NOVEMBER CONFERENCE REGISTRATION FORM

OR REGISTER ONLINE AT LEARNINGANDTHEBRAIN.COM

Five ways to register: **Phone:** (781) 449-4010 ext.101 or 102
Fax: (781) 449-4024
Web: LearningAndTheBrain.com
Email: registration@LearningAndTheBrain.com
Postal mail: **PIRI** • 35 Highland Circle, 1st Fl. Needham, MA 02494-3099

PLEASE PHOTOCOPY THIS FORM FOR EACH APPLICANT.

Name _____ Position _____

Organization _____

Address _____

City _____ State/Province _____

ZIP/Postal Code _____ Country _____ Phone _____

Email _____

DEMAND IS HIGH AND SPACE IS LIMITED. PLEASE REGISTER EARLY.

Please Register Me for the Conference: $_____

EARLY REGISTRATION (Through September 29)	$549 per person ($499 per person for groups of 5+)
General Registration (Through November 3)	$599 per person ($549 per person for groups of 5+)
Late Registration (After November 3)	$619 per person ($569 per person for groups of 5+)
Dual Conf. Registration (*Circle conference:* Feb. and/or April)	$479 per person, per conference

Please Register Me for a Friday, Nov. 10 Pre-Conference Workshop *Add $25 if not attending the Nov. conference* $_____

Please check one of six:

❍ **The Practical Science of Teenage Attention in the Distracting Age of Snapchat**	8:15 am – 12:15 pm	$189 per person
❍ **Build, Tinker, Hack: Fostering Agency Through Maker-Centered Learning**	8:15 am – 12:15 pm	$189 per person
❍ **Active Literacy: Connecting Print, Digital, and Media Possibilities in a Digital World**	8:15 am – 12:15 pm	$189 per person
❍ **Teaching and Hacking Project-Based Learning**	8:15 am – 12:15 pm	$189 per person
❍ **From Snorkelers to Scuba Divers: Engaging Brains in Deeper Thinking and Learning**	8:15 am – 12:15 pm	$189 per person
❍ **Applying the Science of Learning**	8:15 am – 12:15 pm	$189 per person

Please Sign Me Up for Professional Development Credit* $_____

❍ Please send certificate via email (Free). ❍ Please send certificate via USPS (Add $5 for shipping & handling).

* For more information on available professional development credit, as well as graduate credit, visit LearningAndTheBrain.com.

Please send me the *Best of 2016 L&B Sampler* for an additional $29 (normally $59) $_____

Choose one format ❍ **CD** ❍ **USB Flash Drive**

Please Register Me for the Reception and/or Tours $_____

❍ **Please register me for the November 10 *Meeting of the Minds* Reception.** (Free)

❍ **Please register me for the MIT "Brain Scan" or "Personal Robots" Tour.**
Please call 781-449-4010 ext. 101 to check availability for the Thursday, Nov. 9 tours before registering. (Add $149)

All prices are in U.S. dollars. **GRAND TOTAL: $** _____

❍ **Please check here if you have any special ADA requirements, and call (781) 449-4010 ext.101.**
The Westin Copley Place and MIT campus are ADA compliant.

PAYMENT METHOD ❍ Check enclosed ❍ Purchase Order enclosed ❍ Credit Card (Circle one: VISA MC AMEX)

Credit Card Number: _____ Exp: _____

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Signature: _____ Date: _____

Make check or purchase order payable to **Public Information Resources, Inc.** (PIRI), and mail it along with your registration form to:
PIRI, 35 Highland Circle, 1st floor, Needham, MA 02494-3099.

P.O.s will be invoiced if sent without a check prior to conference. **Registrations without payment or purchase order will not be confirmed.**

REGISTRATION POLICIES Registrations are taken and confirmed on a first-come, first-served basis according to receipt of full payment or purchase order. **Unpaid registrations without a purchase order will be canceled after 30 days. If you do not receive a confirmation within three weeks after sending full payment or purchase order, call (781) 449-4010 ext. 101 or 102.** Early conference registration is $549 ($499 per person for groups of 5 or more) through Sep. 29, 2017. General conference registration is $599 per person ($549 per person for groups of 5 or more) through Nov. 3, 2017. After Nov. 3, 2017, late registration is $619 per person ($569 per person for groups of 5 or more).

