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Jasmin Gutierrez Ramos
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Life's A Beach with Technology

RCTC

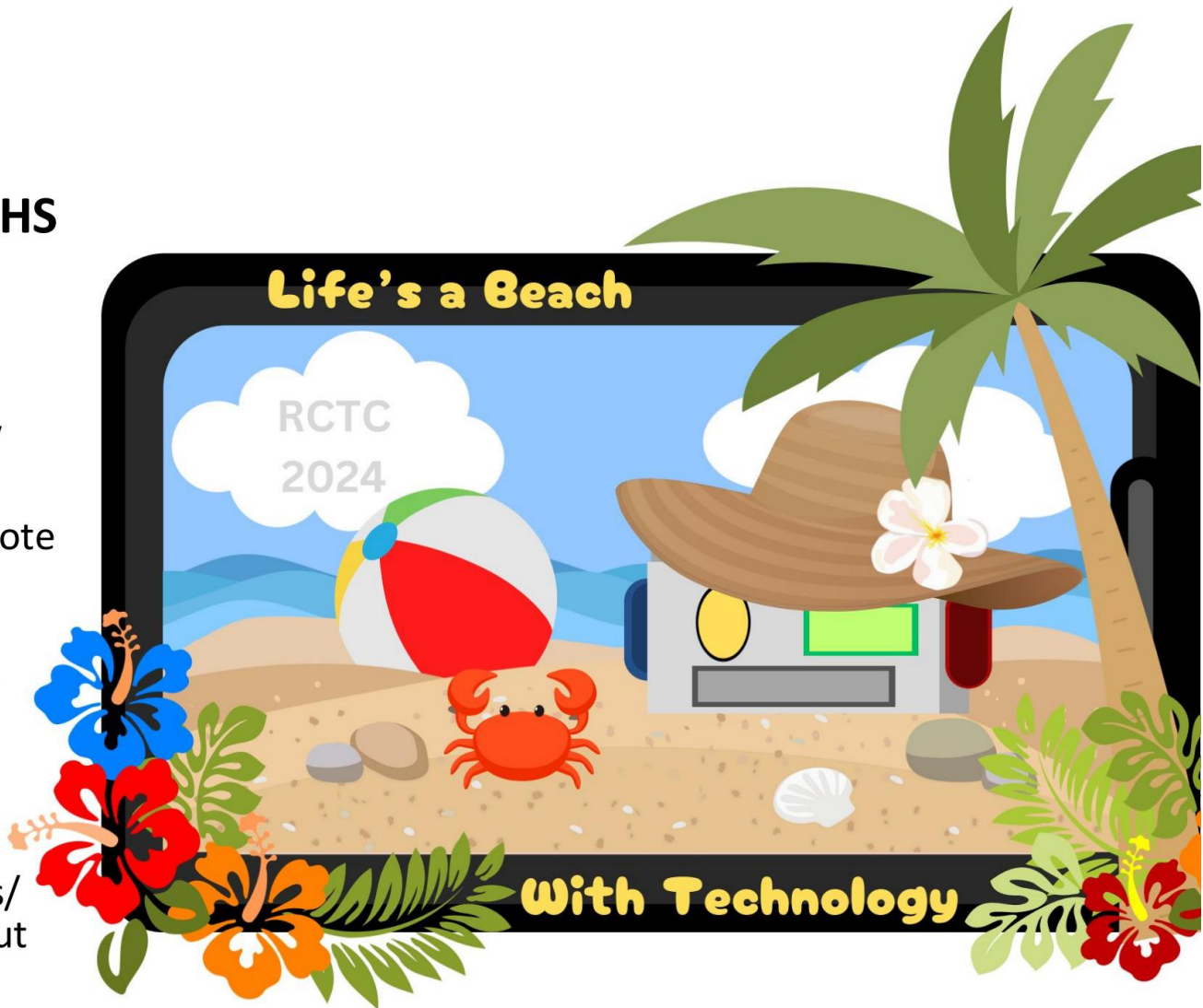
June 7, 2024

Schedule At-a-Glance

11th Annual RCTC – WHHHS

June 7, 2024

8:00-8:25	Attendee Check-in/ Light Breakfast
8:30- 10:00	Welcome and Keynote
10:00-10:55	Breakout Session 1
11:00-11:55	Breakout Session 2
12:00-12:55	Lunch/Door Prizes/ Half Day Check-out
1:00-1:55	Breakout Session 3
2:00-2:55	Breakout Session 4
3:00-3:30	Closing/Door Prizes/ Ice Cream/Check-out



Keynote

Powered Productivity: Super Tech Tools to Get Stuff Done

[Presenter: Beth Z.](#)

Room: Theater

Exasperated by email? Peeved about passwords? Tired of tedious tasks? You're not alone.

