

Model Schools Regional Workshops Catalog 2026-2027

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 2026-2027 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](#). 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.

2026-2027 MODEL SCHOOLS REGIONAL WORKSHOP 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. *

Please note: Cancellation policy: *If a participant has registered for, but is unable to attend, an Eastern Suffolk BOCES workshop, they are required to drop their workshop registration on Frontline/MLP at least **5 days** prior to the start date of the workshop. In the event the participant does not cancel within this timeframe, the participant/district will be billed.*

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

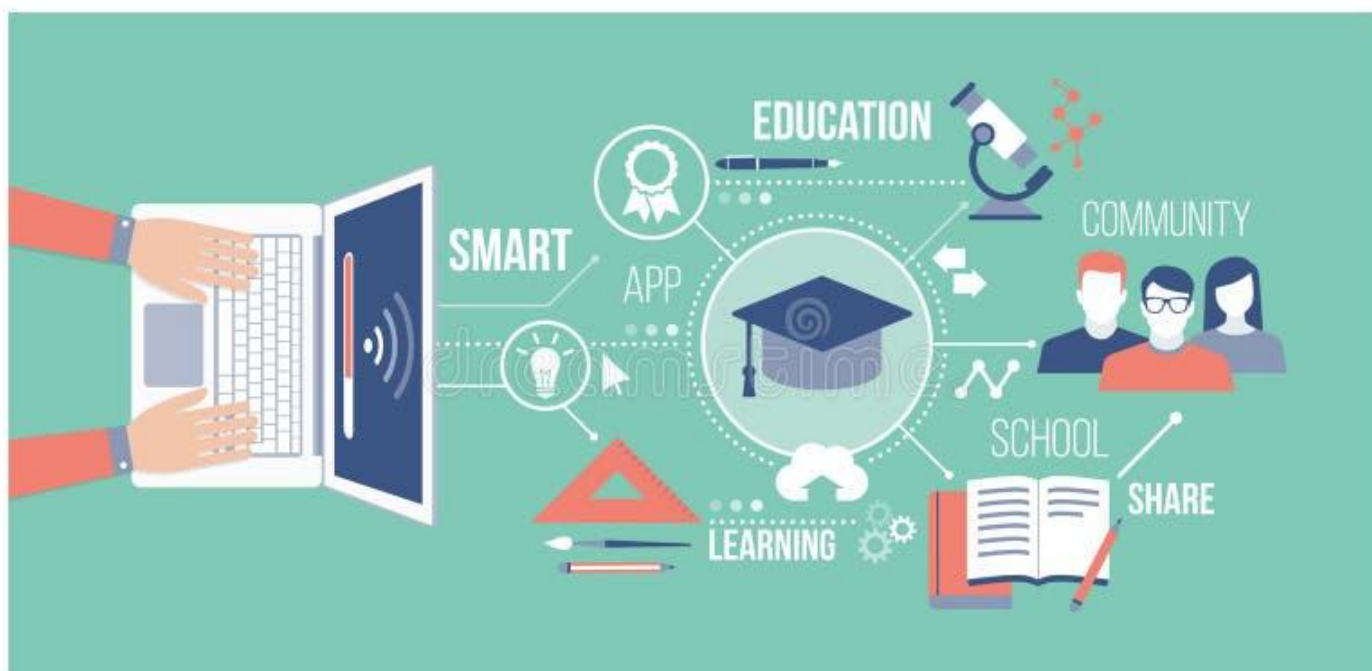
The Model Schools Team can be reached at:
email [msp@d@esboces.org](mailto:mspd@esboces.org) -or-
phone 631-288-9568

Regional Workshops by Date:

