

Ideas for Making Technology and Engineering More Marketable In Schools

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« Making and Publishing iBooks from Start to Finish – NJECC 2014

App Review: Truss Mel »

Hallway Sitting Duty

By Dave Janosz, on February 27th, 2014



To kick off a new blog category that I will use to post rants about education in general, I'll focus on one of my pet peeves about schools, which is what I like to call "Hallway Sitting Duty." Walk into any school and you will find various professionals that are made to sit in the hall for any given period of time, usually to pester kids for their hall pass (which is another relic I'll deal with at another time). Having done this for hours over my career, I can't recall ever doing anything I'd consider to be critical while on hall duty.

If it's that important for someone to see whatever it is the hallway monitor person can see, put a camera there instead. Not only is this kind of activity insulting to someone that spent four years in a college classroom and most likely more to get an advanced degree, it is borderline demeaning. Teachers certainly have better things to do and accomplish in another place in the school to support their students.

If you're the type that's more convinced by numbers, let's explore the dollars and cents. The average teacher's salary in the US in 2013 was \$56,383. A typical teacher might work 1,260 hours a year in school (not counting any time they spend on work outside of the school). So, that comes to about \$45 per hour. In the seven hours school is in session per school day it's costing the school district \$315 per day for each hall monitor post. That's a total of \$56,700 per hallway post, which is FRIGHTENINGLY close to the average teacher salary per year, isn't it? So, yes, take the number of hallway monitor spots in a building and yes, it is costing a full year teacher's salary to have EACH one of them. Today, a pretty

capable camera system will run about \$100 per camera on average or less.

So, let's dedicate this lost resource of time and money to some other professional needs. These folks could be coaching instruction or helping colleagues with technology instead.

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James Santana @JSantanaNVD 5 Nov
Thanks to Senator Booker for spending time at NVD today. pic.twitter.com/3qLsCsGSRI
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HOME ABOUT REFERENCE DOCUMENTS FAQ SUPPORT SYSTEMS PORTAL CONTACT

Instructional Practices

The eight instructional practices outlined below will provide focus for Professional Development for teachers through our 1:1 laptop initiative.

Web-Based Lessons

Advantages- student access 24/7, never forget or lose assignments. Can review lessons when necessary. Go over what they didn't understand or to review for assessments. Pacing is at the individuals' choice. (Differentiation)

Challenges- developing the lessons or selecting appropriate materials for the lessons. Making sure they are at the proper level of instruction. Training (PD) required.

RECENT POSTS

[Full Deployment Reached](#)
[Procedure for Requesting Approval for Software to Be Used for 1:1](#)
[Procedure for Approving Blocked Websites \(Whitelisting\)](#)
[Wait List Deployment](#)
[Temporary Loaner Program](#)

ARCHIVES

tech.nvnet.org



Ms. Conners wrote several essential terms on the shitboard.

terms on the shitboard.

Brand **Perception**



Brand **Perception**

Brand **Promise**



Brand **Promise**

Brand **Expectations**



Image Credit: Maebmij

Brand **Expectations**

Brand **Elements**



Image Credit: Sebastian Bergmann

Brand **Elements**

Your Brand **Perception**

Part 1

What is the perception of your program in your school today?

Your Brand **Perception**

Part 2

What do you **WANT** the
perception of your program to be?

Your Brand **Promise**

Part 1

What is your promise to each and every student in your program?

Your Brand **Promise**

Part 2

What should parents **EXPECT**
when their child takes your class?

Your Brand **Elements**

Part 1

Do the names of your department and courses match the perception, promise, and expectations you want?

Your Brand **Elements**

Part 2

Does your facility match the perception, promise, and expectations you want?