Join Your Nerdy Best Friend, aka Author Beth Z., for a research-based look of common productivity problems, followed by the technology to solve them. Discover how to use free and bargain technology tools you never knew existed to work more efficiently with your teams, get organized and finally get stuff done.

Takeaways

- Discover low-cost, high-value apps and tech tools that you can start using right away
- Learn great tech tips and app ideas from your colleagues
- Get new ideas to increase efficiency, improve relationships and get things done!

Session Descriptions

Session 1

AI's Biggest Questions, Myths, and Mysteries

Presenter: Beth Z.

Session 101

Room: Theater

Target Audience: All

Description: Artificial Intelligence (AI) often feels like a blend of buzzwords and bewilderment. Will robots take our jobs? Does ChatGPT steal our data? Are AI tools big fat liars?

Join Beth Z, Your Nerdy Best Friend, in a lively exploration of AI's most puzzling questions and common myths. With nerdy humor mixed with practical tips, Beth Z makes the enigmatic world of AI a tad less intimidating and a lot more intriguing.

In this session, you'll learn ways to future-proof your job from an AI takeover, understand why AI makes up facts and how to combat misinformation, examine the issue of data privacy, gain insight into AI challenges with plagiarism and copyright infringement, and discover the newest AI tools and how to stay on top of new AI technology and opportunities.

Unlock the Magic of Canva for Education

Presenter: Janice Wintermyer

Session 102

Room: C126

Target Audience: All

Description: Do you want to learn more about the newest tools including Canva's AI features? Then this is the session for you! Attendees will understand how Canva's newest tools and AI features can be used in educational settings. Participants will discover how to create engaging lesson materials, automate repetitive tasks, and improve accessibility in their designs. This session will unlock the magic in Canva's AI features, leaving participants spellbound by the possibilities.

Self-Directed Robotic Playground: Bee Bots, Blu Bots, Pro Bots, Finch Bots

Presenter: Self-Paced

Session 103

Room: Commons Area

Target Audience: All

Description: In this self-paced playground, experience the world of robotics firsthand in our interactive playground session featuring Bee Bots, Blu Bots, and Pro Bots. Dive into coding, problem-solving, and

innovation as you explore the capabilities of each robot through engaging self-paced activities and challenges. Join us for a dynamic self-paced session of learning and fun!

Intro to Expressive Learning with Adobe Express

Presenter: Meggan Ford

Session 105

Room: J119 (Upstairs)

Target Audience: All

Description: Discover how to infuse creativity into every subject by diving deep into Generative AI tools, mastering text manipulation, and exploring all the features that will elevate your teaching materials and engage students like never before. From captivating presentations to dynamic multimedia projects, Adobe Express empowers you to unleash your creativity and create an immersive learning experience that inspires and motivates students to excel.

****In the 2024-25 school year, Adobe Express will be available for ALL TEACHERS, but only students in grades 6-12 will have access.***

Classwize (Replaces NetRef)

Presenter: Sarah Sallmann

Session 106

Room: C123

Target Audience: 6-12

Description: During this session, we will walkthrough Classwize, a classroom management tool, that gives you visibility into your students' online activity, actions to keep them focused and on track, and tools to assist your facilitation of the online world with your students.

Understanding Kickboard/PowerSchool Behavior Supports

Presenter: Tori Sherer/Alyssa Ziegler

Session 107

Room: C105

Target Audience: All

Description: Through this session, we will walk you through the ODR process, differentiate between office managed and classroom managed entries, and give you a glimpse at the admin dashboard.

Career Applications for Every Subject: Engage Your Students in Relevancy with Learning Blade

Presenter: Scott Mains

Session 108

Room: D101

Target Audience: 5-9

Description: Do your students recognize the relevance of your subject? The NREA and the TN Department of Education provide FREE access to Learning Blade and Career Blade, two programs that increase student awareness of careers and highlight how STEM principles are used to solve real-world problems. Learning Blade and Career Blade provide schools with resources for teachers and students that have proven to increase

student interest in high-demand careers while reinforcing academic for students in grades 5-9. Students can use over 400 online lessons in human-centered “Missions” or stories to explore exciting careers while practicing problems aligned to academic standards. Learn how to utilize this resource with your students on and offline.

