Intel® Education Transforming Learning with One-to-One Course

Syllabus

Description: This training will inspire educators to leverage one to one computing to explore new models for teaching and learning, to build and assess the skills that their students will need to thrive in a Digital Age and to connect their students to the world beyond the classroom.

Course Themes:

- Instructional design in a one-to-one classroom
- Exploration of the range of use of technology tools to enhance teaching and learning
- Classroom management issues and solutions for a one-to-one classroom
- Sustained tech support within the schools
- Collaborating with colleagues to improve instruction by participating in peer reviews of activities

Course Outcomes:

Curriculum Map Activities designed to include:

- 21st Century skill alignment
- Interactions
- Assessment
- Technology tools and integration

Course Length:

4 Modules; Modules 1 – 3 conducted in a 20 hour face to face setting, Module 4 completed in professional learning communities with one activity per month over a 9 month period.

Module One: Setting the State: Reflecting on Our Current Practice and New Possibilities in a Digital Age

In this module, participants begin thinking about their current curriculum and ways to integrate new digital tools in their one to one eLearning environment. Participants discover tools that can inspire their students to think more deeply, enable them to become more productive and creative and allow them to connect with the real world.

Activity 1:   A Day in the Life

The Survey

Activity 2:   Range of Use: And Exploration

Exploring the Range of Use

Creating a Shared Understanding of the Advantages of One-to-One eLearning

Module Two: Modeling and Evaluating Powerful One to One eLearning

In this module, participants continue to think about their curriculum through the framework of an Instructional Planning Packet. Using Activity Checklists and Rubrics, they will experience a "lesson" as a student rather than as a teacher. They will explore classroom management issues in a one-to-one eLearning environment and present findings to the larger group.

Activity 1:   Participating in a One to One eLearning Activity
Activity 2:   Evaluating One to One eLearning Activities
Activity 3:   Applying the Activity Checklist and Rubric to a One-to-One eLearning Activity

Module Three: Planning, Troubleshooting, Integration, and Reflection

Participants consider technical issues related to planning for and troubleshooting within a one to one eLearning environment. To wrap up this module, they will revisit the Instructional Planning packet and continue to work on activities for their curriculum map in terms of technology integration

Activity 1:   Getting Ready for Laptops
Activity 2:   Technical Considerations
Activity 3:   Students as Tech Experts
Activity 4:   Creating Activities for Your Students
Activity 5:   The New You

Module 4: After the Training

Module 4 is designed for participants to complete after they leave the training, working in collaboration with a professional learning community. The module will help establish some general operating procedures for the community as well as provide nine months of activities for the learning community to utilize as they begin implementing new strategies and ideas from the training.

Pair and Share: Incorporating the Internet into Units
Pedagogical Practices: Helping Students Adapt to a Project-Based, Student Centered Classroom
Activity 1:   Getting Started with Your Learning Community
Activity 2:   Learning Community Discussions of Practice
Activity 3:   Looking at Learning from a Student Perspective
Activity 4:   Experiences in Learning
Activity 5:   Learning Community Discussions of Practice
Activity 6:   Refreshing Your Toolkit
Activity 7:   Learning Community Discussions of Practice
Activity 8:   Sharing What Works
Activity 9:   Revisiting the Laptop Learning Level Survey