1. Ingenuity

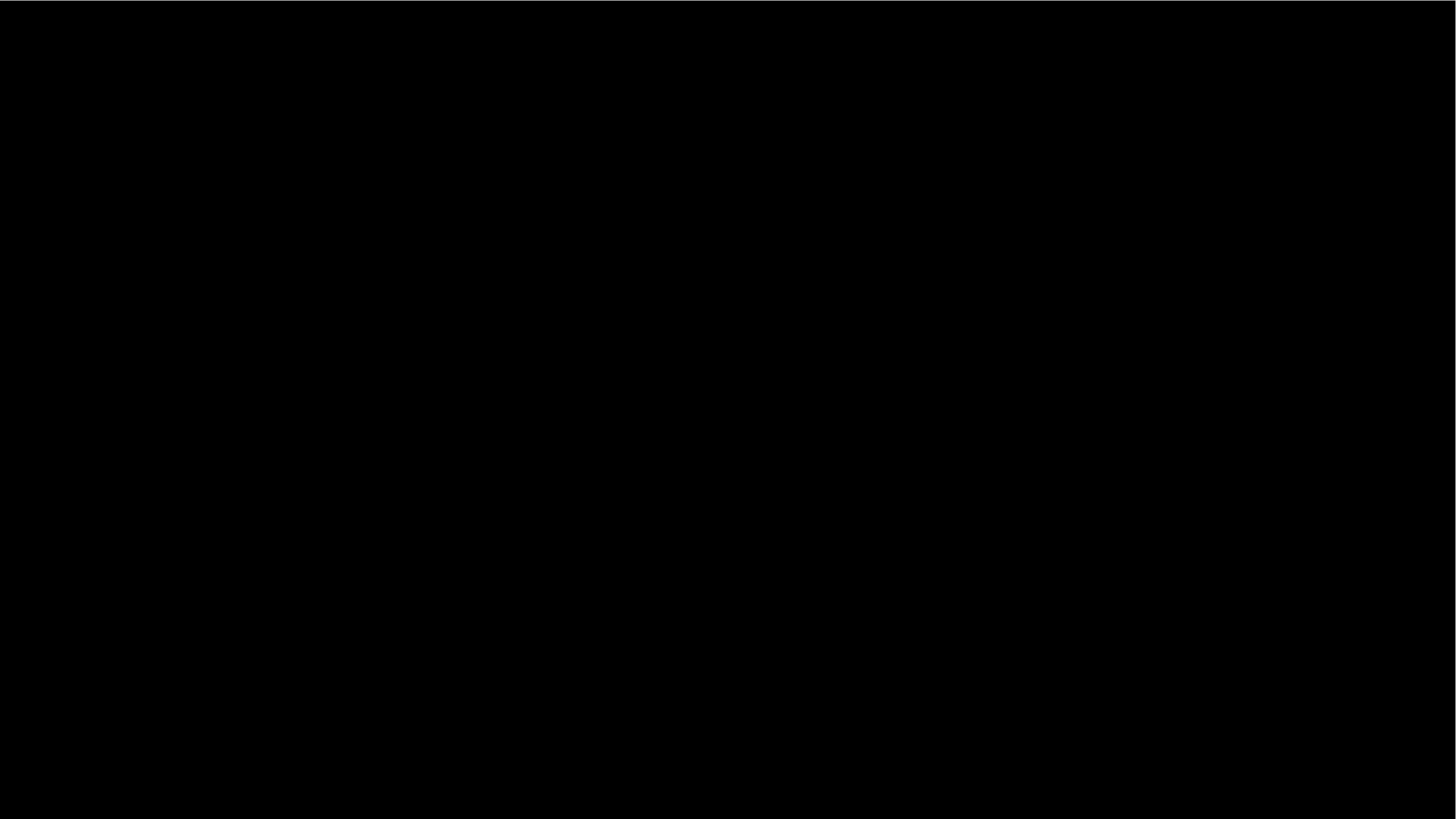


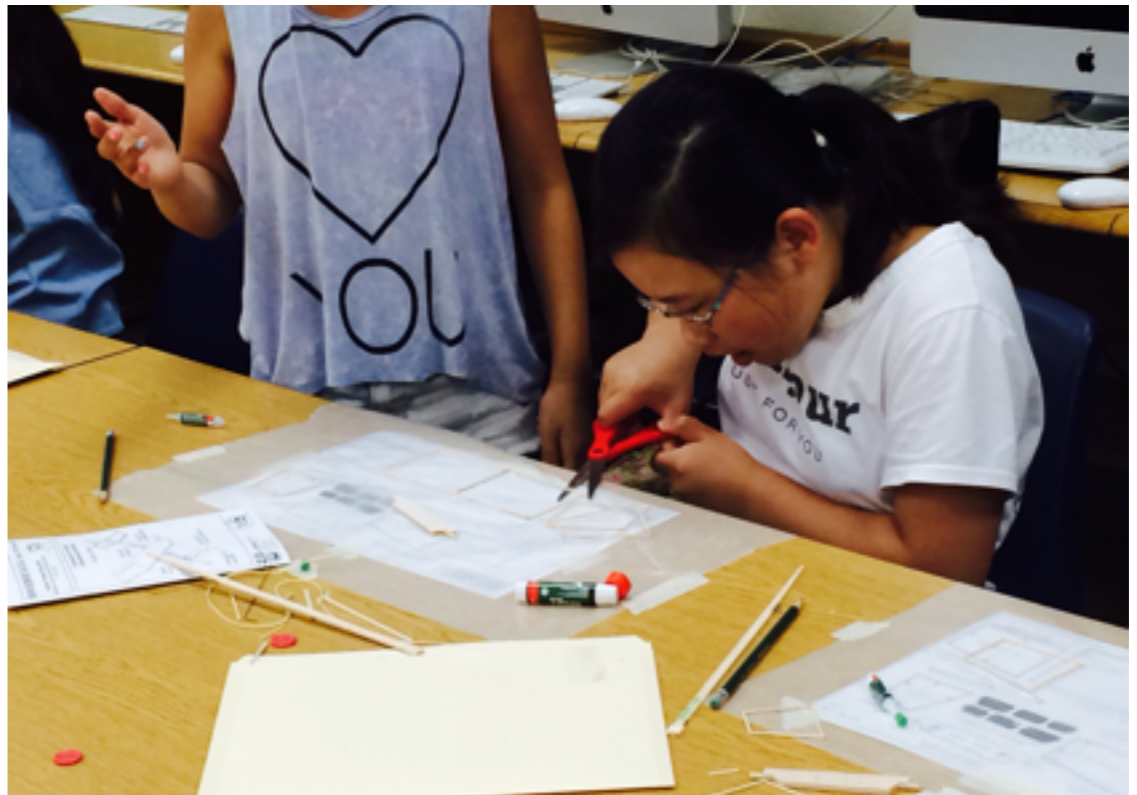