Inviting Student Creativity with the Desmos Graphing Calculator

Presenter: Brett Parker

Session 109

Room: D103

[Session Agenda](#)

[Session Presentation](#)

Target Audience: 6-12

Description: Inviting students to express their mathematical identity and creativity is a powerful form of engagement. Participants will engage in classroom ready examples using the Desmos graphing calculator. This session is designed for teachers just getting started with Desmos and advanced users alike.

Surfing Through Windows 11

Presenter: James Kiggans

Session 110

Room: A120

Target Audience: PC Users

Description: Welcome to the new era of teaching with Windows 11! This session will introduce you to Windows 11, highlighting its user-friendly interface, enhanced performance, and innovative features designed to make your teaching experience smoother and more efficient. You'll discover tools like Snap Layouts for better multitasking, virtual desktops to organize your workspaces, and Microsoft Teams integration for seamless communication and collaboration. Get ready to explore how Windows 11 can simplify your daily tasks and enhance your classroom experience.

Direct Instruction with an iPad

Presenter: Chelsea Emery

Session 111

Room: J117 (Upstairs)

Target Audience: K-5

Description: Tired of being stuck to your Elmo or using a clicker for your PowerPoints? Time to teach using an iPad! We will learn how to present with an iPad through a Mac, helpful apps, and other tips and tricks. We will also learn about fun iPad activities for students- even if you don't have a class set!

Promethean Panel Basics

Presenter: Ashleigh Linne

Session 112

Room: G127

Target Audience: All

Description: This session will go over the basics of the Promethean Panel from the remote to customizing your on-screen keyboard! This is a great session to bring questions or general curiosities about your Promethean Panel.

From Pixels to Possibilities: Unleashing the Educational Power of Minecraft

Presenter: Dan Noble

Session 113

Room: M146 (Upstairs)

[Session Presentation](#)

Target Audience: 3-12

Description: Minecraft Education is more than just a popular game – it's a powerful teaching tool packed with hundreds of engaging, ready-made lesson plans that align with your curriculum. From Math and Science to Language Arts, Social Studies, Art, Music and more, Minecraft Education sparks creativity and collaboration across all subjects.

Come see how Minecraft Education can transform your classroom into a dynamic, engaging learning environment where every student thrives! No login or prior Minecraft experience required.

Session 2

Our Industry in the Age of AI: A Peer-to-Peer Town Hall About Facts, Fears and the Future

Presenter: Beth Z.

Session 201

Room: Theater

Target Audience: All

Description: Wondering how AI will impact your career? Want to know what tools are available and how to use them ethically? This is the event for you!

A Conversation about Facts, Fears and the Future: What does the rise in AI-powered technology mean for our industry? Tech Author Beth Z., Your Nerdy Best Friend, will give us an overview of the what, how, when and why of artificial intelligence. And then she'll lead everyone in important conversations to discuss the impact of these tools on how we do business.

Join your peers in small, interactive groups to explore ethical considerations, job loss concerns, accuracy and plagiarism issues, copyright challenges and much more.

Using Canva to Support Special Education and English Language Learners

Presenter: Chelsey Moore/Kaitlyn Goostree

Session 202

Room: C126

Target Audience: All with a focus on SPED/ELL

Description: In this session, we will examine how Canva can support diverse learners. This session will introduce the Canva cell phone app that helps create quick resources needed in the moment.

Self-Directed Robotic Playground: Bee Bots, Blu Bots, Pro Bots, Finch Bots

Presenter: Self-Paced

Session 203

Room: Commons Area

Target Audience: All

Description: In this self-paced playground, experience the world of robotics firsthand in our interactive playground session featuring Bee Bots, Blu Bots, and Pro Bots. Dive into coding, problem-solving, and innovation as you explore the capabilities of each robot through engaging self-paced activities and challenges. Join us for a dynamic self-paced session of learning and fun!

