



Apple Professional Development Catalog

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Get the most from your Apple products.

Apple offers onsite workshops at your school that can run anywhere between one to eight days. These hands-on workshops will be tailored to your school or district's specific needs and 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 offer workshops in the following categories:

Start

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

Learn

These workshops help teachers apply their skills with specific Apple products to learning activities and approaches to produce effective personal learning for their students.

Instruct

These workshops focus on curricula, content design, and instruction with all Apple products.

Lead

These workshops for school and district leaders focus on issues important to success—visioning, planning, and implementing.

Support

Support your teachers beyond workshops with in-class or web coaching and mentoring, technology self-assessments, workshop series, and customized workshop development.

Additional Details

- Our workshops are flexible, allowing multiple entry points for professional development.
- You may begin with any workshop category, depending on faculty needs.
- One day workshops may be broken into two half-day sessions to accommodate a variety of faculty groupings.
- Discuss implementation options with an Apple Professional Development facilitator after purchase.
- Workshops apply toward Continuing Education Units.
- Workshops accommodate 16–20 participants.
- Common Core State Standards are addressed throughout workshops.
- For institutional/group purchase only.

For More Information

To learn more about Apple in education, visit www.apple.com/education or call 800-800-2775 to speak to an Apple education representative.

Start

iOS Devices

Modules

Choose two (1-day workshop) or four (2-day workshop)

I: iOS Basics

- Navigation
- App Store, iBooks, and syncing
- iTunes U and learning resources

II: Accessibility Features

- Deaf and hard of hearing
- Blind and vision impaired
- Struggling readers

III: Apps for Teachers

- Explore curriculum apps
- Manage mobile content

IV: Podcast (requires iLife)

- Create and share mobile content
- Manage mobile content

V: Teacher Productivity

- Features of Pages, Numbers, Keynote
- Create a document, spreadsheet, and presentation

Audience

Teachers or administrators who want to know how to implement learning in their schools with iPad and iPod touch.

Description

Participants gain experience with iOS devices such as iPad and iPod touch for teaching and learning—and as tools for daily school operations and management. They learn basic navigation and explore key accessibility features and apps. They also learn to manage workflow and create and sync content.

Learning outcomes for this workshop are the following:

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

Details

- Workshop length: 1 or 2 days (6 hours per day)
- Maximum number of participants: 20
- Site resource/technical requirements:
 - An iPad Dock Connector to VGA Adapter
 - Apple Earphones with Remote and Mic
 - Wireless Internet access
 - Speakers
 - A document camera and screen or whiteboard. A projector is desirable.
- Individual participant requirements:
 - An activated iPad with Wi-Fi or Wi-Fi + 3G, or any fourth-generation iPod touch, or a third-generation 32GB or 64GB iPod touch
 - Syncing cable
 - The latest iOS version on the activated iPad or activated iPod touch
 - Optional: An Apple computer with the latest version of Mac OS X, iLife, and iTunes (used for “Podcast” module)
 - Basic computer skills, including Internet navigation and simple word processing
 - Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account and an individual email account
 - The following apps downloaded from the App Store and synced: an iPad drawing app and an iPad voice recording app; Pages, Numbers, and Keynote (used for “Productivity” modules)

Start iLife

Modules

I: iPhoto

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

II: GarageBand

- Audio recording
- Podcasting
- Sharing podcasts
- Classroom uses

III: iMovie and iDVD

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

IV: iWeb and Curriculum Connections

- Creating a web page and posting to it
- Instructional integration strategies
- Classroom application and reflection

Audience

Educators who are ready to enhance their technology skills and focus on classroom applications of iLife tools.

Description

Participants gain fundamental skills with iLife applications (iPhoto, GarageBand, iMovie, iDVD, and iWeb) and use these tools in today's learning experiences.

Learning outcomes for this workshop are the following:

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

Details

- Workshop length: 1 or 2 days (6 hours per day)
- Maximum number of participants: 16
- Site resource/technical requirements:
 - Internet access
 - Digital camera, appropriate sync cables and chargers
 - Speakers
 - A document camera and screen or whiteboard. A projector is desirable.
 - External microphone (optional)
 - Video camera, appropriate sync cables and chargers (optional)
- Individual participant requirements:
 - An Apple computer with the latest version of Mac OS X, iLife, and iTunes
 - Basic computer skills, including Internet navigation and simple word processing
 - Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account and an individual email account

Start iWork

Modules

I: Keynote

- Designing presentations
- Publishing and sharing

II: Pages

- Creating documents and charts
- Using media assets
- Exploring templates

III: Numbers

- Creating spreadsheets
- Using formulas and cell formats
- Designing charts and graphs
- Exploring templates

IV: Curriculum Connections

- Creating and sharing multimedia collages
- Exporting and importing
- Classroom application and reflection

Audience

Educators who are ready to enhance their technology skills and focus on classroom applications of iWork tools.