DATE	TIME	TITLE	Format
10/1/2026	3:00pm-4:30pm	Digital Citizenship	Virtual
10/6/2026	3:30pm-5:00pm	Building Your K-5 Digital Command Center in Google Classroom	Virtual
10/14/2026	3:00pm-4:30pm	Ask, Assess, Act: Guiding Student Thinking Through Instruction	Virtual
10/15/2026	3:15pm-4:15pm	Lights, Camera, Action: Canva Video!	Virtual
10/19/2026	3:00pm-4:00pm	Kami Workshop	Virtual
10/20/2026 & 11/17/2026	3:00pm-4:00pm	The AI-Powered Educator: Maximizing Efficiency and Engagement with Google AI (Two Part Workshop-Fall Session)	Virtual
10/21/2026	3:00pm-4:00pm	The Future-Ready Graduate: Mapping AI to the New York State Portrait of a Graduate Series: Part 1 – Foundations & Pedagogy/Cultivating Innovators by Embedding AI in Classroom Practice	Virtual
10/26/2026	3:30pm-4:30pm	Create Digital Escape Rooms and Interactive Classroom Games	Virtual
10/28/2026	3:00pm-4:00pm	Lumio Online Version of SmartNotebook	Virtual
10/28/2026	5:00pm-6:30pm	Ignite Your Creativity in Teaching & Learning Leveraging Canva's AI Tools for Education	Virtual
11/4/2026	8:30am-11:30am	Ready for Takeoff: Bringing Drone Aviation to Your Classroom with Rocket Drones	In-Person
11/4/2026	3:30pm-5:00pm	Unlock Student Voice: Unlimited Creative Outlet with Adobe Express for Education	Virtual
11/10/2026	9:00am-3:00pm	Layer by Layer: Building Learning in 3D	In-Person
11/19/2026	8:30am-11:30am	Exploring Creativity and Learning with Makey Makey: Unleash Inventive Minds	In-Person
11/19/2026	12:30pm-2:30pm	Indi Cars & Curriculum Connections	In-Person
12/2/2026	3:00pm-4:30pm	Take Your Lessons to the Next Level with Canva - Introduction	Virtual
12/17/2026	3:00pm-4:00pm	Redefine Space Using Augmented Reality	In-Person



1/7/2027	3:00pm-4:00pm	Mastering Gemini Notebook for Diverse Learners	Virtual
1/11/2027	4:00pm-5:00pm	AI Prompt Engineering in Education: Unleashing the Power of AI in Your Classroom	Virtual
1/13/2027	9:00am-10:00am	The Future-Ready Graduate: Mapping AI to the New York State Portrait of a Graduate Series: Part 2 – Leadership & Systems/Leading the Shift & Cultivating an AI Ready School Culture	Virtual
1/27/2027	7:00pm-8:00pm	From Text to Tiers: Bringing MTSS Literacy Instruction to Life	Virtual
2/2/2027	Asynchronous	Explore Mathematical Concepts with GeoGebra	Virtual
2/25/2027	3:00pm-4:00pm	Fill in the Feedback Gap with Canva Code	Virtual
3/2/2027 & 3/30/2027	3:00pm-4:00pm	The AI-Powered Educator: Maximizing Efficiency and Engagement with Google AI (Two Part Workshop-Spring Session)	Virtual
3/10/2027	3:00pm-4:00pm	Using Virtual Field Trips to Support Instruction	Virtual
3/24/2027	5:00pm-6:30pm	Ignite Your Creativity in Teaching & Learning Leveraging Canva's AI Tools for Education	Virtual



COURSE DESCRIPTIONS

In Alphabetical Order

AI Prompt Engineering in Education: Unleashing the Power of AI in Your Classroom

Date: January 11, 2027

Time: 4:00 pm – 5:00 pm (Virtual)

Instructor: Jennifer Sauter

CTLE Hours: 1 – Pedagogy/Content

In an era where artificial intelligence is rapidly transforming industries, education is no exception. This dynamic 60-minute workshop introduces educators to the foundational principles of AI prompt engineering, empowering them to effectively leverage AI tools to enhance teaching and learning. Participants will learn how to craft clear, specific, and effective prompts to generate high-quality, relevant content for lesson planning, differentiation, assessment, and creative classroom activities. Using practical examples spanning English Language Arts, Mathematics, Social Studies/History, and Science, teachers will discover how AI can become a powerful assistant in their daily practice, saving time and fostering innovative pedagogical approaches. Join us to unlock the potential of AI and become a master of its intelligent capabilities.

