



# Apple Professional Development Catalogue

October 2013



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# Get the most from your Apple products.

Apple has created a series of onsite workshops delivered by independent facilitators to help you make the most of your Apple products. These hands-on workshops can last one or two days and will be tailored to your school's specific needs. They are designed to enable you to use your Apple products to transform teaching and learning.

## **Taught by educators for educators.**

All Apple Professional Development facilitators are educators themselves. That gives them a unique view: they know what's important in the classroom, so they can ensure that you learn about your Apple products and how they can best serve you and your students. We have created workshops in the following categories:

### **Foundations**

Focused on technology skills, these foundational workshops help teachers become confident and comfortable integrating Apple products into their teaching strategies.

### **Curriculum**

These curriculum-focused workshops help teachers apply their skills with Apple products to specific areas and disciplines to produce effective personal learning for their students.

### **Support**

These workshops for school leaders and Education decision-makers focus on issues important to success such as visioning and planning.

## **Additional Details**

- Workshops accommodate 16 to 20 participants.
- For institutional/group purchase only.
- Workshops are delivered by independent facilitators selected and approved by Apple.
- Day workshops may be broken into two half-day sessions to accommodate a variety of groupings.
- Workshops are flexible — you can discuss implementation options with your Apple Professional Development facilitator after purchase.

## **For More Information**

To learn more about Apple Professional Development and find an approved facilitator, contact your local Apple Education team or an Apple Solution Expert – Education, who will be able to advise you.

To find your local Apple Solution Expert – Education, visit:

<http://www.apple.com/uk/buy/ase/education>

\* Please note: The approved facilitator is independent of Apple and is neither an employee nor agent of Apple. The approved facilitator is solely responsible for the delivery of APD workshops detailed in this catalogue.

# Foundations

## iOS Devices

### Agenda

#### iOS Basics

- Device orientation
- Navigation
- Apps
- iBooks
- iTunes U and learning resources
- Accessibility features

#### Apps

- Notes
- Safari
- Camera
- Photos
- Maps
- Contacts
- Calendar
- Mail
- App Store
- iBooks
- iTunes U
- iTunes

### Audience

Educators who are new to iOS and who want to know how to use the built-in features of iPad or iPod touch in an educational context.

### Description

Participants gain experience using iOS devices such as iPad or iPod touch. They learn basic navigation and explore key accessibility features and apps as they apply to teaching and learning.

Learning outcomes for this workshop include:

- Explore basic navigation, native apps and accessibility features of iPad or iPod touch
- Learn how iOS devices can be used as personal tools for teaching and learning
- Discover how to personalise learning with iOS devices, apps and iTunes U

### Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource / technical requirements:
  - Wireless Internet access , speakers, projector
- Individual participant requirements:
  - An activated iPad or current-generation iPod touch. (Note: All participants must have the same version of the same device.)
  - The latest version of iOS on the activated device
  - The latest versions of iBooks and iTunes U, downloaded from the App Store
  - Enrolment in the App Store Volume Purchase Programme (if available in your country) or an individual iTunes Store account and an individual email account

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

# Foundations

## iOS Creativity

### Agenda

#### iPhoto

- Capturing and editing images
- Creating albums, storybooks and journals
- Classroom uses

#### iMovie

- Planning a movie and storyboarding
- Creating and sharing movies
- Classroom uses

#### GarageBand

- Audio recording
- Sound creation
- Classroom uses

### Audience

Educators who are ready to enhance their technology skills and focus on Apple creativity apps using an iOS device.

### Description

Participants gain fundamental skills with iOS creativity apps (iPhoto, GarageBand, iMovie).

