President's Message

EBIT Members,

Welcome back to the 2008-2009 school year. Where has the summer gone? Is it just me, or does the summer seem to get shorter and shorter as the years go by? Even though the summer has vanished, I am excited to be back to work, starting my third year at Garden Valley Collegiate.

EBIT has many exciting things planned for this school year. Below are a few of the things we are working on:

Since the time has come for all schools to implement the Senior Years ICT Framework, EBIT started off the school year by hosting a mini workshop, in August, to provide support to anyone teaching the course. The mini workshop focused on a sample course outline along with lesson, assignment, and project ideas for the course. The ICT Resource CD that EBIT released at SAG 2006 (Maples Collegiate) was also looked at.

EBIT will have two representatives (Angela Baraniuk and myself) attending the Support for Senior Years ICT Implementation & Sharing session being held at MECY on September 11th. It is my understanding that this will be an organized round table session to identify and share ways in which different SAG groups are supporting the implementation of the Senior Years ICT Framework.

The EBIT executive will continue the work on the Future Direction of Business and Technology Education proposal to be made to MECY. We are hoping to have a draft of this proposal ready for discussion really soon.

EBIT will be introducing a new award that will be given out for the first time at SAG 2009. This new award will be to recognize the outstanding contributions that Business and Technology educators make every year to the program. More information will be given out at SAG 2008.

The $100 prize draw for submitting articles, activities, lesson plans, and resources to be published by EBIT, will continue to happen this year. The first draw will occur in November, so don't delay and e-mail me your ideas. You can visit our website at www.myebit.org for more information.

Daniel McIntyre, along with the EBIT executive, have taken on the challenge of organizing SAG this year. I am very excited about the conference "Game for Change? Innovations, Ideas, Illustrations". Please see the SAG brochure in this newsletter for more information. I am very excited about the variety of sessions being offered.

Please remember that EBIT needs your support in order to be successful at what we do. We are always looking forward to seeing new faces on the executive. So, if you are interested in learning more about what we do and/or possibly becoming a member of the executive, you are welcome to join us at our first executive meeting, for the 2008/2009 school year, being held on September 20th (Viscount Gort Hotel, 9:00 a.m.).

I hope you will join us at SAG and I look forward to reconnecting with all of you once again.

Susana Hawryshko
President

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Rockin' for a cause

by Nicole Belanger

This past June, I had the great privilege of planning a Battle of the Bands with my Promotions 30S class at Lac du Bonnet Senior School. For the past three years, Lac du Bonnet Business students have put on a Battle of the Bands competition in order to raise money for CancerCare Manitoba. When I started at Lac du Bonnet last September, I was greatly encouraged to continue the tradition.

An event like this is a great way to get students more active in the classroom. The students had to make all decisions and then implement the plans to make sure this event was successful. Some of the outcomes that can be met with this type of event are: creating budgets; creating print media; as well as analyzing the effects of special activities.

The students decided to move the event from the school gym, to the local community hall, as they thought this would bring out more people. The problem was that we needed money to do this and our budget was a whopping $0.00. No worries – the students came up with fundraising ideas and within a couple of weeks we had the money to pay for the hall.

Next, we had to find bands to play at the concert. We had some local bands but we wanted the event to be bigger than ever, so we decided to advertise to other communities. The students created letters and posters and those were mailed out to all the schools in the division. The students even wrote letters to radio stations and recording studios requesting prizes and judges. The letters may not have been successful, but they were well written.

Using Publisher, the students then designed tickets for the show. The class voted on which ticket looked best and the winner was used. Based on some of the designs the students came up with, a very talented graphic designer offered to design our t-shirts for free. The t-shirts were sold to students, staff and the concertgoers.

We didn't want to rely solely on ticket and t-shirt sales, so the students went out to their workplaces and they received items to raffle off as prizes. Food was also sold at the event.

All of the students' hard work paid off, as we had nine bands perform; over 200 people came out to support the event; and in the end we were able to donate $1800 to CancerCare.

I would like to encourage other teachers to use their business class as a way to run events for the school and community. Not only do the students learn skills, such as advertising, and budgeting, but they learn what its like to help out their community. They have a chance to be part of something big. Even though it may be a lot of work, the rewards definitely out weigh the hardships.