INGENUITY

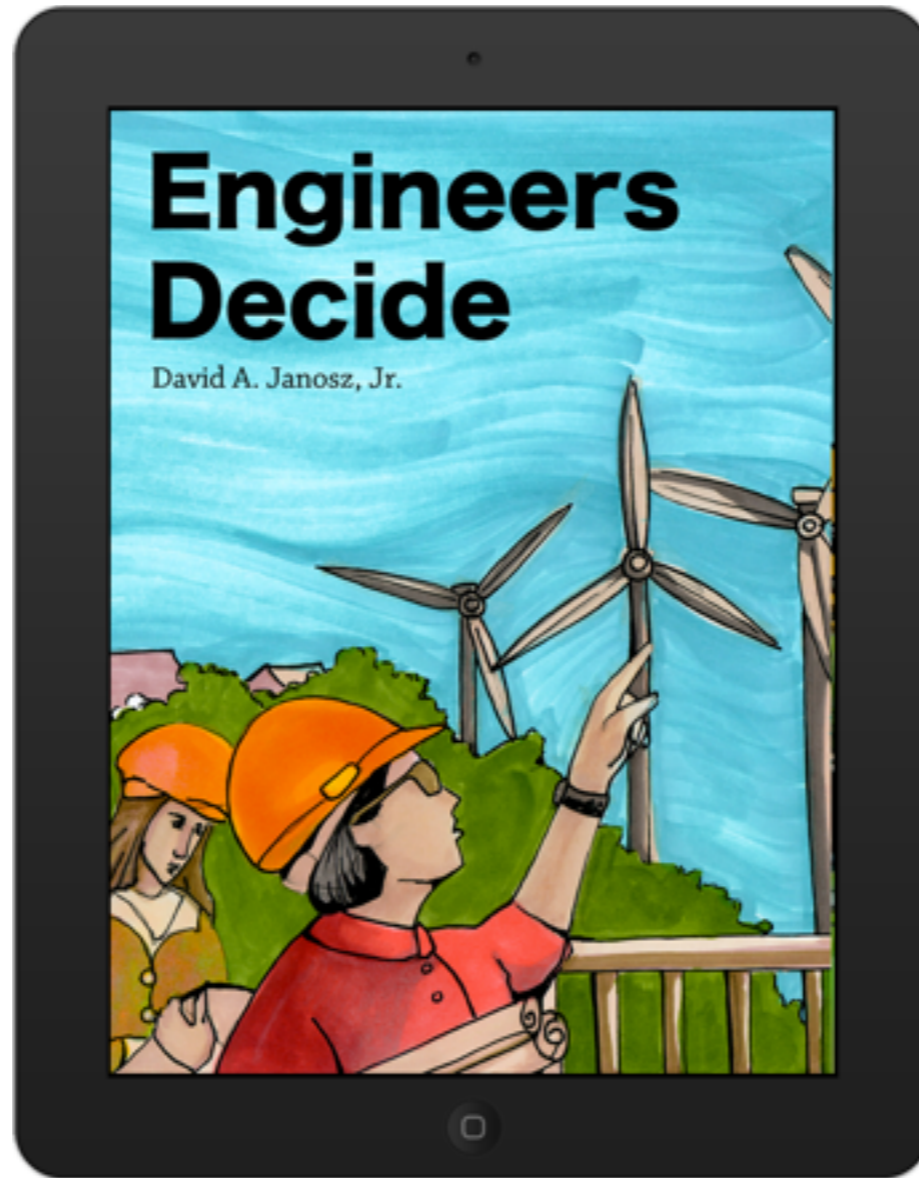
When you think your smart its all downhill from here.



