Thoughts on Bored and Brilliant by Manoush Zomorodi  

Has your smartphone become your BFF? Do you feel bored when you're not checking Facebook or Instagram? Bored and Brilliant: How Spacing Out Can Unlock Your Most Productive and Creative Self explains the connection between boredom and original thinking, and explores how we can harness boredom's hidden benefits to become our most productive selves.


I spend a lot of time driving and have developed the habit of listening to audiobooks through Audible. Our #ucet18 keynote speaker, Manoush Zomordi, has a book out and I added it to my queue. Last month I had the chance to listen and really enjoyed it. Manoush does the narration and is very engaging. Bored and Brilliant helped me re-examine my tech usage and introduced me to a new game, Two Dots.

Basically the book expands on some of the Bored and Brilliant interactive challenge from the Note to Self podcast. This challenge had a different task for each day:

- In Your Pocket
- Photo Free Day
- Delete That App
- Take a Fauxcation
- One Small Observation
- Dream House

The two challenges that really got me thinking were In Your Pocket and Delete That App. The first challenge asks that you keep your phone out of sight any time you are traveling. I started thinking about how often I pull my phone out of my pocket when I'm standing in line, walking in the hall at work or sitting in the car while someone else is driving. Ten years ago that wasn't even an option. I usually had a book in my hand though. This new trend of 'wexting', walking and texting, just looks a little different for me. Back in the day, I would walk and read. I was pretty good at spotting tree limbs and signposts out of the corner of my eye. Now the behavior hasn't really changed, just the item in my hands. I knew this would be something to ponder over the next month.

This In Your Pocket challenge also led me directly into the Delete That App challenge. The main app I use on my phone is the Kindle app. So, I decided to delete the Kindle app from my phone and tablet. There are still actual books in the world. I also still have every library card I've ever been issued. With the Kindle app deleted and all my social media apps moved to the second screen instead of the first, I was ready to spend a day without checking my phone so often. I've only had the apps missing/moved for one week. I can already feel a difference in how often I use my phone. The added bonus is now all my nieces and nephews can see me reading again instead of just looking at my phone. They are used to seeing me with books in years past. As I've moved more and more of my reading to Kindle it's hard to tell from across the room that I'm reading a book on my phone rather than scrolling through Facebook. How can I still show kids that reading is important to me? I can read picture books to the younger kids but the teens won't sit for a story any longer.

Another decision I made as part of this challenge was to purchase a Kindle Paperwhite. This way I can still carry hundreds of books in my hand which makes me feel happy. It also looks completely different from the phone and tablet I already have. This is a visual cue that I am reading a book. This change has already sparked some discussion with the kids on what new device I have, why I bought it and why I decided a change needed to be made. It has also sparked more discussion on why and how we should use our phones.

All in all, I enjoyed listening to this book and plan to listen to the podcast episodes, the TED Talk, and check out the new projects; Privacy Paradox and Infomagical. I know there are so many pros and cons with technology and I appreciate the challenging ideas put forth by people who enjoy tech as much as I do.
EdSurge in Utah  By Derek Larson

On Tuesday, October 17, 2017, Utah educators had the opportunity to share some of the awesome things happening in our state with Molly Levitt, the Community Manager for EdSurge, an online resource for education and technology.

EdSurge, in collaboration with the Chan-Zuckerberg Initiative, has been traveling around the country talking with educators all about how their state is working with personalized learning as well as helping to connect different educators to form a wider based professional learning network (PLN).

The event was hosted at Access Salt Lake, a co-working space designed for the entrepreneurial ecosystem in downtown Salt Lake City. It was an evening full of lively discussions and networking as there were classroom teachers, building administrators, district administrators and even state leaders present. Levitt hopes that this isn't the only time this group gets together as there are many more discussions to be had to help move education along and increase our abilities as educators to help students succeed.

Toot Toot  -  By Leslie Lewis

Salt Lake City School District hates to toot their own horn but we do have to admit that we had great fun planning and implementing CForum in our district on Friday, December 1st. Our amazing Benevolent Overlord, Sallie Warnecke, bought 6 Breakout EDU boxes for our department. We found a great Breakout EDU activity based on the movie The Christmas Story from 1983. We put it all together and added our special Twisted Sister spice to it creating something uniquely Kerazzzy!

