Making Use of Digital Classrooms Joy Dewing & Greta Faurote **Summer 2017**

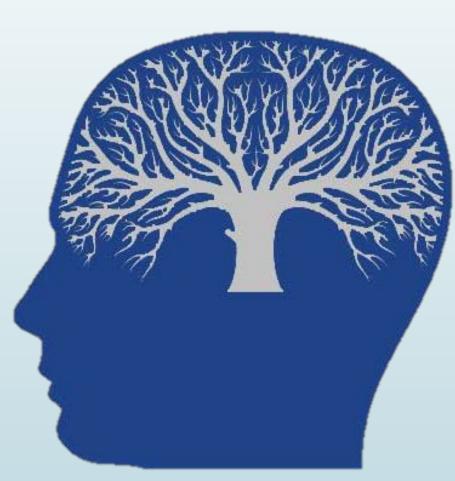
Introductions

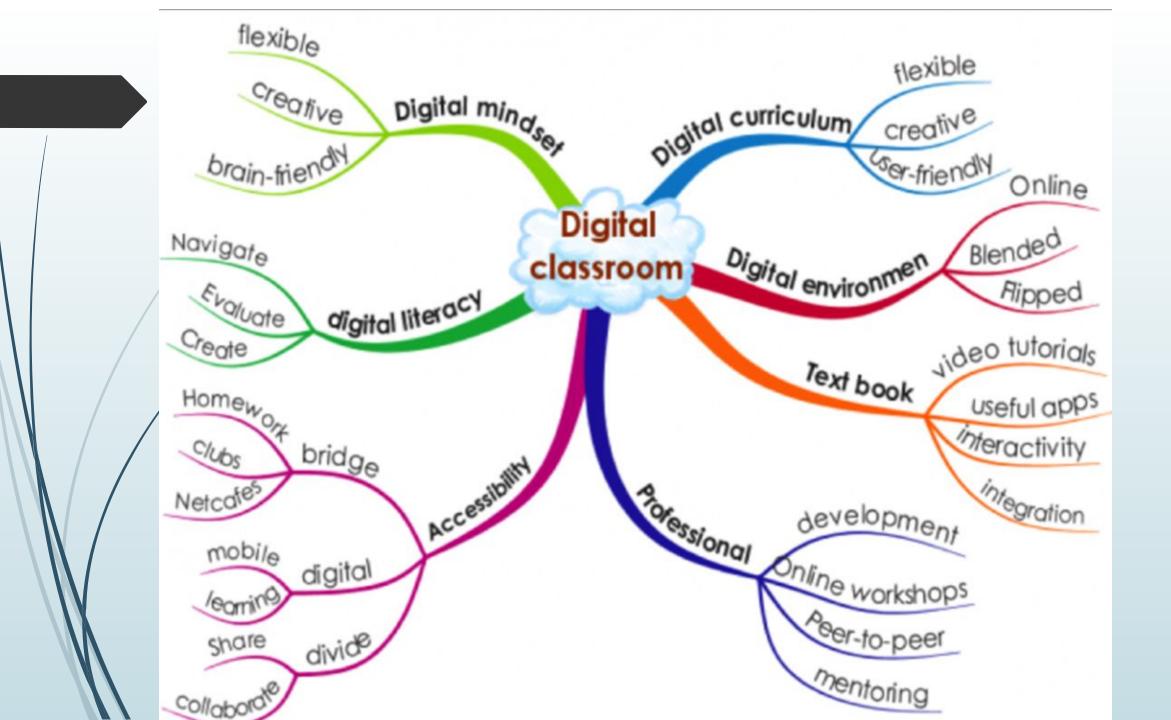
- Name
- Where you teach
- What you teach
- Why you're interested in this session
- Your current comfort level with the Digital Classrooms



What are Digital Classrooms?