Ask, Assess, Act: Guiding Student Thinking Through Instruction

Date: October 14, 2026

Time: 3:00 pm – 4:30 pm (Virtual)

Instructor: Sydney Melnitsky/Tikera Phillips-Witter

CTLE Hours: 1.5 – Pedagogy

What do your questions reveal about what students are thinking and what they need next? Bring your ideas, experiences, and best practices as we share, explore, and rethink the questions we ask students every day. Together, we'll explore how purposeful questioning can spark curiosity, activate prior knowledge, deepen student thinking, and make learning visible. We'll examine how small changes to the way we phrase, sequence, and follow up on questions can lead to richer student responses and provide meaningful evidence of understanding. We'll also consider how student responses can guide instructional decisions, from providing scaffolds and addressing misconceptions to reteaching and determining what comes next. Edpuzzle and BrainPOP will be our playground for putting these ideas into practice as we experiment with questioning strategies, modify questions we already use, and explore ways to make student thinking visible and guide instruction. Come ready to share, learn from one another, and rethink the power of purposeful questioning.

Building Your K-5 Digital Classroom Command Center in Google Classroom

Date: October 6, 2026

Time: 3:30 pm – 5:00 pm (Virtual)

Instructor: Kristina Lomando

CTLE Hours: 1.5 – Pedagogy/Content

Master the "Power of One": one hub for assignments, one channel for parents, and one path to student success. In this session, we'll transform your Google Classroom into a streamlined "Home Base" for your entire curriculum. Learn organization strategies tailored for young learners (visual over verbal) and busy parents (mobile-friendly access). Stop the "Where is this?" emails and start celebrating "I finished!" moments. Leave with a classroom ready to be introduced to your students and parents! This is a hands-on workshop and requires you to be in front of a computer to participate in conversations and activities.

Create Digital Escape Rooms and Interactive Classroom Games

Date: October 26, 2026

Time: 3:30 pm – 4:30 pm (Virtual)

Instructor: Bill MacIntosh

CTLE Hours: 1 – Pedagogy/Content

Learn how to turn ordinary lessons into engaging, interactive learning experiences using Google Slides, Google Forms, and other free digital tools. In this hands-on workshop, educators will explore how to create digital escape rooms, self-checking activities, hidden clues, and gamified classroom challenges that increase student engagement and participation. Participants will experience a live digital escape room, learn practical classroom applications across subject areas, and begin creating their own interactive activity during the session. No coding or advanced technology skills required.

Digital Citizenship

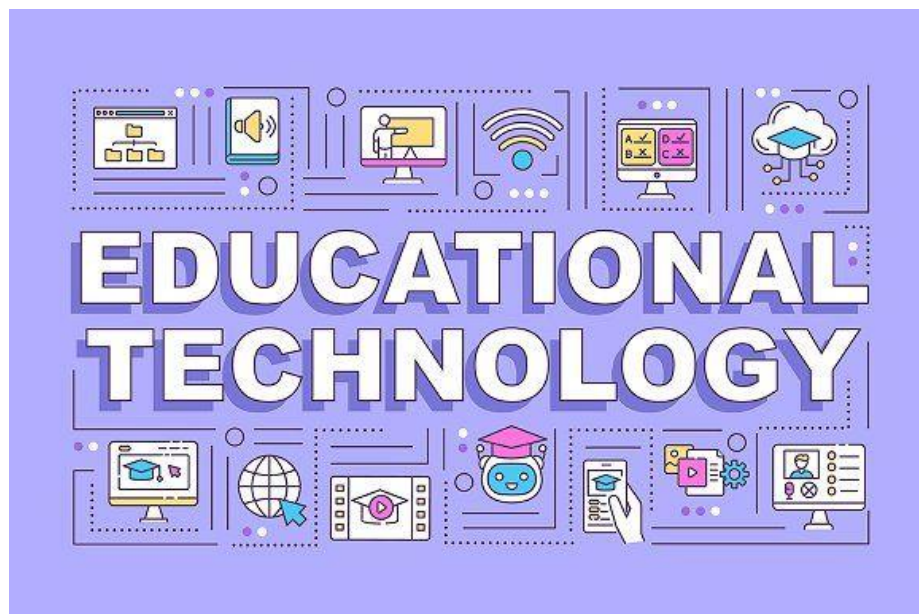
Date: October 1, 2026

Time: 3:00 pm – 4:30 pm (Virtual)

Instructor: Debbie Gerken

CTLE Hours: 1.5 – Pedagogy/Content

Leveraging the comprehensive curriculum provided by Common Sense Education, this short workshop on Digital Citizenship empowers students to navigate the online world safely, responsibly, and critically. A primary focus of the session is data privacy, educating students on the long-term impact of their digital footprints and equipping them with actionable strategies to keep their personal information secure from tracking and exploitation. In addition to privacy, the workshop tackles the critical challenge of media literacy by teaching students how to evaluate online sources, recognize misinformation, and spot fakes—such as altered images, clickbait, and deepfakes. By grounding the lessons in Common Sense Education’s research-backed frameworks, the workshop helps students transition from passive technology consumers to thoughtful, skeptical, and empowered digital citizens.