Don't Forget...
SAG is coming

Check out the last page to see what EBIT is offering this year

Classroom Projects and Assignments

2D ANIMATION PROJECT - *by Susana Hawryshko*

Your task is to create a Flash animation for a popular fairy tale of your choice. Your Flash animation must be at least five minutes long. You must use as many of the features that you learned from the tutorials as possible.

Remember that your audience is children and that the purpose of this Flash animation is to both entertain and educate them.

All your work must be original with the exception of the story.

Examples of children's stories that will be acceptable:

Jack and the Beanstalk

Cinderella

Rapunzel

The Three Bears

Puss in Boots

The Town Mouse and the Country Mouse

The Three Little Pigs

Snow White and the Seven Dwarfs

The Princess and the Pea

The Ugly Duckling

Red Riding Hood

BEFORE USING FLASH, YOU MUST FIRST SKETCH OUT A STORYBOARD AND GET IT APPROVED BY YOUR TEACHER.

You will be evaluated as follows:

TASK	POSSIBLE	ACTUAL
Storyboard		
Clarity (ease of use)	15	
Clear Descriptions	10	
Story		
Audience Appropriate	5	
Clear - beginning, middle, end	5	
Spelling and Grammar	10	
Design		
Characters - details	15	
Background - details	15	
Animation		
Realistic Movement	15	
Enhances rather than distracts	10	
TOTAL	**100**	

Classroom Projects and Assignments

DATABASE ASSIGNMENT - CD COLLECTION - *by Susana Hawryshko*

Create a database that will contain a CD collection which includes at least 20 CD's.

Step 1

Create the database.
Name it CD Collection.

Click on Blank Database and save it to your student folder
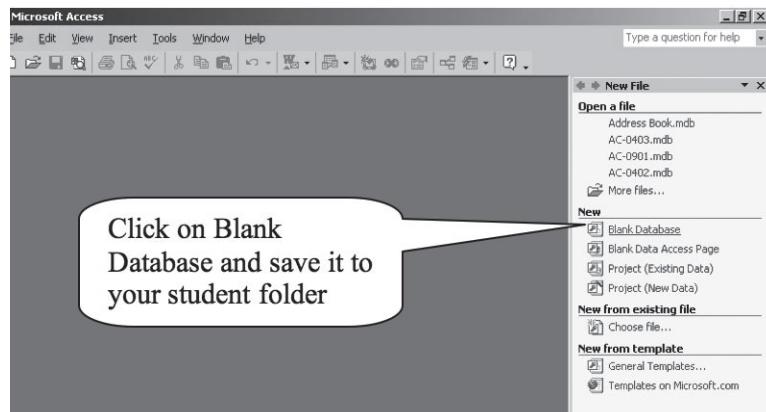
Step 2

Create a table in Design View that includes the following fields:

    a. CD Name (Text)
    b. CD Year (Number)
    c. Genre (Text)
    d. Tracks (Number)
    e. Artist/Band (Text)

Save it as CD Collection Table --> use the default primary key.

