Marianne Malmstrom

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◯ 411 Shannon Court, Engelwood, NJ 07631 USA

Teaching & Learning Focus

Exploring the connection between play and learning.

Examining the learning naturally embedded in students' personal and social use of technology (without teacher intermediation) and using that as a blueprint to design modern learning spaces.

Advocating for student agency and self-directed learning.

Transforming pedagogical practice through students and teachers forming co-learning partnerships.

Creating partnerships with developers to construct more meaningful learning experiences through solving real problems using technology.

Using virtual worlds and multiplayer online games as platforms for modeling, developing and practicing healthy community norms in digital spaces.

Work History

Educational Technology Consultant 2004-2015
Knowclue, Englewood, New Jersey

Recognized as a leader in the use of virtual environments, digital games and multimedia in education. As a consultant, helps educators redefine virtual and game environments by turning them into innovative student-centered learning environments and play spaces.

- Teacher Fellow, Filament Games
- Hackathon Mini creator and organizer. Designed the first model for a scaled hackathon for students in grades 5-8
- International speaker: Auckland uLearn Spotlight, Brisbane Serious Play Symposium Keynote, Virtual Worlds Best Practices in Education Opening Keynote
- Established XPGalaxy and facilitated youth-led "Minecraft Institute of Technology"
- Consultant on the link between play & learning and youth-led learning; provided workshops utilizing Minecraft as an exemplar at uLearn, ISTE, Mac ICT, QSITE conferences
- Professional learning network development: EduMachinima Fest, ISTE Second Life, teacher gaming networks, Twitter chats
- Active blogger and guest writer: followthelearning.com, netfamilynews.org, Learning & Leading: Point/ Counterpoint

Primary-Intermediate Technology Teacher-Integrator 2004-2015
The Elisabeth Morrow School, Englewood, New Jersey

- Designed original curriculum for emerging technology based on observations of technology use by students
- Designed a whole-child centered digital curriculum: including student-driven social-emotional learning, citizenship & safety, multimedia design and literacy resulting in several international video and machinima awards.
- Developed a school-based Makerspace: design thinking, 3D design and printing, augmented reality, game design, challenge-based engineering design, independent student-driven projects.
- Collaborated with students in school, afterschool and summer programs to develop and sandbox-test innovations in learning: LEGO Universe, Minecraft, OpenSim, Playing Mondo
- Coached faculty on integrating technology with curricular goals, facilitated independent exploration and implementation of digital pedagogy and mentored teacher-student collaborations.
- Oversaw all aspects of yearbook design and production, including mentoring student editors

Primary Classroom Teacher 1991-2004
The Elisabeth Morrow School, Englewood, New Jersey

Worked collaboratively with colleagues to design original interdisciplinary curriculum and projects.
- "New Colony Project"
- "Engineering Strong Structures"
- "Million Penny Project"

Head Teacher 1989-1990
Vincente K. Tibbs Child Development Center, Englewood, NJ

Head Teacher 1985-1989
Japanese Children's Society, Ridgefield Park, NJ

ESL Teacher 1983-1985
Davis Public School District, Farmington, Utah

Head Teacher 1981-1983
International Preschool Institute, Sapporo, Japan

Professional Development

Professional Learning Network:
- Tweet Chats: #BFC530, #BFC630NZ, #EdTechBridge, #Games4Ed, #edchatNZ
- NZCER: Games for Learning
- Minecraft Educators Global
- Games4Ed
- ISTE Virtual Environments Network (ISTE VEN)
- New Jersey Educational Computing Cooperative (NJECC)
- Connected Learning Network
- Bergen Makerspace
- Learning Revolution
- ISTE in Second Life
- Quest Atlantis Educators
- World of Warcraft Teachers' Guild (founding member)

2015
- Self-organized tour of New Zealand schools to investigate implementation of National Curriculum
- CORE Education: uLearn15 and Permission to Play - Auckland, NZ