Description

Participants gain fundamental skills with iWork applications by creating a multimedia presentation using Keynote, a brochure or newsletter (or both) using Pages, and a data collection and analysis project using Numbers.

Learning outcomes for this workshop are the following:

- Promote, support, and model creative and innovative thinking
- Promote student reflection using collaborative tools
- Use digital tools to customize student learning activities and address different learning styles, working strategies, and abilities

Details

- Workshop length: 1 or 2 days (6 hours per day)
- Maximum number of participants: 16
- Site resource/technical requirements:
 - Internet access
 - Speakers
 - A document camera and screen or whiteboard. A projector is desirable.
- Individual participant requirements:
 - An Apple computer with the latest version of Mac OS X, iLife, and iTunes
 - Basic computer skills, including Internet navigation and simple word processing
 - Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account and an individual email account

Start

Mac OS X

Modules

I: The Basics

- Desktop and Finder
- File management
- System Preferences

II: Applications

- Stickies
- Spotlight
- Calculator
- Dictionary
- Photo Booth
- iCal
- Dashboard widgets
- Safari

III: Accessibility

- Voiceover
- Zoom
- Screen Flash
- Sticky Keys
- Slow Keys
- Mouse
- Cursor Size

Audience

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

Description

Participants gain fundamental skills with the innovative Mac OS X platform and apply this learning to extend traditional classroom boundaries.

Learning outcomes for this workshop are the following:

- Understand how to use the Mac OS X operating system to collaborate, create, and communicate more efficiently
- Demonstrate the ability to use the Mac OS X operating system to teach and to increase productivity

Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 16
- Site resource/technical requirements:
 - Internet access
 - Speakers
 - A document camera and screen or whiteboard. A projector is desirable.
- Individual participant requirements:
 - An Apple computer with the latest version of Mac OS X
 - Basic computer skills, including Internet navigation and simple word processing
 - Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account and an individual email account

Learn

Challenge Based Learning

Modules

I: Framework for Today's Learning

- Background
- Planning a presentation

II: Tools and Resources

- Collaborative research and publishing
- Trends in tools
- Classroom considerations

III: Hands-on with CBL

- Creating content with a variety of tools
- Publishing and sharing

IV: Curriculum Connections

- Design a CBL experience
- Share challenge and materials
- Classroom application and reflection

Audience

Educators who want their students to identify real-world problems and, using technology, work collaboratively to find solutions.

Description

Participants explore an innovative approach to address issues that are important to today's learners. Using technology to solve real-world problems, Challenge Based Learning presents a ready, scalable model for the classroom or school. Workshop participants design a relevant and rigorous Challenge Based Learning experience to use in their own settings.

Learning outcomes for this workshop are the following:

- 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: 2 days (6 hours per day)
- Maximum number of participants: 16
- Site resource/technical requirements:
 - Internet access
 - Speakers
 - A document camera and screen or whiteboard. A projector is desirable.
- Individual participant requirements:
 - An Apple computer with the latest version of Mac OS X, iLife, and iWork
 - Basic computer skills, including Internet navigation and simple word processing
 - Working knowledge of iLife and iWork
 - Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account and an individual email account

Learn

Challenge Based Learning (iOS)

Modules

I: Setting the Stage

- Overview
- Inquiry and big ideas
- Essential questions

II: The Challenge

- Guiding questions
- Designing the challenge
- Planning and reflection

Audience

Educators who want to implement a Challenge Based Learning approach in their classrooms with iPad.