Technology Expert Poster Sessions- 1 to 1 Plus (New Technology Work Request Site), User Moderation, Remote Login (ISL)

Presenter: Jeff Crawford, Eric Routzahn, Izaiah Leavell, Patrick Cunningham, Ray Mitchell, Steve Marrs

Session 204

Room: Cafeteria

Target Audience: All

Description: Join us for expert sessions in the cafeteria featuring 1 To 1 Plus (the new Technology Work Request System), User Moderation, and Remote Login. Learn from our experts and stay ahead of the curve in the world of technology. See you there!

Next-Level Creativity: Elevate Creativity with Adobe Express

Presenter: Meggan Ford

Session 205

Room: J119 (Upstairs)

Target Audience: All

Description: Discover how to unleash your students' creative potential with Adobe Express! This workshop is designed for teachers who have experience empowering their students' creativity with Adobe Express in the classroom. Learn advanced strategies with Generative AI tools, text design, and innovative workflows to foster creativity in your classroom. Don't miss out on this opportunity to transform your classroom into a hub of innovation and creativity with Adobe Express!

****In the 2024-25 school year, Adobe Express will be available for ALL TEACHERS, but only students in grades 6-12 will have access.***

Classwize (Replaces NetRef)

Presenter: Sarah Sallman

Session 206

Room: C123

Target Audience: 6-12

Description: During this session, we will walkthrough Classwize, a classroom management tool, that gives you visibility into your students' online activity, actions to keep them focused and on track, and tools to assist your facilitation of the online world with your students.

Gamify Learning in the Elementary Classroom

Presenter: Becca Gregory

Session 207

Room: C105

Target Audience: 3-5

Description: In this session, we will explore different ways to gamify your classroom to enhance learning with technology. We will examine sites like Blooket, Quizlet, Quizziz, and Kahoot.

Artificial Intelligence and Coding for Middle School in Learning Blade

Presenter: Scott Mains

Session 208

Room: D101

Target Audience: 7-10

Description: Are you seeking ways to teach students about AI? Learning Blade's new innovative short course is tailored for middle school students to explore the fundamental concepts like machine learning, neural networks, natural language processing and ethical use questions. This course is provided fully funded by the NREA & TN DOE along with the Intro to Coding (ITC) course. Tailored for late middle school and early high school students, ITC is a user-friendly approach to grasp fundamental coding concepts aligned to 100% of the middle school CS standards. Learn how to utilize these resources with your students on and offline.

Getting Started with the Desmos State Assessment Calculator

Presenter: Brett Parker

Session 209

Room: D103

[Session Agenda](#)

[Session Presentation](#)

Target Audience: 6-12

Description: Learn how to use the Desmos graphing calculator tools, that are embedded in the state assessments, to explore ways that students can develop their own power as mathematical problem solvers, helping students learn math and love learning math. Explore points, tables, functions, inequalities, sliders and lists, focusing on middle school to early high school mathematical concepts. Leave excited to learn more and with the resources to continue practicing.

The Book Bus Project

Presenter: Dr. Ginny Britt/Danielle Kaminsky

Session 210

Room: D116

Target Audience: All

Description: In this session, teachers will learn about the Book Bus Project. We will cover the history of the project, how it got started, our timeline, pictures of the exterior of the bus and plans for the inside retrofit. We will then take a trip out to the Book Bus to see the completed project! We will finish up with ways teachers

can be a part of the project over the next school year through promoting the bus, stocking the bus and ways to volunteer!

Navigating the Ocean of Mac Settings

Presenter: Joe Swann

Session 211

Room: J117 (Upstairs)

Target Audience: All

Description: Dive into a comprehensive Mac settings training session designed to enhance your digital oasis! Explore Xcred Login authentication, unlock the secrets of Keychain Access, and master sound and display settings. Transform your Mac settings into a relaxing experience with personalized customization.

Promethean Panel Advanced

Presenter: Ashleigh Linne

Session 212

Room: G127

Target Audience: All

Description: This session will dive deep into the new Explain Everything Whiteboard app. Teachers will explore how Explain Everything and Whiteboard and all the new exciting features!

Minecraft Education: Beyond the Basics

Presenter: Dan Noble

Session 213

Room: M146 (Upstairs)

[Session Presentation](#)

Target Audience: 3-12

Description: Ready to take your Minecraft Education experience to the next level? This follow-up workshop dives deeper into the world of Minecraft Education, equipping you with the advanced skills needed to unlock its full potential.

Join us as we look deeper into customizing game settings, unlock advanced building and movement tricks, and code directly within the game using Blocks, while also exploring the potential to code in Javascript, and Python!

