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Model Schools Regional Workshops Catalog 2022-2023

The Model Schools Program is a statewide initiative that offers support to teachers in the area of technology integration in order to facilitate the implementation of the New York State learning standards. The Eastern Suffolk BOCES Model Schools Educational Technology Coaches will be hosting a variety of regional workshops for the 2022-2023 school year. These workshops are offered free for districts participating in the Model Schools Program and for a fee for non-participating districts. If you are unsure if your district participates, you can check this list of participating districts on our website <http://www.esboces.org/ms>

Non-Participating district fees for Regional Workshops are as follows:

1 -1.5 hour workshop - \$40

2-3 hour workshop - \$75

Full day workshop - \$100

The link below will take you to the Eastern Suffolk BOCES Frontline (formerly My Learning Plan) catalog where you can find the listing of our workshops. Many of the workshops offer Continuing Teacher and Leader Education (CTLE) hours.

[2022-2023 Model Schools Regional Workshops Offerings](#)

Location: Virtual or In-Person at ISC at Sequoya at 750 Waverly Avenue, Holtsville NY 11742

* For virtual workshops, participants will receive an email confirmation with a link to join prior to the workshop.

The Model Schools Team can be reached at: email mspd@esboces.org | phone 631-288-9568 | Twitter @ESBMS

DATE	TIME	TITLE	Format
10/4/22	8:30 am – 9:30 am	Chromebook Tips and Tricks	Virtual
10/13/22	9:00 am – 10:30 am	Nearpod for Novices	Virtual
10/18/22	9:00 am – 11:00 am	Digital Citizenship for Classroom Instruction	Virtual
10/19/22	3:00 pm – 4:00 pm	Getting the Most Out of Using Google Forms	Virtual
10/20/22	9:00 am – 3:00 pm	3D Printing Fall Session	In person at ISC @ Sequoya
10/24/22	3:00 pm – 4:00 pm	Creating a Classroom Website Using Google Sites	In person at ISC @ Sequoya
10/25/22	2:30 pm – 4:00 pm	Digital Content and Activities with Discovery Education	Virtual
10/27/22	2:00 pm – 3:00 pm	Getting Students Organized with Google Drive	Virtual
10/28/22	11:30 am – 12:30 pm	Creating Your Own Instructional Videos	Virtual

11/1/22	3:30 pm – 4:30 pm	Literacy Solutions in Microsoft Teams for Education	Virtual
11/8/22	9:00 am – 11:00 am	Visual Learning Tools that Foster Understanding	Virtual
11/15/22	3:00 pm – 4:00 pm	Using Video for Visual Storytelling	Virtual
11/29/22	2:30 pm – 4:30 pm	Take Your Student Out of the Classroom with Virtual Field Trips	Virtual
11/30/22	2:30 pm – 4:00 pm	Transform Your Classroom with Pear Deck	Virtual
12/2/22	7:15 am – 8:00 am	Formative Assessment/Differentiated Activities (BrainPOP)	Virtual
12/14/22	8:30 am – 10:00 am	Flipping Your Classroom with Screencastify	Virtual
1/18/23	2:30 pm – 4:30 pm	Make Storytelling Come Alive Using Digital Tools	Virtual
1/23/23	9:00 am – 10:00 am	How to Use Digital Interactive Notebooks in Google Slides	Virtual
1/25/23	11:30 am – 12:30 pm	Getting Started with Newsela	Virtual
2/2/23	9:00 am – 10:00 am	Getting Started with Kami	Virtual
2/6/23	8:30 am – 10:00 am	Increase Productivity and Get Organized in Google	Virtual
2/7/23	3:00 pm – 4:00 pm	Transform the Elementary Classroom with Apple Classroom	Virtual
2/9/23	7:15 am – 8:00 am	Formative Assessment/Differentiated Activities (BrainPOP)	Virtual
2/16/23	3:30 pm – 4:30 pm	Accessibility Using Microsoft Edge	Virtual
3/7/23	9:00 am – 11:00 am	Pedagogy and the Nearpod English Learner Library	Virtual
3/9/23	11:30 am – 12:30 pm	Explore Science and Math with GeoGebra	Virtual
3/20/23	3:00 pm – 4:00 pm	Creating a Classroom Website Using Google Sites	In-Person at ISC @Sequoia
3/21/23	2:30 pm – 4:00 pm	Make Storytelling Come Alive Using Digital Tools	Virtual
3/24/23	9:00 am – 3:00 pm	3D Printing – Spring Session	In-Person at ISC @Sequoia
4/4/23	8:30 am – 10:00 am	Promote Student Choice with Digital Choice Boards	Virtual
4/12/23	2:30 pm – 4:00 pm	Video Creation with WeVideo	Virtual
4/27/23	9:00 am – 10:00 am	Getting Started with Kami	Virtual
5/8/23	9:00 am – 10:00 am	Organizing/Grading Assignments in Google Classroom	Virtual
5/15/23	9:00 am – 3:00 pm	Scratch Day	In-Person at ISC @Sequoia