SUBSTITUTIONS AND CANCELLATIONS Substitutions are permissible up to seven days before the conference, but you must notify PIRI in writing by fax or mail. Cancellations must be requested no later than Nov. 3, 2017. No cancellations can be accepted after Nov. 3, 2017. Because cancellations incur substantial administrative costs, there will be a cancellation fee of $50 per person if you cancel by Sep. 29, 2017, or $150 per person if you cancel after Sep. 29, 2017, but by Nov. 3, 2017. Cancellations must be sent in writing to PIRI at: 35 Highland Circle, First Floor, Needham, MA 02494 or faxed to PIRI at (781) 449-4024.

CONFERENCE PROGRAM CHANGES Public Information Resources, Inc. (PIRI) reserves the right, without having to refund any monies to participants, to make changes in the conference, its program, schedule, workshops, sessions, events, location, and/or faculty should PIRI, in its sole discretion, deem any such changes necessary or advisable. Similarly, PIRI further reserves the right to cancel any workshops, sessions, events, credit courses, or the conference entirely, in which case PIRI's liability to participants shall be strictly limited to a refund of those fees.

CREATE ENGAGING SCHOOLS OF THE FUTURE

Neuroscience and technology are merging to transform schools, eliminating rows of desks, teacher-centered instruction, and bored students. The learning sciences, including cognitive neuroscience, are merging with teaching and technology for evidence-based curriculum and assessments; with virtual reality games to improve student engagement and learning experiences; with robotics to teach coding and create future ready students; and with gaming, makerspaces, and design thinking to transform classrooms into engaging, collaborative, learning spaces. Find out how you can transform your school, classroom, and curriculum for the future and increase engagement by merging neuroscience, virtual reality, robotics, makerspaces, and classroom redesign.

LEARNING OBJECTIVES

You will gain knowledge about:

- ✓ **Using robotics to teach STEM, coding, and 21st Century skills**
- ✓ **Create engaging spaces, schools, curricula, and classrooms**
- ✓ **How virtual reality improves empathy, learning, and engagement**
- ✓ **Using evidence-based research with teaching, technology, and testing**
- ✓ **Teaching reading, writing, and language arts with gaming and making**
- ✓ **Rethinking times, schedules, structures, spaces, learning, and leadership**
- ✓ **Incorporating ideas from "hacking" and "flipping" to change education**
- ✓ **How physical and virtual environments affect brains and achievement**
- ✓ **Engaging students by redesigning learning, maker, and virtual spaces**
- ✓ **Promoting empathy and changing behaviors with virtual experiences**
- ✓ **Effects of job automation and ways to prepare future ready students**
- ✓ **Rethinking teachers' roles, grades, assessments, and homework**

WHO SHOULD ATTEND

Educators, Parents
Curriculum, Staff Developers
Speech-Language Pathologists
PreK-12 Teachers, Administrators
Learning Specialists, Special Educators
Psychologists, Career, Guidance Counselors
Early Childhood, Elementary Educators
Middle/High School Educators, Professionals
Reading, Writing, STEM, Robotics Teachers
Classroom Technology Educators, Coordinators
Superintendents, Principals, School Heads
Architects, Classroom Design Professionals
Project-Based, Makerspace Advocates
College, Career Readiness Counselors
Researchers, University Professors

CO-SPONSORS

Dana Alliance for Brain Initiatives, **The Dana Foundation**
International Society for Technology in Education, **ISTE**
Integrated Learning Initiative, **Massachusetts Institute of Technology**
Mind, Brain, and Education Program, **Harvard Graduate School of Education**
Neuro-Education Initiative, **Johns Hopkins University School of Education**
Neuroscape, **University of California, San Francisco**
Neuroscience Research Institute, **University of California, Santa Barbara**
National Association of Elementary School Principals **(NAESP)**
National Association of Secondary School Principals **(NASSP)**
School Development Program, **Yale University School of Medicine**
LEARNING *& the* BRAIN® Foundation

EARN PROFESSIONAL DEVELOPMENT AND GRADUATE CREDIT

Professional Development Credit: Earn 16-20 hours toward professional development credit for educators, psychologists, speech-language professionals, and social workers. Visit our website at **LearningAndTheBrain.com** for more information on the availability of CEUs, PDPs, CEs, and other professional development credit, or call 781-449-4010 ext. 104

University Graduate Credit: You can earn three academic graduate credits through the University of North Dakota. For details on the course and to register, visit **LearningAndTheBrain.com**.