2. Female Students







tinyurl.com/engineersdecide







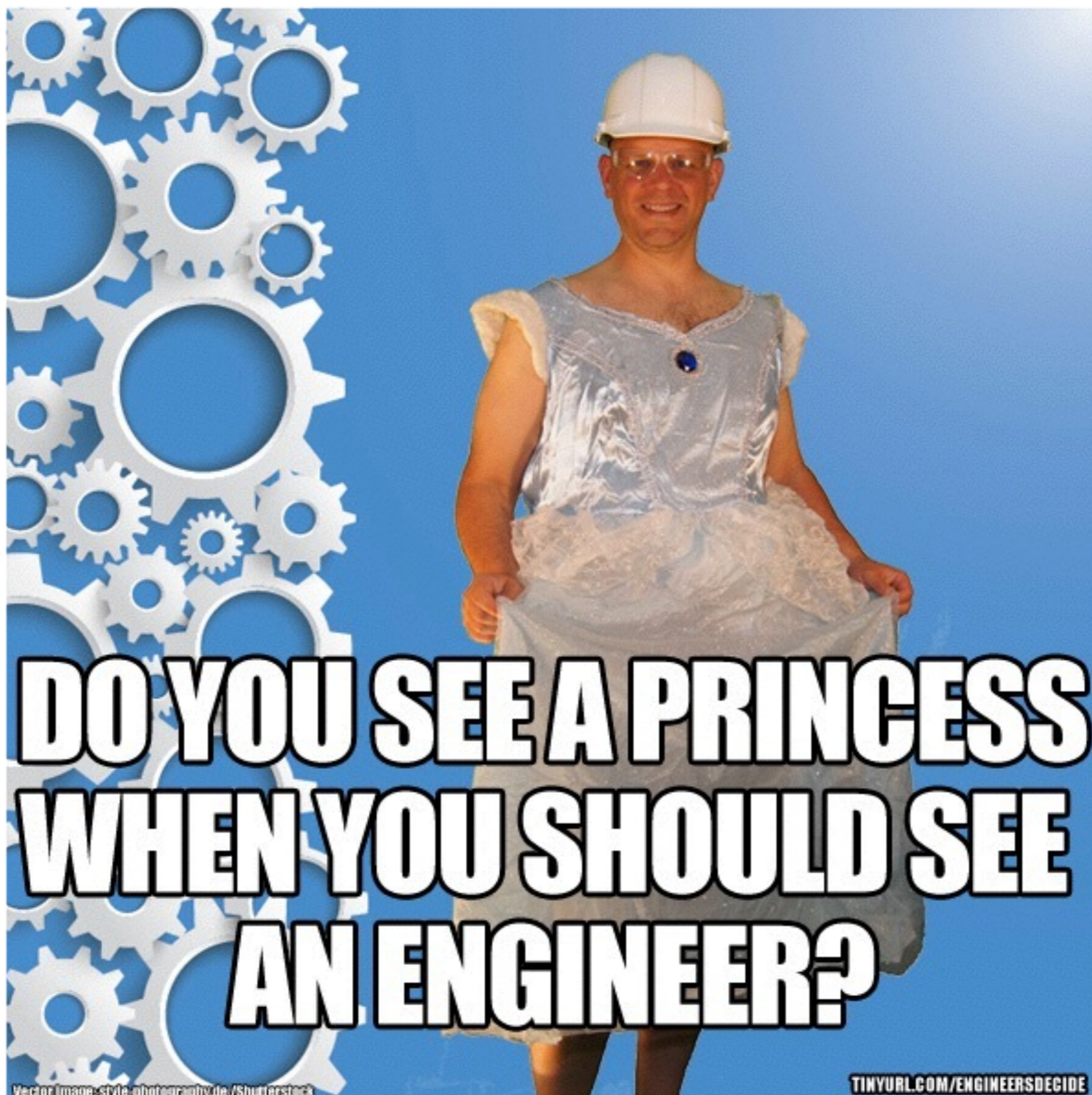








3. Social Media



**DO YOU SEE A PRINCESS
WHEN YOU SHOULD SEE
AN ENGINEER?**



4. 3D Printing



Northern Valley Regional High School – Old Tappan – Official Page

February 5

NVOT is closed February 5, 2014 due to the weather. All after school sports, activities, and meetings are also cancelled.

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13

766 people saw this post

Boost Post



Northern Valley Regional High School – Old Tappan – Official Page shared a link.

February 13



Northern Valley Regional High School Musical Productions

www.nvotmusical.org

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787 people saw this post

Boost Post




Northern Valley Regional High School – Old Tappan – Official Page shared Cory Booker's photo.

Posted by Dave Janosz [?] · April 15

Speaking at my alma mater Northern Valley Regional HS – Old Tappan



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 Michael Bucceroni, Rob DeBrino, Giovanna Giordano Williams and 99 others like this.




Write a comment...



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February 6

3D Printing Comes To the Technology Education Department

When a MakerBot 3D printer arrived in the Technology Education department in January, senior Matt Tancer had an instant resource for a project he is working on in his Theory of Produ... [See More](#)



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Northern Valley Regional High School -

