

# Curriculum and Instruction

## Workshop Proposal Form

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**Please complete all parts of this form to complete workshop proposal requirements**

Presenter's First Name: Randall Presenter's Last Name: Howard

Presenter's Title or Position: Focus Program Teacher

Department or School: Burke High School

Mailing Address: 12200 Burke Blvd

City: Omaha State/Province: NE Zip/Postal Code: 68154

Phone Number (include area code): 402-557-3200

Email: randall.howard@ops.org

**Would you be interested in submitting a paper based on your proposal for a peer-reviewed publication?**

☐ Yes ☒ No

**Please indicate if you need any of these audiovisual aids for your presentation (check all that apply)**

☐ PowerPoint set-up

☐ DVD player or TV

☒ LCD

☒ Smartboard

☒ Other (Explain) Computer Lab

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### **Captivating Proposal Title**

Using web 2.0 technology to make teaching easier, and more relevant to students.

### **5-6 sentence proposal abstract**

Teachers in today's classrooms are teaching students known collectively as digital natives. To meet student's needs in today's world, teaching through technology becomes a vital skill. Several new technologies exist that when used through the internet and free of charge to schools; will aid any teacher in their instruction of digital natives. Instruction can be received in ways all students can learn. They are known as web 2.0 technologies and they can make a teacher's planning time more collaborative, efficient, and effective while reducing the amount of time teachers need for good planning.

### **Identify session topic and relevance for audience**

The topic of the workshop will be these new web 2.0 technologies. Teachers will learn about three types of technology: Wikis, Prezi, and Edmodo. These web based programs will aid in teacher planning and delivery of content to students. This will reduce plan time while making it more effective for teachers through the ability to collaborate and share content and ideas. Students will engage in the programs and be able to use the technologies by the end of the course to demonstrate skills learned through the technologies.

### **Which of the three session formats was selected and why**

The session format chosen for this workshop will be hands-on. Teachers will spend an hour and half or one block period in a reserved computer lab learning about the three technologies, but will have the opportunity to create things they can use in their classrooms and planning the same day! Teachers will be able to follow along with the instructor to create accounts and try out the technologies for themselves.

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**Describe the intended activities, goals and expected outcomes of the session noting how the activities will help participants achieve those outcomes.**

Activities:

Teachers will create accounts which can be used for multiple web 2.0 technologies including the three we discuss in the workshop. Teachers will be asked to reflect on things that make teaching and planning more difficult with the anticipation that answers will vary with several relating to: not enough planning time, students aren't interested or motivated to learn, teachers wish they could have time to collaborate with their peers other than curriculum days. During the "meat" of the session, teachers will create a wiki, a prezzi presentation, and an edmodo social learning account. All of which can be done using a school email account. At the end of the session, teachers will be asked to fill out a survey online and email the instructor their responses of how helpful the session was and ideas for how to improve it or ideas for other future sessions regarding technology.

Goals and Outcomes Desired:

1. Teachers will be able to understand and apply the INTASC Standards to their planning and teaching which can change learning for students and collaboration with peers.
2. Teachers will walk away confident in using the web 2.0 technologies they learned about without feeling overwhelmed or that they won't be able to use any of the technologies.
3. Teachers will be able to use the technology they just learned about to recreate or redesign their wikis, presentations, or edmodo profiles for use in their classrooms and content areas.
4. Teachers will be able to use their planning time more efficiently and work collaboratively with their peers on a regular basis to achieve maximum student learning.
5. Teachers will be able to use the technologies in their delivery of instruction to motivate students and provide differentiated ways of learning tailored to student's multiple intelligences.
6. Students will be able to learn from the teacher's model and be able to create sites, wikis and presentations to demonstrate higher level learning of content and critical thinking skills learned through the use of the technology.