Description

Participants explore an innovative approach to address issues that are important to today's learners. Using technology to solve real-world problems, Challenge Based Learning presents a ready, scalable model for the classroom or school. Participants explore iTunes U and podcasts; become familiar with the iOS platform for integrating text, audio and images; and design a short Challenge Based Learning experience to use in their own setting. Learn more: <http://cbl.apple.com/challenges>

Learning outcomes for this workshop are the following:

- Understand the Challenge Based Learning process that leverages the use of iPad and be able to implement in the classroom
- Experience an interactive environment that fosters inquiry, creativity, and collaboration
- Create a compelling challenge proposal that will motivate students to actively identify and solve a challenge connected to their community

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
 - Speakers
 - A document camera and screen or whiteboard. A projector is desirable.
- Individual participant requirements:
 - An activated iPad or iPad 2 Wi-Fi or Wi-Fi + 3G
 - Syncing cable
 - The latest iOS version on the activated iPad or iPad 2
 - Optional: An Apple computer with the latest version of Mac OS X, iLife and iTunes
 - Basic computer skills, including Internet navigation and simple word processing
 - Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account and an individual email account
 - Basic iPad navigation skills
 - Basic content syncing skills with iPad and iTunes
 - The following apps downloaded from the App Store and synced: a drawing app, a note taking app, a voice recording app, a PDF reader app, a brainstorming app; iBooks, Mitosis, Wolfram Alpha, Project Noah

Learn

Special Education (iOS)

Modules

I: Accessibility Tools: Mac

- Universal Design
- Accessibility with Mac
- Customizing

II: Accessibility Tools: iPad and iPod touch

- Accessibility with iPad or iPod touch
- Customizing

III: Student Learning Profiles

- Examining sample profiles
- Sharing findings
- Demonstrating learning

IV: Success for All Students

- Creating new profiles
- Classroom application and reflection

Audience

Educators who work with special needs students.

Description

Participants learn how Apple technology tools can support students with visual, auditory, motor, and learning disabilities—and how to use the tools to provide their students with full access to the curriculum. Participants use technologies such as VoiceOver, Zoom, Display Adjustments, Visual Alerts, Keyboard Shortcuts, and Word Completion. They also explore how to personalize learning.

Learning outcomes for this workshop are the following:

- Explore Apple's accessibility tools on the Mac
- Explore iPad or iPod touch as a learning tool
- Learn how Mac OS X, iPad, and iPod touch can help students with special needs reach their full potential
- Discover accessible content for special needs students
- Use student learning profiles to create individual instructional plans that include the appropriate use of technologies

Details

- Workshop length: 2 days (6 hours per day)
- Maximum number of participants: 16
- Site resource/technical requirements:
 - Internet access
 - Speakers
 - A document camera and screen or whiteboard. A projector is desirable.
 - A document camera
- Individual participant requirements:
 - An Apple computer with the latest version of Mac OS X, iLife, iWork, and iTunes
 - An iPod touch (third generation or later, 32GB or 64GB models) or an activated iPad with Wi-Fi or Wi-Fi + 3G, and iPod microphone
 - Basic computer skills, including Internet navigation and simple word processing
 - An iPad voice recording app
 - Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account and an individual email account

Learn

Language Development (iOS)

Modules

I: Under the Hood

- Why iPad and iPod for language acquisition
- Explore the Extras menu
- Understand content syncing

II: Recording Voice

- Operate the voice recorder
- Create and transfer voice memos
- Navigate enhanced podcasts

III: Managing Files

- Set up disk mode
- Link text notes to audio files
- Use ID3 tagging and Smart Playlists for reading fluency

IV: Strategies and Resources

- Language acquisition resources
- Instructional integration strategies
- Classroom application and reflection

Audience

Educators who want to use iOS devices for language development and assessment.

Description

Participants learn about applications and accessibility features of mobile devices that assist struggling readers, help students who are learning new languages, and strengthen students' overall language acquisition. They will also learn how to use mobile devices for language assessment and how to access the vast array of language development resources.

Learning outcomes for this workshop are the following:

- Use the iTunes database to organize student audio files as well as to categorize individual student files for easy assessment and retrieval
- Develop technology-enriched lessons that enable students to become active participants in setting their own goals and assessing their own literacy and language progress
- Create and deliver formative and summative literacy and language assessments
- Use iTunes to manage student digital files over time

Details

- Workshop length: 2 days (6 hours per day)
- Maximum number of participants: 16
- Site resource/technical requirements:
 - Internet access
 - Speakers
 - A document camera and screen or whiteboard. A projector is desirable.
 - Document camera
- Individual participant requirements:
 - An Apple computer with the latest version of Mac OS X
 - An iPad, iPod touch, or iPod with voice recording capability; appropriate sync cable
 - Apple Earphones with Remote and Mic
 - Familiarity with spreadsheets and basic computer skills, including Internet navigation and simple word processing
 - Working knowledge of iPhoto
 - Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account and an individual email account

Learn

English/Language Arts (iOS)

Modules

I: Middle School: “Call of the Wild”

- Comprehension and communication
- Reading skills and language development
- Language acquisition
- Writing and publishing
- Application and reflection

II: High School: “Romeo and Juliet”

- Comprehension and communication
- Reading skills and language development
- Language acquisition
- Writing and publishing
- Application and reflection

III: Grammar and Vocabulary with ePub

- ePub basics
- Creating an ePub document

Audience

Educators who want to know how to implement learning in their middle school and high school English/language arts classrooms with iPad.