Learning outcomes for this workshop include:

- Experience the various ways iOS creativity apps can be used in teaching and learning
- Learn to create and share multimedia journals, slideshows, different types of audio recordings and movies
- Explore how iTunes U and other learning resources can enhance today's teaching and learning

### Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource / technical requirements:
  - Wireless Internet access, speakers, projector
- Individual participant requirements:
  - An activated iPad or current-generation iPod touch. (Note: All participants must have the same version of the same device.)
  - The latest version of iOS on the activated device
  - The latest versions of iPhoto, iMovie and GarageBand, downloaded from the App Store
  - Basic iOS navigation and usage skills
  - Optional: Apple Earphones with Remote and Mic
  - Enrolment in the App Store Volume Purchase Programme (if available in your country) or an individual iTunes Store account and an individual email account

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

# Foundations

## iOS Productivity

### Agenda

#### Keynote

- Exploring and creating templates
- Designing presentations
- Publishing and sharing

#### Pages

- Creating documents and charts
- Using media assets
- Exploring and creating templates
- Exporting and sharing

#### Numbers

- Creating spreadsheets
- Using formulas and cell formats
- Designing charts and graphs
- Exporting and sharing

### Audience

Educators who are ready to enhance their technology skills and focus on Apple productivity apps using an iOS device.

### Description

Participants gain fundamental skills with iOS productivity apps (Keynote, Pages, Numbers).

Learning outcomes for this workshop include:

- Experience the various ways productivity apps can be used in teaching and learning
- Learn to create and share content by making a multimedia presentation, a brochure or newsletter and a data analysis and presentation
- Use apps to customise student learning activities by addressing different learning styles, working strategies and abilities

### Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource / technical requirements:
  - Wireless Internet access, speakers, projector
- Individual participant requirements:
  - An activated first- or second-generation iPad or newer, or an activated current-generation iPod touch. (Note: All participants must have the same version of the same device.)
  - The latest version of iOS on the activated device
  - The latest versions of Pages, Numbers and Keynote, downloaded from the App Store
  - Basic iOS navigation and usage skills
  - Optional: Apple Earphones with Remote and Mic
  - Enrolment in the App Store Volume Purchase Programme (if available in your country) or an individual iTunes Store account and an individual email account

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

# Foundations

## iOS for Administrators

### Agenda

#### Day 1

##### iOS Basics

- Navigation
- Apps
- Camera
- Mail, Contacts, Calendar
- iBooks
- iTunes U and learning resources
- Security and customisation

#### Day 2 Options

##### Option 1: Creativity

- iPhoto
- iMovie
- GarageBand

##### Option 2: Productivity

- Pages
- Numbers
- Keynote

### Audience

Administrators who want to use iPad effectively in their work.

### Description

Participants learn how to use iPad for administrative tasks and as tools for daily school operations and management. They discover iPad features and functions, explore relevant apps and practise using them for their own purposes in the areas of communication, collaboration and planning, presentation and observation.

Learning outcomes for this workshop include:

- Use native apps, other apps and accessibility features of iPad
- Identify how to use iPad to improve the performance of administrative tasks such as communication, collaboration and planning, presentation and accountability for teachers and students
- Discover how to customise iPad, apps and iTunes U for personal productivity
- Develop a work project using iPad

### Details

- Workshop length: 1 or 2 days (6 hours per day)
- Maximum number of participants: 20
- Site resources / technical requirements:
  - Wireless Internet access, speakers, projector and syncing cables
- Individual participant requirements:
  - An activated second-generation iPad or newer, with the latest version of iOS
  - For iOS Basics: The latest versions of iBooks and iTunes U
  - For Creativity: The latest versions of iPhoto, iMovie and GarageBand
  - For Productivity: The latest versions of Pages, Keynote and Numbers
  - Enrolment in the App Store Volume Purchase Programme (if available in your country) or an individual iTunes Store account and an individual email account

Failure to provide required elements will reduce the accomplishment of the stated outcomes..

# Foundations

## OS X

### Agenda

#### The Basics

- Desktop and Finder
- File management
- System Preferences
- Multi-Touch Gestures

#### Applications

- Stickies
- Spotlight
- Calculator
- Dictionary
- Photo Booth
- Calendar
- Dashboard widgets
- Safari
- App Store
- Preview
- QuickTime
- Messages
- Grapher

#### Accessibility

- Text-to-Speech
- Word completion
- Zoom
- Mouse
- Cursor size

### Audience

Educators who are new to Mac or otherwise unfamiliar with OS X.

### Description

Participants gain fundamental skills with the built-in applications and features of OS X as they apply to teaching and learning and professional productivity.