1. Double click on Create a Table in Design View

2. Enter the field names
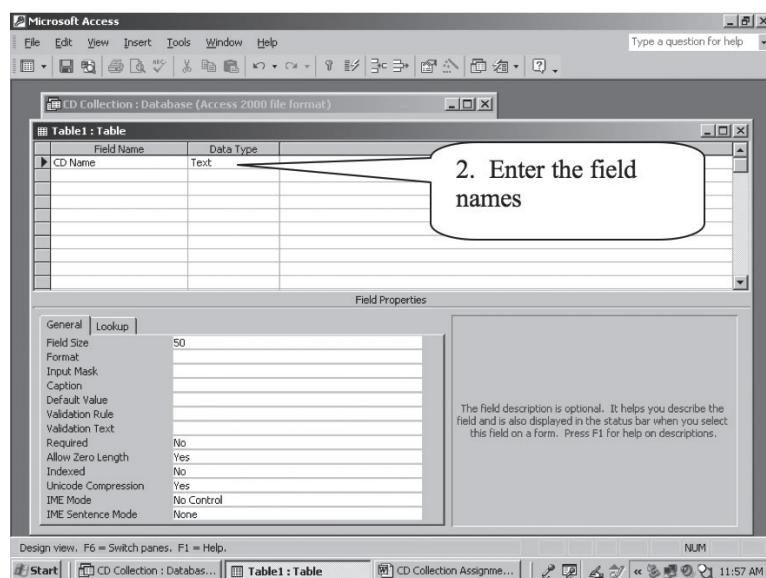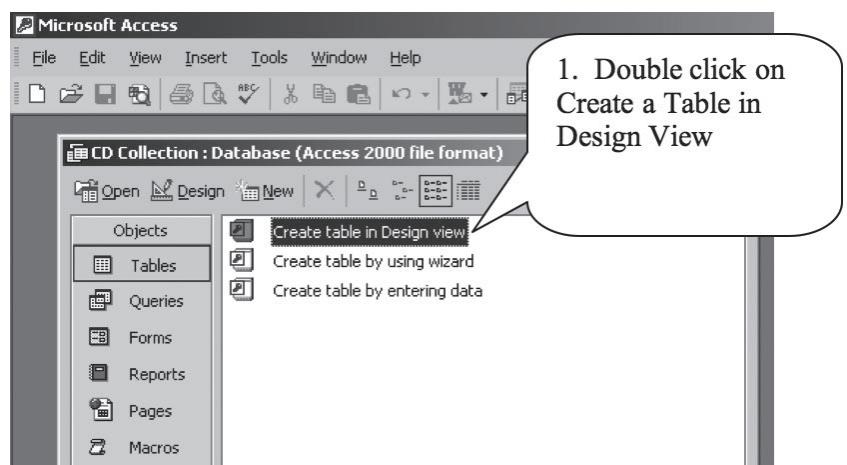
Step 3

Create a form by using a wizard. Pick any styles you like. Include all the fields in the form except for ID. Save it as CD Collection Form.

Double click on Create form by using wizard – follow the steps
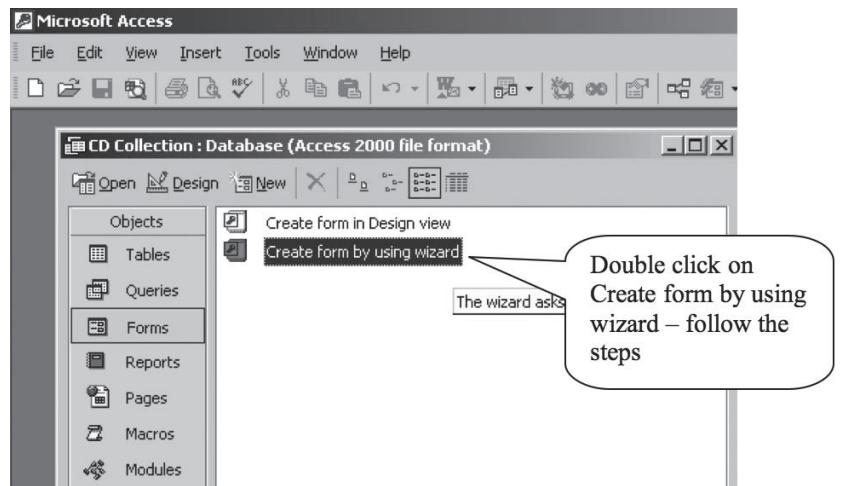
Step 4

Enter at least 20 records of CD's using the form you created.
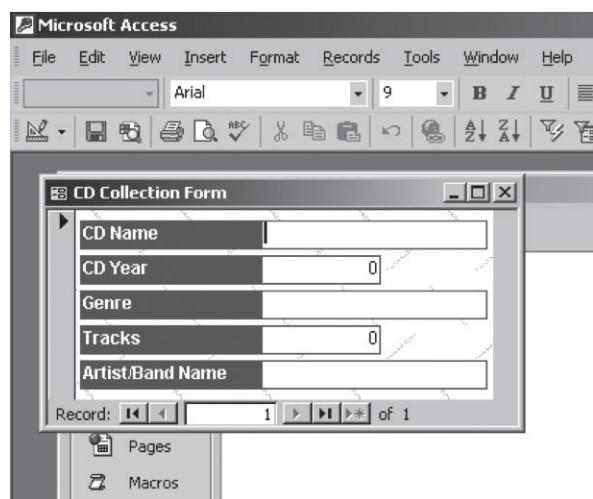
Step 5

Create a report using the report wizard using any styles you like. Save it as CD Collection Report.