Explore Mathematical Concepts with GeoGebra

Date: February 2, 2027

Time: Asynchronous (Virtual – 4-week course)

Instructor: Bill MacIntosh

CTLE Hours: 4 – Pedagogy/Content

Use GeoGebra with your students for various mathematics 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 including: Fractions, Arithmetic, Algebra, Geometry, Trigonometry, Calculus, and much more! Join us for this three-week asynchronous course as we explore the many applications of this versatile tool. In this asynchronous course, participants will view brief videos, answer questions and complete tasks to learn how GeoGebra can be used with their students. New material will be released weekly according to the schedule below. Participants are expected to complete tasks before the start of the following week. The instructor will provide feedback on a weekly basis.

The tentative schedule is as follows

Week 1: Basics of GeoGebra Including: Sign in, Find Pre-made Resources, Save, Organize, Customize (or copy and modify - more in upcoming weeks), Use as a Demonstration Tool and Share with Students as an exploration tool (with GeoGebra Classroom and if applicable, Google Classroom).

Week 2: GeoGebra Math Practice Tool, Introduction to the Graphing Calculator, Exploration of the other types of Calculators available with tips on which to choose, classroom examples of exercises using the Calculators, and Part 1 of exercises to learn how to use the calculator to prepare your own activities

Week 3: Part 2 of exercises to learn how to use the calculators and to create your own GeoGebra Activities and GeoGebra Books

Week 4: Feedback, answers to Questions, and resources for further exploration

Exploring Creativity and Learning with Makey Makey: Unleash Inventive Minds

Date: November 19, 2026

Time: 8:30 am – 11:30 am (In-Person)

Instructor: Carrie McGuire

CTLE Hours: 1 – Pedagogy

Join us for an exciting, hands-on workshop that brings innovation, creativity, and technology into the classroom through the captivating world of Makey Makey. This interactive workshop is designed to empower educators with the skills, knowledge, and confidence to seamlessly integrate Makey Makey into various subjects, sparking curiosity and fostering critical thinking in students.

****Be sure to bring a laptop or Chromebook with a USB port or adapter to use during this workshop.**



Fill in the Feedback Gap with Canva Code

Date: February 25, 2027

Time: 3:00 pm – 4:00 pm (Virtual)

Instructor: Brad Jagnanan

CTLE Hours: 1 – Pedagogy/Content

Shift students from passive viewers to active participants. In this one-hour, hands-on session, you'll learn the "Canva Code" workflow—using Canva's technical features to build interactive, responsive learning materials. Move beyond static slides and discover how to bridge the feedback gap with dynamic designs that foster student agency and immediate engagement.

From Text to Tiers: Bringing MTSS Literacy Instruction to Life

Date: January 27, 2027

Time: 7:00 pm – 8:00 pm (Virtual)

Instructor: Tikera Phillips-Witter

CTLE Hours: 1 – Pedagogy/Content

What if one text could meet more learners where they are? Explore ways to use Newsela to make literacy more accessible, engaging, and responsive across MTSS Tiers 1–3 while creating opportunities for students to think critically, communicate their thinking, and reflect on their learning, skills reflected in the NYS Portrait of a Graduate. Come ready to share, and explore.

Ignite Your Creativity in Teaching & Learning Leveraging Canva's AI Tools for Educators

Date: October 28, 2026

Time: 5:00 pm – 6:30 pm (Virtual)

Instructor: Christina Fordham

CTLE Hours: 1.5 – Pedagogy/Content

Stay ahead of the curve with Canva's latest AI-powered features, designed to save time and boost creativity. This hands-on session dives into tools like Magic Write, Magic Design, and AI image generation, showing you how to quickly create content, brainstorm ideas, and enhance your classroom visuals. This workshop is perfect for educators looking to streamline their workflow and explore the future of educational design.