Learning outcomes for this workshop include:

- Explore basic navigation, native applications and accessibility features of OS X
- Understand how to use OS X to collaborate, create and communicate

### Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource / technical requirements:
  - Internet access
  - Speakers
  - Projector
- Individual participant requirements:
  - A Mac computer with the latest version of OS X

Failure to provide required elements will reduce the accomplishment of the stated outcomes.



# Foundations

## iLife

### Agenda

#### iPhoto

- Capturing and editing images
- Creating albums, storybooks and slideshows
- Classroom uses

#### iMovie

- Planning a movie and storyboarding
- Creating and sharing movies
- Classroom uses

#### GarageBand

- Audio recording
- Podcasting
- Sharing podcasts
- Classroom uses

#### iTunes U

- Finding and using iTunes U resources

### Audience

Educators who are ready to enhance their technology skills and focus on applying iLife apps to teaching and learning.

### Description

Participants gain fundamental skills with iLife applications (iPhoto, GarageBand and iMovie).

Learning outcomes for this workshop include:

- Understand the fundamentals of iPhoto, GarageBand and iMovie
- Get experience creating and sharing slideshows and storybooks, different types of podcasts and movies
- Explore how iTunes U and other learning resources can enhance today's teaching and learning

### Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource / technical requirements:
  - Wireless Internet access, speakers, projector
  - Optional: Video camera or digital camera with appropriate syncing cables and chargers
- Individual participant requirements:
  - A Mac computer with the latest version of OS X
  - The latest versions of iPhoto, GarageBand and iMovie, downloaded from the Mac App Store
  - The latest version of iTunes, downloaded from [www.apple.com/uk/itunes](http://www.apple.com/uk/itunes)
  - Basic computer skills, including Internet navigation and simple word processing

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

# Foundations

## iWork

### Agenda

#### Keynote

- Exploring and creating templates
- Designing presentations
- Publishing and sharing

#### Pages

- Creating documents and charts
- Using media assets
- Exploring and creating templates
- Exporting and sharing

#### Numbers

- Creating spreadsheets
- Using formulas and cell formats
- Designing charts and graphs
- Exporting and sharing

### Audience

Educators who are ready to enhance their technology skills and focus on applying iWork apps to teaching and learning.

### Description

Participants gain fundamental skills with iWork applications including Keynote, Pages and Numbers.

Learning outcomes for this workshop include:

- Understand the fundamentals of iWork applications
- Get experience creating and sharing content with each iWork application: create a multimedia presentation using Keynote; a brochure or newsletter (or both) using Pages; and a data collection and analysis project using Numbers
- Use iWork apps to customise student learning activities and address different learning styles, working strategies and abilities

### Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource / technical requirements:
  - Wireless Internet access, speakers, projector
- Individual participant requirements:
  - A Mac computer with the latest version of OS X
  - The latest versions of iPhoto, GarageBand, iMovie, Pages, Numbers and Keynote, downloaded from the Mac App Store
  - The latest version of iTunes, downloaded from [www.apple.com/uk/itunes](http://www.apple.com/uk/itunes)
  - Basic computer skills, including Internet navigation and simple word processing

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

# Foundations

## iBooks Author

### Agenda

#### Overview

- Templates
- Anatomy of iBooks Author
- Interactive elements
- Glossary

#### Authoring a Book

- Organising a topic
- Creating content
- Gathering assets
- Assembling
- Publishing

#### Summary of Learning

- Book sharing
- Idea exchange

### Audience

Educators who want to use iBooks Author to create Multi-Touch books that take learning to a new level of content interactivity and understanding.

### Description

Participants will gain a fundamental understanding of creating interactive content and publishing with iBooks Author, focusing on best practices for engagement and learning.