Double click on Create report by using wizard
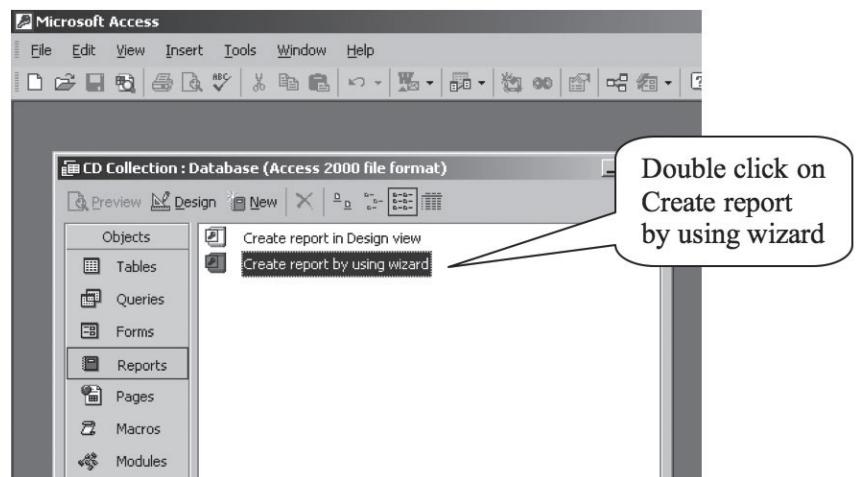
Step 6

Print the report and hand it in.

Classroom Projects and Assignments

INTERNATIONAL BUSINESS COMMUNICATION ASSIGNMENT - *by Nicole Belanger*

Outcome: For students to be able to define what a social custom is, as well as to learn about the social customs of another country.

Possible Secondary Outcomes: Practicing Internet research skills, practicing presentation skills, using computer software (PowerPoint or Publisher), and practicing report writing.

Intro:
Ask students what they do when they first meet someone new. Do they say hi? Do they shake their hand? Do they kiss them on the cheek?

Ask students what they would do if someone kissed them on the cheek after meeting them. For most students they would have a negative reaction. Ask them why this is so. This can lead into a discussion about social norms. According to dictionary.com customs are an established way of doing things.

Explain to students that when they are doing business they need to understand the social norms in order to be successful.

Give students some examples: personal space in North America, eye contact in China, thumbs up in Australia

For some more examples try:
http://atn-riae.agr.ca/export/4027_e.htm
(Government of Canada site so it is reliable.)

Scroll down to table of contents where you can pick a continent. From there you can choose a country. Each country has a link.

www.travelturtle.co.uk/Business_Etiquette_Abroad.aspx
Scroll down to the bottom of the page. There you will be able to search for a country.

Task:
Students each choose a different country to research.

Within the research they are required to find the following pieces of general information: population, official languages, and a basic list of imports and exports.

Students are then required to find eight do's or don'ts pertaining to doing business in the country they have chosen. Students may need to be reminded that they are looking for business related information, as it's easy to get distracted.

Teachers may want to set a goal of how many sites students use, so that they do not use the same one for all eight points.

Depending on the teacher, students will either have to write a small report on the information found, or create a PowerPoint presentation, or create a pamphlet in Publisher. (I had students create a poster and then present their information to the class. This worked really well.)

Have anything to contribute?

The Teaching Ideas section of the EBIT site is designed to provide teaching ideas and resources to Business and Technology educators in Manitoba, on a variety of topics.

In order to make this possible, we would like to ask you to share your teaching resources with EBIT. By sharing your resources with EBIT, you will be giving permission for EBIT to publish your resources on our site and/or in our publications.

We are looking for lesson plans, worksheets, activities, teaching ideas, and resources related to Business and Information Communication Technology (ICT).

The only thing we ask is that your work is original (e.g. not copied from a textbook or a website).

In return for sharing one of your resources with EBIT, you will receive a small gift from the Executive as a token of our appreciation and you will be entered to win one of three $100 prize draws throughout the year. The draws will be held in February, May, and November.

Please send your resources, electronically, to Susana Hawryshko at shawryshko@mts.net.

From a Brand New Teacher

Author Unknown

From a brand new teacher...

Let me see if I've got this right. You want me to go into that room with all those kids, and fill their every waking moment with a love for learning. Not only that, I'm to instill a sense of pride in their ethnicity and behaviourally modify disruptive behaviour.

I'm to teach them good citizenship, sportsmanship and fair play, how and where to register to vote, how to balance a cheque book and how to apply for a job.

I am to maintain a safe environment, recognize signs of potential antisocial behaviour, offer advice, write letters of recommendation for student employment and scholarships, and encourage a respect for the cultural diversity of others.

