

# Technology Package (3 CEUs - Ashland University)



The courses in this online CEU package help teachers integrate technology into the curriculum. The package includes easy tools to help teachers design the best lesson plans and technology based activities across the curriculum. The courses are full of ideas and strategies that help teachers use technology as a learning tool and prepare students for the real world.

The Technology Package includes 3 self-study CEU courses (10 hours each) for a total of 30 hours of PD.

- Apps in the Classroom
- Teaching with Internet Technology
- Technology in Learning

# Apps in the Classroom



## Standards:

This course aligns to all of the INTASC Standards including Learner Development, Learning Differences, Learning Environments, Content Knowledge, Application of Content, Assessment, Planning for Instruction and Instructional Strategies.

It also aligns to all of the McRel Teacher Evaluation Standards including Teacher Leadership, Diverse Learners, Teachers Know Content, Teachers Facilitate Learning and Teachers Analyze and Reflect.

Through this course, teachers will fully examine the true learning potential of iPads and apps..

The first part is designed for teachers who are just beginning to use iPads or those who are considering using them. Teachers will learn how iPads can be integrated into the learning process.

The second part focuses on apps in a more general level, on platforms including iOS, Android, and Windows. This course shows teachers how to take into account specifics, including logistics, management ability, content access, sound, and image quality, all while evaluating individual apps. With an integrated approach, teachers can successfully consider an apps' connections with curriculum content and amplify learning.



1 CEU



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# Apps in the Classroom

## Course Outline

### SECTION A: Apps for Education

#### LESSON 1: Considerations, Content and Components

- Apps that encourage students to engage with a greater degree of independent thought
- The key skills in Bloom's Taxonomy and how they can be applied while considering an app for educational use
- Using November's Digital Learning Farm to empower students with targeted apps
- The use of apps to teach the various "multiple intelligences" in Garner's learning theory
- Specific skills and literacies essential for effective teaching and learning in the 21st century and choosing apps that promote their development
- Essential content and components to look for in apps

#### LESSON 2: Logistics and Fluency

- Common logistical concerns with using apps, and how to address and anticipate them
- The importance of achieving fluency in app usage to ensure better learning potential
- Essential phases in app fluency to measure against an app's performance

#### LESSON 3: Learning with Apps

- Transitioning from using apps to "substitute" traditional teaching, to a more transformational approach
- Ways to enhance students' learning through Puentedura's SAMR models
- The integration of November's three phases to ensure rigorous app evaluation
- The use of concrete evidence of students' learning as the ultimate decider on the future use of an app

#### LESSON 4: Sample Evaluation and Recommendations

- Evaluation of an app against all the considerations discussed in the course to find one with optimal teaching potential
- Recommended apps, across iOS, Android and Windows platforms, for the following classroom purposes: Storytelling, Photography, Visualization and Mind Mapping, Note Taking, Book Creators, Screen Casting, Word Clouds, Photo Collages, Drawing, Video, Audio Recording

# Apps in the Classroom

## Course Outline

### SECTION B: iPads in the Classroom

#### LESSON 1: Introduction

- Understanding the role and limitations of iPads in education
- Exploring how iPads can be used to develop essential skills
- Identifying traits of automation, transformation, and pioneering
- Importance of developing a smooth workflow, learning flow, and fluency

#### LESSON 2: iPads as A Teaching and Learning Tool

- Understanding the importance of integrating iPads into the classroom
- Examining iPads as an effective tool in fulfilling essential teaching functions, from routine tasks, to curating information
- The ability of iPads to promote student learning through differentiation, personalization, and ultimate enhancement of individual learning

#### LESSON 3: iPads and Basic Classroom Management

- The features, advantages, and challenges of the different types of iPad distribution
- Considerations and importance of creating a classroom management plan to facilitate smooth iPad integration into the learning process
- Creating appropriate class rules, securing students' focus, implementing procedures, setting expectations, and keeping the use of iPad in focus

#### LESSON 4: Ten 'Must Have' Types of Apps

- Identifying useful apps that support common functions like presentations, screen casting and note taking in the classroom
- Exploring practical ways to integrate apps into lessons

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# Teaching with Internet Technology



## Standards:

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Technology has become an integral part of our life and learning. Using technology in the classroom requires a high level of comfort with the tech tools, as well as an understanding of the role of technology in the learning process. This course equips teachers to help students use technology intelligently and responsibly.