Learning outcomes for this workshop include:

- Experience iBooks Author
- Leverage content created in iWork and iLife applications
- Create and publish content in iBooks Author
- Share ideas for using iTunes U courses to enhance learning

### Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resources / technical requirements:
  - Wireless Internet access, speakers, projector
- Individual participant requirements:
  - An activated second- or third-generation iPad or newer, with the latest version of iOS
  - The latest versions of iBooks and iTunes U, downloaded from the App Store
  - E.O. Wilson's Life on Earth, downloaded from the iBookstore
  - Syncing cable and a Mac computer with the latest version of OS X
  - The latest versions of iPhoto, GarageBand, iMovie, Keynote, Pages, Numbers and iBooks Author, downloaded from the Mac App Store
  - iTunes, downloaded from [www.apple.com/uk/itunes](http://www.apple.com/uk/itunes)
  - Intermediate skills in specified Mac and iPad apps and basic iPad navigation skills

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

# Foundations

## iTunes U Course Manager

### Agenda

#### Overview

- iTunes U
- iTunes U courses
- iTunes U Course Manager

#### Creating a Course

- Curating content
- Preparing instructor and course media
- Assembling assets
- Sharing courses

### Audience

Educators who want to deliver course content via iTunes U.

### Description

Participants will gain a fundamental understanding of curating content and publishing with iTunes U Course Manager.

Learning outcomes for this workshop include:

- Experience iTunes U courses from the perspective of a course participant
- Understand how to organise and publish content using iTunes U Course Manager
- Use iTunes U courses to enhance learning experiences

### Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resources / technical requirements:
  - Each participant must have a unique Apple ID
  - Wireless Internet access, speakers, projector
- Individual participant requirements:
  - A Mac computer with the latest version of OS X
  - The latest versions of iPhoto, iMovie, GarageBand, Pages and Keynote
  - iTunes, downloaded from [www.apple.com/uk/itunes](http://www.apple.com/uk/itunes)
  - An activated second- or third-generation iPad or newer, with the latest version of iOS
  - The latest version of iTunes U, downloaded from the App Store
  - Each participant must bring a copy of a course outline for one course they teach, an instructor biography and a course description (preferably in a digital file format)
  - Intermediate Mac, iPhoto, iMovie, GarageBand, Pages and Keynote skills

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

# Foundations

## Workflow for Teaching and Learning

### Agenda

#### Workflow Experience

- Device setup
- File distribution
- Wikis and Blogs
- WebDAV

#### Server Setup

- Services
- Users and Groups

#### Classroom Simulation

- Working with Templates
- iTunes File Sharing

### Audience

Educators wishing to support collaboration and content workflow between Mac and iPad devices in the classroom.

### Description

Participants will gain a fundamental understanding of how learning can be supported through effective digital workflow using OS X Server and other Apple tools.

Learning outcomes for this workshop include:

- Experience digital workflow between Mac and iPad devices through OS X Server installed on a department Mac
- Learn to set up and manage OS X Server on a Mac
- See how to integrate other Apple tools and apps to support a learning workflow

### Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resources / technical requirements:
  - Wireless Internet access, speakers, projector
- Individual participant requirements:
  - iPad
    - An activated second-generation iPad or newer, with the latest version of iOS
    - The latest versions of the following apps: Pages, Numbers and Keynote
    - A PDF reader that supports WebDAV, such as Notability, GoodReader or WebDAV Nav
  - Mac
    - A Mac computer with the latest version of OS X, a syncing cable
    - The latest version of OS X Server loaded but not configured on Mac
    - The latest versions of iPhoto, GarageBand, iMovie, Pages and Keynote
    - The latest version of iTunes, downloaded from [www.apple.com/uk/itunes](http://www.apple.com/uk/itunes)

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

## Foundations

# iPad for Learning

### Agenda

#### Gathering the Pieces

- Taking and composing photos
- Other sources of images
- Importing, editing and organising photos

#### Planning a Project

- Planning using Pages

#### Making an Audiovisual Project

- Importing, arranging and editing visual elements
- Recording voiceovers, adding and editing audio
- Adding background music
- Sharing projects

### Audience

Educators who are new to using iPad in a learning environment and who want to enhance and transform learning in their classrooms.

### Description

Participants gain fundamental iPad skills and apply these skills to their own classroom practice.