Description

Participants use iPad and apps to create content focused on literacy, comprehension, grammar, vocabulary and speaking, and presentation skills. They will explore iTunes U and become familiar with the iOS platform for integrating text, audio, and images.

Learning outcomes for this workshop are the following:

- Learn how to use iOS devices for teaching and learning English/language arts
- Become familiar with multiple Apple resources and apps that support teaching and learning English/Language Arts
- Become familiar with ePub
- Learn how to sync content and manage mobile learning workflow

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
 - Speakers
 - A document camera and screen or whiteboard. A projector is desirable.
- Individual participant requirements:
 - An activated iPad or iPad 2 Wi-Fi or Wi-Fi + 3G
 - Syncing cable
 - The latest iOS version on the activated iPad or iPad 2
 - Optional: An Apple computer with the latest version of Mac OS X, iLife and iTunes
 - Basic computer skills, including Internet navigation and simple word processing
 - Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account and an individual email account
 - Basic iPad navigation skills
 - Basic content syncing skills with iPad and iTunes
 - The following apps downloaded from the App Store and synced: a video editing app, an annotation app, an idea mapping app; Shakespeare in Bits, iBooks, Pages, Keynote

Learn

History/Social Science (iOS)

Modules

I: Create a Time Capsule

- Content comprehension
- Skill mastery
- Communication

II: Create a Travel Journal

- Collaboration
- Personalization
- Application and reflection

Audience

Educators who want to implement learning in their middle school and high school history/social science classrooms with iPad.

Description

Participants use iPad and apps to create personal and collaborative learning experiences and projects. Through creation of a digital time capsule, participants will explore the use of digital artifacts to create evidence of student learning in History/Social Science. Development of an interactive travel journal highlights how iOS devices can be used to address student literacy, interactive learning, and student engagement.

Learning outcomes for this workshop are the following:

- Learn how iPad can be used in the History/Social Sciences classroom to enhance acquisition and material mastery
- Identify tools and applications that can be used to create learning outcomes that demonstrate understanding
- Demonstrate understanding of how to combining media artifacts to create evidences of learning
- Explore iPad use by students as a personal and collaborative learning tool

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
 - Speakers
 - A document camera and screen or whiteboard. A projector is desirable.
- Individual participant requirements:
 - An activated iPad or iPad 2 Wi-Fi or Wi-Fi + 3G
 - Syncing cable
 - The latest iOS version on the activated iPad or iPad 2
 - Optional: An Apple computer with the latest version of Mac OS X, iLife and iTunes
 - Basic computer skills, including Internet navigation and simple word processing
 - Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account and an individual email account
 - Basic iPad navigation skills
 - Basic content syncing skills with iPad and iTunes
 - The following apps downloaded from the App Store and synced: a video editing app, a photo editing app, an annotation app, a voice recording app, a mapping app, a PDF reader app; iBooks Pages, Keynote, iMovie.

Learn

Mathematics

Modules

I: Math Tools

- Charts and graphs in Keynote
- Calculator
- Grapher

II: iWork and Beyond

- iMovie and Keynote
- Numbers
- Web links

III: iLife and Beyond

- GarageBand and/or podcasting
- iMovie
- Infusion strategies

IV: Developing a Lesson

- Lesson planning
- Lesson sharing
- Reflection and next steps

Audience

Educators who are interested in effectively integrating Apple tools and applications in middle and high school mathematics teaching.

Description

Participants use tools such as Calculator, Grapher, Keynote, Numbers, GarageBand, and iMovie to integrate digital content into mathematics learning. They will develop and share their own lessons, suggest improvements, and leave with ideas and models for technology-infused math lessons.