Ignite Your Creativity in Teaching & Learning Leveraging Canva's AI Tools for Educators

Date: March 24, 2027

Time: 5:00 pm – 6:30 pm (Virtual)

Instructor: Christina Fordham

CTLE Hours: 1.5 – Pedagogy/Content

Stay ahead of the curve with Canva's latest AI-powered features, designed to save time and boost creativity. This hands-on session dives into tools like Magic Write, Magic Design, and AI image generation, showing you how to quickly create content, brainstorm ideas, and enhance your classroom visuals. This workshop is perfect for educators looking to streamline their workflow and explore the future of educational design.

Indi Cars & Curriculum Connections

Date: November 19, 2026

Time: 12:30 pm – 2:30 pm (In-Person)

Instructor: Mara Healy

CTLE Hours: 2 – Pedagogy/Content

Join us for an exciting, hands-on workshop where we explore Indi Cars! A physical tool that promotes computational thinking, collaboration, and problem-solving skills in even the youngest learners. The Sphero Indi Car transforms abstract coding concepts into concrete, playful experiences that engage young minds while building the problem-solving skills they'll need for future success in our increasingly digital world.

Kami Workshop

Date: October 19, 2026

Time: 3:00 pm – 4:00 pm (Virtual)

Instructor: Eileen Laffey

CTLE Hours: 1 Pedagogy/Content

Join this session to explore how Kami can support meaningful teaching and learning through digital annotation, multimedia feedback, and opportunities for students to demonstrate their learning. Participants will explore strategies for providing timely feedback, increasing student engagement, supporting accessibility, and making student thinking visible. Through hands-on exploration, participants will consider how Kami's tools can be intentionally integrated into instruction to support formative assessment and student learning.

Layer by Layer: Building Learning in 3D

Date: November 10, 2026

Time: 9:00 am – 3:00 pm *Lunch break will be on your own* (In-person)

Instructor: Norma LaFata

CTLE Hours: 5 – Pedagogy/Content

Curious about how 3D printing can bring learning to life in your classroom? Whether students are creating historical artifacts, math manipulatives, science models, custom game pieces, or prototypes for problem-solving challenges, 3D printing gives them opportunities to demonstrate understanding through creativity, collaboration, and hands-on design.

This interactive, in-person workshop will guide participants through the basics of 3D design using Tinkercad, preparing models for printing with slicing software, and troubleshooting for successful prints. Educators will also learn how to set up and manage student classes in Tinkercad, monitor student progress, and explore practical, curriculum-connected ideas for integrating 3D printing into any subject area.

**** Please bring a laptop to use for this workshop.**

Lights, Camera, Action: Canva Video!

Date: October 15, 2026

Time: 3:15 pm – 4:15 pm (Virtual)

Instructor: Mara Healy

CTLE Hours: 1 – Pedagogy

Looking for students to create a book trailer, cooking show, or practice their foreign language speaking skills? Look no further than Canva Videos! Teachers can pre-record lessons, instructions, or show off their karaoke skills. Students can take reading, writing, and following directions and turn them into dazzling cinematic experiences. Join me as we discuss ideas, editing tools, and learn how you and your students can create your own visually appealing movie masterpieces.

Lumio Online Version of SmartNotebook

Date: October 28, 2026

Time: 3:00 pm – 4:00 pm (Virtual)

Instructor: Eileen Laffey

CTLE Hours: 1 Pedagogy/Content

Lumio is a web-based teaching and learning platform designed to boost student engagement. It allows educators to transform static files—like PDFs, Google Slides, and PowerPoint—into interactive lessons, collaborative workspaces, and game-based activities that students can access live or at their own pace on any device.

Mastering Gemini Notebook for Diverse Learners

Date: January 7, 2027

Time: 3:00 pm – 4:00 pm (Virtual)

Instructor: Brad Jagnanan

CTLE Hours: 1 – Pedagogy/Content

In this focused session, we will explore the power of "source-grounded" artificial intelligence through Gemini Notebook (formerly NotebookLM). Unlike broad AI tools, Gemini Notebook works exclusively with the documents and sources you provide, making it a highly reliable and focused tool for academic and classroom work. Educators will learn how to transform dense curriculum materials into multimodal learning assets—such as audio overviews, mind maps, and targeted study guides—to support diverse learners. Join us to discover how to ground AI in your own expertise and curriculum.

