



A service of Public Media Connect

Educational Technology Newsletter

Winter/Spring/Summer 2016

Introductory Computer Science for Grades K-5

Sixty percent of tomorrow's STEM jobs will be in computing, yet the U.S. is turning out fewer computer science majors than ten years ago.

It's no secret that computer science instruction is a rarity in our schools. Yet it doesn't have to be. Even if your district already offers an introduction to computer science at the middle school or high school level, you owe it to yourself to start early with the basics at the younger grades.

This professional development workshop assumes no prior background in computer science – and it's not even all about coding and programming! It's a much broader field than that: just ask all the young professionals designing breakthroughs in robotics, telemedicine, entertainment – even performance art.



Computer science and computational thinking skills are addressed through hands-on “unplugged” and online activities, including computer programming and coding. The workshop emphasizes the skills of a computer scientist through the computational thinking practices of creativity, collaboration, communication, persistence and problem solving. Participants will learn about:

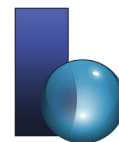
- computer science themes
- algorithms
- data
- abstraction
- computing practice and programming
- computers and communication devices
- community, global and ethical impacts

Introductory Computer Science for Grades K-5 is now available throughout Ohio. See page 2 for more details.

Winter/Spring/Early Summer 2016 Educational Technology Workshops from CET

DEBUTS JANUARY 12th! Putting the *Blend* in Blended Learning

CET's new face-to-face and online professional development experience will help you and your staff gain a state of the art understanding of this new way of teaching and learning.



**BLENDED
LEARNING**

As blended learning receives increasing attention for improving student achievement, school districts across Ohio have been experimenting with models in an effort to increase student engagement, outcomes, and provide flexibility in the learning process. In this workshop, teachers and administrators will:

- Learn about current research on blended learning;
- Gain an understanding of how blended learning is being used in a variety of contexts;
- Develop a proposal to implement blended learning in your own classroom or school.

Putting the Blend in Blended Learning debuts January 12th; see page two for details.

Ohio Educational Technology Conference

February 9th-11th

The annual Ohio Educational Technology Conference at the Columbus Convention Center is always a great place to meet colleagues and sample new trends in teaching with technology. As always, Ohio's Ed Tech agencies will be there to talk with you – Visit CET in the Ohio EdTechs booth area.



Workshop descriptions and registration information are included in the following pages and online at <http://workshops.cetconnect.org>. For more information, contact Ricardo Ang at 513-345-6566 or by email at edtech@CETconnect.org.

CET's Educational Technology Workshops for Winter, Spring, Early Summer

***New in January!* Putting the Blend in Blended Learning**

Blended learning is, essentially, the integration of the online learning experience into a formal school environment. In a blended environment, teachers strive to provide the best of both worlds. Working online can allow students to take more or less time on a specific assignment/module as needed, work at their "just right" level of reading, or choose among a variety of modules that teach the same content in ways that serve different types of learners.

Participants will learn about definition of blended learning, current research, models of blended learning and whether to purchase, curate or create their content. Workshop length: three hours, face-to-face or online; certificate provided (\$125).

***Now Available Statewide!* Introductory Computer Science for Elementary Students – K-5**

CET offers Code.org's **no-cost, one-day workshops** for K-5 classroom teachers, media specialists and technology teachers interested in teaching computer science. Workshops will cover a special, highly interactive elementary curriculum and offer supplies needed to teach the courses. Participants will receive:

- Printed curriculum guide • Classroom supplies for the unplugged lessons • Fun Code.org swag Workshop length: six hours; certificate provided (FREE).

Call us for availability from the Ohio Ed Techs throughout Ohio: 513-345-6547

Makers & Shakers: Making Things for Deeper Learning

Building on a widespread movement toward using hands-on activities to cement learning new concepts, this workshop will guide you in developing strategies for hands-on learning in all content areas. Perfect for applied learning in science, mathematics and the arts, 'making' is also appropriate for projects in English language arts (think: *story settings*) and social studies (think: *historical artifacts*). Workshop length: three hours; certificate provided (\$125).

Teaching with Chromebooks

New for 2015, *Teaching with Chromebooks* helps teachers and staff learn strategies to use these devices all year long for instruction. Thinking about starting a 1:1 Chromebook initiative? Would you like to know how to have a successful implementation? Learn about challenges and successes. We'll explore insurance, memos of understanding, management, parent meetings, learning management systems, paperless classrooms, Google tools/ extensions and Web 2.0 tools. Workshop length: three hours; certificate provided (\$125).

Online Resources/PBS Resources

This workshop emphasizes high quality instructional resources available from proven sites such as InfOhio, the Ohio Resource Center, the National Science Digital Library and the *PBS LearningMedia* collection of primetime content from public broadcasting. There is much more to finding digital resources than a Google search – let our experienced teachers and presenters show you how! Workshop length: three hours; certificate provided (\$125).

Digital Storytelling with Multimedia

Digital storytelling is a creative process in which a traditional story (or assignment) is combined with personal digital technology such as a computer, video camera and sound recorder. Students thoroughly enjoy the opportunity to creatively tell their stories with technology. Educators in this workshop will learn the importance of story planning and use a variety of free web sites where students can create and share their tales. Bring your story ideas and have some fun! Workshop length: three hours; certificate provided (\$125).

