CONNECTED

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In this issue

NNPS Technology

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Need technical support
such as computer problems,
audio visual, or have a virus?

Contact Technical Support at
(757)881-5461 x.12411 or
help.desk@nn.k12.va.us

**Need help integrating
technology into a lesson?**

NNPS Instructional Technology
www.nnschools.org/itc

or

Contact your school's
Instructional Technology Coach (ITC)

NNPS TECHNOLOGY

What's happening @NNPSTech?

This month's edition features education leaders who are collaborating, learning, and growing together. Newport News Public Schools Technology Department strives to support a learning environment that cultivates innovation, critical thinking, and creativity.

When teachers stop learning, so do students.
— Jim Knight

Our teachers demonstrate that being a life-long learner is rooted in the culture of NNPS educators. Many teachers are demonstrating this belief as they learn how augmented reality, robotics, and virtual reality can support student learning in the classroom. With the help of our Instructional Technology Team, teachers are able to immediately apply what they learn in a meaningful way through participating in hands-on professional development opportunities.

Enjoy the following articles about the work being done in our schools between teachers, administrators, support staff, families, and the community.

Your voice matters!

Technology & Learning Survey

We want your input to help our district choose the right technology for our classrooms and the right professional development for our educators. Please complete a brief Technology and Learning survey at nnschools.org/techsurvey or TeacherVue.

LEADERS WORKING TOGETHER

On March 14th, 2019, the Departments of Technology and Teaching & Learning hosted the first ever NNPS Technology Summit. The purpose of the summit was to hear from teachers and leaders about what the future of teaching and learning in Newport News Public Schools should look like through the lens of technology.

Educators and leaders were presented with four open-ended questions that were discussed in paired-interviews. Responses to the questions were later discussed as a whole group to identify common themes.

The themes identified included:

- ✓ equitable access to technology
- ✓ development of CCC skills
- ✓ supports for teachers
- ✓ supports for students

Attendees will regroup at a later date to help translate those themes into actionable items and goals that can be included in the 2019-2023 NNPS Technology Plan.

SPOTLIGHT on Technology Integration

This semester, Ms. Mary Norris, Instructional Technology Coach for An Achievable Dream Middle/High, and Ms. Chanmoni Small, 6th grade English Teacher, worked together to offer an exciting and interactive option for students to demonstrate their understanding of how language and culture influence identity. A student choice board was created that included links to programs such as Flip Grid, Thinglink, Book Creator, Adobe Spark, and many more. The variety of tools provided students voice and choice to demonstrate their understanding of a story's setting and how that impacts the plot, conflict, character, and main idea.
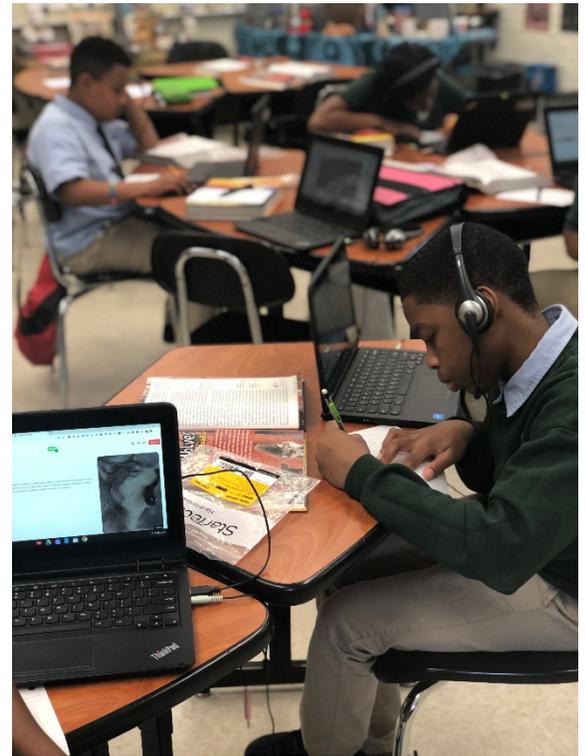
Students were able to choose the best tool to illustrate the setting, demonstrate the main idea and details, give evidence of text features, make inferences illustrating theme, and identify personification and characterization. Additionally, they were able to utilize their own unique and creative representations to demonstrate understanding of key concepts in the curriculum. The students were engaged in the analysis, application, synthesis and evaluation process, and were often heard exclaiming, "This is fun!"

What is a choice board?

A learning menu or choice board is a student-centered strategy that allows flexibility, choice, and differentiation. Technology adds a level of interactivity and creativity that was not originally available in a paper format.

One design is a Tic-Tac-Toe choice board where students must start with number 5 (center square) and then make two other choices to make their tic-tac-toe.

Source: Kasey Bell from ShakeUp Learning (November 7, 2017)

Literacy Game Night

Instructional Technology Coaches, Bonnie Adams and Matt Newcomb, developed a variety of learning stations for parents and students to explore during Jenkins Elementary School's Literacy Night on March 28th. Each station showcased a different technology resource that can be used to support literacy concepts and skills.

A popular technology tool for students and parents was the OSMO. Using an iPad, the OSMO digital gaming system can help develop the foundational skills surrounding letter recognition, decoding, and vocabulary. Parents, along with their student, explored a variety of activities using technology that can help support literacy skills and cultivate a love for reading.
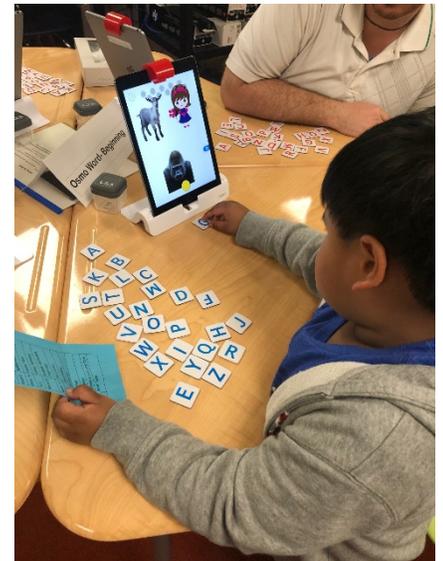
Upcoming Events

Save the date! The third annual iNNovate Conference will take place on **August 7th and 8th** at Hines Middle School.

We are looking for iNNovative educators who are willing to share their expertise with their colleagues! `

- Share student-centered strategies
- Are you an expert in MUNIS, Microsoft Office, or G-Suite?
- Want to share how to incorporate CCC skills in daily instruction?

Submit your proposal application by May 3, 2019.

If you have any questions, contact your school's Instructional Technology Coach.

If you have any suggestions for the next newsletter, send an email to technology@nn.k12.va.us