Prepare to become a Minecraft Education ninja and unleash a world of creative learning possibilities in your classroom!

Session 3

AI's Biggest Questions, Myths, and Mysteries

Presenter: Beth Z.

Session 301

Room: Theater

Target Audience: All

Description: Artificial Intelligence (AI) often feels like a blend of buzzwords and bewilderment. Will robots take our jobs? Does ChatGPT steal our data? Are AI tools big fat liars?

Join Beth Z, Your Nerdy Best Friend, in a lively exploration of AI's most puzzling questions and common myths. With nerdy humor mixed with practical tips, Beth Z makes the enigmatic world of AI a tad less intimidating and a lot more intriguing.

In this session, you'll learn ways to future-proof your job from an AI takeover, understand why AI makes up facts and how to combat misinformation, examine the issue of data privacy, gain insight into AI challenges with plagiarism and copyright infringement, and discover the newest AI tools and how to stay on top of new AI technology and opportunities.

Self-Directed Robotic Playground: Bee Bots, Blu Bots, Pro Bots, Finch Bots

Presenter: Self-Paced

Session 303

Room: Commons Area

Target Audience: All

Description: In this self-paced playground, experience the world of robotics firsthand in our interactive playground session featuring Bee Bots, Blu Bots, and Pro Bots. Dive into coding, problem-solving, and innovation as you explore the capabilities of each robot through engaging self-paced activities and challenges. Join us for a dynamic self-paced session of learning and fun!

Technology Expert Poster Sessions- 1 to 1 Plus (New Technology Work Request Site), User Moderation, Remote Login (ISL)

Presenter: Jeff Crawford, Eric Routzahn, Izaiah Leavell, Patrick Cunningham, Ray Mitchell, Steve Marrs

Session 304

Room: Cafeteria

Target Audience: All

Description: Join us for expert sessions in the cafeteria featuring 1 To 1 Plus (the new Technology Work Request System), User Moderation, and Remote Login. Learn from our experts and stay ahead of the curve in the world of technology. See you there!

Transform your Classroom with Gen-AI in Adobe Express

Presenter: Meggan Ford

Session 305

Room: J119 (Upstairs)

Target Audience: All

Description: Get ready to shake things up in your classroom with generative artificial intelligence (GenAI) and Adobe Express! Join us for an exciting journey where we'll explore creative activities that'll revolutionize your teaching. From math to art and everything in between, learn how to use Adobe's powerful generative AI tools to ignite innovation in any subject.

****In the 2024-25 school year, Adobe Express will be available for ALL TEACHERS, but only students in grades 6-12 will have access.***

Where's My Stuff? Finding Your Files with Ease!

Presenter: James Marshall

Session 306

Room: C123

Target Audience: All

Description: Ever lost a file and spent ages hunting for it? This presentation is here to help you out with finding your files. Mr. Marshall will show you how to use Microsoft's tools and features to organize your files better. Whether you're at school, home, or on the go, you'll learn handy tips and tricks to quickly locate any file. Get ready to make finding and managing your files an experience as breezy as a day at the beach!

Full STEAM Ahead into Makerspaces!

Presenter: Marcie Eberle/Maureen Henderson

Session 307

Room: C105

Target Audience: All

Description: New to Makerspaces or just looking for how to make a Makerspace work in your classroom, library, or other space? This session will explore some of the high tech, low tech, and no tech activities you can use in your spaces as our schools work to include STEAM activities into all grade levels and subject areas.

Career Applications for Every Subject: Engage Your Students in Relevancy with Learning Blade

Presenter: Scott Mains

Session 308

Room: D101

Target Audience: 5-9

Description: Do your students recognize the relevance of your subject? The NREA and the TN Department of Education provide FREE access to Learning Blade and Career Blade, two programs that increase student awareness of careers and highlight how STEM principles are used to solve real-world problems. Learning Blade and Career Blade provide schools with resources for teachers and students that have proven to increase student interest in high-demand careers while reinforcing academic for students in grades 5-9. Students can use over 400 online lessons in human-centered "Missions" or stories to explore exciting careers while practicing problems aligned to academic standards. Learn how to utilize this resource with your students on and offline.