Speech-Language Pathologist Credit: Visit LearningAndTheBrain.com for more information on courses registered to offer ASHA CEUs.

STAY AT THE WESTIN COPLEY PLACE, BOSTON – SPECIAL RATES

Pay only $249 per night (plus applicable taxes). **Call the Westin Copley Place Hotel at 1-800-937-8461 and refer to "Learning & the Brain" or go to LearningAndTheBrain.com**. The discounted conference rate will no longer apply when the room block is filled or after October 19, 2017. The hotel is centrally located on Copley Square in Boston's historic Back Bay neighborhood and adjacent to the Copley Mall and the Prudential Center, with easy access to the historic sites of Boston. The Westin is one block from Amtrak's Back Bay station and is only a 15-20 minute cab ride from Logan International Airport.

LEARNING & *the* BRAIN® CONFERENCE

Fall International Conference for PreK through University Educators, Clinicians, and Counselors

November 10-12, 2017 • At the Westin Copley Place Hotel • **Boston, MA**

Presented by:
Public Information Resources, Inc.
35 Highland Circle, First Floor
Needham, MA 02494-3099

MERGING MINDS & TECHNOLOGY: TRANSFORM SCHOOLS WITH NEUROSCIENCE, ROBOTS, MAKERSPACES, AND VIRTUAL REALITY

Explore the latest research on:

- **Transforming Teaching and Schools**
- **The Rise of Robots in the Classroom**
- **Virtual Reality Games and Empathy**
- **Redesigning Spaces and Schedules**
- **The Science of Teaching and Testing**
- **Merging Making, Gaming, and Design**
- **Engaging Students with Technology**
- **Hacking Education and Homework**
- **Redesigning Learning Spaces**
- **Teaching STEM Skills with Robotics**
- **Evidence-Based Student Assessments**
- **Flipping Classrooms and Teachers' Roles**
- **Merging Learning Science and Technology**
- **Teaching Future Ready Skills and Students**
- **Creating Coders, Makers, and Engineers**
- **Reading and Literacy in the Digital Age**

FEATURED SPEAKER:

Cynthia L. Breazeal, ScD
Director, Personal Robots Group, MIT Media Lab, Massachusetts Institute of Technology; Author, *Designing Sociable Robots*

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UPCOMING L&B CONFERENCES

Winter: Feb. 15-17, 2018 in San Francisco, CA
Spring: April 19-21, 2018 in New York, NY
For information on PD credits, graduate credits, and inservice training, visit **LearningAndTheBrain.com**.

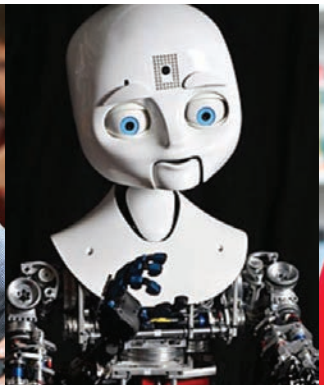
"What's exciting is that new technology is making us rethink all the fundamentals of teaching and learning."

—John D.E. Gabrieli, PhD
Director, Integrated Learning Initiative
Massachusetts Institute of Technology

MERGING MINDS & TECHNOLOGY:
TRANSFORM SCHOOLS WITH NEUROSCIENCE, ROBOTS, MAKERSPACES, AND VIRTUAL REALITY

AT THE WESTIN COPLEY PLACE HOTEL
BOSTON, MA

NOVEMBER 10-12, 2017
Early Registration Deadline: Sept. 29
General Registration Deadline: Nov. 3



FALL 2017 LEARNING & *the* BRAIN® CONFERENCE

CONFERENCE PROGRAM TOPICS
WITH A DISTINGUISHED FACULTY

1) TRANSFORM SCHOOLS: CREATING ENGAGING SPACES & CURRICULUM

Transform Schools, Curriculum, and Assessment to 4 Dimensions for Future Ready Students

Maya Bialik, EdM, Researcher, Center for Curriculum Redesign; Co-Founder/Program Director, The People's Science; Former Research Assistant, Project Zero, Harvard Graduate School of Education; Co-Author, *Four-Dimensional Education* (2015)

