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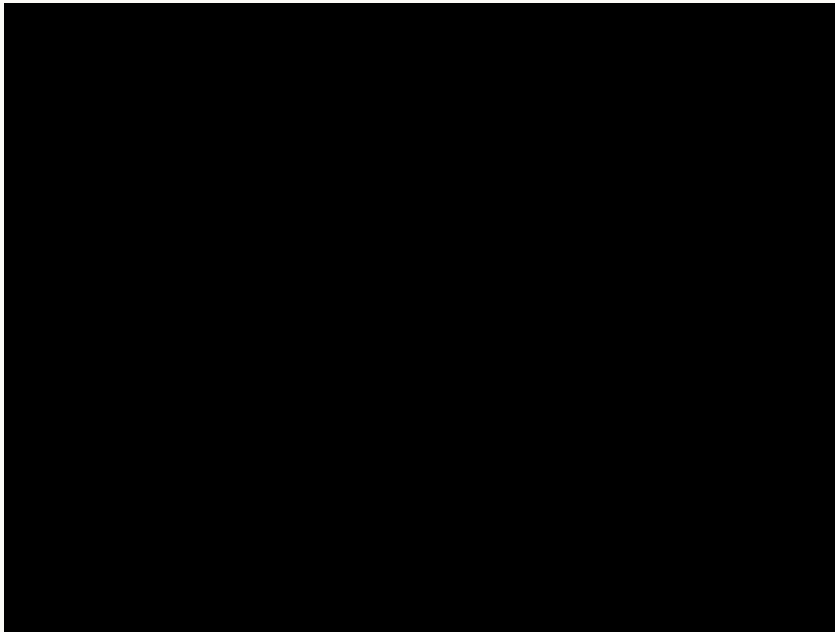
The University of Vermont

ENGAGING LEARNERS THROUGH TECHNOLOGY

9/30/12



1:1 Schools Conference Keynote



John Downes and Susan Hennessey, of the Tarrant Institute for Innovative Education at the University of Vermont presented this keynote at the 2012 1:1 Schools Conference, sponsored by Vita-Learn, September 24th, 2012 at Lake Morey Resort, Fairlee, VT.

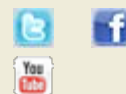
The conference sparked some great discussions about the implementation and logistics of 1:1 projects in VT, via the twitter hashtag [#1to1VT](#) and the conference materials are [all available online](#).

UPCOMING EVENTS:

- **10/2/12: iPad Open House (registration closed)**
- **10/27/12: EdCamp VT**
- **11/4/12: Tech Tips: Podcasting**
- **11/7-8 VT Fest**

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EDUCATION 🔍


At the VT 1:1 2012 Conference

John Downes and Susan Hennessey gave the 1:1 conference "un-keynote", on tips for a successful 1:1 implementation: "Beyond Success: 1:1 as a Transformative Journey".

1:1 Implementation

The Tarrant Institute for Innovative Education engages learners through technology.


[Netvibes](#)



Listening to John Downes talking the the VT 1:1 School Conference! I always hear something that resonates with me! #VT1to1

[Maura Kelly](#) 3 hours ago

Right off the bat they framed the discussion with a focus on including all stakeholders in education; not just teachers but...



1:1 game changer in terms of actively promoting parent involvement - reconsidering our roles with all stakeholders #vt1to1 #vted

[Susan Hennessey](#) 2 hours ago

Which resonated with the crowd.

Other news:

Using Subtext with pre-service teachers



UVM Assistant Professor of Education Cynthia Reyes used the iPad app Subtext with her pre-service teachers and blogged about it for us.

"When we talked about how we might use the app with middle grades students, one student described an activity where all the students were reading the text and the teacher would ask them to select and highlight a favorite quote and then students could read each other's quotations and comment on them. This could also help some of the shy students who might not want to speak up." [\[more\]](#)

iPad Apps We Like: Germ Blaster



Why We Like It: For the STEM crowd, it's a game where you shoot germs. And if you choose the wrong weapon, you get sick and croak. What's not to like?

Above, a one-minute screencast of actual game-play, featuring germs, viruses, tapeworms and everything that your students would need to know about killing them. [\[more\]](#)