- Filament Game Fellowship, working in design studio - Madison, WI
- Games in Education Symposium - Albany, NY
- Serious Play Conference - Pittsburgh, PA
- ISTE15 Annual Conference - Philadelphia, PA
- Microsoft Minecraft Symposium (invitation only) - Los Angeles, CA
- Dept. of Education: Games in Learning Symposium (invitation only) - New York City, NY
- Twitter Chats: #BFC530, #EdTechBridge, #Games4Ed - online

2014
- Self-organized tour of schools in New Zealand and Australia
- Griffith University, Serious Play Symposium - Brisbane, AU
- Teachers In Front Symposium (invitation only) - Sydney, AU
- Mac ICT "Epic Learning" - Sydney, AU
- #EdChatNZ Conference - Auckland, NZ
- Learning Revolution Gaming in Education - online
- Serious Play Conference - Los Angeles, CA
- ISTE Annual Conference - Atlanta, GA
- NJAIS Biannual Professional Development Conference - Jersey City, NJ
- Digital Media & Learning Conference - Boston, MA
- gamesMOOC Minecraft Unsymposium - online
- EdCamp New Jersey - North Brunswick, NJ

2013
- Master Class: World Peace Game with John Hunter - Charlottesville, VA
- iNACOL Annual Conference - Orlando, FL
- ReinventED: Unconference at Black Mountain Sole - Asheville, NC
- Games4Change Festival - New York City, NY
- Serious Play Conference - Redmond, WA
- TEDxNYED - New York City, NY
- EduCon - Pennsylvania, PA
- ISTE Annual Conference - San Antonio, TX
- NAIS Annual Conference - Philadelphia, PA
- 3DGameLab Teacher's Camp - online

2012
- NJAIS Biannual Professional Development Conference - Tinton Falls, NJ
- VWBPE Keynote: "Epic Win! Epic Fail" - March 2012 online
- ISTE Annual Conference - San Diego, CA
- EduCon - Philadelphia, PA
- Digital Kids Symposium - New York City, NY
- TEDxNYED - New York City, NY
- Games in Education Symposium - Troy, NY
- Games+Learning+Society (GLS) Annual Conference - Madison, WI
- Family Online Safety Institute Annual Conference - Washington D.C.

2011
- NAIS 'Teachers of the Future' Forum - online
- NJECC Annual Conference - Montclair, NJ
- Games4Change Festival - New York City, NY
- Games+Learning+Society (GLS) Annual Conference - Madison, WI
- Virtual Worlds Best Practices in Education (VWBPE) Annual Conference - online
- Family Online Safety Institute Annual Conference - Washington D.C.
- EduCon - Philadelphia, PA

2010
- ISTE - Denver, CO
- GenCon - Indianapolis, IN
- Digital Kids - New York City, NY

- EduCon - Philadelphia, PA
- Games in Education - Troy, NY
- NJAIS Biannual Conference - Lawrence Township, NJ
- Virtual Worlds Best Practices in Education (VWBPE) - online

2009
- NJECC Annual Conference - Montclair, NJ
- NECC (ISTE) Annual Conference - Washington DC
- EduCon - Philadelphia, PA
- Tech Forum's Annual Conference - Palisades, NY
- Digital Kids
- DEN in Second Life - online
- ISTE Speaker Series in Second Life - online
- ISTE EduVerse Talks - online
- Virtual Worlds Best Practices in Education (VWBPE) - online

2008
- Master Class: Digital Storytelling with Bernajean Porter - Estes Park, CO
- TIES Annual Conference - Minneapolis, MN
- NECC (ISTE) Annual Conference - San Antonio, TX
- NJECC Annual Conference - Montclair, NJ
- NJAIS Biannual Professional Development Conference - Hightstown, NJ
- November Learning: BLC Annual Conference - Boston, MA
- ISTE in Second Life - online
- DEN in Second Life - online
- Games4Change - New York City, NY
- EduCon - Philadelphia, PA
- Virtual Worlds Best Practices in Education (VWBPE) - online