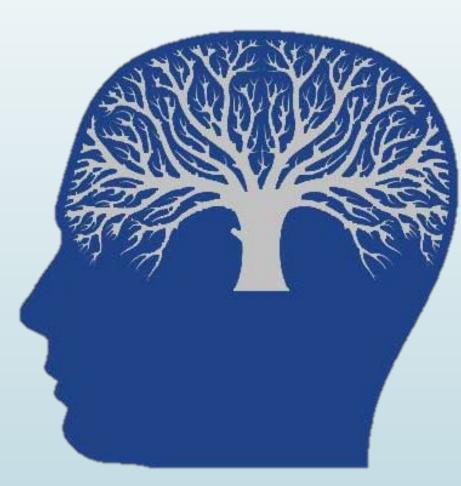
• 'Technology enabled' classroom where students' learning and teacher's instruction is supported by strategic use of technology.





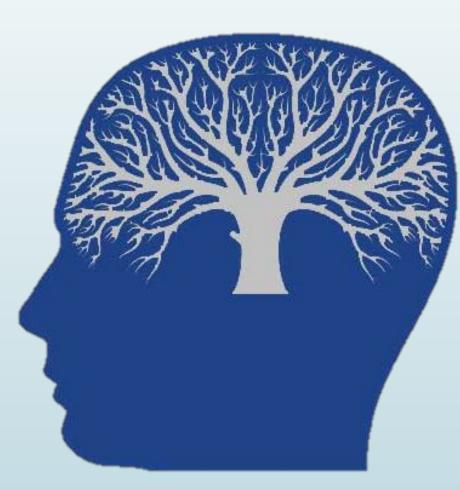
How Can I Use Them?

- Flipped classroom
- Blended classroom
- Smart classroom
- Projects
- Group work



Greta:

- Case studies
- Research
- Labs
- Practice
- Show me what you know
- Reviews

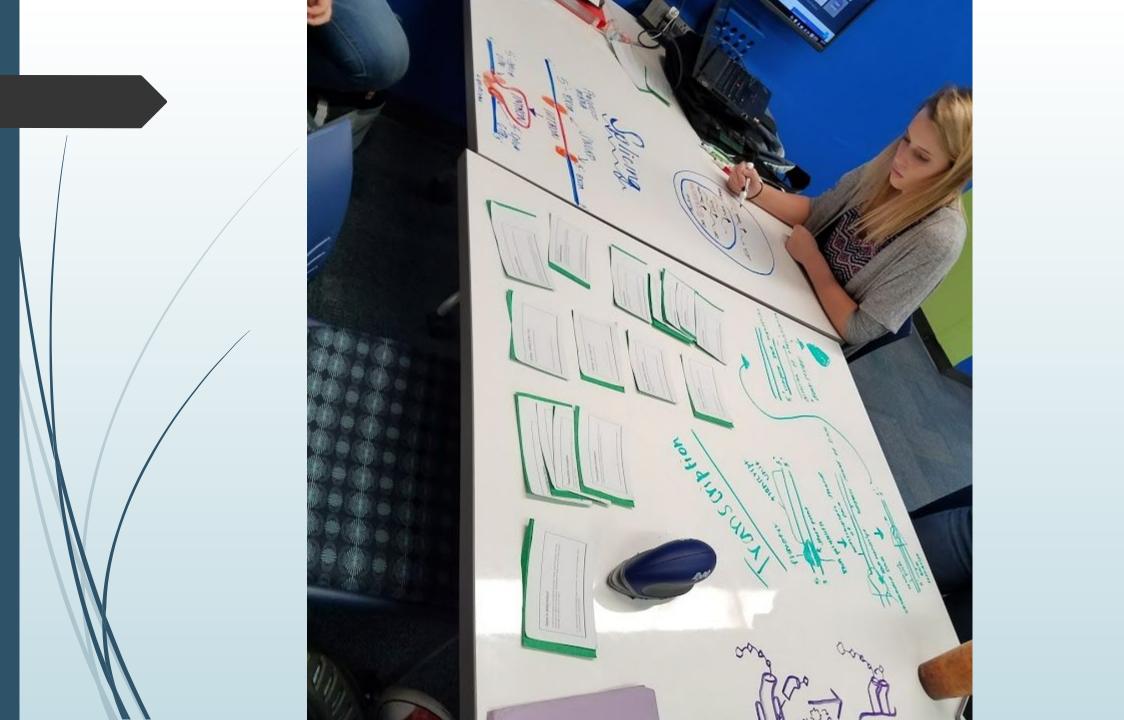






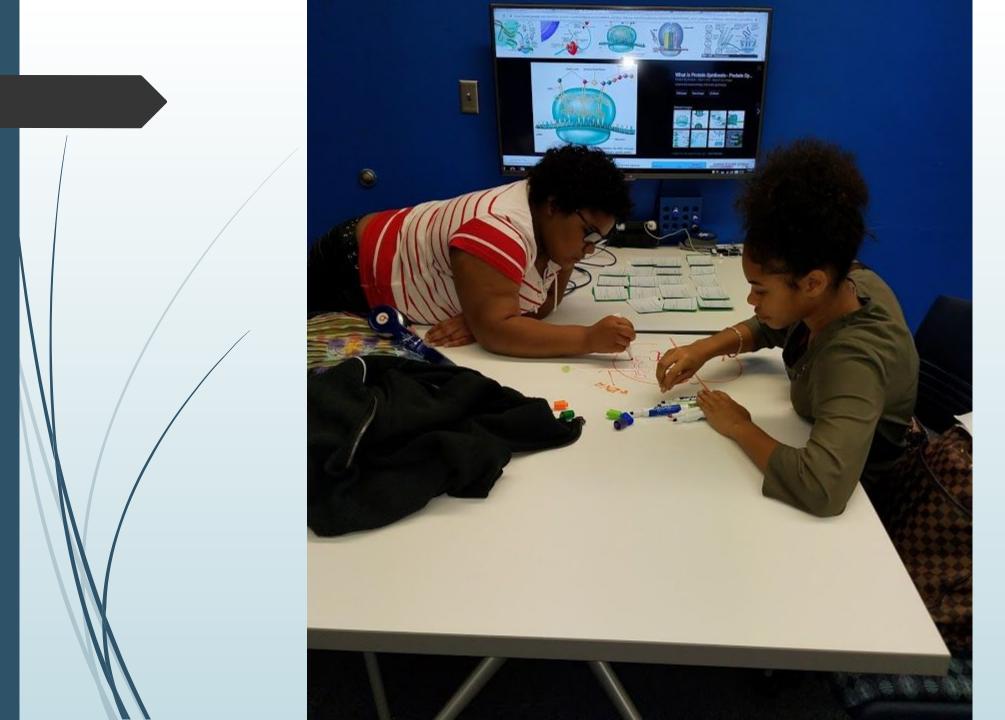


