

Online Teaching Workshop	Pacing: 4 weeks
<p>EST Standards: Educators</p> <p>2.1 Learner Educators continually improve their practice by learning from and with others and exploring proven and promising practices that leverage technology to improve student learning. Educators:</p> <p>2.1.a Set professional learning goals to explore and apply pedagogical approaches made possible by technology and reflect on their effectiveness.</p> <p>2.1.b Pursue professional interests by creating and actively participating in local and global learning networks.</p> <p>2.1.c Stay current with research that supports improved student learning outcomes, including findings from the learning sciences.</p> <p>2.2 Leader Educators seek out opportunities for leadership to support student empowerment and success and to improve teaching and learning. Educators:</p> <p>2.2 a Shape, advance and accelerate a shared vision for empowered learning with technology by engaging with education stakeholders.</p> <p>2.2.b Advocate for equitable access to educational technology, digital content and learning opportunities to meet the diverse needs of all students.</p> <p>2.2.c Model for colleagues the identification, exploration, evaluation, curation and adoption of new digital resources and tools for learning.</p> <p>2.3 Citizens Educators inspire students to positively contribute to and responsibly participate in the digital world. Educators:</p> <p>2.3.a Create experiences for learners to make positive, socially responsible contributions and exhibit empathetic behavior online that build relationships and community.</p> <p>2.3.b Establish a learning culture that promotes curiosity and critical examination of online resources and fosters digital literacy and media fluency.</p> <p>2,3.c Mentor students in safe, legal and ethical practices with digital tools and the protection of intellectual rights and property.</p> <p>2.3.c Model and promote management of personal data and digital identity and protect student data privacy.</p> <p>2.4 Educators Dedicate time to collaborate with both colleagues and students to improve practice, discover and share resources and ideas, and solve problems. Educators:</p> <p>2.4.a Dedicate planning time to collaborate with colleagues to create authentic learning experiences that leverage technology.</p> <p>2.4.b Collaborate and co-learn with students to discover and use new digital</p>	<p><a href="#">Workshop Google Site</a></p> <p>Professional Goals: <a href="#">Padlet</a></p> <p>What are some of the professional Goals you want to target?</p> <p>In what ways can we contribute to increasing our professional network?</p> <p>Linkedin in networking</p> <p>Discussion boards (D2L)</p> <p>Poll Everywhere</p> <p>VoiceThread</p> <p>Socrative</p> <p>Kahoot</p> <p>Quizlet</p> <p>Quizizz</p> <p>Audacity</p> <p>ThingLink</p> <p>Twitter</p> <p>Flip Grid</p> <p>Kialo</p> <p>Padlet</p> <p>New Comment</p> <p>Linoit</p> <p>Pinterest</p>

<p>resources and diagnose and troubleshoot technology issues.</p> <p>2.4.c Use collaborative tools to expand students' authentic, real-world learning experiences by engaging virtually with experts, teams and students, locally and globally.</p> <p>2.4.d Demonstrate cultural competency when communicating with students, parents and colleagues and interact with them as co-collaborators in student learning.</p> <p>2.5 Designer Educators design authentic, learner-driven activities and environments that recognize and accommodate learner variability. Educators:</p> <p>2.5.a Use technology to create, adapt and personalize learning experiences that foster independent learning and accommodate learner differences and needs.</p> <p>2.6.a Design authentic learning activities that align with content area standards and use digital tools and resources to maximize active, deep learning.</p>	<p>Answer Garden</p> <p>Canva</p>
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**WEEK ONE**

2.1 Learner  
Educators continually improve their practice by learning from and with others and exploring proven and promising practices that leverage technology to improve student learning.  
Educators:

2.1.a Set professional learning goals to explore and apply pedagogical approaches made possible by technology and reflect on their effectiveness.

2.1.b Pursue professional interests by creating and actively participating in local and global learning networks.

2.1.c Stay current with research that supports improved student learning outcomes, including findings from the learning sciences.