COURSE DESCRIPTIONS

Chromebook Tips and Tricks

Date: October 4, 2022

Time: 8:30 am – 9:30 am (Virtual)

Instructor: Eileen Laffey

This workshop will go over different tips and tricks using Chromebooks that teachers, students and parents alike can use. Learn how these shortcuts can aid and support students to be more organized and efficient in your class. Some topics that will be covered are: managing windows and split screens, taking screen shots of selected regions, managing tabs, and utilizing the accessibility features to help differently abled students.

Nearpod for Novices

Date: October 13, 2022

Time: 9:00 am – 10:30 am (Virtual)

Instructor: Norma LaFata

CTLE Hours: 1.5 - Pedagogy

Need to liven up your lessons? Nearpod can help! Whether you enjoy creating, or whether you rather not reinvent the wheel, Nearpod has something for you. With thousands of resources, including standards based lessons, fun and engaging interactive tools are at your fingertips. Motivate students and fire up your student and/or teacher paced lesson plans with assessments tools such as Quizzes, Polls, Collaborate Boards, Videos, and so much more.

Digital Citizenship for Classroom Instruction

Date: October 18, 2022

Time: 9:00 am – 11:00 am (Virtual)

Instructor: Deborah Gerken

CTLE Hours: 2 - Pedagogy and Content

Overt instruction on digital citizenship is now more important than ever before. The topic has now been formally addressed in the new NYSED K-12 CS-DF learning standards. This workshop is designed to walk you through various resources that are available on Common Sense Education. Find lessons and learn ways these resources can be seamlessly integrated into many existing school subscriptions to meet learning standards. Common Sense Education is a nonprofit organization that offers users free access to all of their materials.

Getting the Most Out of Using Google Forms

Date: October 19, 2022

Time: 3:00 pm – 4:00 pm

Instructor: Eileen Laffey (Virtual)

This is an introductory class on how to get the most out of using Google Forms. Google Forms allows users to create forms, surveys, and quizzes as well as to collaboratively edit and share the forms with other people. In this course, you will learn how to create and use Google Forms as a teaching and assessment tool.

3D Printing – Fall Session

Date: October 20, 2022

Time: 9:00 am – 3:00 pm *with lunch break on your own* (In-Person at ISC @Sequoia)

Instructor: Keri Haas

CTLE Hours: 5 - Pedagogy

Designed for anyone interested in learning how to incorporate 3D printing into their curriculum. Students can create objects for 3D printing that demonstrate their understanding of a concept or topic such as creating an animal cell, a sculpture, or even an energy efficient home. Students use real world skills that can take them beyond what they thought was possible. This in person workshop will cover designing models with Tinkercad, using sliced software to prepare a model for printing, and tips for a great print. We will also cover how to create classes in Tinkercad to monitor student work and brainstorm curriculum ideas.

*** Please bring a device to use for this workshop***

Creating a Classroom Website Using Google Sites

Date: October 24, 2022

Time: 3:00 pm – 4:00 pm (In-Person at ISC @ Sequoia)

Instructor: Jennifer Sauter

Google Sites is a simple, web-based building tool that allows teachers to easily create, update and share information with their students and families. In this interactive workshop, teachers will learn how to navigate the interface, add/edit content on pages, share information from Drive, and share their classroom calendar to create their own classroom Google Site.

Digital Content and Activities with Discovery Education

Date: October 25, 2022

Time: 2:30 pm - 4:00pm (Virtual)

Instructor: Mia LaFata

CTLE Hours: 1.5 - Pedagogy

Discovery Education (DE) is a platform to engage and motivate students with the use of videos, photos, audio files, text, and other content. Additionally, DE includes a digital creation tool called Studio; this can be used by educators for instructional purposes or by students for projects and assignments. DE offers safe educational content for these purposes, all in one place. As educators within DE, you also have the ability to give interactive assignments to students, create video quizzes, and have access to over 140 instructional strategies for your classroom lessons. When you join DE, you become part of a professional community and have opportunities for Professional Development. This workshop will offer you many tools to enhance your students' experience in all subject areas, while providing you with time to explore and ask questions!