Learning Transformed: 8 Keys to Design Tomorrow's Schools, Today

Eric C. Sheninger, MEd, Senior Fellow, International Center for Leadership in Education; Author, *Uncommon Learning* (2015) and *Digital Leadership* (2014); Co-Author, *BrandED* (2017) and *Learning Transformed: 8 Keys to Designing Tomorrow's Schools, Today* (2017)

Bold Moves for Schools: Creating Modern Learning Spaces, Schedules, and Curriculum

Heidi Hayes Jacobs, EdD, Founder and President, Curriculum Designers, Inc.; Co-Author, *Bold Moves for Schools: How We Create Remarkable Learning Environments* (2017); Author, *Active Literacy Across the Curriculum* (2014) and *Curriculum 21* (2010)

Hacking the Old School: Reimagining Schools and Classrooms

Mark D. Barnes, MAEd, Teacher; Founder, Teachers Throwing Out Grades; Founder of *Times 10 Publications*; Creator, *Hack Learning* Series; Author of six education books, including the award-winning *Hacking Education* (2015) and *Role Reversal* (2013)

3.0 – Teaching, Learning, and Leading in Unprecedented Times

Jonathan Bergmann, MAEd, Pioneer in the Flipped Classroom Movement; Chief Academic Officer, Flipped Learning Global; Host of the Radio Show, *The Flip Side*; Co-Author, *Flipped Learning for Elementary Instruction* (2016) and *Flip Your Classroom* (2012)

Transforming the High School Experience: Learning Reimagined

Robert W. Dillon, EdD, Director of Innovative Learning, School District of University City; Adjunct Faculty, University of Missouri, Saint Louis; Author, *Leading Connected Classrooms* (2015) and *Engage, Empower, Energize: Leading Tomorrow's Schools Today* (2014)

2) TRANSFORM CLASSROOMS: MERGING MAKING, GAMING, & DESIGN

Designing Teacher Practice Spaces

Justin Reich, EdD, Research Scientist, Office of Digital Learning; Lecturer, Scheller Teacher Education Program; Executive Director, Teaching Systems Lab, Massachusetts Institute of Technology; Co-Author, *The iPad Classroom: From Consumption to Curation and Creation* (2015)

Learning by Making: The Benefits of Makerspaces and Game Design for Agency and Inquiry

Kimberly M. Sheridan, EdD, Associate Professor, College of Education and Human Development, George Mason University; Co-Author, "Learning in the Making" (2014, *Harvard Educational Review*) and "Designing Games, Designing Roles" (2013, *Urban Education*)

Hacking Your Classroom: Designing Your Own Learning Environment

Jane Zhang, BA, Design Researcher; Master's Degree Candidate, Harvard Graduate School of Design; and **Grace O'Shea, MA**, Education Entrepreneur; Former Public School Teacher; Co-Founders, Room2learn, Harvard Innovation Labs, Harvard University

Designing Learning Spaces That Matter

Robert W. Dillon, EdD, Director of Innovative Learning, School District of University City; Adjunct Faculty, University of Missouri, Saint Louis; Co-Author, *The Space: A Guide for Educators* (2016) and *Redesigning Learning Spaces* (2016)

Start and SEED Making: Designing Creative Maker Experiences for Children

Alisha Panjwani, MS, Founder, SEEDS (Science, Engineering, Esthetics, Design, and Storytelling) interdisciplinary Studiolab; Former Research Assistant, MIT Media Lab, Massachusetts Institute of Technology; Co-Author, *Start Making!* (2016)

How to Redesign Classrooms to Reduce Gender Disparities in STEM and Computer Sciences

Sapna Cheryan, PhD, Associate Professor, Department of Psychology; University of Washington; Co-Author, "Designing Classrooms to Maximize Student Achievement" (2014, *Policy Insights from the Behavioral and Brain Sciences*) and "Classroom Matters: The Designing of Virtual Classrooms Influences Gender Disparities in Computer Science Class" (2011, *Computers & Education*)

Transforming Classrooms into EPIC Learning Studios for Student Agency, Authenticity, and Agility

Peggy N. Sheehy, MLIS, MALS, Founder, 3D Game Lab; 6th Grade Humanities Teacher; Creator of EPIC (Every Person is Counted) Learning Studio – a classroom that merges redesigned physical space with virtual worlds to encourage engagement and collaboration