Learning outcomes for this workshop include:

- Experience the various ways apps can be used in teaching and learning
- Explore how to develop learning activities that integrate iPad as a tool for learning
- Look at ways students can use iPad to:
  - Gain subject understanding
  - Plan their own learning projects
  - Express their understanding
  - Share their learning with a wider audience

### Details

- Workshop length: 1/2 day (3 hours)
- Maximum number of participants: 20
- Site resource / technical requirements:
  - Wireless Internet access, speakers, projector
- Individual participant requirements:
  - An activated iPad 2 or newer, with Wi-Fi or Wi-Fi +3G
  - The latest version of iOS on the activated iPad
  - Participants to bring existing curriculum plans and an idea for a learning project
  - Apple Earphones with Remote and Mic (optional)
  - The following Apple apps must be downloaded from the App Store: iMovie, GarageBand, Pages and Keynote
  - Enrolment in the App Store Volume Purchase Programme (if available in your country) or an individual iTunes Store account and an individual email account

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## Foundations

# iPad in the Classroom Modelling and Twilight Workshop

### Agenda

#### 1.5 Hours – iPad in the Classroom Modelling

- See iPads in the hands of students being used in a relevant learning activity
- Learn how the iPads and students are managed during these activities
- See how resources can be provided to students by teachers
- Find out how easily students can create and share high-quality learning projects

#### 1.5 Hours – Twilight Workshop

##### Going Further

- Providing resources for students
- Other methods of creating audiovisual learning projects

##### Planning a Learning Activity for iPad

- Looking at learning outcomes
- Planning a focused activity

### Audience

Educators who are ready to use iPad to enhance and transform learning in their classrooms.

### Description

Participants gain an insight into integrating iPads into relevant curriculum activities in a classroom setting. They will see these skills in action and learn how to apply them to their own classroom practice.

Learning outcomes for this workshop include:

- Experience various ways apps can be used in teaching and learning
- Learn to manage situations when iPads are used as a tool for learning
- Look at ways students can use iPad to:
  - Gain subject understanding
  - Plan their own learning projects
  - Express their understanding
  - Share their learning with a wider audience

### Details

- Workshop length: 1/2 day (3 hours)
- Maximum number of participants: 5 Adults, 30 Students
- Site resource / technical requirements:
  - Wireless Internet access, speakers, projector
- Individual participant and classroom requirements:
  - An activated iPad 2 or newer, with Wi-Fi or Wi-Fi +3G
  - The latest version of iOS on the activated iPad
  - Participants to bring existing curriculum plans and an idea for a learning project
  - Basic iOS navigation and usage skills
  - Apple Earphones with Remote and Mic (optional)
  - One iPad that meets the requirements above for each pair of students
  - Apple apps that must be downloaded from the App Store: iMovie
  - Enrolment in the App Store Volume Purchase Programme (if available in your country) or an individual iTunes Store account and an individual email account

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

## Curriculum

# Language Development and Literacy

### Agenda

#### Setting the Stage

- Building academic vocabulary
- Developing writing and analysis skills
- Practising speaking and listening seminar skills
- Identifying resources and apps

#### In the Classroom

- Building multimedia lessons
- Creating innovative student assessments
- Teaching deep reading and interpreting
- Developing lessons and sharing ideas

### Audience

Educators who want to use Mac or iPad to enhance teaching and learning in language development and literacy.

### Description

Participants explore Apple apps and creativity tools that help all readers, foster vocabulary development and strengthen student engagement with informational text.

Learning outcomes for this workshop include:

- Enhance oral language development and writing skills
- Practise using cross-curriculum text to reach language and literacy goals
- Explore formative and summative literacy and language assessments
- Develop technology-enriched lessons that enable students to set their own goals and assess their own literacy and language progress

### Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource/technical requirements:
  - Wireless Internet access, speakers, projector
- Individual participant requirements:
  - A Mac computer or an activated second-generation iPad or newer. (Note: All participants must have the same version of the same device):
    - The Mac must have the latest version of OS X and the latest versions of the following apps downloaded from the Mac App Store: iMovie and Pages. The Mac must also have the latest version of iTunes, downloaded from [www.apple.com/itunes](http://www.apple.com/itunes)
    - The iPad must have the latest version of iOS and the following apps downloaded from the App Store: iBooks, iTunes U, iMovie, and Pages
  - Basic iPad or Mac navigation skills and working knowledge of the specified apps
  - Enrolment in the App Store Volume Purchase Program (if available in your country) or an individual iTunes Store account

Failure to provide required elements will reduce the accomplishment of the stated outcomes.