The Breakout EDU kit is a unique collection of resettable locks, boxes, and items that can be used to play 100's of immersive learning games. Team building, problem solving, research skills, logic, perseverance in the face of failure, communication skills, out-of-the-box thinking, are a few of the processes and skills needed to puzzle out these mysteries.

Explore the Power of Breakout Edu!
Present at the UELMA 2018 Conference - Share What You Know! By Leslie Lewis

Have you taught a great lesson or professional development session in your library recently? Have you attended a state or national conference and returned inspired by new ideas? Have you experimented with technology, genre-fication, Breakout EDU, book speed dating, or something else that you are excited about? Do you have tips that we could all use? Then we need you to present at the UELMA 2018 Conference!

There are a variety of ways to present at the Conference and you choose what fits for you. You may sign up to present a session. Sessions range from the standard 45 minutes to the shorter 30 minute sessions that we introduced last year. We are also introducing an Idea Lab, a technology “poster session”. You create a 5-10 minute slide show presentation on your topic and are set up as a station. Attendees browse the presentations and come away with great ideas! Sessions may have co-presenters and may be on all levels of library experience.

Presentation Proposal
https://goo.gl/forms/np2AakzjmeD61wdz2

Idea Lab Proposal
https://goo.gl/forms/qNCqG73uWi4cDjuA2

Proposals are due by December 20, 2017. Once submitted, they may be modified until January 10, 2018. So, submit a proposal today! The forms are also available on the UELMA website, www.uelma.org. We look forward to receiving your submissions.

#ucet18 Registration Live! by Tricia Jackson

UCET 2018 registration is now live! Reserve your spot now! Start looking for our #YOUcet posters in your building. Share this great news with your friends, neighbors, and countrymen. Remember the Early Bird deadline is February 1. Presenter proposals are due December 22.

Registration Links
- Main - http://tinyurl.com/ucet18
- Vendor - http://tinyurl.com/ucet18-vendor
- General - http://tinyurl.com/ucet18-general
- Proposal - http://tinyurl.com/ucet18-presenter

Early Bird Registration (Early bird registration ends February 1)
- $60 for both days
- $40 for one day

Regular Registration
- $70 for both days
- $50 for one day

College Student Discount
- $30 for both days (early bird)
- $40 for both days (regular)
Create, Share and ReUse Interactive HTML5 Content in Your Browser or Learning Management System!

Supercharge your website with H5P: https://h5p.org makes it easy to create, share and reuse HTML5 content and applications. H5P empowers everyone to create rich and interactive web experiences more efficiently - all you need is a web browser and a web site with an H5P plugin. Or you can use the embed code to insert interactive content into your website or learning management system (LMS).

Mobile friendly content: H5P content is responsive and mobile friendly, which means that users will experience the same rich, interactive content on computers, smartphones and tablets alike.

Share rich content: H5P enables existing CMSs and LMSs to create richer content. With H5P, authors may create and edit interactive videos, presentations, games, advertisements and more. Content may be imported and exported. All that is needed to view or edit H5P content is a web browser. Rich content, applications and content components may be shared here on H5P.org.

Free to use: H5P is a completely free and open technology, licensed with the MIT license. Demos/downloads, tutorials and documentation are all available for users who want to join the community.

This is an awesome, free tool for educators! Watch the following video tutorial about using H5P from the Technology for Teachers and Students YouTube channel!

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Examples and Downloads

H5P makes it easy to create interactive content by providing a range of content types for various needs. Preview and explore these content types here.

You can create interactive content by adding the H5P plugin to your WordPress, Moodle or Drupal site, or you can create content directly on H5P.org and embed it on your website.