MIT PERSONAL ROBOTS TOUR

THURSDAY, NOVEMBER 9 – 2:00 or 3:00 PM
(Cost per Person: $149. Tours are for one hour.)
Sponsored by ***the Personal Robots Group, MIT Media Lab, Massachusetts Institute of Technology***

Take this opportunity to tour the Personal Robots Group at the MIT Media Lab, where you will learn about state-of-the-art socially intelligent robots that interact with young children to play games, promote social and intellectual skills, and foster literacy and language skills. Find out about the latest personal robotic projects and research, and have an opportunity to interact with these cute, friendly robots. Tours will take place offsite on the MIT Campus in Cambridge, MA. The MIT Media Lab building is easily accessible from the Westin Copley Place Hotel via public transit. Directions will be provided. Call (781) 449-4010 ext. 101 for availability. **(Space is limited. For conference registrants only.)**

CONFERENCE BEGINS 1:00 PM, NOVEMBER 10

SCHEDULE:

Friday, November 10	8:15 AM – 12:15 PM	Pre-Conference Workshops
Friday, November 10	1:00 PM – 5:45 PM	Conference Day 1
Saturday, November 11	8:15 AM – 5:30 PM	Conference Day 2
Sunday, November 12	8:30 AM – 3:30 PM	Conference Day 3



3) TRANSFORM LEARNING: USING VIRTUAL REALITY FOR ENGAGEMENT

From Augmented to Virtual Learning: Affordances of Different Mixes of Reality for Learning

Eric D. Klopfer, PhD, Professor; Director, Scheller Teacher Education Program and The Education Arcade, Massachusetts Institute of Technology; Author, *Augmented Learning: Research and Design of Mobile Educational Games* (2008)

Teaching with Augmented Realities/Virtual Environments: Preparing Students for the Real World

Chris J. Dede, EdD, Timothy E. Wirth Professor in Learning Technologies, Harvard Graduate School of Education; Co-Editor, *Teacher Learning in the Digital Age* (2016), *Digital Teaching Platforms* (2013), and *Scaling Up Success* (2005)

Neuroscience Meets Technology: A Vision of the Future of Classroom Learning and Assessments

Adam Gazzaley, MD, PhD, Founder/ Executive Director, Neuroscape; Professor of Neurology, Physiology, and Psychiatry, University of California, San Francisco; Host, PBS Special "The Distracted Mind"; Co-Author, *The Distracted Mind: Ancient Brains in a High-Tech World* (2016)

Using Neuroscience with Virtual Environments for Teacher Training and Student Engagement

Richard L. Lamb, PhD, Director, Neurocognition Science Laboratory; Associate Professor, Department of Learning and Instruction, Graduate School of Education, University at Buffalo; Principal Investigator, VR for Preschools Project; Co-Editor, *Educational and Learning Games* (2015)

Studying Empathy and Human Behavior Through Immersive, Virtual Experiences

Elise Ogle, MA, Project Manager, Virtual Human Interaction Lab, Stanford University; Researcher who manages several virtual reality projects, including the *Stanford Ocean Acidification Experience, Empathy at Scale,* and *Becoming Homeless: A Human Experience*

Engaging Science Learning Through Embodied, Mixed Virtual Environments

Robb W. Lindgren, PhD, Assistant Professor of Curriculum and Instruction, University of Illinois at Urbana-Champaign; Principal Investigator, Meteor – a game which combines body movements, virtual reality, and a room-sized simulation to teach science

4) TRANSFORM CAREERS: TEACHING STEM SKILLS THROUGH ROBOTICS

The Rise of Personal Robots in Classrooms: Implications for Education

Cynthia L. Breazeal, ScD, Founder and Director, Personal Robots Group, MIT Media Lab; Associate Professor of Media Arts and Sciences, Massachusetts Institute of Technology; Founder and Chief Scientist, Jibo, Inc.; Author, *Designing Sociable Robots* (2003)

Engaging Children in Early STEM Education Through Interactive Robots, Tangibles, and Games

Ayanna M. Howard, PhD, Linda J. and Mark C. Smith Endowed Chair in Bioengineering, Georgia Institute of Technology; Founder/Chief Technology Officer, Zyrobotics, LLC – which offers accessible STEM educational robots; Named the "Top Young Innovator" by *MIT Technology Review*

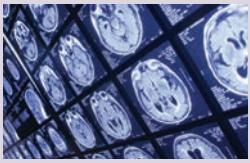
Using Robotics and Makerspaces to Create Meaningful Learning Experiences in Early Childhood