## Curriculum

# Language Arts

### Agenda

#### Setting the Stage

- Analysing literature
- Building comprehension and communication skills
- Identifying resources and apps

#### In the Classroom

- Creating visual media
- Writing and publishing
- Authoring audio media
- Developing lessons and sharing ideas

### Audience

Educators who want to enhance their language arts curriculum with iPad or Mac.

### Description

Participants use apps to enhance literacy, create content focused on identifying literary themes, comprehension, speaking, and presentation skills. They will explore iTunes U and become familiar with the iPad or Mac for integrating text, audio, and images.

Learning outcomes for this workshop include:

- Learn how to use iPad or Mac for teaching and learning language arts
- Learn strategies and tools to help students make personal connections to literature
- Discover Apple learning resources that support language arts content and standards

### Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resources/technical requirements:
  - Wireless Internet access, speakers, projector
- Individual participant requirements:
  - A Mac computer or an activated second-generation iPad or newer. (Note: All participants must have the same version of the same device):
    - The Mac must have the latest version of OS X and the latest versions of the following apps downloaded from the Mac App Store: iMovie, GarageBand, and Pages. The Mac must also have the latest version of iTunes, downloaded from [www.apple.com/itunes](http://www.apple.com/itunes).
    - The iPad must have the latest version of iOS; open access to the Camera app; and the latest versions of iBooks, iTunes U, iMovie, GarageBand, and Pages, downloaded from the App Store.
  - Enrolment in the App Store Volume Purchase Program (if available in your country) or an individual iTunes Store account
  - Basic iPad or Mac navigation skills, including Internet navigation, and working knowledge of the specified apps

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

## Curriculum

# Mathematics

### Agenda

- **Setting the Stage**
- Exploring mathematics tools
- Creating mathematics models and simulations
- Identifying resources and apps

### In the Classroom

- Collecting and analysing real-world data
- Creating and presenting learning snapshots
- Developing lessons and sharing ideas

### Audience

Educators interested in effectively integrating iPad or Mac to enhance teaching and learning in mathematics.

### Description

Participants use apps, digital content and Apple technology to create and build mathematics lessons. They will develop their own lessons, share ideas and explore a variety of mathematics learning and teaching tools.

Learning outcomes for this workshop include:

- Experience apps that inspire student learning and creativity in mathematics
- Design a technology-infused lesson that aligns with curriculum standards
- Gain ideas for engaging students in the exploration of real-world issues and the use of mathematics apps to solve authentic problems
- Discover Apple learning resources that support mathematics content and standards

### Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource/technical requirements:
  - Wireless Internet access, speakers, projector
- Individual participant requirements:
  - A Mac computer or an activated second-generation iPad or newer. (Note: All participants must have the same version of the same device):
    - The Mac must have the latest version of OS X and the latest versions of the following apps downloaded from the Mac App Store: Keynote and Numbers. The Mac must also have the latest version of iTunes, downloaded from [www.apple.com/itunes](http://www.apple.com/itunes).
    - The iPad must have the latest version of iOS; open access to the Camera app; and the latest versions of iBooks, iTunes U, Keynote, and Numbers, downloaded from the App Store.
  - Basic iPad or Mac navigation skills and working knowledge of the specified apps
  - Enrolment in the App Store Volume Purchase Program (if available in your country) or an individual iTunes Store account

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

# Curriculum

## Science

### Agenda

#### Setting the Stage

- Exploring science tools
- Enriching science literacy
- Identifying resources and apps

#### In the Classroom

- Collecting and analysing real-world samples
- Creating media-rich presentations
- Developing lessons and sharing ideas

### Audience

Educators who want to know how iPad or Mac can enhance teaching and learning in science.

### Description

Participants explore how to integrate iPad or Mac resources in science curriculum, using a variety of apps and resources as they learn about gathering, analysing and sharing data.