2007
- NECC (ISTE) Annual Conference - Atlanta, GA
- Constructing Modern Knowledge with Gary Stager and Peter H. Reynolds - Atlanta, GA
- NJECC Annual Conference - Montclair, NJ
- Tech Forum's Annual Conference - Palisades, NY
- ISTE in Second Life - online
- Virtual Worlds Best Practices in Education (VWBPE) - online
- Atlas Curriculum Mapping training

1991-2006
- NECC (ISTE) Annual Conferences 2003-2006
- NJECC Annual Conferences 2003-2006
- NJAIS Biannual Professional Development Conferences 2002-2006
- Microcomputers in Education (MEC) Annual Conference 2005
- Master Class: Videography with Marco Torres - 2003
- Independent School Management (ISM) Advisory training - 2002
- Tech Forum's Annual Conference 2001
- Master Class: Constructing a Historically Accurate 17th Century Wood-Fired Kiln at the Plimoth Plantation Museum with Oliver Kent and David Dawson - 2001
- Integrated Curriculum training with Heidi Hayes Jacob - 1996
- Marilyn Burns Mathmatics training - 1994
- Diane Snowball's Process Writing training - 1993
- Orton-Gillingham training - 1991

Presentations, Workshops and Panels

2015
- uLearn spotlight: "Creating Space for Student-Driven Learning" - Oct, Auckland, New Zealand

- uLearn panel: moderated by Derek Wenmoth "What will it mean to be educated in 2050?" with Pam Hook, Barbara Cavanagh and Russell Burt - Oct, Auckland, New Zealand
- uLearn15 workshop: "Constructivist Games for Student-Driven Learning" - Oct, Auckland, New Zealand
- CORE Permission to Play workshop: "Minecraft: Constructivist Game for Student-Driven Learning" - Oct, Auckland, New Zealand
- Games in Education Symposium presentation: 'Creating Space for Student-Driven Learning" - Aug, Albany, NY
- Games in Education Symposium workshop: "Games4Ed Initiative" with Mitch Weisburgh, Steve Isaacs - Aug 2015 Albany, NY
- Serious Play Conference presentation: "Play to Pedagogy: How Game Play and Learning Interact" - July, Pittsburgh, PA
- Serious Play Conference workshop: "Games4Ed Initiative" with Mitch Weisburgh, Steve Isaacs, Michelle King - July, Pittsburgh, PA
- ISTE Conference presentation: "Learning Blocks 3.0" - June, Philadelphia, PA
- ISTE Conferene panel: moderated by Lisa Castaneda "Breaking Down the Classroom Walls: Creating Space for Student-Driven Learning" with Steve Isaacs and Mark Suter - June, Philadelphia, PA
- ISTE Conference workshop: "Minecraft: Mining the Learning, Crafting Meaning" - June, Philadelphia, PA

2014
- Learning Revolution Gaming in Education Conference, keynote: "Follow the Learning" - Oct, online
- Griffith University, Serious Play Symposium, keynote: "Follow the Learning" - Aug, Brisbane, Australia
- QSITE workshop: "Getting Playful" - Aug, Sippy Downs, Australia
- Mac ICT workshop "Epic Learning" - Aug, Sydney, Australia
- EdChatNZ Conference conversation: "Follow the Learning" - Aug, Auckland, New Zealand
- Serious Play Conference presentation: "Students as Game Developers" with Damon Hernandez - July, Los Angeles, CA
- Games For Change Festival panel: moderated by Nick Fortugna "Minecraft for Learning" with Martha Miracky (student), Barry Joseph, Bron Stuckey and Sasha Barab - April, New York, NY
- Serious Play Conference presentation: "Minecraft: Learning Blocks!" - July, Los Angeles, CA
- ISTE Conference presentation: "Learning Blocks 2.0" - June, Atlanta, GA
- ISTE Conference workshop: "Minecraft: Mining the Learning, Crafting Meaning" - June, Atlanta, GA
- EdWeb webinar: "Escape To Morrow: Minecraft as a Game Design Engine for Students" - April, online
- NJECC Annual Conference presentation: "Seeing is Believing… Or Is It?" - March, Montclair, NJ
- NJECC Annual Conference presentation: "Minecraft: Learning Blocks" - March, Montclair, NJ