Amanda Strawhacker, PhD Candidate, DevTech Research Group, Eliot-Pearson Department of Child Study and Human Development, Tufts University; Intern, Project Zero, Harvard Graduate School of Education; Project Coordinator, ScratchJr Research Project

Robotics in Education: Teaching Using Robotics and Learning Sciences to Change Learning

Chris B. Rogers, PhD, Department Chair and Professor, Department of Mechanical Engineering; Co-Director, Center for Engineering Education and Outreach, Tufts University; Co-Author, "Kindergarten Robotics" (2006, *International Journal of Engineering Education*)

MIT BRAIN SCAN TOUR



THURSDAY, NOVEMBER 9 – 2:00, 3:00, 4:00, OR 5:00 PM
(Cost per Person: $149. Tours are for one hour.)
Sponsored by ***the Athinoula A. Martinos Imaging Center, Massachusetts Institute of Technology***

Take this opportunity to see an fMRI brain scan in action. Call 781-449-4010 ext. 101 for information and to register for a tour. One person from each tour will be selected by MIT to have his or her brain scanned. Tours will take place **offsite** at the MIT Campus in Cambridge, MA. The Imaging Center is easily accessible from the Westin Copley Place Hotel via public transit. Directions will be provided. Call (781) 449-4010 ext. 101 for availability. **(Space is limited. For conference registrants only.)**

5) TRANSFORM TEACHING: ASSESSING USING THE LEARNING SCIENCES

Unleash the Science of Learning: Evidence-Based Teaching Strategies to Transform the Classroom

Pooja K. Agarwal, PhD, Cognitive Scientist; Former Director of K-12 Student Assessment, Illinois State Department of Education; Founder, RetrievalPractice.org; Co-Author, "Advances in Cognitive Psychology Relevant to Education" (2012, *Educational Psychology Review*)

Transforming Teaching and Assessments for the 21st Century

Glenn Whitman, MALS, Director, Center for Transformative Teaching and Learning; Dean of Studies for Grades PS-12; Co-Author, *Neuroteach: Brain Science and the Future of Education* (2016); and **Mariale M. Hardiman, EdD**, Co-Founder/Director, Neuro-Education Initiative (NEI), Johns Hopkins University School of Education; Author, *The Brain-Targeted Teaching Model for 21st Century Schools* (2012); Both presenters are Co-Authors of "Assessment and the Learning Brain: What the Research Tells Us" (2014, *Independent School*)

Hacking Formative Assessments / Hacking Homework

Starr Sackstein, MS, Teacher Coach and English Teacher, Long Island City High School; Blogger, *Education Week Teacher;* Author, *Peer Feedback in the Classroom* (2017) and *Hacking Assessment* (2015); Co-Author, *Hacking Homework* (2016)

FormativeTech: Meaningful, Sustainable, and Scalable Formative Assessments

Monica Burns, EdD, EdTech/Curriculum Consultant; Apple Distinguished Educator; Founder, ClassTechTips.com; Author, *Tasks Before Apps* (2017), *#FormativeTech* (2017), and *Deeper Learning with QR Codes and Augmented Reality* (2016)

Assessing, Impacting, and Engaging: Using Technology to Meet Diverse Student Needs

Eric M. Carbaugh, PhD, Assistant Professor, Middle, Secondary, and Math Education, James Madison University; Co-Author, *The Differentiated Flipped Classroom: A Guide to Digital Learning* (2015) and "Designing Reliable and Valid Common Core-Aligned Math Assessments" (2014, *ASCD*)

6) TRANSFORM READING & WRITING: TEACHING FOR DIGITAL LITERACY

Reading and Learning After the Digital Revolution

Daniel T. Willingham, PhD, Cognitive Scientist; Professor of Psychology, University of Virginia; Author, *The Reading Mind: A Cognitive Approach to Understanding How the Mind Reads* (2017), *Raising Kids Who Read* (2015), and *Why Don't Students Like School?* (2010)

The Hero's Journey: The World of Warcraft and Tolkien Drive EPIC Learning for ELA

Peggy N. Sheehy, MLIS, MALS, Founder, 3D Game Lab, and The Games for Education Initiative; Creator and LoreKeeper, "WoWinSchool" Project – a nationwide movement to use the game, *World of Warcraft* and *The Hobbit* as a tool for teaching English Language Arts