In the first section, teachers will learn new ways of using tools they are familiar with and be exposed to the latest tools for both professional development and classroom application.

The second section teaches concepts and ideas behind using technology successfully in the classroom. It helps teachers understand the various skills that students need to develop in order to effectively use technology.



1 CEU



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# Teaching with Internet Technology

## Course Outline

### SECTION A: Introduction to Technology

#### LESSON 1: Technology Basics

- Computer basics
- Email
- Benefits and harmful effects of technology
- Devices and gadgets for the classroom

#### LESSON 2: Platforms and Providers

- Spreadsheets and Word processing
- Presentation software
- Organization using cloud-based storage applications

#### LESSON 3: Interactive Technology

- Digital scavenger hunts
- Interactive quizzes and activities
- Design tools

#### LESSON 4: Types and Models of Learning

- Flipped and hybrid classrooms
- Learning Management Systems (LMS)
- Webinars and video conferencing tools

# Teaching with Internet Technology

## Course Outline

### SECTION B: Technology in the 21st Century

#### LESSON 1: Introduction

- The mindset behind using technology
- How learning environments and education have changed with technology
- Technology standards and essential conditions required for learning

#### LESSON 2: Tool Set

- Classroom tools
- A code of conduct
- The need for parent education and learning to create a permission slip
- Integrating technology into the curriculum

#### LESSON 3: Skill Set

- The skill set required to succeed in the 21st century, and how these skills relate to technology
- Technology that teaches students how to create, connect, communicate, collaborate, and think critically
- Digital learning farms
- Roles students can take on while using technology in the classroom, including tutorial designers, official scribes, researchers, collaboration coordinators, contributors to society, and curriculum reviewers

#### LESSON 4: Mindset

- Digital literacies
- Basic literacy, information literacy, media literacy, visual literacy, global literacy and network literacy
- Ethical use of digital media
- Digital footprints

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# Technology in Learning



## Standards:

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It also aligns to all of the McRel Teacher Evaluation Standards including Teacher Leadership, Diverse Learners, Teachers Know Content, Teachers Facilitate Learning and Teachers Analyze and Reflect.

Discover creative strategies to tap into classroom technology. The first section delves into research-based and classroom proven reading techniques that are fully supported by technology.

The second section presents the flipped classroom approach. Students are encouraged to take ownership by watching lesson videos on their own time and coming to class equipped to build upon their understanding of the concepts presented.

The resources, examples, and templates presented in this course help teachers plan and create efficient classrooms supported by technology.



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# Technology in Learning

## Course Outline

### SECTION A: Reading through Technology in the Classroom

#### LESSON 1: Introduction

- Introducing technology in the classroom
- Technology tools
- Interactive whiteboards and clickers
- Mobile devices and computers
- Bring your own device (BYOD)
- Important terms: backups and ergonomics

#### LESSON 2: Digital Reading Technologies

- Reading on an e-book
- E-book reader explained
- E-book reader technologies
- Tablet based e-book readers
- App based e-book readers
- Finding e-books
- Reading on the Internet
- Using digital libraries
- Virtual book clubs

#### LESSON 3: Technology Supported Reading

- Pre-reading strategies
- During reading strategies
- After reading strategies

#### LESSON 4: Collaborative Reading Through Technology

- Collaborative reading using technology
- Tools for collaborative reading
- Collaborative reading strategies
- Collaborative activities

# Technology in Learning

## Course Outline

### SECTION B: Flipping Classrooms

#### LESSON 1: Understanding the Flipped Classroom

- Flipped classroom: Definition and why “flip?”
- Key elements and benefits to flipping a classroom
- Traditional classroom vs. flipped classroom
- Types of flipped classrooms
- Research and concerns regarding flipped classrooms

#### LESSON 2: Creating a Flipped Classroom

- How to flip the classroom
- Creating a flipped lesson plan
- Effective lesson planning
- Integration within a flipped classroom

#### LESSON 3: Tools for the Flipped Classroom

- Creating video content
- The latest technology for creating videos
- Digital tools for flipping
- Tips for effective videos

#### LESSON 4: Ideas, Tips and Collaboration

- Accommodating all learners and peer instruction
- Collaboration between students, parents, and school
- Flipping faculty meetings
- Flipping across grade levels

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