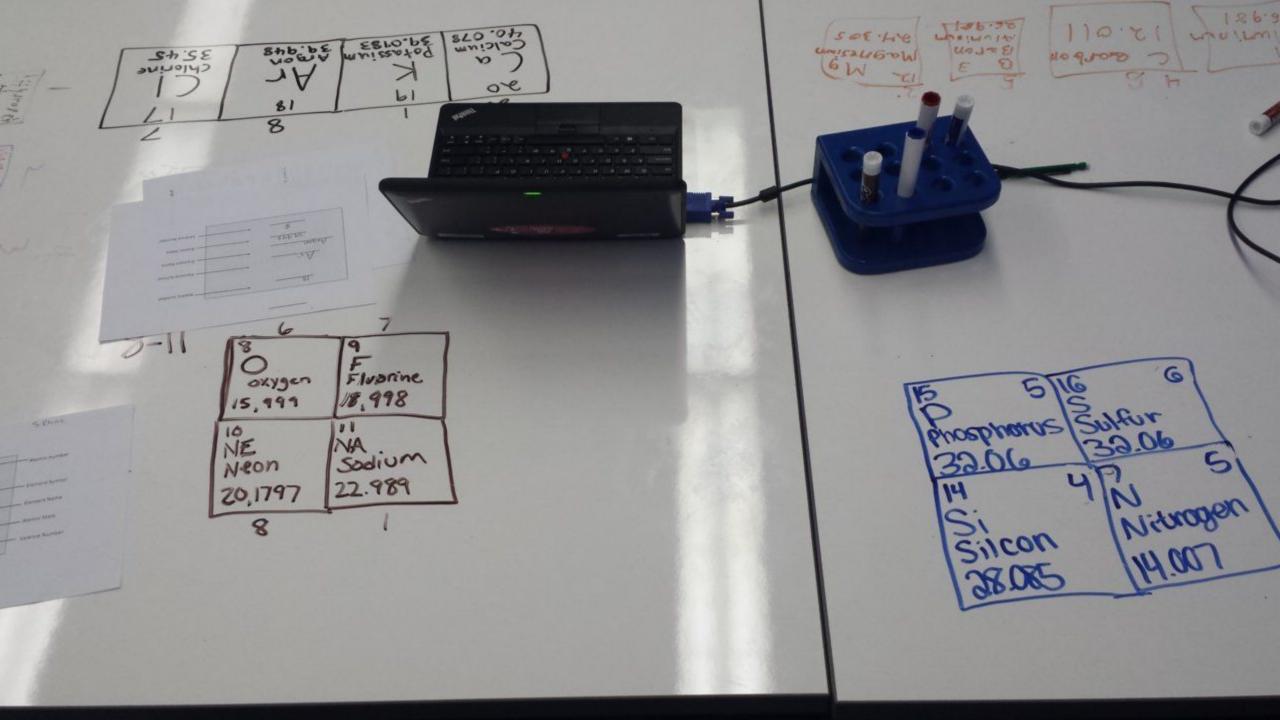




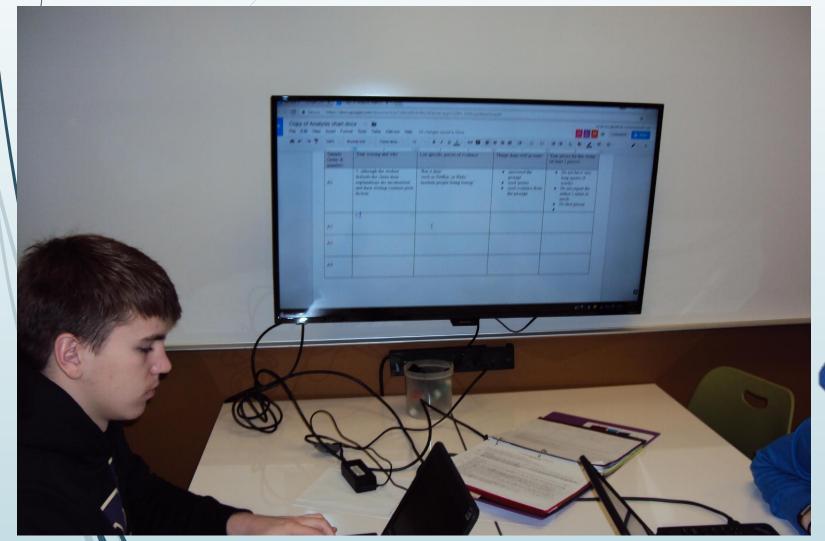




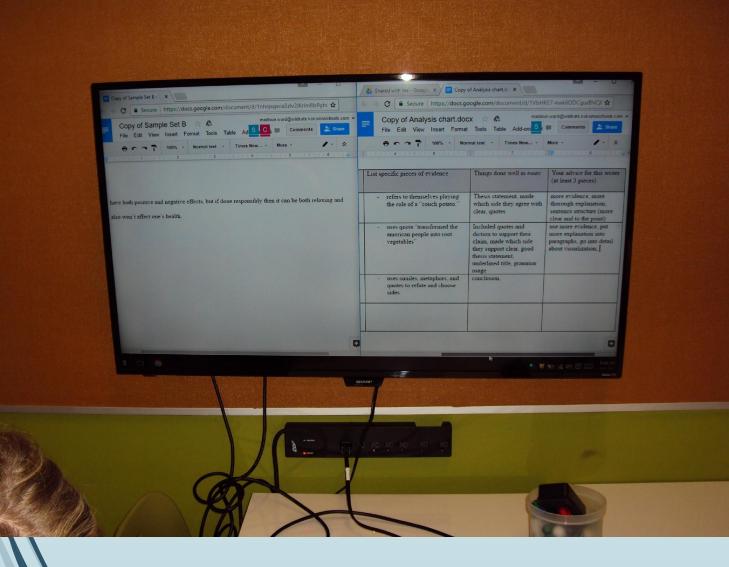




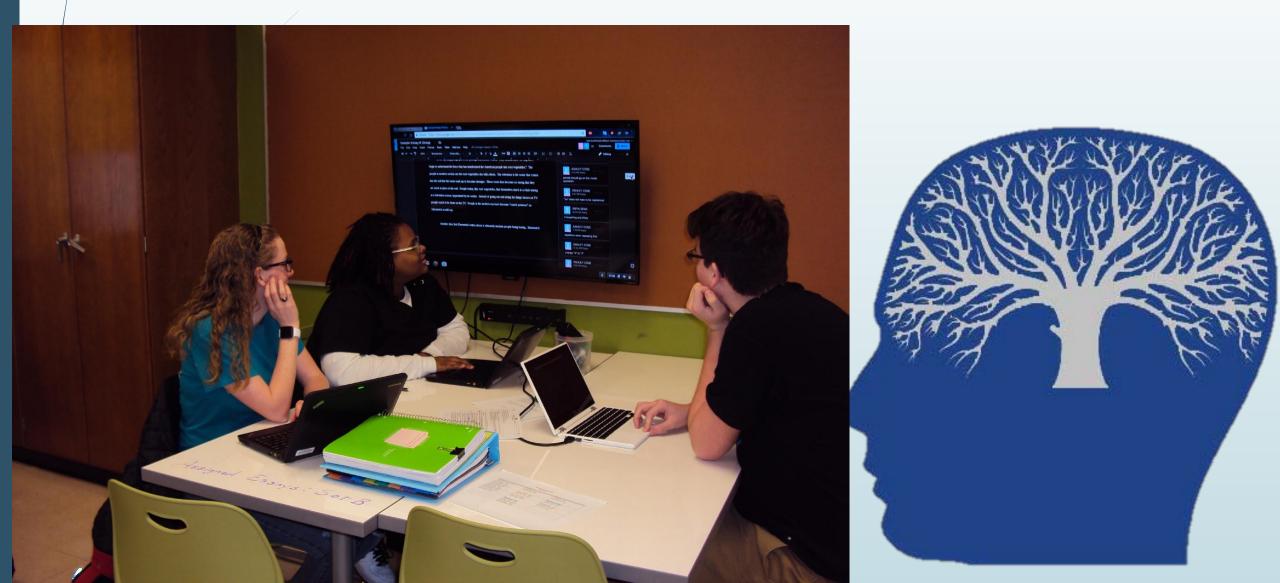


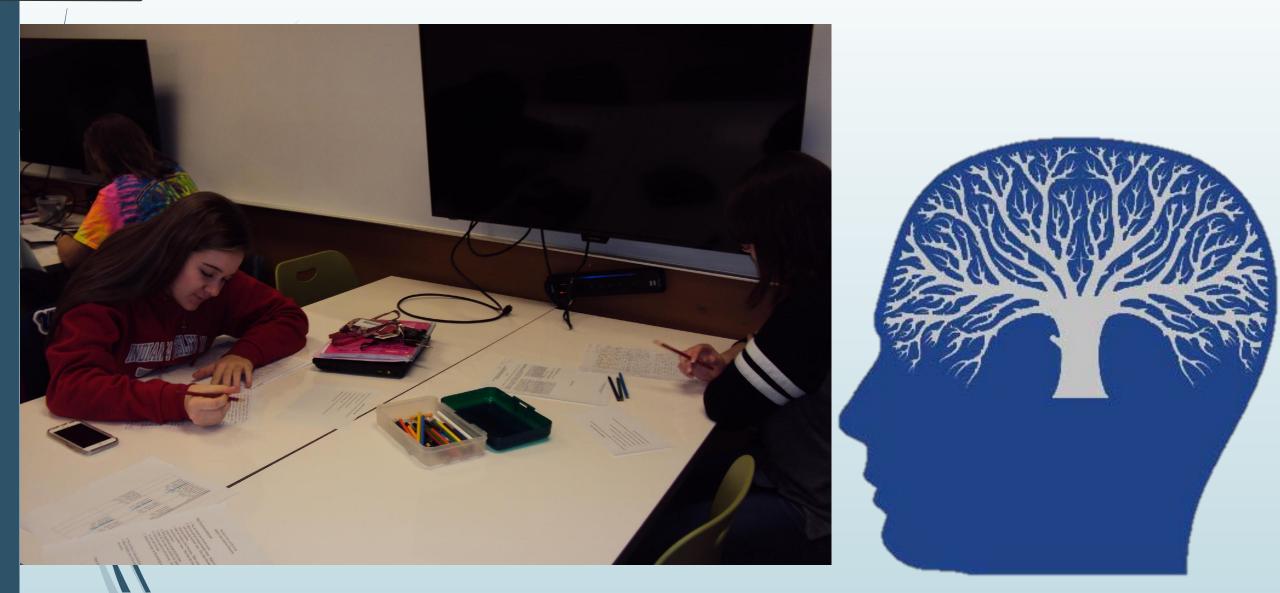