Ready for Takeoff: Bringing Drone Aviation to Your Classroom with Rocket Drones

Date: November 4, 2026

Time: 8:30 am – 11:30 am (In-person)

Instructor: Jennifer Sauter

CTLE Hours: 3 – Pedagogy/Content

Attention Educators! Are you ready to launch a high-interest, standards-aligned program that prepares students for the future of aviation? Join us for an immersive, hands-on workshop where you will transition from a novice flyer to a confident "Flight Instructor" using the Rocket Drones classroom program. This session is designed to give you a "pilot's eye view" of the Rocket Drones ecosystem, which seamlessly blends web-based simulations with physical drone flight to build essential STEM and CTE skills. You will leave this workshop not just with the ability to fly, but with a clear roadmap for differentiating instruction and helping your students explore lucrative careers in drone aviation. Buckle up and prepare for departure—your classroom's aviation journey starts here!

****Please Note: This workshop is only for districts with a Rocket Drones program.***



Redefine Space Using Augmented Reality

Date: December 17, 2026

Time: 3:00 pm – 4:00 pm (In Person)

Instructor: Debbie Gerken

CTLE Hours: 1 Pedagogy/Content

In today's digital age, classrooms and cultural spaces are no longer confined by physical walls. Augmented Reality (AR) is transforming how we interact with information, turning passive observers into active explorers. This hands-on workshop is designed specifically for educators who want to harness the power of AR to boost student engagement, deepen conceptual learning, and bridge the gap between school and the wider world. We will explore how Apple Education apps can support and scaffold AR creation across various subjects. From setting up a "virtual museum" gallery walk in your classroom to building interactive science diagrams. During this session you will learn how to use AR MAKR for the iPad. We will walk through importing 2D drawings as well as creating 3D virtual objects, and placing them into your immediate environment to tell a story or build a virtual scene.

****iPads will be provided for workshop participants***

Take Your Lessons to the Next Level with Canva - Introduction

Date: December 2, 2025

Time: 3:00 pm – 4:30 pm (Virtual)

Instructor: Carrie McGuire

CTLE Hours: 1.5 – Pedagogy

This session will focus on the essentials of design and how to personalize creations using Canva. Participants will learn the platform's interface, basic design principles, and how to customize templates effectively. Through hands-on activities, teachers will create simple posters and flyers while gaining confidence in using design tools.

The AI-Powered Educator: Maximizing Efficiency and Engagement with Google AI (Two-Part Workshop: Fall 2026)

Date: October 20, 2026, Part 1

November 17, 2026, Part 2

Time: 3:00 pm – 4:00 pm (Virtual)

Instructor: Mia LaFata

CTLE Hours: 2 – Pedagogy

This series is designed for educators ready to move past introductory AI concepts and integrate these tools into their daily teaching. Across two sessions, you will learn how to automate routine tasks, tailor curriculum to student needs, and support deeper student research.

Part 1: Gemini as an Instructional Assistant

Learn how to use Gemini to manage and speed up your daily workload. This session covers practical strategies for drafting lesson plans, modifying assignments for different learning levels, creating assessments, and reducing time spent on administrative paperwork.

Part 2: Guided Inquiry with Gemini Notebook (Formerly NotebookLM)

Discover how to use Gemini Notebook to create a focused, reliable resource library for your classroom. We will cover how to teach students to use this tool responsibly to analyze trusted sources, generate accurate summaries, and develop independent research skills.

****Please Note: Participants must complete Parts 1 and 2***

The AI-Powered Educator: Maximizing Efficiency and Engagement with Google AI (Two-Part Workshop: Spring 2026)

Date: March 2, 2027, Part 1

March 30, 2027, Part 2

Time: 3:00 pm – 4:00 pm (Virtual)

Instructor: Mia LaFata

CTLE Hours: 2 – Pedagogy

This series is designed for educators ready to move past introductory AI concepts and integrate these tools into their daily teaching. Across two sessions, you will learn how to automate routine tasks, tailor curriculum to student needs, and support deeper student research.

Part 1: *Gemini as an Instructional Assistant*

Learn how to use Gemini to manage and speed up your daily workload. This session covers practical strategies for drafting lesson plans, modifying assignments for different learning levels, creating assessments, and reducing time spent on administrative paperwork.

Part 2: *Guided Inquiry with Gemini Notebook (Formerly NotebookLM)*

Discover how to use Gemini Notebook to create a focused, reliable resource library for your classroom. We will cover how to teach students to use this tool responsibly to analyze trusted sources, generate accurate summaries, and develop independent research skills.

