

CHERYL BROWN

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EDUCATION

MASTERS OF EDUCATIONAL TECHNOLOGY <i>Boise State University, Boise, ID</i>	2013-2015
CONTINUING EDUCATION <i>University of Phoenix</i>	2012
CREDENTIAL PROGRAM <i>Azusa Pacific University, CA</i>	1990-1992
BACHELOR OF SCIENCE APPLIED MATHEMATICS <i>Biola University La Mirada, CA Magna Cum Laude</i>	1986-1989

CERTIFICATES & MEMBERSHIPS

CA SINGLE SUBJECT CLEAR CREDENTIAL-MATHEMATICS	1992-PRESENT
CA MULTIPLE SUBJECT CLEAR CREDENTIAL	2013-PRESENT
NCLB QUALIFIED-MATH	
CLAD CERTIFICATE	2012
CISCO CERTIFIED ENTRY NETWORKING TECHNICIAN	2014
GOOGLE TEACHER CERTIFICATE	2014
NATIONAL COUNCIL OF MATHEMATICS TEACHERS	2013

EXPERIENCE

TECHNOLOGY DIRECTOR/MATH TEACHER, RAI CHARTER SCHOOL; RAINBOW CA	2013-PRESENT
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Work closely with the director. Oversee all technology including the implementing the Google apps for Education and provide professional development in the use of Google Apps. Oversee staff development for student information systems, digital curriculum and

testing. Responsible for all tech purchasing, troubleshooting and management. Implement and manage a tech support system for all students and staff. Develop and manage the orientation program, including the development of the curriculum on the Moodle Learning Management System. Provide the direct instruction of Integrated Math, Algebra 1, Algebra 2, Geometry and Pre-Calculus through online instruction. Design and implement school standards maps for all high school math courses. Collaborate with staff to develop intervention strategies based on data.

INDEPENDENT STUDY TEACHER-CURRICULUM DESIGNER, CALVARY ONLINE SCHOOL 2012-2013

Responsible for over 28 independent online students, including monitoring and instruction in all disciplines using APEX digital curriculum. Provided technical support through remote desktop applications. Designed curriculum using the Moodle Learning Management System such as web design.

HOME/HOSPITAL INSTRUCTOR, ESCONDIDO SCHOOL DISTRICT; ESCONDIDO, CA 2011-2013

Responsible to prepare and deliver rigorous lessons to students unable to attend school. Implemented the use of Blackboard Collaborative and Edmoto to facilitate learning.

INCOME PROPERTY MANAGEMENT, BROWN & BROWN ASSOCIATES; BURBANK CA 1997-2007

Responsible for remodel planning, accounting, occupancy and legal matters for rental income property.

MATH TEACHER, BURROUGHS HIGH SCHOOL; BURBANK, CA 1992-1997

Responsible for teaching Algebra 1, Algebra 2, Geometry and Computer Science. Taught using inquiry and collaborative strategies. Served on WASC leadership team. Lead Close-up team of 30 students to Washington DC. Implemented the school within a school for freshman, working closely with three other faculty members to create interdisciplinary instruction. Participated in designing the ROTC school to work program.

MATH /COMPUTER SCIENCE TEACHER, MARANATHA HIGH SCHOOL; PASADENA, CA 1990-1992

Responsible for teaching Algebra 1, Algebra 2, and AP Computer Science with 87% AP test pass rate. Served as junior and senior class advisor which included overseeing the planning of large school functions.

PROFESSIONAL DEVELOPMENT

CALIFORNIA MATH TEACHER CONVENTION; PALM SPRINGS, CA Geogebra in the classroom Google Apps in the math Classroom – Presenter Statistics projects Modeling Statistics Mathematical Modeling in 3 acts	OCTOBER 2014 2 DAY
EDTECH GOOGLE SUMMIT; CORONADO, CA Bodacious Blogging Using Google to differentiate instruction Google for Common Core Using Google Apps and Add-ons Google Admin workshop	OCTOBER 2014 2 DAY
COUNTY OFFICE OF EDUCATION: DEVELOPING COMMON CORE MATH STANDARDS LESSONS K-12 Lesson design implementing technology and math practices	FEBRUARY 2014 2 DAY
CALIFORNIA MATH TEACHER CONVENTION; PALM SPRING Growth mindset Why can't math be like a video game Project based learning Using Geogebra Geometric transformations	NOVEMBER 2013
IMPLEMENTING COMMON CORE STATE STANDARDS WITH TECHNOLOGY; FALLBROOK Focus on learning to read and understand the standards	AUGUST 2013 2 DAY
QUEST BOISE VIRTUAL UNCONFERENCE Digital Badges-motivating students Virtual Gaming Student developed mobile apps Minecraft in Schools Creating Quest based classrooms	AUGUST 2013 2 DAY