



Computer Science and Digital Fluency Standards Model Schools Regional Workshops

Educational Support Services, Model Schools is offering the following workshops in the NYSED Computer Science and Digital Fluency Standards. All workshops are listed on Frontline. Please click on each title to register. Please take note that three workshops are virtual and four are in person.

MS Regional Workshop - [Computer Science and Digital Fluency for Administrators](#)

Date: 2/16/2023 (Offered again 3/24/2023)

Time: 9:00 AM – 10:00 AM virtual

CTLE: 1 Hr. Pedagogy

Computer Science and Digital Fluency are critical skills for students to succeed in today's world. So let's delve into the importance of incorporating these standards into our school curriculums. Administrators will learn about the latest developments in computer science education, how it is evolving, and how it can be taught effectively. Join us to understand how to support the development of digital fluency in your students and equip them with the tools to be successful. *Presented by Laurie Guyon*

MS Regional Workshop - [Unpacking the Computer Science and Digital Fluency Standards in your ELA Classroom](#)

Date: 3/16/2023

Time: 9:00 AM - 3:00 PM (*Lunch on your own*)

CTLE: 5 Hrs. Content and Pedagogy

This in person workshop for K-12 Teachers is designed to assist educators in unpacking and integrating the new Computer Science and Digital Fluency Standards in their **ELA** curriculum. Using your existing content, we will introduce and explore terminology and key concepts to help develop curriculum and align content already created. Participants will learn practical strategies to enhance and engage their learners with the ways to introduce the standards. Participants will walk away with ready to use lessons and activities. *Presented by Dr. Maria Esposito*

MS Regional Workshop - [Unpacking the Computer Science and Digital Fluency Standards in your Science Classroom](#)

Date: 3/20/2023

Time: 9:00 AM - 3:00 PM (*Lunch on your own*)

CTLE: 5 Hrs. Content and Pedagogy

This in person workshop for K-12 Teachers is designed to assist educators in unpacking and integrating the new Computer Science and Digital Fluency Standards in their **Science** curriculum. Using your existing content, we will introduce and explore terminology and key concepts to help develop curriculum and

align content already created. Participants will learn practical strategies to enhance and engage their learners with the ways to introduce the standards. Participants will walk away with ready to use lessons and activities. *Presented by Dr. Maria Esposito*

MS Regional Workshop - [Unpacking the Computer Science and Digital Fluency Standards in your Math Classroom](#)

Date: 3/23/2023

Time: 9:00 AM - 3:00 PM (*Lunch on your own*)

CTLE: 5 Hrs. Content and Pedagogy

This in person workshop for K-12 Teachers is designed to assist educators in unpacking and integrating the new Computer Science and Digital Fluency Standards in their **Math** curriculum. Using your existing content, we will introduce and explore terminology and key concepts to help develop curriculum and align content already created. Participants will learn practical strategies to enhance and engage their learners with the ways to introduce the standards. Participants will walk away with ready to use lessons and activities. *Presented by Dr. Maria Esposito*

MS Regional Workshop - [Computer Science and Digital Fluency for Administrators](#)

Date: 3/24/2023 (*Encore of 2/16/23*)

Time: 10:00 AM – 11:00 AM virtual

CTLE: 1 Hr. Pedagogy

Computer Science and Digital Fluency are critical skills for students to succeed in today's world. So let's delve into the importance of incorporating these standards into our school curriculums. Administrators will learn about the latest developments in computer science education, how it is evolving, and how it can be taught effectively. Join us to understand how to support the development of digital fluency in your students and equip them with the tools to be successful. *Presented by Laurie Guyon*

MS Regional Workshop - [Unpacking the Computer Science and Digital Fluency Standards in your Social Studies Classroom](#)

Date: 3/29/2023

Time: 9:00 AM - 3:00 PM (*Lunch on your own*)

CTLE: 5 Hrs. Content and Pedagogy

This in person workshop, for K-12 teachers is designed to assist educators in unpacking and integrating the new Computer Science and Digital Fluency Standards in their **Social Studies** curriculum. Using your existing content, we will introduce and explore terminology and key concepts to help develop curriculum and align content already created. Participants will learn practical strategies to enhance and engage their learners with the ways to introduce the standards. Participants will walk away with ready to use lessons and activities. *Presented by Dr. Maria Esposito*

MS Regional Workshop- [Computer Science and Digital Fluency for Beginners](#)

Date: 4/6/2023

Time: 1:00pm-3:00pm Virtual

CTLE: 2 Hrs. Pedagogy

You have heard there are computer science and digital fluency standards, but what are they, and who is responsible for them? Where do we fit these skills into our classrooms? You can learn how to code, understand digital systems, and develop problem-solving skills with the right resources and guidance. So, whether you're a complete newcomer or have some prior knowledge, this is your chance to dive into the exciting world of computer science and digital fluency. *Presented by Laurie Guyon*

About the Presenters:

Dr. Maria Esposito is an associate professor at Molloy University and specializes in the integration of educational technology into teaching and learning. As a New York State certified Educational Technology Specialist, her time and energy and passion goes into developing curriculum aligned in new computer science and digital fluency standards as well as the International Society for Technology Education Standards (ISTE) for students in K-12. She has held positions as a school teacher, professional developer/technology manager, and as a divisional administrator for instructional technology. Dr. Esposito also conducts research in the area of the integration of instructional technology and presents at many local, national, and international conferences.

Ms. Laurie Guyon is the Coordinator for Model Schools at WSWHE BOCES in Saratoga Springs, New York. She is the Capital Region Director and a trainer for NYSCATE. Laurie won the 'Best Overall Implementation of Technology' award from Tech and Learning and the Global Impactor Award from the Digital Citizenship Institute in 2022. She is a chapter co-author of Professional Development is a Plan, Not a Fix in the book, *What Teacher Educators Should Have Learned from 2020*. Laurie was named CoSN's NextGen: Emerging EdTech Leaders in 2020 and earned the Spotlight Award at BOCES. Laurie was part of the NYSED authoring committee for the Computer Science and Digital Fluency standards and is a member of the NYSED Content Advisory Panel for those standards. She is an ISTE Certified Educator and Trainer, Google Cloud Certified, Google Certified Educator, and Trainer. Laurie is an ambassador with Common Sense, Buncee, Seesaw, Book Creator, Genially, Wakelet, 3D Bear, Osmo, and IORAD. She is a Nearpod PioNear, Sphero Hero, Kami Hero, Hapara Champion, BreakoutEDU Authorized Trainer, Screencastify Master Screencaster and Wonderopolis Wonderologist. Laurie is an adjunct professor for SUNY Plattsburgh, where she teaches Digital Age Learning in the CAS SBL program. Her first book on integrating technology will be out this spring.

Model Schools Program

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