Connected, Digital, Different: Teaching Adolescents to Read and Write in a Digital World

Kristen H. Turner, PhD, Director, Digital Literacies Collaborative, Fordham University; Co-Author, *Argument in the Real World: Teaching Adolescents to Read and Write Digital Text* (2017) and *Connected Reading: Teaching Adolescent Readers in a Digital World* (2015)

Make Writing: A Writing Workshop Redesign with Making in Mind

Angela Stockman, MS, Fellow, New York Educator Voice; Owner/Director, WNY Education Associates and WNY Young Writer's Studio; Former Christa McAuliffe Fellow; Author, *Make Writing: 5 Teaching Strategies That Turn Writer's Workshops into a Maker Space* (2015)

Mission Possible! Tips for Getting Students to Use Technology Purposefully

Shelley S. Terrell, MEd, eLearning Specialist; Author, *Hacking Digital Learning Strategies* (2017), *The 30 Goals Challenge for Teachers* (2015), and *Learning to Go: Lesson Ideas for Teaching with Mobile Devices, Cell Phones, and BYOT* (2013)

*For more information, visit **LearningAndTheBrain.com**. Also follow us on Twitter and Facebook.*

REGISTER NOW FOR UPCOMING LEARNING *& the* BRAIN® CONFERENCES

INNOVATIVE MINDS & SCHOOLS: TEACHING TO CREATE, INNOVATE, & INSPIRE

FEBRUARY 15-17, 2018 IN SAN FRANCISCO, CA

Held at the historic Fairmont San Francisco on Nob Hill

OPENING SPEAKER: DAVID M. EAGLEMAN, PHD

Adjunct Associate Professor, Department of Psychiatry and Behavioral Sciences, Stanford University School of Medicine; Author, *The Brain:* (2015); Co-Author, *The Runaway Species: How Human Creativity Remakes the World* (2017)

MINDFUL, BEHAVED MINDS: REDUCING ANXIETY & RAISING ACHIEVEMENT

APRIL 19-21, 2018 IN NEW YORK, NY

Held at the Sheraton New York Times Square Hotel

OPENING SPEAKER: ROBERT M. SAPOLSKY, PHD

MacArthur "Genius" Fellow; Professor of Biological Sciences, Neurology, and Neurological Sciences, Stanford University; Author, *Behave: The Biology of Humans at Our Best and Worse* (2017) and *Why Zebras Don't Get Ulcers, 3rd Edition* (2004)

Register for two L&B conferences and save. See LearningAndTheBrain.com for more information.

PRE-CONFERENCE WORKSHOPS

FRIDAY, NOVEMBER 10, 2017 8:15 AM –12:15 PM

Cost per person: **$189.** By advance registration only. (Select one of six. Add $25 if not also attending the conference.)

1) The Practical Science of Teenage Attention in the Distracting Age of Snapchat (6-12)

Recent research in neuroscience and psychology offers surprising insights into our students' attentional systems. You will examine adolescent students' capacity for orienting and for executive attention. By understanding these cognitive capabilities and by recognizing the effect that technology has on all of them—you can create that rarest of educational experiences: a digital classroom full of highly focused students.

Andrew C. Watson, EdM, MA, President, Translate the Brain; Advisor, The People's Science; Editor, *Learning & the Brain* Blog; Author, *Learning Begins: The Science of Working Memory and Attention for the Classroom Teacher* (2017)

2) Build, Tinker, Hack: Fostering Agency Through Maker-Centered Learning (K-12)

Educational initiatives that emphasize making, engineering, and tinkering are becoming increasingly popular in K-12 education. This interactive workshop will present a series of hands-on activities aimed at exploring how pedagogical practice and the development of thinking dispositions can support the core principles of maker-centered learning. Along with the Agency by Design framework for maker-centered learning and its associated educator resources, you will consider what it means to foster student agency through maker environments.

Edward P. Clapp, EdD, Senior Research Manager, Agency by Design Research Initiative, Project Zero, Harvard Graduate School of Education; Co-Author, *Maker-Centered Learning: Empowering Young People to Shape Their Worlds* (2016)

3) Active Literacy: Connecting Print, Digital, and Media Possibilities in a Digital World (K-12)

Cultivating innovative and thoughtful learners requires the development of the three new 21st Century literacies: digital, media, and global. In Part I of this workshop, Dr. Jacobs will dive into exciting design options to integrate active literacy into curriculum planning, assessment design, and teaching approaches for primary, secondary, and tertiary learners. Shelly Terrell will explore these digital literacy trends, and will help you discover ways to support student digital publishing in writing and crafting messages with a positive global impact.