***paid subscription*

Getting Students Organized with Google Drive

Date: October 27, 2022

Time: 2:00 pm – 3:00 pm (Virtual)

Instructor: Eileen Laffey

Chronic disorganization can be debilitating to differently abled students. Come learn how to assist and support your students with getting organized with Google Drive. Start your students off on the right foot by teaching them how to file and save their course work in an organized, easy to find manner by creating color coded folders, priority lists, etc.

Creating Your Own Instructional Videos

Date: October 28, 2022

Time: 11:30 am – 12:30 pm (Virtual)

Instructor: Bill MacIntosh

CTLE Hours: 1 - Pedagogy

If a picture is worth a thousand words, a video is worth millions! Save yourself time and resources by creating instructional videos for your students. We will explore tools such as screen recordings, presentation software, screen capture, and markup tools. You can mix creativity with critical thinking, problem solving skills and even mathematical skills.

Literacy Solutions in Microsoft Teams for Education

Date: November 1, 2022

Time: 3:30 pm - 4:30 pm (Virtual)

Instructor: Christina Fordham

CTLE Hours: 1 - Pedagogy

Digital reading tools can help learners explore their full potential and help educators support their students. With literacy tools in Microsoft Teams, educators can help students build confidence, encourage independent practice, track progress, and help every student become a fluent reader for success in school, career, and life. In this training you will: (1) Create and access Reading Progress assignments; (2) Improve comprehension with Immersive Reader; (3) Get to know Reading Coach; Explore Education Insights for reading fluency. ***Must have access to an Office 365 account and a beginner understanding of Microsoft Teams to gain the most from this workshop. ***

Visual Learning Tools that Foster Understanding

Date: November 8, 2022

Time: 9:00 am – 11:00 am (Virtual)

Instructor: Deborah Gerken

CTLE Hours: 2 - Pedagogy

Graphic organizers and concept maps are visual learning tools that foster understanding. Making use of imagery and diagrams assists visual learners grasp new ideas and concepts. Graphic organizers that support text structures can afford students with a means for categorizing new information more efficiently and lead to deeper understanding. This workshop will introduce you to various technology tools that are designed to apply the theory and practical application for using visual learning tools. Some of the resources we will explore include; Popplet, Word SmartArt, BrainPOP's Make-a-Map, and Canva for Education.

Using Video for Visual Storytelling

Date: November 15, 2022

Time: 3:00 pm - 4:00 pm (Virtual)

Instructor: Nikki Frink-Martin

CTLE Hours: 1 - Pedagogy

Video recording apps and sites allow students to record and edit videos to demonstrate their learning and ideas. In this workshop we will look at some tools that you can use in the classroom to assess learning by completing projects like: news broadcasts for non-fiction writing units, movie trailers as book reviews, how-to video snippets to demonstrate a skill or task, and more.

Take Your Students Out of the Classroom with Virtual Field Trips

Date: November 29, 2022

Time: 2:30 pm – 4:30 pm (Virtual)

Instructor: Amy Schildwachter

CTLE Hours: 2 - Pedagogy

Virtual field trips offer teachers and students an opportunity to visit people, places, and things without leaving the classroom. Virtual field trips may be comprised of images, animations, simulations, audio and video as well as live broadcasts and interactive materials. In this workshop, we will explore several technology tools available for taking students on virtual field trips as well as offerings from various providers. We will also discuss best practices when providing virtual field trips. Time will be provided to begin planning ways to utilize virtual field trips in your classroom.

Transform your Classroom with Pear Deck

Date: November 30, 2022

Time: 2:30pm – 4:00 pm (Virtual)

Instructor: Mia LaFata

CTLE Hours: 1.5 - Pedagogy

In this workshop, you will learn how to bring your Google Slides to a new level (already created and new presentations). The features of Pear Deck allows you to increase student engagement, add interactivity to your lessons, provide real time feedback and allows educators to assess students formatively and check for understanding, all within one platform. You can run live or student paced sessions, and there is a teacher dashboard to reference in real-time or after each session. Premium Pear Deck offers advanced features including adding co-teachers to your teacher dashboards for sessions, which benefits multiple teacher classrooms, special education, and substitutes. This workshop will explore how to get started with Pear Deck but also introduce educators to best practices of using Pear Deck in the classroom, including their templates, Be Internet Awesome resources, and more!

