednesday 9:45 – 10:45

Room #	Session Number	Title
2736	9A	Magic Ink, Erasers, and Revealers
2737	9B	Marzano Strategies
2739	9C	K-2 Can Do It Too!
2740	9D	Using the Document Camera in the ActivClassroom
2741	9E	You Don't Have to Reinvent the Wheel
2747	9F	Working With What You Have
2748	9G	Using the Promethean Board with Interactive Websites
2749	9H	Make Your Flipcharts Go WILD!
2750	9J	Go Math and the Camera Tool