2013
- GamesMOOC Minecraft Unsymposium Opening Event with my students : "Morrowcraft" - Dec, online
- National Association for online Learning (iNACOL) Conference panel: Moderated by Chris Haskel "The Future of Educational Games and Virtual Worlds" with Peggy Sheehy, Lucas Gillispie, Andrew Miller, - Oct, Orlando, FL
- ISTE presentation "Minecraft: Learning Blocks!" - June, San Antonio, TX
- ISTE workshop "Epic Leadership: Beyond the Hype of Gamification" Led by Peggy Sheehy and Kae Novak with Special guest Jane Mcgonigal - June, San Antonio, TX
- NAIS Speed Innovating presentation: "Minecraft" - March, Philadelphia, PA
- 3DGameLab & G.A.M.E "Playing it Safe" with Anne Collier - Jan, online
- EduCon: "Making the Impossible Possible" with Anne Collier and Peggy Sheehy - Jan, Philadelphia, PA

2012
- Virtual Worlds Best Practices in Education Conference (VWBPE) Keynote: "Epic Win! Epic Fail" - March, online
- Games in Education Symposium presentation: "MMOGs & Virtual Spaces that Inspire Student-Driven Learning" - July, 2012 Troy, NY
- Games+Learning+Society Conference Panel: 'Expanding the Conversation: How does playing online games foster safety?' with Anne Collier, Micah Malmstrom and Michelle King - June, Madison, WI
- G.A.M.E. It Takes a Guild: "Minecraft" - Sep, 2012 online
- Games MOOC: "Big G" Games Panel" - July, 2012 online
- Family Online Safety Institute Conference Panel: Moderated by Anne Collier "Virtual Safety in Online Worlds" with Tim Clark, Dan Nelson and Peggy Sheehy - Nov, Washington D.C.

2011
- Virtual Worlds Best Practices in Education Conference featured speaker with Lindy McKeown: "Machinima Through Multiple Lenses" - March, online
- Virtual Worlds Best Practices in Education Conference workshop: "A Call to Arms; Virtual Paintball with Elisabeth Morrow 8th Graders" - March, online
- Virtual Worlds Best Practices in Education Conference: "A Call to Alms; A Conversation with Churchill Fellow, Stephen Caldwell" - March, online
- Virtual Worlds Best Practices in Education Conference presentation: "A Call to Action; Lessons Learned from Working with Students in virtual worlds" - March, online
- Virtual Worlds Best Practices in Education Conference: "Saving the Universe; A Conversation with LEGO Universe Game Designer, Chris Brubaker" - March, online
- Games+Learning+Society (GLS) Annual Conference presentation: "Saving the Universe - LEGO Universe in School" - June, Madison, WI
- Family Online Safety Institute Conference Panel: Moderated by Jennifer Hanley "Responsible Gaming, Safety and Networking in Virtual Worlds" with Amy Pritchard, Susan Fox and Doug Park - Nov, Washington D.C.

2010
- Discovery Educators Network in Second Life presentation: "Machinima and 21st Century Literacy" - Oct, online
- GenCon presentation: "Machina… *What*? Gamer Videos Go to School" - Aug, Indianapolis, IN
- ISTE Annual Conference presentation: "Machina… *What*? Gamer Videos Go to School" - June, Denver, CO
- NJAIS Biannual Conference presentation: "21st Century is So Five Minutes Ago? Stepping into 3D Virtual Worlds" with Sarah Rolle - April, Lawrence Township, NJ
- Texas Distance Learning Association presentation: "'*Reel*' Learning in Virtual Worlds" - March 2010, online
- Virtual Worlds Best Practices in Education presentation: "'*Reel*' Learning in Virtual Worlds" - March, online