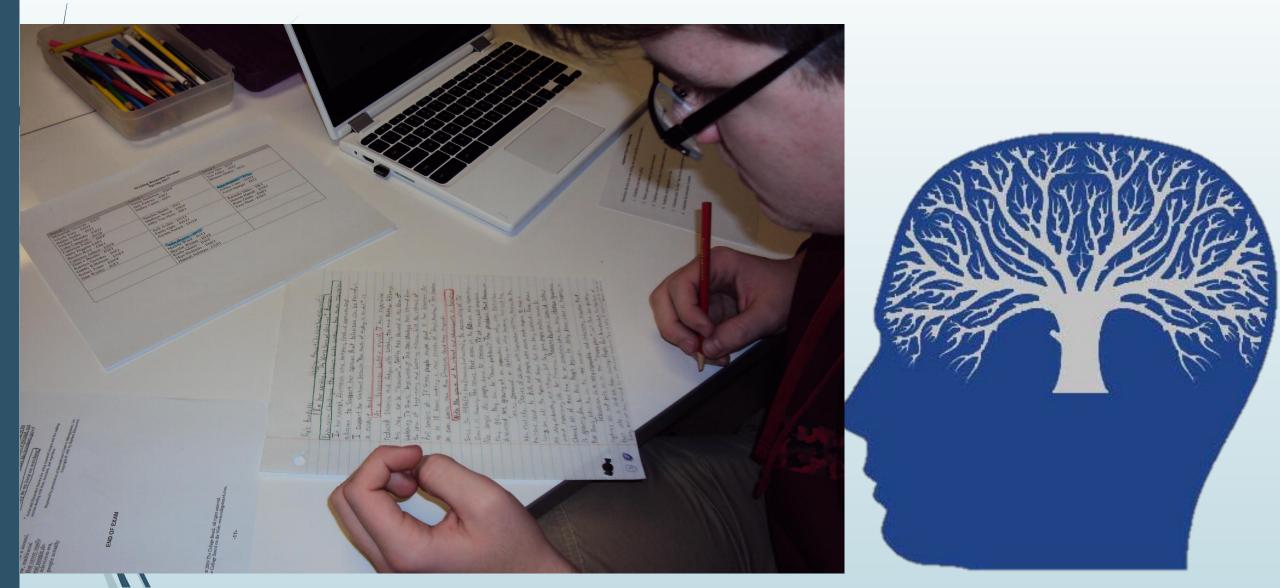












Joy: Creating a Group Movie





Joy: Creating a Group Movie



Information Literacy Standards

 American Library Association: <u>http://www.ala.org/acrl/issues/infolit/standar</u> <u>ds/steps#structure</u>

The information literate student:

1. determines the nature and extent of the information needed.

