



WELCOME TO THE  
**ALLIANCE FOR  
VIRTUAL LEARNING'S**  
SUMMER VIRTUAL TEACHING ACADEMY

Brought to you by



*Share Your Experience with the VTA on Social Media  
with the #VTA2020*

The logo for the Alliance for Virtual Learning is a large, light gray circular seal. It features the words "ALLIANCE FOR" at the top and "VIRTUAL LEARNING" at the bottom, separated by a horizontal line. In the center of the seal is a stylized illustration of a laptop with a stack of papers or a book on top of it.

# **INTRODUCTION**

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## **PRESENTER**

### **Lisa Dawley**

Lisa is Executive Director of the Jacobs Institute for Innovation in Education at the University of San Diego and co-inventor of Pactful, an app to support social good innovation with teens. Formerly, she served as a professor of Educational Innovation, Technology and Entrepreneurship at UNC Chapel Hill School of Education, where founded ImagineLab, a UNC initiative to support teen innovation. Lisa was co-author of the Going Virtual! research series studying professional development for K-12 online teachers.

Contact Lisa at [lisadawley@gmail.com](mailto:lisadawley@gmail.com)

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## **PRESENTER**

### **Kerry Rice**

Kerry Rice is a 2012-2013 and 2015 Fulbright Scholar and Professor in the Department of Educational Technology at Boise State University. Her research focuses on best practices in K-12 online education. She is a former middle school teacher and author of [\*Making the Move to K-12 Online Teaching: Research-Based Strategies and Practices\*](#) (2020). She serves as Coordinator of the Idaho K-12 Online Teaching Endorsement Program at Boise State.

*Contact Kerry at [krice@boisestate.edu](mailto:krice@boisestate.edu)*

# **Virtual Teaching: Best Practices When Teaching and Learning Move Home**

- Gain an understanding of the importance and key differences between virtual and face-to-face instructional methodologies
- Learn the key components and the nature of learning from home (when home is the learning environment vs the physical classroom)
- Learn considerations and best/effective practices for success in virtual teaching



# Online Teaching Standards

- NSQ (K-12 Online Teaching)
- Quality Matters  
(K-12 & HE Online Course Design)

+ Standard A: Professional Responsibilities

+ Standard B: Digital Pedagogy

+ Standard C: Community Building

+ Standard D: Learner Engagement

+ Standard E: Digital Citizenship

+ Standard F: Diverse Instruction

+ Standard G: Assessment and Measurement

+ Standard H: Instructional Design



# Top Needs of Online Teachers

## New

Isolation  
Technology Skills  
Time Management

## 1-5 Years

Student Responsibility  
Time Management  
Parent Support

## 6+ Years

Time Management  
Student/Teacher Ratio  
Student Responsibility  
Parent Support

# Social Emotional Learning ONLINE

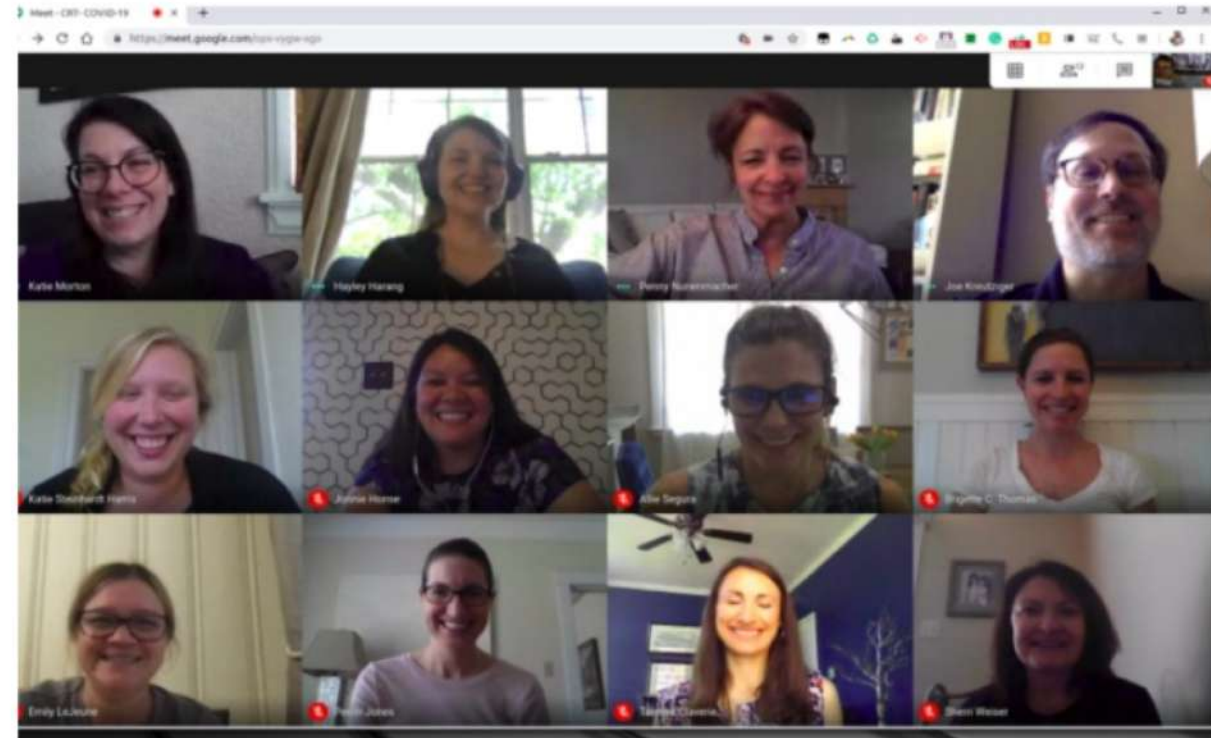
- **Peer-based learning**
  - Interview each other
  - Peer review & feedback
  - Small group projects
- **Small group learning**
  - Synchronous - breakout rooms
  - Asynchronous - LMS
- **Sharing & Showcasing**
  - Portfolios
  - Social Media
  - Inside LMS
  - YouTube/Slideshare
- **Teach Digital Citizenship skills**
  - How to handle trolls & grieving
  - Creating a healthy online identity