***Please Note: Participants must complete Parts 1 and 2**

The Future-Ready Graduate: Mapping AI to the New York State Portrait of a Graduate Series: Part 1: Foundations & Pedagogy- Cultivating Innovators by Embedding AI in Classroom Practice

Date: October 21, 2026

Time: 3:00 pm – 4:00 pm (Virtual)

Instructor: Nikki Frink-Martin

CTLE Hours: 1 – Pedagogy

As the NYS Board of Regents redefines graduation requirements for Cohort 2029, student success is shifting from high-stakes testing to real-world proficiency—just as AI transforms the workforce.

Join us for a dynamic, two-part webinar series to discover how generative AI can actually elevate the six pillars of the NYS Portrait of a Graduate. Moving past the panic, we will explore how AI can help students demonstrate deep critical thinking, creative innovation, and global citizenship.

Part 1 focuses directly on the classroom. Learn to map AI tools to core student pillars—Creative Innovator, Critical Thinker, and Effective Communicator—and discover how to shift your assessments away from rote memorization toward authentic, AI-resilient learning experiences. Leave with actionable, ready-to-use strategies tailored for Long Island districts.

***Please Note: you do NOT have to attend both sessions, you can register for either/both at your discretion.**



The Future-Ready Graduate: Mapping AI to the New York State Portrait of a Graduate
Series: Part 2: Leadership & Systems- Leading the Shift & Cultivating an
AI-Ready School Culture

Date: January 13, 2027

Time: 9:00 am – 10:00 am (Virtual)

Instructor: Nikki Frink-Martin

CTLE Hours: 1 – Pedagogy

As the NYS Board of Regents shifts graduation requirements toward real-world proficiency for Cohort 2029, AI is simultaneously rewriting the workforce. How do we marry these two massive shifts?

Join us for a dynamic, two-part webinar series designed to look past the panic and use AI to elevate the NYS Portrait of a Graduate. Leave with actionable frameworks and ready-to-use classroom strategies tailored for Long Island schools.

Part 2 is strictly for leaders looking to cultivate a forward-thinking school culture. Bypassing policy talk, we will jump straight into how administrators can support teachers, leverage AI for performance-based assessments (like digital portfolios), and capture authentic student growth across the Global Citizen and Reflective/Future-Focused Individual dimensions of the state framework.

****Please Note: you do NOT have to attend both sessions, you can register for either/both at your discretion.***

Unlock Student Voice: Unlimited Creative Outlet with Adobe Express for Education

Date: November 4, 2026

Time: 3:30 pm – 5:00 pm (Virtual)

Instructor: Kristina Lomando

CTLE Hours: 1.5 – Pedagogy/Content

Transform your classroom into a vibrant studio where every student has a voice. In this hands-on workshop, K-12 educators will discover how Adobe Express for Education serves as the ultimate "all-in-one" creative hub. Whether you teach Kindergarten phonics or High School physics, you'll learn how to shift students from passive consumers to active creators.

We'll explore how to bridge the gap between core curriculum and digital literacy by giving students ownership over their learning. From designing visual infographics to producing professional-grade podcasts and videos, this session will equip you with the tools to make any project—in any subject—an unforgettable creative journey.

****Please note: This is a hands-on workshop and requires you to be in front of a computer to participate in conversations and activities.***

Using Virtual Field Trips to Support Instruction

Date: March 10, 2027

Time: 3:00 pm – 4:00 pm (Virtual)

Instructor: Sydney Melnitsky

CTLE Hours: 1 – Pedagogy

Virtual field trips offer teachers and students opportunities to explore people, places, and experiences without leaving the classroom. These experiences may include images, animations, simulations, audio, video, live broadcasts, and interactive materials. In this workshop, educators will explore technology tools available for integrating virtual field trips into instruction and review offerings from a variety of providers. Participants will also discuss best practices for using virtual field trips to support learning goals, build background knowledge, and enhance classroom instruction.



Register now by scanning the QR code

-or-

Click=> [2026-2027 MODEL SCHOOLS REGIONAL WORKSHOP OFFERINGS](#)

For Content questions, please contact

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For Registration questions, please contact the Model Schools Department

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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. ESBOCES also provides equal access to the Boy Scouts and other designated youth groups. Inquiries regarding the implementation of the applicable 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.