I'm required by my contract to be working on my own time (summers and evenings) and at my own expense towards additional certification, advanced certification and a master's degree.

I am to attend committee and faculty meetings, and participate in staff development training to maintain my current certification and employment status.

I am to be a paragon of virtue larger than life, such that my very presence will awe my students into being obedient and respectful of authority.

I am to purchase supplies, room decorations, bulletin board supplies, supplies for children who can't afford them, and luxury items such as scissors, glue, scotch tape, paper clips, note book paper, red pens, and markers with my own money as there is no money in the budget for these items.

I'm to do all of this with just a piece of chalk, a few books, a bulletin board, and on a starting salary.

...Is that all?

Interested in being on the EBIT executive?

The following positions are open:

Curriculum Representative
SAG Representative
Student Representative

If you would like more information, contact Susana Hawryshko at shawryshko@mts.net

Educators of Business and Information Technology
Game For Change?
Innovations, Ideas, Illustrations
Daniel McIntyre Collegiate, 720 Alverstone Street

EBIT

Program

Register online at **www.myebit.org**.

Keynote address: The Honey and The Medicine: Mutual Engagement with Second-Person Stories
Ryan FitzGerald, President and CEO, Nihilonaut Productions

Suggestions of introducing digital gaming into the classroom invite fear-mongering that the very near future will belong to a generation of adult children who lack attention spans, critical thinking skills and the ability to take anything seriously. Is the lowest-common denominator of education and gaming a race to the bottom? Is our fascination with tabloid culture letting the tail wag the dog?

As a game developer and an educator, FitzGerald will address the evolution of the classroom, the new role of the teacher and a strategy to marry the two.

**Ryan FitzGerald, President and CEO
Nihilonaut Productions**

Ryan spent much of his professional life worrying about things so that you don't have to. Once working as an industrial medic in lumber yards and mining camps, Ryan ended a decade in the Canadian Forces in 2003 having graduated with a B.A. in English Literature at the Royal Military College of Canada. He served as the air force's anti-terrorism and force protection operations advisor during 9/11 and its aftermath, taught anti-terrorism/force protection nationally and finally served in various capacities with air force Intelligence.

Since his resignation from the Canadian Forces, Ryan has written for linear and non-linear media in film, TV and new media. He is an alumnus of both the National Screen Institute's Features First Program, the CFC Media Lab's Interactive Art and Entertainment Program and is on the executive of both the Manitoba Interactive Digital Media Association and the Winnipeg Chapter of the International Game Developers Association.

10:30–11:45 a.m.
Morning sessions

EB01   Digital Camera Basics
Damian Bilinsky and Ron Shaluk
Don's Photo

Have a new digital camera? Thinking about buying one? Learn the basics of digital cameras including:
- Battery life
- Memory cards
- What are Megapixels and why they are important?
- What is Compression and what does it do?
- What is shutter lag, and how does it effect your pictures?
- How are optical and digital zoom different?
- Where are the flash controls on my camera, and why should I use them?

Code: EB01

EB02 Changes in the Law: Keeping Current for Your Grade 12 Law Course

Judge Judith Elliott
Provincial Court Judge

This session will include recent changes in Criminal Law, in particular the Youth Justice Act and changes in dealing with youth in the courts. After 8 years on the bench in Provincial Court, Judge Elliot will be able to provide participants with up to date information and examine the true issues facing Canada's Justice System.
Code: EB02

EB03 The Art of the Start: Entrepreneurship Success

Michelle Painchaud
Score Consulting & Painchaud Performance Group

During this interactive session, key personal competencies and skillls needed for students to achieve success will be presented. Michelle will put forward new ideas and innovations that have expedited business success and show how to help ignite the unconscious entrepreneurial passion in our students. The presentation will include: Bringing dreams to reality—key steps to take a vision to action; Attitudes and behaviours that impact entrepreneurial success; Importance of focus and drive; Positioning, pitching and rainmaking; common mistakes in starting a business. With Michelle's 20+ years as an entrepreneur she will share "lessons learned" and ways to help students succeed!
Code: EB03

EB04 W.O.W. (World of Work)

Lynne Hanson
Daniel McIntyre Collegiate

This session stresses the importance of career development, employability skills, career exploration, and finding the appropriate career area for high school students. This will include an overview of the new Career Development curriculum and how to customize it for your student population.
Code: EB04

EB05 Project Ideas for the Business Classroom

Nicole Belanger
Dakota Collegiate

Do you need to spice up your classroom? How about using projects to engage your students in their learning? Come out of this session with project ideas for a variety of courses (And the work is already done for you.) If you have some great project ideas of your own, bring them and share!
Code: EB05

EB06 Could Video Games Act as Motivators?