Learning outcomes for this workshop are the following:

- Experience digital tools that inspire student learning and creativity in math
- 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 digital tools to solve authentic problems
- Learn how science and engineering instruction can be included with math and technology activities

Details

- Workshop length: 2 days (6 hours per day)
- Maximum number of participants: 16
- Site resource/technical requirements:
 - Internet access
 - Speakers
 - A document camera and screen or whiteboard. A projector is desirable.
- Individual participant requirements:
 - An Apple computer with the latest version of Mac OS X, iLife, and iWork
 - Familiarity with spreadsheets and basic computer skills, including Internet navigation and simple word processing
 - Working knowledge of iLife and iWork
 - Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account and an individual email account
 - Secondary mathematics certification or math expertise

Learn

Mathematics (iOS)

Modules

I: Beyond the Chalkboard

- Podcasts
- ePub
- Websites
- Keynote

II: New Tools

- Calculators
- Numbers
- Apps
- Learning activities
- Application and reflection

Audience

Educators who want to implement learning in their middle school and high school mathematics classrooms with iPad.

Description

Participants use iPad and apps to create learning experiences and projects. They will explore iTunes U and podcasts and become familiar with the iOS platform for integrating text, audio, and images.

Learning outcomes for this workshop are the following:

- Create a variety of mathematics classroom content
- Learn how to use iOS devices to support mathematics teaching and learning
- Learn how to sync content and manage mobile learning workflow

Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource/technical requirements:
 - An Apple Digital AV Adapter or Apple VGA Adapter
 - Wireless Internet access
 - Speakers
 - A document camera and screen or whiteboard. A projector is desirable.
- Individual participant requirements:
 - An activated iPad or iPad 2 Wi-Fi or Wi-Fi + 3G
 - Syncing cable
 - The latest iOS version on the activated iPad or iPad 2
 - Optional: An Apple computer with the latest version of Mac OS X, iLife and iTunes
 - Basic computer skills, including Internet navigation and simple word processing
 - Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account and an individual email account
 - Basic iPad navigation skills
 - Basic content syncing skills with iPad and iTunes
 - The following apps downloaded from the App Store and synced: a calculator app, a graphing app, a voice recording app; Numberline, iBooks, Numbers, Keynote

Learn

Science

Modules

I: Science and Scientists

- Who does science?
- Weather around the globe
- Finding science podcasts

II: Podcasts and Science Resources

- Make a podcast
- Virtual dissection sites
- Web links

III: Probeware in the Classroom

- Data collection and modeling
- Problem-based learning
- Virtual data collection

IV: Using Data in Other Ways

- Use iMovie to create a science showcase
- Share projects and reflect

Audience

Educators who are interested in effectively integrating Apple tools and applications in middle school science teaching.

Description

Participants explore the integration of iLife and iWork tools and various software titles in the middle school science classroom. They will use a variety of digital tools and resources as they learn about gathering, analyzing, and sharing data with Apple tools.

Learning outcomes for this workshop are the following:

- Experience digital tools that inspire creativity in applying the scientific process
- Create activities that engage students in meaningful science work
- Help students become thoughtful producers and consumers of science knowledge
- Learn how mathematics and engineering instruction can be included with science and technology activities

Details

- Workshop length: 2 days (6 hours per day)
- Maximum number of participants: 16
- Site resource/technical requirements:
 - Data collection, analysis, and visualization software
 - Digital microscope
 - Probeware
 - Internet access
 - Speakers
 - A document camera and screen or whiteboard. A projector is desirable.
- Individual participant requirements:
 - An Apple computer with the latest version of Mac OS X, iLife, iWork, and iTunes
 - Basic computer skills, including Internet navigation and simple word processing
 - Working knowledge of iLife and iWork
 - Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account and an individual email account
 - Science certification or science expertise

Learn

Science (iOS)

Modules

I: Setting the Stage

- Science literacy skills
- Inquiry skills

II: Using the Tools

- Research
- Demonstrate understanding
- Collaborate and share learning
- Application and reflection

Audience

Educators who want to implement learning in their middle school and high school science classrooms with iPad.

Description

Participants use iPad and apps to create learning experiences and projects. They will explore iTunes U and podcasts and become familiar with the iOS platform for integrating text, audio, and images.

Learning outcomes for this workshop are the following:

- Personalize science learning with iPad features, apps, and iTunes U
- Learn how to use iOS devices to support science teaching and learning
- Learn how to sync content and manage mobile learning workflow

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
 - Speakers
 - A document camera and screen or whiteboard. A projector is desirable.
- Individual participant requirements:
 - An activated iPad or iPad 2 Wi-Fi or Wi-Fi + 3G
 - Syncing cable
 - The latest iOS version on the activated iPad or iPad 2
 - Optional: An Apple computer with the latest version of Mac OS X, iLife and iTunes
 - Basic computer skills, including Internet navigation and simple word processing
 - Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account and an individual email account
 - Basic iPad navigation skills
 - Basic content syncing skills with iPad and iTunes
 - The following apps downloaded from the App Store and synced: a drawing app, a note taking app, a voice recording app, a PDF reader app, a brainstorming app; iBooks, Mitosis, Wolfram Alpha, Project Noah

Instruct

Design Curricula

Modules

I: Model Learning Activities

- Research
- Social learning
- Personal learning

II: Design and Build

- Collecting resources
- Developing an exemplar
- Application and reflection

Audience

Educators who want to integrate Mac OS X, iPad, and iPod touch into teaching and learning.