2009
- Kean University, 21st Century Learning: Virtual Worlds, Real Learning presentation: "Machinima: Gamer Videos Go to School" (with students) - Dec, Union, NJ
- Stockton College in Second Life presentation: "Machinima and 21st Century Literacy" - Dec, online
- Tech Forum presentation: "Building Literacy for a Visually Rich World" with Sarah Rolle - Oct, Palisades, NY
- ISTE Eduverse Talks in Second Life panel: Moderated by Kevin Jarrett "Living in the Virtual Moment" with Christie Thomas, Scott Merrick and Andrew Wheelock - Sept, online
- Games in Education presentation: "Machina… *What*? Gamer Videos Go to School" - Aug, Troy, NJ
- ISTE Speaker Series presentaton: "Machinima: More than Just a "Cool Tool" May 12 online
- NJECC Annual Conference presentation: "3D Virtual Reality in the Classroom" - March, Montclair, NJ
- NJECC Annual Conference workshop: "Your First Baby Steps in Second Life" with Sarah Rolle - March, Montclair, NJ

2008
- NECC (ISTE) Annual Conference workshop "MUVEing in Second Life" Led by Scott Merrick - June, San Antonio, TX
- TIES Annual Annual Conference spotlight speaker: "MUVEing Beyond Web 2.0" - Dec, Minneapolis, MN

2006
- NJAIS Biannual Conference presentation: "Real Teachers Talk About Real Applications of Multimedia That Work" with Sarah Rolle, Laura Keshishian, Carolyn Milne, Jackie Riley, Ann Winze - April, Lawrence Township, NJ

2005
- MEC Annual Conference presentation: "Multimedia in the Classroom" with Sarah Rolle - March, Tempe, AZ

Media

Videos and Podcasts

EDtalks: A CORE Education Initiative - March 4, 20146
    "Minecraft in the Classroom" -http://edtalks.org/video/minecraft-classroom

uLearn: CENZ Panel - Oct 9, 2015
    "What will it mean to be educated in 2050?" - Panel discussion with Pam Hook, Barbara Cavanagh, Marianne Malmstrom and Russell Burt, moderated by Derek Wenmoth - https://youtu.be/J62UFZthxis

Chris Davis, Journeys in Podcasting - Jun 30, 2015
    "Voices at ISTE 2015: Marianne Malmstrom on the Sacred Space of Gaming" - https://youtu.be/Ry7bZoh04YU

WESA Pittsburgh, Sarah Schneider - JUL 24, 2015
    "When Gaming Gets 'Serious,' Learning Opportunities Abound" - http://wesa.fm/post/when-gaming-gets-serious-learning-opportunities-abound

Teachers' Education Review Podcast #047 - 17 May 2015
    "VR Hackathon Mini with Donelle Batty" - Observations and interviews from an event I organized - http://terpodcast.com/2015/05/17/ter-047-vr-hackathon-mini-with-donelle-batty-17-may-2015

EDtalks: A CORE Education Initiative - Aug 8, 2014
    "Building innovative online learning spaces" - http://edtalks.org/video/building-innovative-online-learning-spaces

Teachers' Education Review Podcast #031 - Sep 21, 2014
    "Wouldn't it be GREAT if kids came to school WANTING to WIN SCHOOL?" - Cameron Malcher interviews Peggy Sheehy, Marianne Malmstrom and Bron Stuckey about the use of virtual worlds and online computer games as learning environments - http://terpodcast.com.au/2014/09/22/ter-031-virtual-worlds-in-education-21-september-2014

The Brainwaves Video Anthology - Jun 2, 2014
    "Marianne Malmstrom, Cognitive Architect: Follow the Learning" - https://youtu.be/Pm0_09Z-wTY

Knowclue Kidd Channel - Jul 21, 2012
    "Interview with Anne Collier" - Informal conversation with youth safety advocate, Anne Collier of Net Family News. We both were attending the 2012 Games+Learning+Society (GLS) Conference where we co-pmoderated a panel discussion, 'Expanding the Conversation: How does playing online games foster safety?' - https://youtu.be/7vusd6Bal-c