**5 hours**

Synchronous	Asynchronous	Reflexion	Outcome
<p><b>Active Learning Strategies</b> Active Learning Student Response Systems Game-Based Learning</p>	<p><b>Padlet Professional Goals</b> Share a professional goal instructor wants to achieve at the end of this workshop</p>	<p><b>Google Doc</b> Complete the Active Learning Strategy Google Doc Reflection</p>	<p>Instructors will learn different online active learning strategies. They will also set tangible goals for teaching outcomes. They will open a Linkin account and start doing global networking.</p>
	<p><b>20 minutes</b></p>		

	<b>Linkedin</b> Build a global network through Linkedin		
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## WEEK TWO

### 2.2 Leader

Educators seek out opportunities for leadership to support student empowerment and success and to improve teaching and learning.

Educators:

- 2.2 a Shape, advance and accelerate a shared vision for empowered learning with technology by engaging with education stakeholders.
- 2.2.b Advocate for equitable access to educational technology, digital content and learning opportunities to meet the diverse needs of all students.
- 2.2.c Model for colleagues the identification, exploration, evaluation, curation and adoption of new digital resources and tools for learning.

5 hours

Synchronous	Asynchronous	Reflection	Outcome
<b>Explore Digital Tools</b>  Socrative  Kahoot  Quizlet  Quizizz  Blooket  ThingLink	<b>Create Content</b>  Using any of the tools introduced during synchronous class using any of the digital tools to create an interactive language content for your lesson.	<b>Discussion Board Voice Thread</b>  Discuss some of the challenges while preparing interactive language content.	Instructors will learn to create language content with digital resources and adopt it in their online classroom.  The content will support students with different learning styles.

## WEEK THREE

### 2.3 Citizens

Educators inspire students to positively contribute to and responsibly participate in the digital world.

Educators:

- 2.3.a Create experiences for learners to make positive, socially responsible contributions and exhibit empathetic behavior online that build relationships and community.
- 2.3.b Establish a learning culture that promotes curiosity and critical examination of online resources and fosters digital literacy and media fluency.
- 2,3.c Mentor students in safe, legal and ethical practices with digital tools and the protection of intellectual rights and property.
- 2.3.c Model and promote management of personal data and digital identity and protect student data privacy.

2.4 Educators dedicate time to collaborate with both colleagues and students to improve practice, discover and share resources and ideas, and solve problems. Educators:  
 2.4.a Dedicate planning time to collaborate with colleagues to create authentic learning experiences that leverage technology.  
 2.4.b Collaborate and co-learn with students to discover and use new digital resources and diagnose and troubleshoot technology issues.  
 2.4.c Use collaborative tools to expand students' authentic, real-world learning experiences by engaging virtually with experts, teams and students, locally and globally.  
 2.4.d Demonstrate cultural competency when communicating with students, parents and colleagues and interact with them as co-collaborators in student learning.

5 hours

Synchronous	Asynchronous	Reflection	Outcome
<b>Collaborative and Cooperative Learning</b>  Brainstorming Collaborative Learning Discussion Peer Learning Social Media/Learning Communities	<b>Compare and Contrast</b>  Compare and contrast some of the collaboration tools. Kialo Padlet New Comment Linoit Pinterest Answer Garden Canva Slido Flip	<b>Twitter</b>  Using Twitter to find educators who are experts in using collaboration tools in an online classroom. Interact with them and tag a friend.	Instructors will promote more interaction and collaboration within the online setting. Instructors will use collaboration tools to support different learning styles. Instructors will interact with experts in the best use of collaboration tools through social media.

WEEK FOUR

2.5 Designer  
 Educators design authentic, learner-driven activities and environments that recognize and accommodate learner variability.  
 Educators:  
 2.5.a Use technology to create, adapt and personalize learning experiences that foster independent learning and accommodate learner differences and needs.  
 2.6.a Design authentic learning activities that align with content area standards and use digital tools and resources to maximize active, deep learning.

Synchronous	Asynchronous	Reflection	Outcome
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5 Hours

<p><b>Creating and Working with Content</b></p> <p>Case Studies          Concept Mapping          Multimedia Instruction          Digital Story Telling</p>	<p><b>Explore Tools</b></p> <p>Coggle          PowerPoint          GoogleSlide          YouTube          CamTasia          WeVideo          Screencast          iMovie          Animoto</p>	<p><b>Design a Short Content</b></p> <p>Develop a lesson using some of the technology introduced during the workshop.</p>	<p>Instructors will develop a lesson using digital resources to help enhance language acquisition.          Instructors will showcase some of the lessons he/she developed during our last meeting, targeting all the standards we learned throughout the workshop.</p>
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