Description

Participants consider how characteristics of an Apple blended learning environment impact school curricula and how Apple technologies can help them achieve teaching and learning goals. They will gain hands-on experiences that include engaging with current research and technology models, learning how iOS enhances teaching and learning, attending to the importance of social learning and personalization, and creating and consuming content.

Learning outcomes for this workshop are the following:

- Use current research on key trends in digital teaching and learning to develop a curriculum design perspective
- Become familiar with multiple Apple tools, resources, and apps that support teaching and learning through content consumption and content production
- Engage with strategies that leverage iOS devices throughout the curriculum cycle
- Use basic navigation and native apps on iPad and iPod touch

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
 - Speakers
 - A document camera and screen or whiteboard. A projector is desirable.
- Individual participant requirements:
 - An activated iPad or iPad 2 Wi-Fi or Wi-Fi + 3G
 - Syncing cable
 - The latest iOS version on the activated iPad or iPad 2
 - An Apple computer with the latest version of Mac OS X, iLife and iTunes
 - Basic computer skills, including Internet navigation and simple word processing
 - Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account and an individual email account
 - Basic iPad navigation skills
 - Basic content syncing skills with iPad and iTunes
 - The following apps downloaded from the App Store and synced: a drawing app, a note taking app, a voice recording app, a PDF reader app, an image management app; iBooks, Keynote, Pages, iMovie, GarageBand

Instruct

Author Content

Modules

I: Develop Content

- Collecting resources
- Developing an exemplar
- Application and reflection

II: Publish Content

- ePub
- iMovie
- GarageBand

Audience

Educators who want to integrate Mac OS X, iPad, and iPod touch into teaching and learning.

Description

Participants learn how to create ePub documents, podcasts, films with iMovie, or presentations with Keynote. Author Content provides an engaging, multidisciplinary approach to creating and implementing ePub or iOS device-accessible curriculum materials.

Learning outcomes for this workshop are the following:

- Explore learning activities that foster inquiry, creativity, and collaboration
- Create sample content-focused instructional materials
- Develop instructional products that leverage the use of iOS devices and multiple Apple tools

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
 - Speakers
 - A document camera and screen or whiteboard. A projector is desirable.
- Individual participant requirements:
 - An activated iPad or iPad 2 Wi-Fi or Wi-Fi + 3G
 - Syncing cable
 - The latest iOS version on the activated iPad or iPad 2
 - An Apple computer with the latest version of Mac OS X, iLife and iTunes
 - Basic computer skills, including Internet navigation and simple word processing
 - Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account and an individual email account
 - Basic iPad navigation skills
 - Basic content syncing skills with iPad and iTunes
 - The following apps downloaded from the App Store and synced: a drawing app, a note taking app, a voice recording app, a PDF reader app, an image management app; iBooks, Keynote, Pages, iMovie, GarageBand

Instruct

Collaborate and Share

Modules

I: Local School Community

- Explore collaborative tools and apps
- Create a public service announcement
- Share and reflect

II: Global Community

- Explore resources and topics
- Create a project
- Share and reflect

Audience

Educators who want to integrate Mac OS X, iPad, and iPod touch into their classrooms to promote collaboration and sharing.

Description

Participants explore ways to use collaboration and sharing tools as they implement approaches to learning and curriculum development. They will leverage both the Mac OS X and iOS platforms to collaborate and share with local and global communities through blogs and wikis, communication tools, presentations, and apps.

Learning outcomes for this workshop are the following:

- Demonstrate how Apple blended learning environments can be used as collaborative tools for teaching and learning
- Use collaborative apps, videos, and podcasts for learning in and out of the classroom
- Experience collaborative environments that foster inquiry, creativity, and sharing

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
 - Speakers
 - A document camera and screen or whiteboard. A projector is desirable.