Learning outcomes for this workshop include:

- Experience technologies that inspire creativity in teaching and learning science
- Create activities that engage students as scientists
- Help students become thoughtful producers and consumers of science knowledge
- Discover Apple learning resources that support science content and standards

### Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource/technical requirements:
  - Wireless Internet access, speakers, projector
- Individual participant requirements:
  - A Mac computer or an activated second-generation iPad or newer. (Note: All participants must have the same version of the same device):
    - The Mac must have the latest version of OS X and the latest versions of the following apps downloaded from the Mac App Store: iPhoto, iMovie, Numbers, Keynote, and BaiBoard. The Mac must also have the latest version of iTunes, downloaded from [www.apple.com/itunes](http://www.apple.com/itunes).
    - The iPad must have the latest version of iOS and the following apps downloaded from the App Store: iBooks, iTunes U, Keynote, Numbers, iMovie, Leafsnap for iPad, AirMicroPad, and Educreations Interactive Whiteboard.
  - Basic iPad or Mac navigation skills and working knowledge of the specified apps
  - Enrolment in the App Store Volume Purchase Program (if available in your country) or an individual iTunes Store account

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

# Curriculum

## Social Studies

### Agenda

#### Setting the Stage

- Personalising learning
- Enriching social studies inquiry
- Identifying resources and apps

#### In the Classroom

- Creating historical artifacts
- Curating museum exhibits
- Assessing historical relevance
- Creating media-rich presentations
- Developing lessons and sharing ideas

### Audience

Educators who want to use iPad or Mac to enhance teaching and learning in social studies.

### Description

Participants learn strategies for using iPad or Mac apps to demonstrate learning in social studies. Content will also address literacy, primary sources, and student engagement.

Learning outcomes for this workshop include:

- Learn how to enhance engagement in social studies instruction using Apple tools and resources
- Create research-supported learning products that demonstrate social studies mastery
- Discover Apple education resources that support social studies standards

### Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resources/technical requirements:
  - Wireless Internet access, speakers, projector
- Individual participant requirements:
  - A Mac computer or an activated second-generation iPad or newer (Note: All participants must have the same version of the same device):
    - The Mac must have the latest version of OS X and the latest versions of the following apps downloaded from the Mac App Store: iBooks, iTunes U, Keynote, and iMovie. The Mac must also have the latest version of iTunes, downloaded from [www.apple.com/itunes](http://www.apple.com/itunes).
    - The iPad must have the latest version of iOS and the following apps downloaded from the App Store: iBooks, iTunes U, Keynote, and iMovie.
  - Basic iPad or Mac navigation skills and working knowledge of the specified apps
  - Enrolment in the App Store Volume Purchase Program (if available in your country) or an individual iTunes Store account

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

# Curriculum

## Reaching All Learners

### Agenda

#### Setting the Stage

- Exploring accessibility features
- Exploring tools to personalise learning
- Identifying resources and apps

#### In the Classroom

- Creating media for learning and assessment
- Differentiating instruction to reach all learners
- Developing lessons and sharing ideas

### Audience

Educators who want to explore iPad or Mac accessibility features and build learning experiences that improve access and enhance learning for all learners.

### Description

Participants learn how Apple technology can support all learners, including those with visual, auditory, motor and learning disabilities. They'll also learn to use built-in Apple tools that provide students full access to the curriculum.

Learning outcomes for this workshop include:

- Match the features and tools of Apple technologies with the needs of all learners
- Design experiences that scaffold and personalise learning, and empower learners
- Discover Apple learning resources that support Special Education content and standards

### Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource/technical requirements:
  - Wireless Internet access, speakers, projector
- Individual participant requirements:
  - A Mac computer or an activated second-generation iPad or newer. (Note: All participants must have the same version of the same device):
    - The Mac must have the latest version of OS X and the latest versions of the following apps downloaded from the Mac App Store: Pages, and Keynote. The Mac must also have the latest version of iTunes, downloaded from [www.apple.com/itunes](http://www.apple.com/itunes).
    - The iPad must have the latest version of iOS and the following apps downloaded from the App Store: iBooks, iTunes U, Pages, and Keynote.
  - Basic iPad or Mac navigation skills and working knowledge of the specified apps
  - Enrolment in the App Store Volume Purchase Program (if available in your country) or an individual iTunes Store account