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### **Describe the level (novice, intermediate, advanced) for which your session is geared**

The level used in the workshop will vary for the various levels of readiness of all instructors. Some instructors will need handouts of exactly what steps to take. Others will be able to create an account in less than five minutes. The instruction will begin at a novice level to include everyone, but will allow for modifications and processes through an advanced level to differentiate for all learners. It will be easy enough for any teacher to complete without feeling overwhelmed or scared, while at the same time can vary to higher degrees of difficulty for those that are ready for it. This workshop must be flexible in this sense to keep the interest of everyone and to make the technologies useful for everyone. The instructor will need several assistants to aid people if the class is over ten learners. This will make the delivery more fluid and allow for personalized help for those that desire it. This will make the atmosphere more comfortable and allow for different levels of instruction to occur at the same session.

### **Describe aspects of your work that can be applied to all K-12 settings.**

The great thing about these technologies is that they can be utilized at many levels of instruction. Teachers are the target audience for this workshop. However, students in the secondary levels of their educational careers can use these same technologies and many already are. By using these technologies, students can: organize ideas for a research project, collaborate and share items for a presentation or video, design a wiki that other students can use as a reliable source of information about a topic, or even create a new communication link between the teacher, student, and parent. Students in the secondary levels can use these programs to reach the highest levels of communication, collaboration, and critical thinking. Teachers at any level can use them to: deliver content that motivates student learning, differentiate content so all students can learn, collaborate in new ways, and cut down on planning time while at the same time being more efficient.

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**Include links to relevant websites and/or attachments of any materials you intend to use and share during the workshop.**

1. [www.wikispaces.com](http://www.wikispaces.com)
2. [www.prezi.com](http://www.prezi.com)
3. [www.edmodo.com](http://www.edmodo.com)
4. <https://bhsfocusprogram.wikispaces.com> (my technology wiki forum and tutorials for teachers to reference if necessary).
5. Workshop handout (to be handed in separately; describes in detail all steps and preparations for the workshop)

**Provide detailed plan for audience participation. How will participants be engaged in a discussion? Include statement on how workshop materials might translate to participants' own contexts and roles?**

The audience will be actively engaged throughout the session for several reasons. 1. They will be in front of a computer and allowed to try things as they learn them. 2. They will have step by step guides in front of them and the teacher or (teachers) will model everything for them. 3. They will have three new resources they could potentially use in their classrooms the next day. 4. All content will be provided at varying levels of difficulty to make the technologies relevant for everyone. At every level of each type of technology, there will be a short break to discuss the uses of the technology, why it's relevant for students, and how all content areas could use the technologies. Teachers will be presented with ideas on how to use the technologies and what they can do with them once they learn what they are. The best thing about this workshop, is that teachers will leave the session with programs and materials they can use the next day if they want to. They will have everything they need in handouts or online to help them remember concepts and ideas from the session. When they return to their classroom or home, they only need to tweak what they learned to make it applicable for them. A math teacher may use it differently than a social studies teacher, but they will both be able to use the technology.

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(Statement) These materials will make educators lives easier with the time they will save, provide differentiated instruction for their students, and will have a use in all content areas.

### List key discussion questions.

1. What do you like least about planning lessons?
2. What technology do you currently use in your classrooms?
3. What strategies have you used to help differentiate instruction and motivate students? Have they worked? Why or why not?
4. Do you feel comfortable using technology in your instruction and planning? Why or why not?
5. How many of you feel like you could use a wiki in classroom this year to help you organize concepts and ideas for your students all in one place?
6. What is your content area and how could a wiki be useful in it?
7. Why does Prezi allow for greater interaction with students?
8. Why would Prezi be a better choice than powerpoint?
9. What do you see as the most valuable aspect of edmodo to you and your class?
10. In what ways could you use edmodo to communicate with parents instead of a phone call?
11. Do you think it would be beneficial if students learned how to use the technology (appropriately)? Why?
12. How could students be taught this technology to show their depth of understanding of content? Provide 2-3 examples.