Heidi Hayes Jacobs, EdD, Creator, Curriculum21; Founder and President, Curriculum Designers, Inc.; Author, *Active Literacy Across the Curriculum: Connecting Print Literacy with Digital, Media, and Global Competence, K-12* (2017); and **Shelly S. Terrell, MEd**, eLearning Specialist; Author, *Hacking Digital Learning Strategies* (2017), *The 30 Goals Challenge for Teachers* (2015) and *Learning to Go* (2013)

4) Teaching and Hacking Project-Based Learning (K-12)

During this workshop, Ross Cooper and Erin Murphy will share their turnkey framework for implementing project-based learning (PBL). The pair's approach to PBL focuses on a series of high leverage practices designed to supercharge your PBL experience. Whether you are a PBL novice or PBL veteran, you will leave this workshop with resources and ideas to fine-tune your craft.

Ross Cooper, EdD, Supervisor of Instructional Practice K-12, Salisbury Township School District, PA; Apple Distinguished Educator and Google Certified Innovator; and **Erin Murphy, EdD**, Assistant Principal, Eyer Middle School in the East Penn School District, PA; Certified Literacy Specialist; Co-Authors, *Hacking Project Based Learning: 10 Easy Steps to PBL and Inquiry in the Classroom* (2016)

5) From Snorkelers to Scuba Divers: Engaging Brains in Deeper Thinking and Learning (K-College)

In this workshop, Dr. Almarode will discuss the latest research on student engagement, student thinking, and how to design classrooms that promote deep thinking and understanding. You will experience targeted and specific strategies for grabbing and maintaining student engagement at all three levels (behavioral, emotional, and cognitive) while at the same time finding the right level of rigor, striking the ideal balance between surface and deep learning, and identifying the perfect level of challenge for each student.

John T. Almarode, PhD, Co-Director, Center for STEM Education and Outreach; Associate Professor in the Department of Early, Elementary, and Reading Education, James Madison University; Co-Author, *From Snorkelers to Scuba Divers: Making the Elementary Science Classroom a Place of Engagement and Deep Learning* (2017)

6) Applying the Science of Learning (K-College)

Explore the findings from the learning sciences on how students learn, ways to improve memory retention and retrieval, and effective strategies for teaching and learning. Learn about the latest discoveries in the learning sciences, ways that brain scans may help predict future learning problems, and efforts by MIT's Integrated Learning Initiative to integrate learning science, psychology, technology, and other fields to improve learning. You will also brainstorm ways to implement the learning sciences in your teaching and classroom.

John D.E. Gabrieli, PhD, Director, MIT Integrated Learning Initiative; Grover Hermann Professor in Health Sciences and Technology; Professor of Brain and Cognitive Sciences, McGovern Institute for Brain Research, Massachusetts Institute of Technology; **Megan A. Smith, PhD**, Assistant Professor of Psychology, Rhode Island College; Co-Founder, *The Learning Scientists*; Co-Author, "Four Simple Strategies from Cognitive Psychology for the Classroom" (2017, *Excellence in Teaching*); and **Maya Bialik, EdM**, Researcher, Center for Curriculum Redesign; Co-Founder/Program Director, The People's Science; Former Research Assistant, Project Zero, Harvard Graduate School of Education

EVENTS

MEETING OF THE MINDS – WINE & CHEESE RECEPTION

FRIDAY, NOVEMBER 10 from 5:45 PM - 6:45 PM — Free and Open to All Attendees

Enjoy this opportunity to meet other attendees and some of the nation's brightest minds.

Sponsored by **THE DANA ALLIANCE FOR BRAIN INITIATIVES. Advance registration required on the registration form.**

"SCHOOLS OF THE FUTURE" Posters/Research Papers/Digital Presentations

Take this opportunity to share your innovative classroom design, virtual projects, or research during the coffee breaks. Submit a summary of your project or research for review to info@LearningAndTheBrain.com. **Proposal deadline is October 13, 2017. Must be attending conference to be eligible.** For more information, call 781-449-4010 Ext. 104.

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