Knowclue Kidd Channel - Dec 2, 2009
    "The Future of Multimedia in the Classroom" - Video I created to describe my vision for using machinima in the classroom - https://youtu.be/Uc0ZmMoDkto

International Society for Technology in Education - Oct 28,2008
    ISTE in Second Life" - Video I created for ISTE's Opening Welcome at their 2008 Conference - https://youtu.be/aP137QgYKvQ

Articles

Weisburgh M., Malmstrom, M (2016, February 25). How Games Promote Learning, Loewecke, H Eds., Asia Society. from http://blogs.edweek.org/edweek/global_learning/2016/01/games_promote_learning.html

Malmstrom, M. (2015, October 30). Put Down that Homework and Play a Video Game, Shanahan, K Eds., FilamentGames.com. from https://www.filamentgames.com/blog/put-down-homework-and-play-video-game

Malmstrom, M. (2012, September 24). Games and Learning, FOSI.org. from https://www.fosi.org/good-digital-parenting/games-learning

Malmstrom, M. (2012, December 12). Mining Minecraft, Part 1: Little gamers' digital play through a teacher's eyes, Collier, A Eds., NetFamilyNews.org. from http://www.netfamilynews.org/mining-minecraft-part-1-little-gamers-digital-play-through-a-teachers-eyes

Malmstrom, M. (2012, December 13). Mining Minecraft, Part 2: Brilliance when students drive the learning, Collier, A Eds., NetFamilyNews.org. from http://www.netfamilynews.org/mining-minecraft-part-2-brilliance-when-students-drive-the-learning

Malmstrom, M. (2012, December 14). Mining Minecraft, Part 3: Safety & citizenship in games (do try this at home!), Collier, A Eds., NetFamilyNews.org. from http://www.netfamilynews.org/mining-minecraft-part-3-safety-citizenship-in-games-do-try-this-at-home

Malmstrom, M. (2012, December 19). Game On: Schooling Parents And Teachers On Virtual Worlds, FOSI.org. from https://www.fosi.org/good-digital-parenting/game-on-schooling-parents-teachers-virtual-worlds

Malmstrom, M. (2011, December 1). Game to Learn, Appletree of the Elisabeth Morrow School. from http://ems-appletree.blogspot.com/2012/02/game-to-learn.html

Malmstrom, M., & Ohler, J. (2012). Should Schools Be Required to Teach Digital Citizenship?. Learning & Leading with Technology, 40(4), 6-7.

Articles Featuring My Work

Noonoo, S (2015, July 20) Like Minecraft? Try these 7 engaging world builders, too - eSchoolNews.com. from http://www.eschoolnews.com/2015/07/20/minecraft-world-builders-777

Davidson, D (2015, July 8) Minecraft Can Change Education (Really) You might want to tell your teachers about this - MTV News. from http://www.mtv.com/news/2204289/minecraft-education

Batty, D. (May 2015). #VRHackmini is underway. from https://dbatty.wordpress.com/2015/05/09/vrhackmini-is-underway

Written by Donelle Batty, an Australian educator studying ICT research as the focus of her Hardie Fellowship. Donelle visited my school and returned to document an event I organized; a VR Hackathon designed for middle school students. She wrote this and several subsequent posts documenting her observations. Donelle also did a follow-up podcast upon her return to Australia. As a result, the second VR Hackhton Mini was hosted at the Powerhouse Museum in Sydney.

Bowes, J. (August 2014). Technology and Learning. from http://technologyandlearning.edublogs.org/2014/08/12/carolyn-bliesener-students-try-styles-of-government-in-minecraft

Written by Janine Bowes, an Australian educator studying the intersection of learning design, technology and leadership as the focus of her Hardie Fellowship. Janine observed and interviewed a teacher I have been mentoring.