Jeff Osinski
Garden Valley Collegiate

The purpose of the Video Game session is to introduce teachers to using commercially produced video games in the classroom. The session will begin with a look into the research supporting the implementation of these video games. This research shows that video games play a major role in increasing motivation and engagement with learning, and in supporting the development of collaboration, communication, thinking and ICT skills. The session will divide the use of games into two sections:
1. matching video game content to curricular outcomes;
2. using video games as material for achieving other outcomes.

The session will conclude with a look at virtual worlds such as Second Life/Teen Second Life and the implications these have on education in the future.
Code: EB06

EB07 The Role of Assessment in Learning

Cathie Oresnik and Jacqui Kroeker
Fort Richmond Collegiate

"Assessment plays a major role in how students learn, their motivation to learn and how teachers teach". Manitoba Education, Citizenship and Youth.

This workshop will provide an overview of the new practices in assessment as outlined by Manitoba Education, Citizenship and Youth. The focus will be on differentiating between assessment "for", "as" and "of" learning, and grading guidelines that support these principles. Examples from the new assessment practices will be shared with attendees that have been implemented in the Business and Technology courses at Fort Richmond Collegiate.
Code: EB07

11:45 a.m.–12:15 p.m.
Displays, teacher sharing

12:15–1:15 p.m.
Lunch

1:15–3:15 p.m.
Afternoon sessions
(Session breaks as needed)

EB08 Photoshop Elements

Lea Mansell
Adult Education

This session is designed for classroom teachers who use Digital Photos in technology courses at any grade level. Using Adobe Photoshop Elements, Lea will guide participants through the available tools in Photoshop Elements.
Code: EB08

EB09 Learning tips and tricks to Work SMARTer, Not Harder

Joan Badger
Pembina Trails School Division

This session feature using SMART Notebook to create active, engaging learning experiences for your students. We will also look at combining features of SMART Notebook with on-line tools like Voice Threads, Slideshare, blogs, wikis etc. Get your questions answered, and see the next level of this technology.
Code: EB09

EB10 Filmmaking in the Classroom: You and the New Hollywood

Saul Henteleff, Artist in Residence
Daniel McIntyre Collegiate

Using iMovie and professional guidance, Saul will show teachers how to use certain aspects of the camera and software to create films. This session will include the basics necessary to help your students make a meaningful movie.
Code: EB10

EB11 Developing Your Digital Photography Skills
Damian Bilinsky and Ron Shaluk
Don's Photo

This is the "I know the basics of my camera, but I want to know how to take better pictures" session.

Learn important aspects of digital photography such as:

- Getting the camera out of Automatic
- How are Portrait, Landscape, Sports settings different
- Brief explanation of Program, Aperture, Shutter and Manual settings
- ISO explained
- +/- Exposure compensation explained
- White balance explained

And other questions answered!

Participants are encouraged to bring their personal or school cameras to the presentations. A portion of the time spent is actual hands on instruction with the cameras and participants.

EB12 Extreme Web 2.0 Lesson Plan Makeover
Darren Kuropatwa
Daniel McIntyre Collegiate

Have you heard about blogs, wikis, podcasts or other web 2.0 buzz words? Have you heard about how student engagement and retention is impacted by leveraging the power of the internet and web 2.0 pedagogies? Have you got a lesson plan that you think might be enhanced by accessing some of the latest technologies on the internet? Bring a lesson plan that includes a) What you do, b) What are desired LEARNING OUTCOMES and c) How you have done this in the past. We'll model how to give it a 21st Century Facelift so you can do the same with other lessons afterwards!
Code: EB12

EB13 Games as a Teaching Tool
Robin Debreuil
Debreuil Digital Works

This session will cover a range of free tools available for teachers, which can be used to leverage a students 'generally unhealthy' obsession with computer games and social contexts. Games can be used to explore the obvious math, art and programming, but can also complement virtually all courses. As an example we will explore making a simple Facebook application, and how applying 'social studies' skills is the key to this genre (as opposed to math skills). The emphasis will be on practical projects that students can actually complete first, and build on later.
Code: EB13

