



Technology in Schools S6: Gamification

Facilitator(s):	Janet Bell
Date:	May 11, 2021
Time:	4:00 pm – 6:00 pm
Cost:	\$20.00
Location:	Virtual
Type:	Webinar
Session Code:	21-TI-208

About this Learning Opportunity

Please note: the webinar information (link and how to access the webinar) will be emailed to you 2 hours prior to the webinar start time (MDT). If you have not received the webinar link by then, please email info@erlc.ca.

Technology in Schools S6: Gamification

- ESports, Breakouts, Bitmoji Classrooms and other emergent trends (TBC)

About the Facilitator(s)

An English teacher originally, Janet's career evolved over the years from classroom teacher to consultant, co-leading edtech integration across the province as a member of the 2Learn.ca and ARPDC provincial teams, to school and district leadership as a Department Head at Lillian Osborne High School and a TIPS (Technology Integration and Planning Supports) Consultant with Edmonton Public Schools. A Google Certified Trainer and SMART Certified Trainer, these days Janet brings both vision and practical strategies to help support your integration of G Suite and SMART Learning Suite, reputable third-party applications, makerspaces, digital citizenship and more, within today's emergent and shifting learning spaces. In her spare time, she enjoys the four generations of her family.

This learning opportunity is being subsidized through funding from Alberta Education.