Formative Assessment/Differentiated Activities (BrainPOP)

Date: December 2, 2022

Time: 7:15 am – 8:00 am (Virtual)

Instructor: Tikera Phillips-Witter

CTLE Hours: 1 - Pedagogy

BrainPOP has incorporated more activities to allow educators to assess learners formally. This beginner BrainPOP workshop will demonstrate ways to use BrainPOP as an instructional tool and to assess student understanding using differentiated activities that allow student voice and/or choice. Examples include: creative coding, movie, and games.

Flipping Your Classroom with Screencastify

Date: December 14, 2022

Time: 8:30 am – 10:00 am (Virtual)

Instructor: Carrie McGuire

CTLE Hours: 1.5 - Pedagogy

Screencastify is a great tool that can help educators flip their classroom and learning experience. The Flipped Learning model shifts traditional instruction to a student-centered approach, where students learn the foundation of the content independently and in-class time is focused on exploring topics in depth and creates a rich learning experience. Learn how to use Screencastify to create screen recordings of your lessons and push them out to your students to learn at their own pace.

Make Storytelling Come Alive Using Digital Tools

~~**Date: January 18, 2023**~~ **** DATE CHANGED TO 3/21/2023 ****

Time: 2:30 pm – 4:00 pm (Virtual)

Instructor: Amy Schildwachter

CTLE Hours: 1.5 - Pedagogy and Content

This workshop is designed to introduce you to technology tools that can motivate students to write while maintaining the educational goals of a writing assignment. We will discuss how the use of digital tools in storytelling for fiction and non-fiction topics can be helpful in building language and writing skills while being more engaging for students. Some tools we will review include Book Creator and Buncee. (Note: while it is not mandatory for attendance, it would be helpful if attendees have accounts for these programs.)

How to Use Digital Interactive Notebooks in Google Slides

Date: January 23, 2023

Time: 9:00 am – 10:00 am (Virtual)

Instructor: Jenna Reda

In this workshop, you will learn how to make engaging, eye-catching slides that students can interact with through the use of individual devices. Through the use of links, you can easily access additional pages throughout a Google Slides presentation quickly, or export to outside resources. Customizable backgrounds, fonts, and more can be changed to fit lesson themes, seasons, and more. Your students will be able to access the interactive notebook from school or home, making it easy to flip your classroom.

Accessibility Using Microsoft Edge

~~**Date: January 24, 2023**~~ **** DATE CHANGED TO 2/16/2023 ****

Time: 3:30 pm – 4:30 pm (Virtual)

Instructor: Christina Fordham

Discover or re-discover the free accessibility features built into the Microsoft Edge web browser. Participants will explore the following features and ways to integrate this into their classroom instruction: (1) Read Aloud; (2) Immersive Reader; (3) QR Codes; (3) (4) Web Capture; (5) Research. ****Must have access to the Microsoft web browser in order to gain the most from this workshop****

Getting Started with Newsela

Date: January 25, 2023

Time: 11:30 am – 12:30 pm (Virtual)

Instructor: Bill MacIntosh

CTLE Hours: 1 - Pedagogy and Content

In this workshop, participants will explore Newsela, a news story-based platform that aims to help students improve their literacy skills with real-world content. Teachers can use Newsela to strengthen student comprehension by choosing content that is of interest to their students, or let students find their own content. Teachers can also check for understanding by utilizing built-in annotation tools, quizzes and writing prompts.

Getting Started with Kami

Date: February 2, 2023

Time: 9:00 am – 10:00 am (Virtual)

Instructor: Kellie Doller

CTLE Hours: 1 - Pedagogy

In this workshop, you will learn how to bring your documents to life with Kami! Kami is an online document annotation and markup tool. We will explore the basic features of Kami and discuss how to create activities for your students. Kami gives students the opportunity to collaborate with each other on PDFs, ready-to-use templates, and through integration with Google Drive and Google Classroom.

Transform the Elementary Classroom with Apple Classroom

Date: February 7, 2023

Time: 3:00 pm – 4:00 pm (Virtual)

Instructor: Nikki Frink-Martin

Apple Classroom is a powerful and robust tool available to teachers on an iPad. Features including assignments, airdrop, and management tools allow teachers to harness the app and use it to transform the learning of their students. Attend this workshop and learn how to utilize the interface and ways to use the tool in your own classroom.