Individual participant requirements:

- An activated iPad or iPad 2 Wi-Fi or Wi-Fi + 3G
- Syncing cable
- The latest iOS version on the activated iPad or iPad 2
- An Apple computer with the latest version of Mac OS X, iLife and iTunes
- Basic computer skills, including Internet navigation and simple word processing
- Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account and an individual email account
- Basic iPad navigation skills
- Basic content syncing skills with iPad and iTunes
- The following apps downloaded from the App Store and synced: a drawing app, a note taking app, a voice communication app, a PDF reader app, an image management app, a brainstorming app, a polling app; iBooks, Keynote, Pages, iMovie, GarageBand, MobileMe

Lead

iOS Devices

Modules

I: Basics and Content

- Features
- Content
- Apps

II: Productivity

- A day in the life...
- Project
- Share and reflect

Audience

Administrators who want to know how iPad can be effectively used 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 applications, and practice using them for their own purposes in the areas of communication, collaboration and planning, presentation, and observation.

Learning outcomes for this workshop are the following:

- Use native applications, 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 customize iPad, apps, and iTunes U for personal productivity
- Develop a work project with iPad

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
 - Speakers
 - A document camera and screen or whiteboard. A projector is desirable.
- Individual participant requirements:
 - An activated iPad or iPad 2 Wi-Fi or Wi-Fi + 3G
 - Syncing cable
 - The latest iOS version on the activated iPad or iPad 2
 - Optional: An Apple computer with the latest version of Mac OS X, iLife and iTunes
 - Basic computer skills, including Internet navigation and simple word processing
 - Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account and an individual email account
 - Basic iPad navigation skills
 - Basic content syncing skills with iPad and iTunes
 - The following apps downloaded from the App Store and synced: a bookmarking app, a note taking app, a voice recording app, a file management app, an IEP app, a brainstorming app, a teacher observation app; iBooks, Pages, Keynote, Numbers

Lead

Vision and Plan

Modules

I: Rationale for Change

- What key issues face today's school leaders?
- Why change?
- Research and share

II: New Communication Tools

- The power of podcasting
- Creating podcasts
- Measuring success

III: Assessing Where We Are

- Surveying constituents
- Incorporating data
- Communicating results

IV: Conclusion

- Reflecting on the uses of technology
- Developing action plans

Audience

District (multischool) and site administrators who are engaged in technology planning and implementation.

Description

Participants consider how technology impacts their teaching and learning visions for today's learners and how powerful Apple technologies can help them meet their goals. Participants will explore needs assessment tools and will take away presentation tools for use in their districts.

Note: This workshop is the first in a series and is a prerequisite for the Implement and Manage workshop. Leadership workshops may be taken either as single days or two days at a time.

Learning outcomes for this workshop are the following:

- Explore and understand the characteristics of today's learning environments
- Shape a vision and plan for implementing technology changes in a school, district, or area of responsibility
- Understand and use Apple technologies to explore and define needs for today's learning environments
- Explore survey tools that help involve stakeholders in building a shared vision of teaching and learning with technology

Details

- Workshop length: 2 days (6 hours per day)
- Maximum number of participants: 16
- Site resource/technical requirements:
 - Internet access
 - Speakers
 - A document camera and screen or whiteboard. A projector is desirable.
- Individual participant requirements:
 - An Apple computer with the latest version of Mac OS X, iLife, iWork, and iTunes
 - Basic computer skills, including Internet navigation and simple word processing
 - Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account and an individual email account

Lead

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

District (multischool) and site administrators and curriculum leaders 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.

Note: This workshop is the first in a series and is a prerequisite for the Implement and Manage (iOS) workshop.

Learning outcomes for this workshop are the following:

- 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
 - Speakers
 - A document camera and screen or whiteboard. A projector is desirable.
- Individual participant requirements:
 - An activated iPad or iPad 2 Wi-Fi or Wi-Fi + 3G
 - Syncing cable
 - The latest iOS version on the activated iPad or iPad 2
 - Optional: An Apple computer with the latest version of Mac OS X, iLife and iTunes
 - Basic computer skills, including Internet navigation and simple word processing
 - Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account and an individual email account
 - Basic iPad navigation skills
 - Basic content syncing skills with iPad and iTunes
 - The following apps downloaded from the App Store and synced: a bookmarking app, a note taking app, a voice recording app, a file management app, a brainstorming app; iBooks, Pages, Keynote, Numbers

Lead

Implement and Manage

Modules

I: Sharing Findings and Observations

- Using Numbers, Keynote, or podcasting as presentation tools
- Discussing results

II: Tools for Communicating

- Experiencing and creating wikis and blogs
- Creating and discussing podcasts
- Using templates in Pages and Numbers

III: Creating Individual Plans

- Working on implementation plans
- Communicating with different tools
- Using templates and other resources

IV: Conclusion

- Reflecting on plans and the uses of technology
- Discussing action plans

Audience

District (multischool) and site administrators who are engaged in technology planning and implementation or involved in the implementation stage of an existing plan.