Teaching 'In the Cloud'

The term 'cloud' has become the popular buzzword in computing circles, referring to the users' ability to access their own files from an Internet connection. Cloud computing also makes it easy for colleagues to work simultaneously on a collaborative project, and to share access to online resources with everyone.

Google Drive allows you to work together in the cloud to create word processing documents, slide presentations and

spreadsheets. Google Calendar can be shared for others to see your schedule or add theirs. We'll also explore other collaboration tools and strategies; **all are essential for doing project-based and problem-based learning in the classroom.** Workshop length: three hours; certificate provided (\$125).

iPad Apps* for the PreK-6 Classroom

There are so many apps available that it's hard to decide what to download. We'll look at a collection of noteworthy apps for the PreK-6 classroom that are worth considering. These will cover a variety of curriculum areas and grade levels. You're sure to find some apps you'll want to install! Participants will receive a \$25 iTunes gift card to download apps right away. Workshop length: three hours; certificate provided (\$125).

*CET provides iPads and sample apps for workshop use.

iPad Apps* for the 7-12 Classroom

This workshop emphasizes strategies for using the iPad for presentation, productivity, communication, creativity and collaboration at the upper grade levels. We review apps in language arts, math, science, social studies, foreign language, music and art.

Participants will receive a \$25 iTunes gift card to download apps right away. Workshop length: three hours; certificate provided (\$125).

*CET provides iPads and sample apps for workshop use.

Serious Games for Serious Learning: An Introduction

Have you been thinking about trying out computer or video game strategies for engaging your students? It can be done! Let our CET staff show you how.

"Serious games" is a term academics came up with to describe games and interactive experiences in which both learning and enjoyment are the goals. *Serious Games for Serious Learning* requires no expertise in game play or game design. We'll introduce you to educational game theory and practice. Then you'll learn where to find educational games in your content area, and discover strategies for using them in your classroom. Workshop length: three hours; certificate provided (\$125).

21st Century Skills Overview Workshops

Available for Blended, Online or On-Site Delivery

learning

to be digital citizens

From using social media tools for education to monitoring your personal 'digital footprint,' digital citizenship is a challenging topic for teachers and students alike. This blended-format workshop revolves around nine topic areas in digital citizenship identified



by the International Society for Technology in Education (ISTE). Video case studies and interviews with national experts complement discussions of important issues for teachers, administrators, staff, students and parents.

CET developed *Learning to Be Digital Citizens* in three different formats: A three-hour face-to-face workshop, a blended learning format (first 1.5 hours in person, followed by online work) and a fully online format. (The online class takes five hours to complete over four weeks. A CET facilitator will contact you prior to the start of the course, and be available for assistance.)

Thanks to support from the Ohio Department of Education, **employees of public schools may attend for free.** The cost for employees of private schools is \$125 per person. You can register for these formats at <http://workshops.cetconnect.org>. Certificates of completion are available for all formats of the workshop.

learning

for the digital age

Learning for the Digital Age is our trademark overview of how technology tools and strategies can be used to teach 21st century skills. Updated for 2015, this workshop emphasizes the connections between creativity, communication, collaboration and critical thinking and the technology-rich careers of tomorrow.

CET developed *Learning for the Digital Age* in three different formats: A three-hour face-to-face workshop, a blended learning format (first 1.5 hours in person, followed by online work) and a fully online format. (The online class takes five hours to complete over four weeks. A CET facilitator will contact you prior to the start of the course, and be available for assistance.)

Thanks to support from Ohio Department of Education, **employees of public schools may attend for free.** The cost for employees of private schools is \$125 per person. You can pre-register for these formats at <http://workshops.cetconnect.org>. Certificates of completion are available for all formats of the workshop.

"Blended learning works well with my schedule, and the course content was engaging."

"It was especially useful to be able to work at my own pace and to try things as we went along."

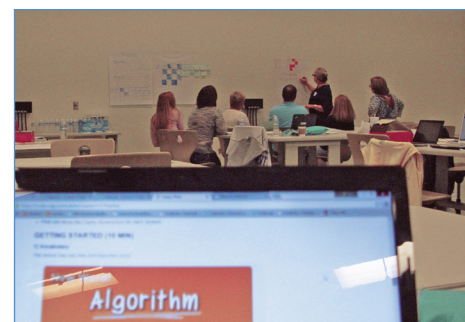
- past workshop participants

learning

for the mobile age



Districts throughout southwest Ohio are welcoming mobile technologies into their teaching practice – through one-to-one tablet and laptop experiments; through changing practices around students' own mobile devices; and through use of E-Books and cloud computing. These technologies bring enormous changes for teachers, administrators and technology coordinators. *Learning for the Mobile Age* is CET's response to the need for an introductory workshop that addresses some of the challenges brought on by mobile learning.



CET developed *Learning for the Mobile Age* in three different formats: A three-hour face-to-face workshop, a blended learning format (first 1.5 hours in person, followed by online work) and a fully online format. (The online class takes five hours to complete over four weeks. A CET facilitator will contact you prior to the start of the course, and be available for assistance.)