Demarest - Official Page

February 6 

3D Printing Comes to the Technology Education Department


When a MakerBot 3D printer arrived in the Technology Education department in January, senior Jake Sheinman was instantly intrigued. Over a recent school break he had taken a trip to... [See More](#)



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 15

1,656 people saw this post

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5. Coding

- h NSRulerMarker.h
- h NSRulerView.h
- h NSRunningApplication.h
- h NSSavePanel.h
- h NSScreen.h
- h NSScroller.h
- h NSScrollView.h
- h NSSearchField.h
- h NSSearchFieldCell.h
- h NSSecureTextField.h
- h NSSegmentedCell.h
- h NSSegmentedControl.h
- h NSShadow.h
- h NSSharingService.h
- h NSSimpleH...Typesetter.h
- h NSSlider.h
- h NSSliderCell.h
- h NSSound.h
- h NSSpeechRecognizer.h

```
@interface NSShadow : NSObject <NSCopying, NSCoding> {
    /*All instance variables are private*/
    NSUInteger _shadowFlags;
    NSSize _shadowOffset;
    CGFloat _shadowBlurRadius;
    NSColor *_shadowColor;
    CGFloat _reservedFloat[3];
    void *_reserved;
}

- (id)init; // designated initializer, returns a default

- (NSSize)shadowOffset; // offset in user space of the shadow
    positive values are up and to the right
- (void)setShadowOffset:(NSSize)offset;

- (CGFloat)shadowBlurRadius; // blur radius of the shadow
- (void)setShadowBlurRadius:(CGFloat)val;

- (NSColor *)shadowColor; // color used for the shadow (0)
- (void)setShadowColor:(NSColor *)color;

- (void)set;

@end
```

