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# **Technology Services Bulletin**

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# From the Director

Have you ever wanted to see an example of how technology can personalize student learning? As part of their effort to create "Future Ready Leaders" who promote the tenants of the <u>National Education Technology Plan</u>, the US Ed Office of Educational Technology has created a great <u>video library</u> from districts across the country showing how technology has changed their schools. The videos are in four categories, one of which is Personalized Student Learning. That section alone has 18 videos describing what has been done, how they did it and showing the impact it had on students and teachers. The library features a <u>self-assessment</u> that will help create a personalized playlist based on your answers.

Another great set of videos that will help give you a vision of how technology can transform teaching and learning are the <u>CUE 2016 National Conference videos</u>. The opening keynote video is from Brad Montague, the co-creator of the Kid President videos and includes some great backstory in how that all came to be. It's a great way to re-energize your efforts to promote the use of technology at your school.

# Stop! Drop that Flash Drive!



Researchers at the University of Illinois dropped 297 unmarked USB flash drives around campus. They found that 48% of people plugged the flash drive they found into their computer, which could have infected their machine and compromised the network. We suggest you adopt a classroom rule that students must label their flash drives and that any unmarked drives found lying around will be thrown away. You should NEVER, EVER put an unknown flash drive into your computer. Bad people can name the file something innocent just to get you to open it. PCs can even automatically run a program just by plugging in the drive. It's just a bad idea. Don't do it.

# **Minecraft Educational Edition**



While some teachers have been using the computer game Minecraft in classrooms for a while, in January Microsoft, who purchased the company in 2014, embraced the idea and announced the <u>Minecraft Education Edition</u>. A beta test will begin in May with an early access release in June. CNET did a <u>special</u> <u>report</u> describing the impact that the game can have in the classroom for teaching "everything from science, technology, engineering and math (STEM) to language, history and art." If you're not sure how you might use Minecraft in your classroom, these two articles are a good place to start.

"The need to know the capital of Florida died when my phone learned the answer. Rather, the students of tomorrow need to be able to think creatively: they will need to learn on their own, adapt to new challenges and innovate on-the-fly." – Anthony Chivetta

#### Ransomware: What is it?



Ransomware is a special breed of malware that encrypts all of the files on the infected machine's hard drive and demands payment in order to decrypt them. A school in South Carolina recently <u>paid</u> <u>\$10,000 to a hacker</u> to get their files back. Be careful when you

receive unexpected emails asking you to click a link. One helpful strategy is to move your mouse over the link without clicking it and hover there. Most email programs and browsers will then show you the URL where it will take you before you click on it.

## Are you Familiar with the Hamburger Icon?

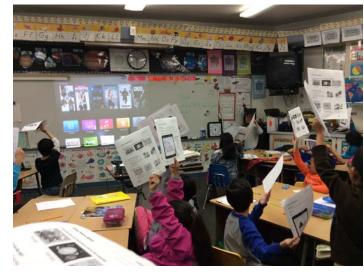
"There can be infinite uses of the computer and of new age technology, but if teachers themselves are not able to bring it into the classroom and make it work, then it fails." – Nancy Kassebaum

You've probably seen this icon in lots of places including in your browser, many web sites and your smartphone or tablet. It is typically the place where you can click to bring up a menu of additional options. The name comes from its similarity to a bun with a hamburger in the middle. The BBC News Magazine <u>posted</u> <u>an article</u> last year about the origin and history of this frequently seen but seldom understood icon.

## Good Bye Computer Tech II, Hello TSS II

At the April 12<sup>th</sup> board meeting, the board approved updated job descriptions and titles for our department's technician positions. The Computer Tech II job description that described Jim and Rico's work was last updated nearly 10 years ago. A lot has changed during that time. Following a suggested model from the Fiscal Crisis Management Assistance Team (FCMAT) that is used in other districts, we have three new job descriptions for Technology Support Specialist I, II and III. Jim and Rico are now Technology Support Specialist II's. We hope to be able to recruit for a Technology Support Specialist III position for next year, who will focus on server and application administration.

## Learning about Technology without using Technology!



Mrs. Pham's 2<sup>nd</sup> grade class has rich instruction regarding digital safety and your digital life!

Do you want this for your class or school? Contact our Technology Coach, <u>Martha Campos</u> and your students can have this much fun as well!

## Sharing Technology Resources



Be sure to visit the Technology Services <u>department blog</u>. New instructional resources and tips are added daily. If you have something you want to share, let us know! You can also <u>follow us on</u> <u>Twitter</u>! The <u>archives</u> of this newsletter are also available on our web site.