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Educational Technology Workshops from CET

Winter, Spring, Early Summer Registration Form

CET offers these three-hour workshops on technology integration throughout the 2015-2016 school year. All of these workshops are in-person at our location, with the exception of *Learning for the Digital Age*, *Learning for the Mobile Age* and *Learning to Be Digital Citizens*. Full descriptions are available on page two of this newsletter or on the web site below. We encourage teachers and administrators to attend, and bring their own laptops or mobile devices. The cost is generally \$125 per person, but check online to be sure. Please complete the

registration form below for each person attending and select the class they would like to attend. You may mail this form to the address below, fax to the number below, or register online at <http://workshops.cetconnect.org>.

Please duplicate this form as needed. Workshops takes place at CET and run from 4 p.m. until 7 p.m. For questions, please call CET Learning Services at 513-345-6566 or edtech@cetconnect.org.

Putting the *Blend* in Blended Learning (online version)
Register at:
<http://workshops.cetconnect.org>

Session 1: 1/12/16-2/8/16

Session 2: 2/9/16-3/14/16

Session 3: 4/26/16-5/31/16

Learning for the Mobile Age (online version)
Register at:
<http://workshops.cetconnect.org>

Session 1: 1/12/16-2/8/16

Session 2: 2/9/16-3/14/16

Session 3: 4/26/16-5/31/16

Learning to be Digital Citizens (online version)
Register at:
<http://workshops.cetconnect.org>

Session 1: 1/12/16-2/8/16

Session 2: 2/9/16-3/14/16

Session 3: 4/26/16-5/31/16

Learning for the Digital Age (online version)
Register at:
<http://workshops.cetconnect.org>

Session 1: 1/12/16-2/8/16

Session 2: 2/9/16-3/14/16

Session 3: 4/26/16-5/31/16

All workshops take place from 4 p.m. until 7 p.m. unless otherwise noted.

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|----------------|---|----------------------------------|--|---------------------------------|---|
| Tues. 1/12/16 | Putting the <i>Blend</i> in Blended Learning | Tues. 2/23/16 | Putting the <i>Blend</i> in Blended Learning | Tues. 5/17/16 | Teaching with Chromebooks |
| Thurs. 1/14/16 | Online Resources/PBS Resources | Thurs. 2/25/16 | iPad Apps for the PreK-6 Classroom | Thurs. 5/19/16 | Serious Games for Serious Learning: An Introduction |
| Thurs. 1/19/16 | Digital Storytelling with Multimedia | Tues. 3/1/16 | iPad Apps for the 7-12 Classroom | Tues. 5/24/16 | iPad Apps for the PreK-6 Classroom |
| Thurs. 1/21/16 | Serious Games for Serious Learning: An Introduction | Thurs. 3/3/16 9 a.m. - 3 p.m. | Introductory Computer Science for Grades K-5 | Thurs. 5/26/16 | Teaching in the 'Cloud' |
| Tues. 1/26/16 | iPad Apps for the 7-12 Classroom | Tues. 3/8/16 | Digital Storytelling with Multimedia | Tues. 5/31/16 | Teaching with Chromebooks |
| Thurs. 1/28/16 | Putting the <i>Blend</i> in Blended Learning | Thurs. 3/10/16 | Teaching in the 'Cloud' | Thurs. 6/2/16 | iPad Apps for the PreK-6 Classroom |
| Tues. 2/2/16 | Digital Storytelling with Multimedia | Tues. 3/15/16 | Makers & Shakers | Tues. 6/7/16 9 a.m. - 3 p.m. | Introductory Computer Science for Grades K-5 |
| Thurs. 2/4/16 | Serious Games for Serious Learning: An Introduction | Tues. 3/22/16 | Teaching with Chromebooks | Thurs. 6/9/16 | Makers & Shakers |
| Tues. 2/16/16 | Digital Storytelling with Multimedia | Thurs. 3/24/16 | Putting the <i>Blend</i> in Blended Learning | Tues. 6/14/16 | Makers & Shakers |
| Thurs. 2/18/16 | Teaching in the 'Cloud' | Tues. 3/29/16 | Online Resources/PBS Resource | Thurs. 6/16/16 | Teaching with Chromebooks |
| | | Thurs. 3/31/16 | Digital Storytelling with Multimedia | Tues. 6/21/16 | iPad Apps for the PreK-6 Classroom |
| | | | | Thurs. 6/23/16 | Putting the <i>Blend</i> in Blended Learning |

Name: _____

School District: _____ School Name: _____

I am employed by a: ☐ Public School ☐ Private School

Job Category: ☐ Classroom Teacher ☐ Technology Coordinator ☐ Librarian/Media Specialist

☐ Administrator ☐ Tech Support Staff ☐ Administrative Support

Email Address: _____

School Address: _____ Home Phone: _____

City: _____ State: _____ Zip: _____

Payment Method: ☐ PO ☐ MasterCard ☐ VISA ☐ American Express ☐ Discover ☐ Check

Credit Card or PO number: _____ Expires: ____/____

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