# High-Octane Synchronous Learning

- Flip the classroom, put lectures on video or in asynchronous modules
- Let the students lead
- Use synchronous time for:
  - Checking in
  - Small/whole group learning
  - Project planning
  - Collaborative writing, editing, drawing, singing, dancing
  - I do it, you do it
  - Exit slips
  - Online office hours
  - Individual/group presentations



# Rhythm & Pacing

- Create a class schedule
- Start week with email announcement
- Meet online 1x per week, 1 hour is ok
- Host online office hours, 1-2x per week or by appt.
- Students work 1 week at a time on task(s)
- Respond to text/email in 24 hours, if possible
- Reserve the right to take the weekends off

📁 = Foundations   📁 = Pedagogy/Andragogy Project   📁 = Game Design Project   📁 = Final Projects

Topics	Start Date	Activities	Gibson et al	Clarke
• <a href="#">Week 1</a> : Introductions to Course & Second Life; Negotiating the Curriculum	Jan 16	Introductions, overview Blackboard		
• <a href="#">Week 2</a> : Educational Games Overview	Jan 23	Begin reflective action projects	Ch 1-2	Ch 1-5
• <a href="#">Week 3</a> : Social Analyses of Games	Jan 30		Ch 3-4	
• <a href="#">Week 4</a> : Cognition & Gaming	Feb 6		Ch 5-6	
• <a href="#">Week 5</a> : Teachers & Students who Game	Feb 13	Begin pedagogy/andragogy projects	Ch 7-9	
• <a href="#">Week 6</a> : Uses of Educational Games	Feb 20			Ch 6-15
• <a href="#">Week 7</a> : Gaming in Teacher Ed	Feb 27		Ch 10-11	Ch 18
• <a href="#">Week 8</a> : Assessment & Data Collection in Games	Mar 6		Ch 15-18	
• <a href="#">Week 9</a> : Game Design	March 13	Begin design projects	Ch 14	Ch 20-27
• <a href="#">Week 10</a> : Game Design	March 20			
<a href="#">Spring Break - No Class</a>	March 27			
• <a href="#">Week 11</a> : Augmented Reality & Project Planning	April 3	Submit proposals for final projects	Ch 12-13	
• <a href="#">Week 12</a> : Projects	April 10	Begin final projects		
• <a href="#">Week 13</a> : Projects	April 17			
• <a href="#">Week 14</a> : Projects	April 24			
• <a href="#">Week 15</a> : Final Projects	May 1	Final projects due Thursday, May 3		

Teacher	Monday	Tuesday	Wednesday	Thursday	Friday
8- 8:30 am	Ms. D Speech & Lan- guage <i>link</i>		Ms. D Speech & Language <i>link</i>		
8- 9 am		Specials Art <i>link</i>	Mrs. B English (office hours) <i>link</i>	Mrs. B English (office hours) <i>link</i>	Mrs. B English (office hours) <i>link</i>
9- 10 am	Mr. C Science <i>link</i>		Mr. C S. Studies <i>link</i>	Specials Music <i>link</i>	
10- 11 am	Mrs. B English <i>link</i>	Mrs. B English <i>link</i>			
11- 12 pm	Lunch/ Break time	Lunch/ Break time	Lunch/ Break time	Lunch/ Break time	Lunch/ Break time
12- 1 pm		Mr. C Sci/S. Studies (office hours) <i>link</i>		Mr. C Sci/S. Studies (office hours) <i>link</i>	Mr. C Sci/S. Studies (office hours) <i>link</i>
1- 2 pm	Mr A Math <i>link</i>				Mr A Math <i>link</i>
2- 3 pm	Specials PE <i>link</i>	Mr. A Math (office hours) <i>link</i>	Mr. A Math (office hours) <i>link</i>	Mr. A Math (office hours) <i>link</i>	

*link* refers to the details and/or url needed to enter the video-conferencing meeting.



# Online Teaching Toolkit

Start with one in each category, build over time!

## Content Storage



- LMS - Canvas, ClassCraft, etc.
- Google Drive, Office 365
- YouTube, Vimeo
- Slideshare

## Planning & Productivity



- Google Docs, Slides, Sheets
- Word, Powerpoint, Excel
- Rubric Makers
- Teachers Pay Teachers

## Communication



- **Synchronous** - webinar, phone
- **Asynchronous** - text, email, discussion board, YouTube comments

## Learning & Assessment



- **K-12:** BrainPop, Discovery Ed, Kahn Academy, Minecraft
- **Higher Ed:** Portfolios tools, TED, LeanStack, Busuu, Photomath

## Content Creation



- **K-12:** Seesaw, Flipgrid, Tinkercad, Bubbl.us, Nearpod
- **HigherEd:** Canva, Sketchpad, Pixlr, Screencast-O-Matic, Wix, Wordpress



# SIGN UP FOR UPCOMING SESSIONS IN THE **SUMMER VIRTUAL TEACHING ACADEMY**

<https://go.blackboard.com/virtual-teaching-academy>

- Speaker: email address
- Speaker: email address
- Speaker: email address

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