Formative Assessment/Differentiated Activities (BrainPOP)

Date: February 9, 2023

Time: 7:15 am – 8:00 am (Virtual)

Instructor: Tikera Phillips-Witter

CTLE Hours: 1 - Pedagogy

BrainPOP has incorporated more activities to allow educators to assess learners formally. This beginner BrainPOP workshop will demonstrate ways to use BrainPOP as an instructional tool and to assess student understanding using differentiated activities that allow student voice and/or choice. Examples include: creative coding, movie, and games.

Increase Productivity and Get Organized In Google

Date: ~~February 13, 2023~~ **** DATE CHANGED TO 2/6/2023 ****

Time: 8:30 am – 10:00 am (Virtual)

Instructor: ~~Carrie McGuire~~ **** Instructor changed to Norma LaFata ****

Increase teacher and student productivity by getting organized in Google. In this workshop teachers will learn about tricks for staying organized with some of the Google Apps. Explore creative ways to organize your Google Classroom so students can locate assignments easily. Learn various ways to locate files and organize your Google Drive and have all of your materials at your fingertips. Utilize Google Sites with an embedded Google Classroom calendar to keep parents and students informed of class responsibilities.

Pedagogy and the Nearpod English Learner Library

Date: March 7, 2023

Time: 9:00 am – 11:00 am (Virtual)

Instructor: Deborah Gerken

CTLE Hours: 2 – Pedagogy, Content and ELL

Explore pedagogy that guides the development of Nearpod's English Learner Library. This workshop is being offered to districts who Nearpod subscription includes the English Learner Library. In this workshop, participants will explore 4 major components that make up Nearpod's English Learner Library. Those facets include: academic vocabulary bundles, the EL content companion series, grade specific content and the virtual field trip series "Getting to know these United States." Workshop participants need to have an active Nearpod account and access to the English Learner Library.

Explore Science and Math with GeoGebra

Date: March 9, 2023

Time: 11:30 am – 12:30 pm (Virtual)

Instructor: Bill MacIntosh

CTLE Hours: 1 - Pedagogy

Use GeoGebra with your students for various mathematics and science topics ranging from elementary levels through middle school, high school and college levels. GeoGebra is a FREE interactive tool with a wealth of preset activities and lessons that teachers and students can use to explore and visualize a variety of concepts in science and mathematics including: Vectors/Forces, Tides, Planetary Motion, Energy, Sound, Fractions, Arithmetic, Algebra, Geometry, Trigonometry, Calculus and much more!

Creating a Classroom Website Using Google Sites

Date: March 20, 2023

Time: 3:00 pm – 4:00 pm (In-Person at ISC @ Sequoya)

Instructor: Jennifer Sauter

Google Sites is a simple, web-based building tool that allows teachers to easily create, update and share information with their students and families. In this interactive workshop, teachers will learn how to navigate the interface, add/edit content on pages, share information from Drive, and share their classroom calendar to create their own classroom Google Site.

3D Printing – Spring Session

Date: March 24, 2023

Time: 9:00 am – 3:00 pm with Lunch Break on your own (In-Person at ISC @Sequoia)

Instructor: Keri Haas

CTLE Hours: 5 - Pedagogy

Designed for anyone interested in learning how to incorporate 3D printing into their curriculum. Students can create objects for 3D printing that demonstrate their understanding of a concept or topic such as creating an animal cell, a sculpture, or even an energy efficient home. Students use real world skills that can take them beyond what they thought was possible. This in person workshop will cover designing models with Tinkercad, using sliced software to prepare a model for printing, and tips for a great print. We will also cover how to create classes in Tinkercad to monitor student work and brainstorm curriculum ideas.

Please bring a device to use for this workshop

Promote Student Choice with Digital Choice Boards

Date: April 4, 2023

Time: 8:30 am – 10:00 (Virtual)

Instructor: Carrie McGuire

CTLE Hours: 1.5 - Pedagogy

Engage students with the power of choice with digital choice boards. This session is an introduction to the concept of hyperlinking within Google Docs and Slides giving students a variety of interactive activities to choose their own learning path. With one shortened link, students can access a lesson that contains instructions, links, tasks, and many clever ways to get kids thinking. Participants will walk away with multiple digital lessons they can use right away!