Iram. (2014, July 1). Yes, I am a Minecrafter: ISTE 2014 Made Me Do It - Can Teach. from http://www.canteach.ca/2014/07/yes-i-am-a-minecrafter-iste-2014-made-me-do-it

Reflection by an educator inspired to try Minecraft after attending my presentation at ISTE 2014

Collier, A. (2012, September 2). The whitewater-kayaking kind of learning needed today - NetFamilyNews.org. Retrieved April 9, 2015, from http://www.netfamilynews.org/the-whitewater-kayaking-kind-of-learning-needed-today

Three part series, written by Anne Collier, referencing my work.

Brown, M. (2012, March 1). Marianne Malmstrom Participates in Born This Way Foundation Launch, Appletree of the Elisabeth Morrow School. from http://ems-appletree.blogspot.co.nz/2012/03/marianne-malmstrom-participates-in-born.htmlh

Caldwell, S. (October 2010). The School of (Web 2) Morrow. from https://milarepa.edublogs.org/2010/09/25/i-have-knowclue

Caldwell, S. (September 2010). I have Knowclue. from https://milarepa.edublogs.org/2010/09/25/i-have-knowclue

Written by Steven Caldwell, an Australian educator studying non-violent communication and how it can be implemented in virtual spaces occupied by students as the focus of his Churchill Fellowship. Steven observed my classes, interviewed me and engaged my students in discussions.

Education

Utah State University, Bachelor of Education, 1981

Certification

Utah Teaching Certificate Early Childhood - Grade 8 1081

New Jersey Teaching Certificate Early Childhood - Grade 8 1085

Service

Trustee

Vincent K. Tibbs Child Development Center 1996-2004

Docent

ISTE in Second Life 2007-2009

Special Projects

Organizer: ISTE Second Life Name Badges - NECC Annual Conference, 2007 and 2008

Organizer: First Machinima Fest for Education - Second Life Education Community Conference, 2008

Videographer: "ISTE in Second Life" Machinima - NECC Annual Conference New Members' Welcome, 2008

Committees

Elisabeth Morrow School, Equity and Justice 2013-2015

Elisabeth Morrow School, Head Search 1999 and 2011

Elisabeth Morrow School, Technology Strategic Planning 1995-1997 and 2008-2010

Elisabeth Morrow School, Traditions and Community, Chair - 1998

Commendations

2015   **Filament Games:** Teacher Fellow

2015   **Microsoft DC Tech Fair**: Based on my extensive experience of developing learning spaces using Minecraft, I was invited by Deirdre Quarnstrom, Director of Minecraft Education, to represent the uses of Minecraft in School.

2012   **Born This Way Foundation:** Based on original curriculum I created to help young students develop civil and safe practices in digital spaces, I was invited to advise on the launch of the Born This Way Foundation.

2011   **Family Online Safety Institute Conference panelist on behalf of LEGO Group:** Based on original curriculum I created to help young students develop civil and safe practices in digital spaces, I was invited by Dieter Carstensen, Senior Manager of Digital Child Safety, to represent LEGO Group at the 2011 Family Online Safety Institute (FOSI) conference. Panel discussion focused on "Responsible Gaming, Safety and Networking in Virtual Worlds". Fellow panelists were Susan Fox, Disney and Doug Park, Xbox.

2011   **National Association of Independent Schools**: Teacher of the Future

2010   **New Jersey State Legislator**: Recognition for 'Excellence in Education Leadership'.

2009   **Net Generation Education Project Video Competition**: 1st Place Winner

2006   **WLIW:** Recognized for 'Excellent Use of Multimedia in the Classroom'

1999   **The Elisabeth Morrow School Dick Davies Award**: Recognition for 'Outstanding Achievement in Collaboration and Teamwork'.

Public Channels

Blog: Follow the Learning - http://www.followthelearning.com
Wiki: Knowclue - http://knowclue.wikispaces.com

Linkedin: Marianne Malmstrom
Twitter: @knowclue
Google+: Knowclue Kidd
Facebook: Knowclue Kidd
Skype: Knowclue Kidd
Youtube: Knowclue Kidd

References

Upon Request