Staff Development Lesson Plan/Agenda

NETS-T Standards:

1.

**Facilitate and inspire student learning and creativity**

Teachers use their knowledge of subject matter, teaching and learning, and technology to facilitate experiences that advance student learning, creativity, and innovation in both face-to-face and virtual environments.

C .Promote student reflection using collaborative tools to reveal and clarify students’ conceptual understanding and thinking, planning, and creative processes

d. Model collaborative knowledge construction by engaging in learning with students, colleagues, and others in face-to-face and virtual environments

**2. Design and develop digital age learning experiences and assessments**

Teachers design, develop, and evaluate authentic learning experiences and assessments incorporating contemporary tools and resources to maximize content learning in context and to develop the knowledge, skills, and attitudes identified in the Standards.

a. Design or adapt relevant learning experiences that incorporate digital tools and resources to promote student learning and creativity

b. Develop technology-enriched learning environments that enable all students to pursue their individual curiosities and become active participants in setting their own educational goals, managing their own learning, and assessing their own progress

c. Customize and personalize learning activities to address students’ diverse learning styles, working strategies, and abilities using digital tools and resources

d. Provide students with multiple and varied formative and summative assessments aligned with content and technology standards, and use resulting data to inform learning and teaching

**EQ: How can we use digital tools meaningfully to allow students to display knowledge and create authentic products?**

**Introduction to sessions:**

Each session is designed to model a lesson you could do with your students. These sessions are broken down by subject area, but the tools introduced can be used for any subject area you wish. The purpose is to show you the steps of using these tools with students and to allow you to explore the tools in order to help students master them as well. Each session has 2 purposes: to help you master a tool and to show you how this tool can be used in a content area class.

**Purpose of sessions**

1. PicCollage
   1. Tool: This session will introduce a tool for combining text and pictures to visually represent information
   2. Content Connection: For this session, we will use a science standard and explore how students can visually represent science vocabulary.
2. ChatterPix/Tellagami
   1. Tool: These tools allow you to create basic animations and voice recordings to explain content.
   2. Content Connection: For this session, we will use a social studies standard and create animations based on historical figures.
3. Educreations:
   1. Tool: This is an interactive whiteboard app. You can draw, add graphics, and record your voice.
   2. Content Connection: We will use this app with a math standard. You can create a model lesson to show your students how to use the app to explain concepts.
4. Book Creator, Puppet Pals, Story Me:
   1. Tools: Book creator allows you to create a digital book using text, pictures, videos, and voice recording. Puppet Pals can animate a story using characters and voice recordings. Story Me creates a visual comic strip with pictures and text.
   2. Content connection: We will use these tools with ELA standards to respond to literature in a variety of ways.

**Lesson Plan Overview (also see session pages)**

* Overview of tool: show app and how to access. Walk through the basic functions of the apps. (Vimeo videos included on session pages. Step by step PDF also included on pages to show what will happen in the session.)
* Content Connection: explain the purpose for using this tool in this session. Teachers are the students and will be asked to show mastery of a CCGPS or GPS standard using the tool introduced in the session.
* Assign task (see Your Task section on session pages)
* Allow time for teachers to explore the resource and create products (20-30 minutes). Walk around and monitor progress, answer questions, and assist as necessary.
* Wrap-up: Share final creations. Walk teachers through posting to Padlet pages if time allows. Otherwise, share by mirroring iPad with AirServer.