

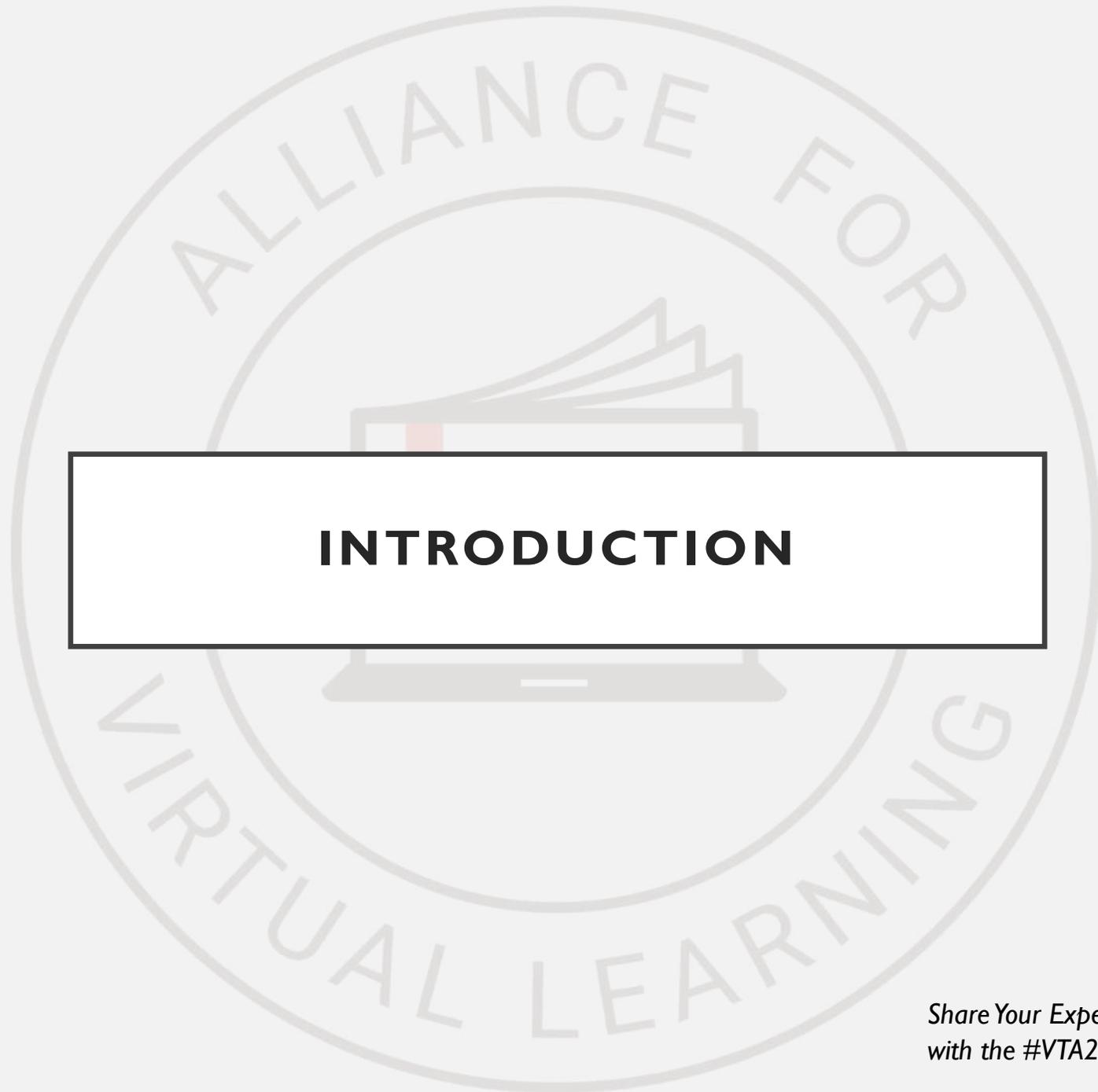


WELCOME TO THE
**ALLIANCE FOR
VIRTUAL LEARNING'S**
SUMMER VIRTUAL TEACHING ACADEMY

Brought to you by



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



INTRODUCTION

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



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

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



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