Video Creation with WeVideo

Date: April 12, 2023

Time: 2:30 pm – 4:00 pm (Virtual)

Instructor: Norma LaFata

Are you new to video editing? Learn how to get started in WeVideo! You will discover how easy it is for you to put together a video that looks amazing! Include captions, soundtracks, titles, and more in just minutes! You can edit anywhere, anytime with WeVideo's web-based platform. Sharing your professional looking finished product is easy too!

Getting Started with Kami

Date: April 27, 2023

Time: 9:00 am – 10:00 am (Virtual)

Instructor: Kellie Doller

CTLE Hours: 1 - Pedagogy

In this workshop, you will learn how to bring your documents to life with Kami! Kami is an online document annotation and markup tool. We will explore the basic features of Kami and discuss how to create activities for your students. Kami gives students the opportunity to collaborate with each other on PDFs, ready to use templates, and through integration with Google Drive and Google Classroom.

Organizing/Grading Assignments in Google Classroom

Date: May 8, 2023

Time: 9:00 am – 10:00 am (Virtual)

Instructor: Jenna Reda

In this workshop, you will learn how to organize Google Classroom to better meet the needs of your students and help keep yourself organized throughout the year. Your assignments and announcements will be easily located and can be organized by topic, date and more. Grading in Google Classroom is an efficient way to assess students and log grades. Students can easily access their completed assignments, view their grades, and feedback from teachers.

Scratch Day

Date: May 15, 2023

Time: 9:00 am – 3:00 pm with Lunch Break on your own (In-Person at ISC @Sequoia)

Instructor: Keri Haas

CTLE Hours: 5 - Content and Pedagogy

This workshop is for educators who want to learn more about using Scratch to integrate creative computational thinking in the classroom. Computational thinking involves thinking about and solving problems in ways that can be carried out by a computer. Join us as we mix creativity with critical thinking, problem solving skills and mathematical skills. Learn the basics to empower students to create stories, animations and games while meeting the NYSED Computer Science and Digital Fluency Standards.

*****Please bring a device to use for this workshop*****

For content questions, please contact

Heather Ciccone

*Program Administrator for Curriculum & Assessment Services
at hciccone@esboces.org or (631) 419-1659 or*

Patricia Gremillion-Burdge

*Assistant Administrative Coordinator for Curriculum and Assessment
at pgremill@esboces.org or (631) 244-4269*

*For registration questions, please contact the Model Schools Department
at MSPD@esboces.org or (631) 288-9568*

CTLE Requirements

ESBOCES is an approved CTLE sponsor for the New York State Education Department.

Acceptable CTLE shall be study in the content area of any certificate title held by the individual or in pedagogy and include any required study in language acquisition addressing the needs of English language learners as described in section 80-6.3 of Commissioner's Regulations. (Content, Pedagogy, ELL)

Workshops that do not meet the above requirements will not offer CTLE hours.

Ed Law 2-D

It is the responsibility of the workshop attendee to verify if the license they are using is Ed Law 2-D compliant.

Compliance is determined by the contract or agreement used to procure the license, not the product itself.

Eastern Suffolk BOCES does not discriminate against any employee, student, applicant for employment, or candidate for enrollment on the basis of sex, gender, race, color, religion or creed, age, weight, national origin, marital status, disability, sexual orientation, gender identity or expression, transgender status, military or veteran status, domestic violence victim status, genetic predisposition or carrier status, or any other classification protected by Federal, State, or local law. This policy of nondiscrimination includes: access by students to educational programs, student activities, recruitment, appointment and promotion of employees, salaries, pay, and other benefits. ESBOCES also provides equal access to the Boy Scouts and other designated youth groups. ESBOCES fully complies with all applicable rules and regulations pertaining to civil rights for students and employees (e.g., Title IX of the Education Amendments of 1972, §504 of the Rehabilitation Act of 1973, Titles VI and VII of the Civil Rights Act of 1964, Dignity for All Students Act, §303 of Age Discrimination Act of 1975, the Americans with Disabilities Act of 1990, and the Boy Scouts of American Equal Access Act of 2001). Inquiries regarding the implementation of the above laws should be directed to either of the ESBOCES Civil Rights Compliance Officers at ComplianceOfficers@esboces.org: the Assistant Superintendent for Human Resources, 631-687-3029, or the Associate Superintendent for Educational Services, 631-687-3056, 201 Sunrise Highway, Patchogue, NY 11772. Inquiries may also be addressed to the Office for Civil Rights at the US Department of Education, 32 Old Slip, 26th Floor, New York, NY 10005, 646-428-3800, OCR.NewYork@ed.gov.