Description

Participants explore new tools for communicating their technology plans. Participants will identify stakeholders, their issues, and the best ways to communicate with and engage them. They will learn how to use Apple technologies such as iLife and iWork, and collaboration tools such as wikis and blogs, to create and maintain a dialogue with those stakeholders.

Note: This workshop is the second in a series. The first, Vision and Plan, is a prerequisite. Leadership workshops may be taken either as single days or two days at a time.

Learning outcomes for this workshop are the following:

- Learn how Apple technologies can enhance the ability to communicate and collaborate with various stakeholders
- Experience wikis and blogs, and learn how Apple makes using these easy
- Use Apple technologies to present assessment findings
- Experience iWork applications and podcasting

Details

- Workshop length: 2 days (6 hours per day)
- Maximum number of participants: 16
- Site resource/technical requirements:
 - Internet access
 - Speakers
 - A document camera and screen or whiteboard. A projector is desirable.
- Individual participant requirements:
 - An Apple computer with the latest version of Mac OS X, iLife, iWork, and iTunes
 - Participation in the Vision and Plan workshop, preferably 4–6 weeks earlier
 - Basic computer skills, including Internet navigation and simple word processing
 - Enrollment in the App Store Volume Purchase Program or an individual iTunes Store account and an individual email account

Lead

Implement and Manage (iOS)

Modules

I: iPad Implementation Models

- Successful implementation indicators
- Successful implementation strategies
- Administrators' roles

II: Measuring iPad Local Success

- Identifying the correct indicators
- Create the evaluation tools
- Reflection on learning

Audience

District (multischool) and site administrators and curriculum leaders who are engaged in supporting and enhancing teaching and learning plans with iPad and iPod touch.

Description

Participants explore successful iPad implementation models and define and create a model for their local school community. Participants will use new tools to communicate their technology plan and promote understanding, support, and involvement among stakeholders. Workshop participants will learn how to use the iPad and apps such as iMovie, Pages, Keynote, and Numbers to create assessments to evaluate the efficacy of their iPad implementation.

Note: This workshop is the second in a series. The first, *Vision and Plan (iOS)*, is a prerequisite.

Learning outcomes for this workshop are the following:

- Establish goals for and develop an iPad implementation plan tailored to the needs of the local school community
- Learn how Apple technologies can enhance the ability to communicate the implementation plan to the local school community
- Use Apple technologies to create assessments to monitor progress toward the goals of their iPad implementation

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
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Support

Beyond Workshops

We offer a variety of ways to support your teachers beyond a workshop setting.

Educational Technology Profile

Professional development works best when it's designed around the needs of the teachers. The Educational Technology Profile is a 15-minute online self-assessment that gathers information on educators' technology skills and infusion practices within a school or district. The information may be used to design a professional development plan to address participants' needs. The follow-up report provides school and district leaders a data summary and recommendations that spotlight faculty strengths and professional development opportunities.

Expert on Call

The Expert on Call delivers one-hour professional development sessions to one teacher or many over the web. Expert consultation with one of our Apple Professional Development Facilitators includes curriculum design, leadership, content creation ideas, and curriculum integration related to lessons, units, and projects.

Onsite Coaching and Mentoring

As an alternative to a workshop, we offer in-class coaching and small-group mentoring. These job-embedded sessions bring an Apple Professional Development Facilitator into the classroom to work with teachers on specific skills, teaching strategies, or lesson demonstrations. Our sessions also offer a flexible structure to work with a group of teachers during preparation times or planning periods to support planning and implementation of new skills.

Workshop Series

The Workshop Series is a set of workshops delivered over time, with the same APD Facilitator. This offers flexibility for groups of teachers or administrators to work together, either as train-the-trainer teams or as study cohorts.

Custom Workshop Development

This premium offering provides schools and districts a way to leverage workshops to address unique challenges or initiatives in your organization. Apple can develop custom versions of the workshops coupled with onsite delivery.

For More Information

To learn more about Apple in education, visit www.apple.com/education or call 800-800-2775 to speak to an Apple Education representative.

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