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

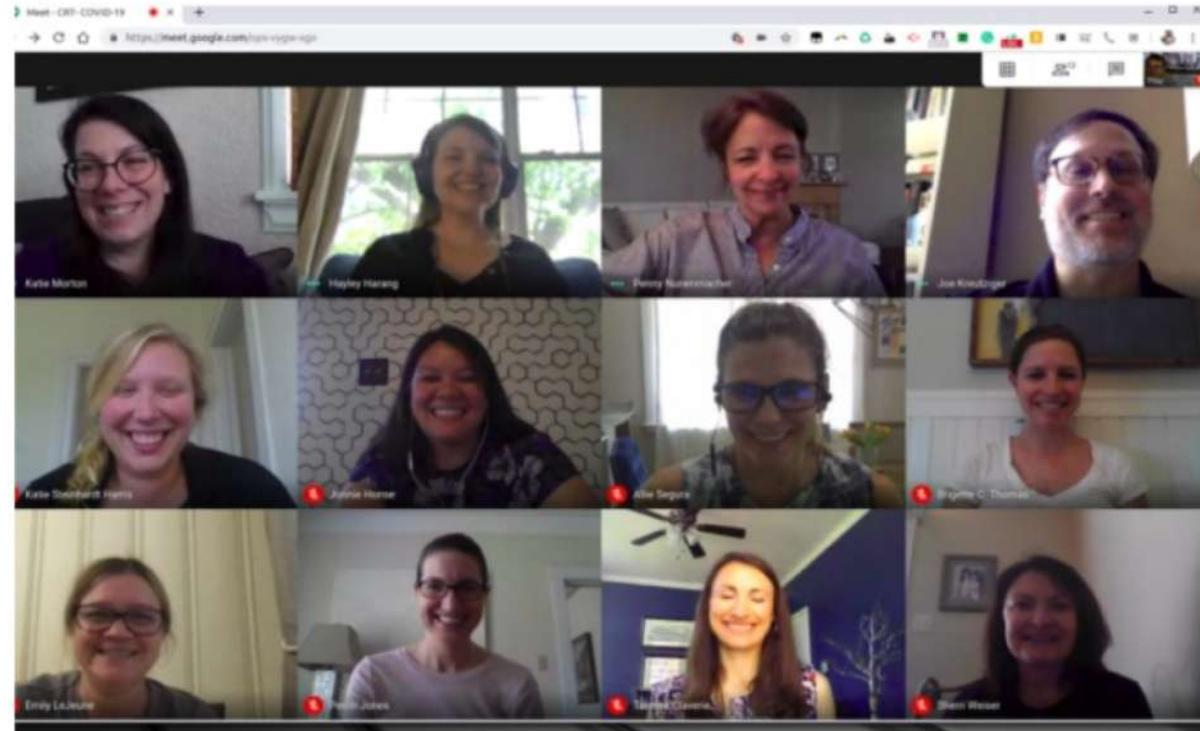
Social Emotional Learning ONLINE

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



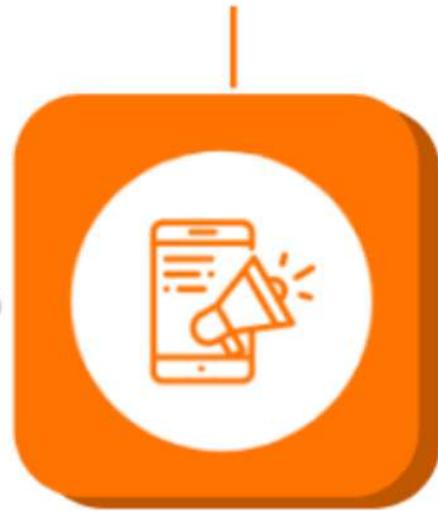
- LMS - Canvas, ClassCraft, etc.
- Google Drive, Office 365
- YouTube, Vimeo
- Slideshare

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

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