EB14 Website Design With Adobe Dreamweaver
Mark Nelson
School of Learning Innovation, Red River College

The workshop begins with a brief orientation to Dreamweaver and then quickly proceeds to creating a simple Web site. In this workshop we will create a layout, add text content, place images on the pages, and then add customizing links. In addition, we will also take a look at how to easily apply CSS to your Dreamweaver layouts and begin to discover many time saving techniques that Dreamweaver brings to web design.
Code: EB14

3:15–3:30 p.m.
Closing (prize draws)

Conference and Membership Information

EBIT membership*
Full/regular $30.00

Student $15.00

Other $15.00
(Associate/Retired Paraprofessional)

*Please note membership fees are in addition to the conference fee.

Full-day conference fee
EBIT member $40.00

Student member $20.00

Non-member $65.00

Student non-member $30.00

Other member $30.00
(Retired Paraprofessional)

Other non-member $50.00

Lunch is included in registration fee for full day participants.

Half-day conference fee (no lunch)
EBIT member $30.00

Student member $15.00

Non-member $40.00

Student non-member $25.00

Other member $20.00
(Retired Paraprofessional)

Other non-member $40.00

Registration

Late registration
Registrations postmarked after November 1, 2008 will be assessed $5.

Please register online at **www.myebit.org** and send cheque or money order payable to EBIT to:
Susana Hawryshko
736 Main Street
Winkler, Manitoba   R6W 4C8
Phone: 204-325-8008
Fax: 204-325-5894
Or mail registration form with payment to the above address.

Conference information should be directed to:
Nancy Valenta
720 Alverstone Street
Winnipeg MB   R3E 2H1
Phone: 204 783-7131
Fax: 204 783-9286
E-mail: nvalenta@wsd1.org

EBIT Executive

President
Susana Hawryshko
Garden Valley Collegiate
736 Main Street
Winkler, MB R6W 2K3
Bus: 325-8008
Fax: 325-5894
Email: shawryshko@mts.net

Past President
Rachelle LeRoux
Shaftesbury High School
2240 Grant Avenue
Winnipeg, MB R3P 0P7
Bus: 888-5898
Fax: 896-5492
Email: rleroux@mts.net

President Elect
Nicole Belanger
Dakota Collegiate
661 Dakota Street
Winnipeg, MB R2M 3K3
Bus: 256-4366
Fax: 257-4347
Email: belanger@mts.net

Treasurer
Neil Ens
Westgate Mennonite Collegiate
86 West Gate
Winnipeg, MB R3C 2E1
Bus: 775-7111
Fax: 786-1651
Email: nens@westgatemennonite.ca

Secretary
Paula Amaral
Dakota Collegiate
661 Dakota Street
Winnipeg, MB R2M 3K3
Bus: 256-4366
Fax: 257-4347
Email: pamaral@mts.net

Curriculum Representative
Angela Baraniuk
Dakota Collegiate
661 Dakota Street
Winnipeg, MB R2M 3K3
Bus: 256-4366
Fax: 257-4347
Email: angela.baraniuk@lrsd.net

Web Maintenance Representative
Chad Halstead
Fort Richmond Collegiate
99 Killarney Avenue
Winnipeg, MB R3T 3B3
Bus: 275-7520
Fax: 261-7624
Email: chalstead@pembinatrails.ca

Web Designer
Dave Reece
Tec Voc High School
1555 Wall Street
Winnipeg, MB R3E 2S2
Bus: 775-8985
Email: dreece@wsd1.org

Editorial Representative
Nicole Belanger
Dakota Collegiate
661 Dakota Street
Winnipeg, MB R2M 3K3
Bus: 256-4366
Fax: 257-4347
Email: belanger@mts.net

Public Relations
Lisa Martins
St. Maurice School
1639 Pembina Highway
Winnipeg, MB R3T 2G6
Bus: 452-2873
Fax: 452-4050
Email: lmartins@stmaurice.mb.ca

RRC Representatives
Cynthia Zelenewich
Janice Hamm
Darryl McRae
Red River College
2055 Notre Dame Avenue
Winnipeg, MB R3H 0J9
Email: czelenew@rrc.mb.ca
           jhamm@rrc.mb.ca
           dmcrae@rrc.mb.ca

SAG Representative
VACANT

Student Representative
VACANT