6. Entrepreneurial Thinking

INGENUITY  CHALLENGE™

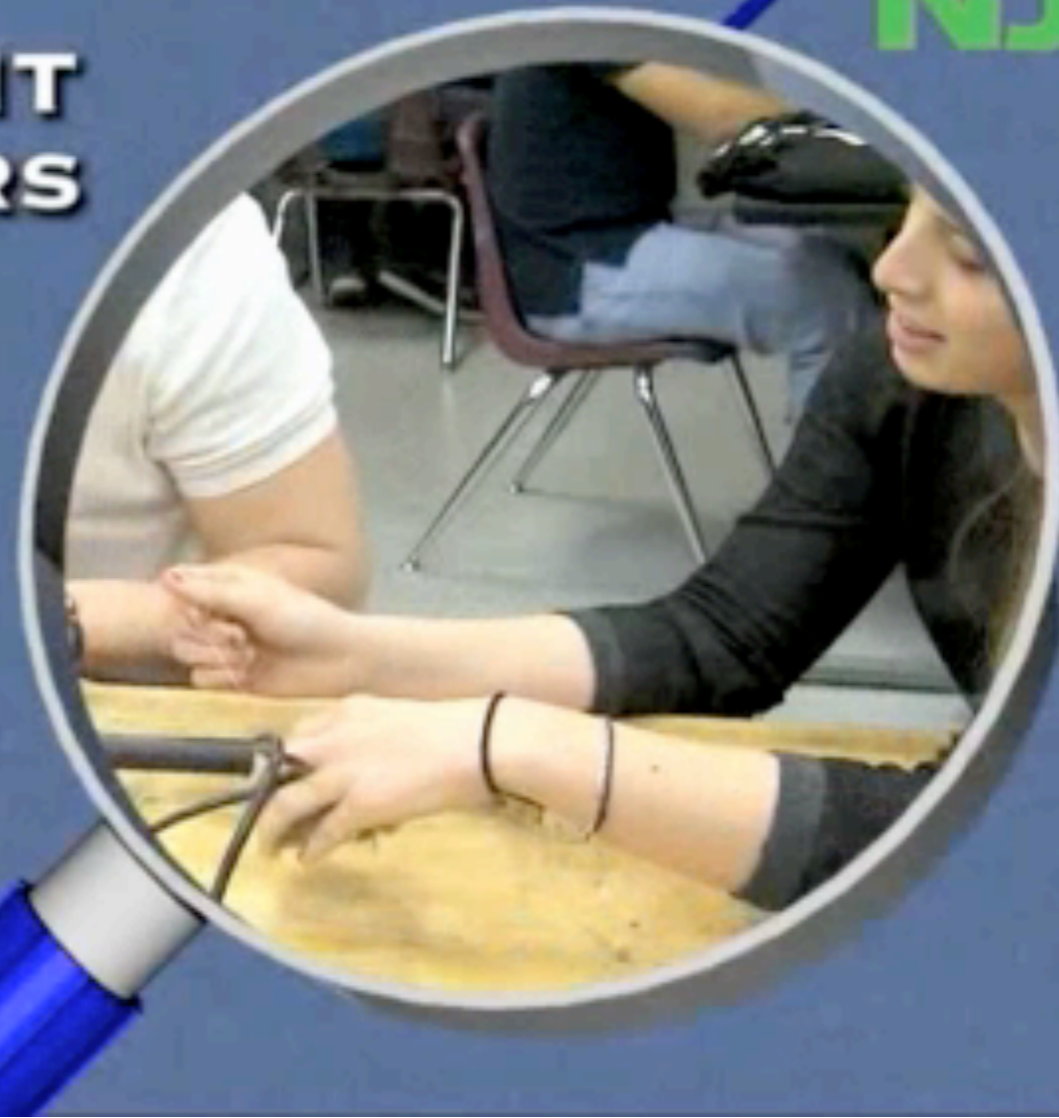
TEACHING INVENTION, INNOVATION AND ENTREPRENEURSHIP

www.ingenuitychallenge.org

classroom
CLOSEUP
NJ

HIGH POINT INNOVATORS

produced by
Adam Bauser



One Word



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