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

## Curriculum

# Challenge Based Learning

### Agenda

#### Framework for Learning

- Making learning relevant
- Learning design principles

#### Experiencing CBL

- Accepting a challenge
- Learning through reflection

#### Curriculum Connections

- Guiding learning through questioning
- Developing activities and resources

#### Tools and Resources

- Built-in tools for learning
- iTunes U
- CBL Community

### Audience

Educators who want to use iPad or Mac to engage in a multidisciplinary approach to teaching and learning that encourages students to leverage technology to solve real-world problems through efforts in their homes, schools and communities.

### Description

Participants will learn how the Challenge Based Learning framework can be used to solve real-world problems with their students.

Learning outcomes for this workshop include:

- Learn the concepts, attributes, and components of Challenge Based Learning
- Understand design principles of today's learning environment
- Design an experience that challenges students to find an innovative solution to a contemporary problem
- Use collaborative learning tools to enable students to create, collaborate, communicate and publish their solutions and reflections

### Details

- Workshop length: 1 day (6 hours) (Option for a second day)
- Maximum number of participants: 20
- Site resource/technical requirements:
  - Wireless Internet access, speakers, projector
- Individual participant requirements:
  - A Mac computer or an activated second-generation iPad or newer. (Note: All participants must have the same version of the same device):
    - The Mac must have the latest version of OS X and the latest versions of the following apps downloaded from the Mac App Store: iPhoto, iMovie, GarageBand, Pages, and Keynote. The Mac must also have the latest version of iTunes, downloaded from [www.apple.com/itunes](http://www.apple.com/itunes).
    - The iPad must have the latest version of iOS and the following apps downloaded from the App Store: iBooks, iTunes U, iPhoto, iMovie, GarageBand, Pages, and Keynote.
  - Basic iPad or Mac navigation skills and working knowledge of the specified apps
  - Enrolment in the App Store Volume Purchase Program (if available in your country) or an individual iTunes Store account

Failure to provide required elements will reduce the accomplishment of the stated outcomes.

## Support

# Vision and Plan (iOS)

### Modules

#### I: Reviewing Best Practices

- Current examples
- Understanding needs and resources

#### II: Plan for Success

- Assess current environment
- Create plans
- Share and reflect

### Audience

Leaders and educators who are engaged in supporting and enhancing teaching and learning plans with iPad and iPod touch.

### Description

Participants consider how iOS devices support and enhance their vision for teaching and learning. They explore features of iPad and iPod touch and determine how these devices can help them increase efficiency, meet their goals and transform learning.

Learning outcomes for this workshop are as follows:

- Explore and understand characteristics of Apple iOS technologies
- Become familiar with how iOS devices can transform teaching and learning
- Determine how iOS technologies can support and enhance existing teaching and learning plans

### Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resources / technical requirements:
  - An Apple Digital AV Adapter or Apple VGA Adapter
  - Wireless Internet access and speakers
  - A document camera and screen or whiteboard. A projector is desirable.
- Individual participant requirements:
  - An activated first- or second-generation iPad or newer. (Note: All participants must have the same version of the same device.)
  - Optional: an Apple computer with the latest version of OS X, iLife and iTunes
  - Individual iTunes Store account and an individual email account
  - Basic iPad navigation skills and basic content syncing skills with iPad and iTunes
  - Apps downloaded from the App Store and synced.

### For More Information

To learn more about Apple Professional Development and find an approved facilitator, contact your local Apple Education team or an Apple Solution Expert – Education, who will be able to advise you.

To find your local Apple Solution Expert – Education, visit:

<http://www.apple.com/uk/buy/ase/education>

\* Please note: The approved facilitator is independent of Apple and is neither an employee nor agent of Apple. The approved facilitator is solely responsible for the delivery of APD workshops detailed in this catalogue.

Failure to provide required elements will reduce the accomplishment of the stated outcomes