Advanced Explorations with the Desmos Graphing Calculator

Presenter: Brett Parker

Session 309

Room: D103

[Session Agenda](#)

[Session Presentation](#)

Target Audience: 6-12

Description: Explore the unique capabilities of the Desmos Graphing Calculator to bring delight and wonder to upper-level abstract mathematics classes. This session is designed for teachers who are comfortable with the tool and want to investigate advanced mathematical concepts using technology that's intuitive.

Surfing Through Windows 11

Presenter: James Kiggans

Session 310

Room: A120

Target Audience: PC Users

Description: Welcome to the new era of teaching with Windows 11! This session will introduce you to Windows 11, highlighting its user-friendly interface, enhanced performance, and innovative features designed to make your teaching experience smoother and more efficient. You'll discover tools like Snap Layouts for better multitasking, virtual desktops to organize your workspaces, and Microsoft Teams integration for seamless communication and collaboration. Get ready to explore how Windows 11 can simplify your daily tasks and enhance your classroom experience.

Boost Creativity with Robots and Coding in the PreK-5 Classroom

Presenter: Lesli White/Rebecca Morrison

Session 312

Room: G127

Target Audience: PreK-5

Description: This session offers an engaging, hands-on experience with Bee Bots, Blue Bots, and Pro Bots. Participants will interact with these educational robots through various tasks, enhancing their understanding of coding. This interactive session is designed to make learning fun and accessible, providing practical insights into how these tools can be integrated into educational environments to foster creativity and problem-solving skills.

From Pixels to Possibilities: Unleashing the Educational Power of Minecraft

Presenter: Dan Noble

Session 313

Room: M146 (Upstairs)

[Session Presentation](#)

Target Audience: 3-12

Description: Minecraft Education is more than just a popular game – it's a powerful teaching tool packed with hundreds of engaging, ready-made lesson plans that align with your curriculum. From Math and Science to Language Arts, Social Studies, Art, Music and more, Minecraft Education sparks creativity and collaboration across all subjects.

Come see how Minecraft Education can transform your classroom into a dynamic, engaging learning environment where every student thrives! No login or prior Minecraft experience required.

Session 4

Our Industry in the Age of AI: A Peer-to-Peer Town Hall About Facts, Fears and the Future

Presenter: Beth Z.

Session 401

Room: Theater

Target Audience: All

Description: Wondering how AI will impact your career? Want to know what tools are available and how to use them ethically? This is the event for you!

A Conversation about Facts, Fears and the Future: What does the rise in AI-powered technology mean for our industry? Tech Author Beth Z., Your Nerdy Best Friend, will give us an overview of the what, how, when and why of artificial intelligence. And then she'll lead everyone in important conversations to discuss the impact of these tools on how we do business.

Join your peers in small, interactive groups to explore ethical considerations, job loss concerns, accuracy and plagiarism issues, copyright challenges and much more.

Capture Student Learning with Canva for Education

Presenter: Janice Wintermyer

Session 402

Room: C126

Target Audience: All

Description: In this hands-on workshop, participants will be guided through ways students can use Canva to demonstrate their learning and understanding. Participants will brainstorm and discover ways Canva can support student goal setting, planning, and showcasing their knowledge. The workshop will also cover how to capture student reflections of the learning process in Canva.

Self-Directed Robotic Playground: Bee Bots, Blu Bots, Pro Bots, Finch Bots

Presenter: Self-Paced

Session 403

Room: Commons Area

Target Audience: All

Description: In this self-paced playground, experience the world of robotics firsthand in our interactive playground session featuring Bee Bots, Blu Bots, and Pro Bots. Dive into coding, problem-solving, and innovation as you explore the capabilities of each robot through engaging self-paced activities and challenges. Join us for a dynamic self-paced session of learning and fun!

Technology Expert Poster Sessions- 1 to 1 Plus (New Technology Work Request Site), User Moderation, Remote Login (ISL)

Presenter: Jeff Crawford, Eric Routzahn, Izaiah Leavell, Patrick Cunningham, Ray Mitchell, Steve Marris
Session 404

Room: Cafeteria

Target Audience: All

Description: Join us for expert sessions in the cafeteria featuring 1 To 1 Plus (the new Technology Work Request System), User Moderation, and Remote Login. Learn from our experts and stay ahead of the curve in the world of technology. See you there!