Check out the author guide to get started.
Train Like the
#TeacherOnBoard

Audience: Elementary Educators and Students

Contact: JSC-STEMonStation@mail.nasa.gov

Mission X: Train Like an Astronaut is an international educational challenge focusing on fitness and nutrition. Teams of elementary students learn principles of healthy eating and exercise, compete for points and get excited about space. Lead your students in fun activities including Touchdown Charlie, What’s Your Space Height and many more.

Find more ways to bring NASA into your classroom during NASA’s A Year of Education on Station, a celebration of an almost 12-month presence of a teacher aboard the International Space Station.
**POLAR-PALOOZA: The Importance of the Polar Areas**

**Audience:** Educators of Grades 4-12  
**Event Date:** Dec. 12, 2017, at 6:30 p.m. EST  
**Contact:** karen.c.roark@nasa.gov

Join the NASA STEM Educator Professional Development Collaborative at Texas State University for free 60-minute webinar. Polar-Palooza is a multimedia effort to explain the importance of the polar areas and clear up misconceptions some may have about them. Sponsored by the National Science Foundation and NASA, the project brings the poles to life through stories told by scientists who travel to and study them, and through hands-on classroom activities. Online registration is required.

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**NASA’s Langley Research Center 2018 Art Contest**

**Audience:** K-12 Students in the U.S.  
**Entry Deadline:** Dec. 31, 2017  
**Contact:** larc-art-contest@mail.nasa.gov

Calling all artists, grades K-12! NASA’s Langley Research Center invites you to take part in its 2018 Art Contest. The theme for this year’s contest is “The Next 100 Years.” Artwork entries may consist of drawings, paintings, mixed media and digital creations. Prizes will be awarded to the top entries in each grade level. Plus a grand prize winner will be chosen from all contest entries. Each entry will receive a certificate of participation.

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**Free Program -- Cubes in SpaceTM**

**Audience:** Students Ages 11-18 and Educator Mentors  
**Registration Deadline:** Feb. 2, 2018  
**Contact:** info@cubesinspace.com

NASA’s Wallops Flight Facility and Langley Research Center, along with the Colorado Space Grant Consortium and idoodledu, inc., are offering a free STEAM education program for students ages 11-18. Cubes in Space™lets students design and compete to launch an experiment into space. Selected student-designed payload cubes will be launched via a sounding rocket from Wallops Flight Facility in Virginia, in late June 2018 or from a high-altitude scientific balloon from NASA’s Columbia Scientific Balloon Facility in New Mexico in late August 2018.
goosechase edu

https://www.goosechase.com/edu/

The types of scavenger hunts you can create with GooseChase EDU are only limited by your creativity. In language arts, try a vocabulary scavenger hunt; for the word "encumbered," students could snap a picture or take a short video of themselves carrying too many things. If students are studying using evidence from text, have them snap photos that back up a certain topic sentence. In math, students can find and submit photos of different geometric shapes or their solutions to problems. Teams could also submit videos (the maximum length is 15 seconds) explaining concepts like divisibility rules or strategies for multiplication facts. In science, students could find different elements around the school or go outside and search for different vegetation and wildlife. Physical education teachers might have students record short videos of different badminton or volleyball skills. World language teachers could have teams submit short conversations, or they could name objects in a foreign language and have students submit photos of those objects.

Paid versions open up even more possibilities, including scavenger hunts for individual students and the ability to run an unlimited number of games at a time. After completing a GooseChase, it's a good idea to bring the class together to process some of the findings. (Source: CommonSense Education)
The Utah Coalition for Educational Technology Executive Committee and Board of Directors wishes you a joyous Christmas season and a happy new year!

Learn how to upload your digital music library to the free Google Play Music Library so that you can listen to your music collection in the cloud, on any computer that you sign into and on your mobile devices. Those songs would also be playable on a Google Home or Google Home Mini device. This video also explores the potential educational applications of the Google Play Music Library. Below the YouTube video, there are links to the music and devices mentioned in the video if you’d like to learn more:

Learn how to use the website Blended Play to create your own customized educational games for your students to play, or for use with family and friends. Blended Play makes it simple for you to enter your curriculum questions into the website and then import those questions into any of the games on the site. This is a great way to play unique, creative games customized to your curriculum.