2. accesses needed information effectively and efficiently.

3. evaluates information and its sources critically and incorporates selected information into his or her knowledge base and value system.



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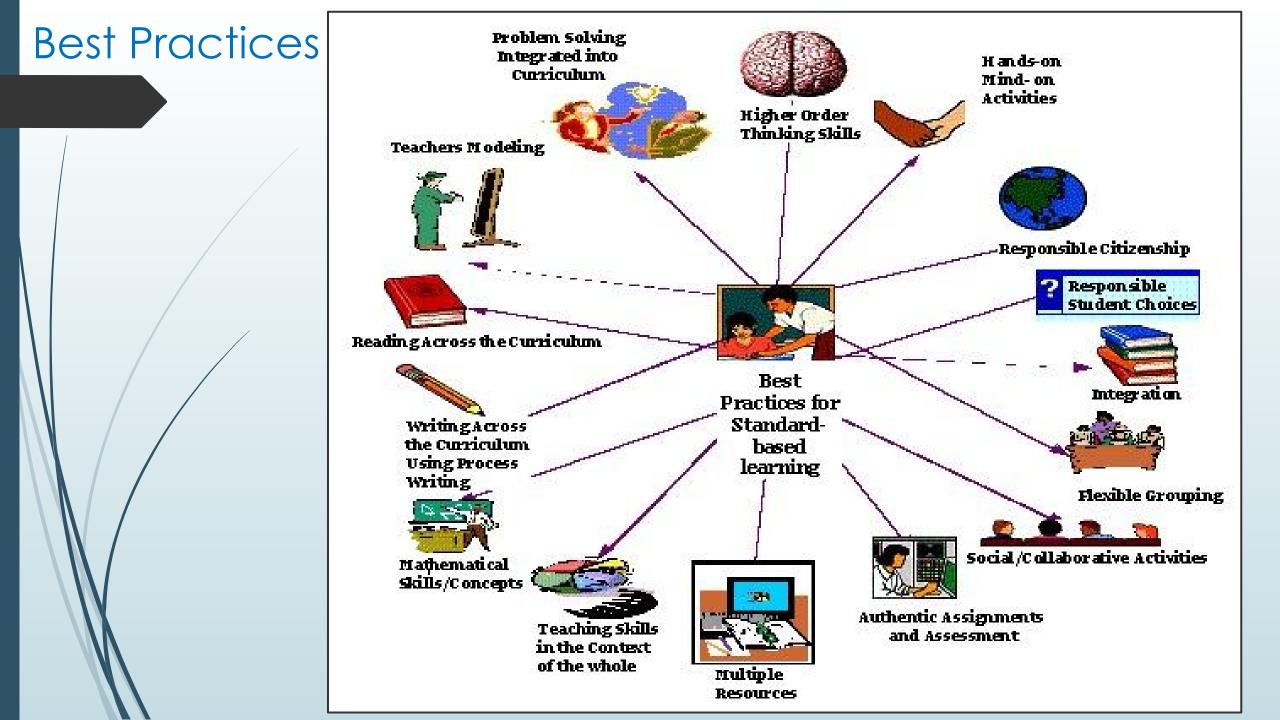
4. individually or as a member of a group, uses information effectively to accomplish a specific purpose.

5. understands many of the economic, legal, and social issues surrounding the use of information and accesses and uses information ethically and legally. This standard recognizes that students must be taught the social, economic and political issues surrounding information, specifically the ethical and legal uses of information and its technology.



ISTE (International Society for Technology in Education) Standards

1. Creativity and Innovation Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.	2. Communication and Collaboration Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.	3. Research and Information Fluency Students apply digital tools to gather, evaluate, and use information.	
4. Critical Thinking, Problem Solving, and Decision Making Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and	5. Digital Citizenship Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.	6. Technology Operations and Concepts Students demonstrate a sound understanding of technology concepts, systems, and operations.	
resources.	http://www.iste.org/docs/pdfs/20-14_	ISTE_Standards-S_PDF.pdf	



What's next?

- Share something you learned that you can use in your classroom this fall
- Complete online survey