Craft Digital Portfolios & Personal Branding with Adobe Express

Presenter: Meggan Ford

Session 405

Room: J119 (Upstairs)

Target Audience: All

Description: Let's spice up your online game! In this session, we'll explore the exciting world of digital portfolios and personal branding with Adobe Express. Learn how your students can showcase their projects in style and rock their digital presence. Get your students ready to flaunt their digital literacy skills and get a head start on college readiness.

****In the 2024-25 school year, Adobe Express will be available for ALL TEACHERS, but only students in grades 6-12 will have access.***

Navigating the Waves of Assessment: Leveraging Delta Math for Personalized Feedback and Instruction

Presenter: Jessica Potter

Session 406

Room: C123

Target Audience: 6-12

Description: Dive into the depths of assessment innovation with our session, where we will explore how to harness the power of Delta Math to ride the waves of formative and summative assessments. We will demonstrate how technology can be used to cater to the needs of diverse learners, deliver timely feedback, and drive informed instruction.

Life's a [Beach] Ball with EduProtocols!

Presenter: Josh Vaden

Session 407

Room: C105

Target Audience: 6-12

Description: Are you looking for ways to reinvent your classroom routine? Look no further than EduProtocols! Dip your toes into the techy waters of Fast & Curious, Thin Slides, Thick Slides and more!

Artificial Intelligence and Coding for Middle School in Learning Blade

Presenter: Scott Mains

Session 408

Room: D101

Target Audience: 7-10

Description: Are you seeking ways to teach students about AI? Learning Blade's new innovative short course is tailored for middle school students to explore the fundamental concepts like machine learning, neural networks, natural language processing and ethical use questions. This course is provided fully funded by the NREA & TN DOE along with the Intro to Coding (ITC) course. Tailored for late middle school and early high school students, ITC is a user-friendly approach to grasp fundamental coding concepts aligned to 100% of the middle school CS standards. Learn how to utilize these resources with your students on and offline.

Getting Started with the Desmos Geometry Tool

Presenter: Brett Parker

Session 409

Room: D103

[Session Agenda](#)

[Session Presentation](#)

Target Audience: 6-12

Description: Learn how to use the Desmos Geometry Tool to explore ways that students can develop their understanding of geometry concepts. Designed for middle school geometry standards through high school geometry courses focusing on transformations on and off the coordinate plane.

CKLA for K-2

Presenter: Heather Cable

Session 410

Room: D116

Target Audience: K-2

Description: During this session, teachers will discover how to utilize the CKLA website's resources, including the online library of sounds, read alouds, intervention toolkit, and how to edit workbook pages, to enhance instructional practices and support diverse student needs.

Navigating the Ocean of Mac Settings

Presenter: Joe Swann

Session 411

Room: J117 (Upstairs)

Target Audience: All

Description: Dive into a comprehensive Mac settings training session designed to enhance your digital oasis! Explore XCred Login authentication, unlock the secrets of Keychain Access, and master sound and display settings. Transform your Mac settings into a relaxing experience with personalized customization.

Minecraft Education: Beyond the Basics

Presenter: Dan Noble

Session 413

Room: M146 (Upstairs)

[Session Presentation](#)

Target Audience: 3-12

Description: Ready to take your Minecraft Education experience to the next level? This follow-up workshop dives deeper into the world of Minecraft Education, equipping you with the advanced skills needed to unlock its full potential.

Join us as we look deeper into customizing game settings, unlock advanced building and movement tricks, and code directly within the game using Blocks, while also exploring the potential to code in Javascript, and Python!

Prepare to become a Minecraft Education ninja and unleash a world of creative learning possibilities in your classroom!

Dive into Data: Surfing with Microsoft Insights!

Presenter: Beth Moore

Session 414

Room: A120

Target Audience: All

Description: Catch the wave of knowledge with this session tailored for Class Teams enthusiasts! Join us for an exciting session where you'll ride the data tide and explore Microsoft Insights like never before. Teachers will discover how Microsoft Insights in Teams empowers students with AI-driven analytics to elevate their performance. Just like catching the perfect wave, Microsoft Insights offers tailored recommendations for optimizing study habits, managing time effectively, and enhancing collaboration within educational settings. From maneuvering interactive dashboards to analyzing student progress, you'll discover how to make waves in education with Microsoft Insights. So, grab your virtual surfboard and join us for a thrilling ride towards data-driven success on the digital shorelines of Class Teams!

12:00-12:55



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3:00-3:30

Deja Moo, Closing, and Door Prizes

Thank you to our ice cream sponsors!



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