

Metro Tech Camp 2021

EDUC 600, 1 professional development credit

Instructor Information:

Last Name: Teiken	First Name: Jodell
Position/Title: Director Standards-based Instruction	
Highest Degree: Master	
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Course Information:

Dates: June 8, 2021 to August 9, 2021

Guest Lecturer(s):

Ed Mitchell, Technology Director, West Fargo Public Schools - MS
Missy Eidsness, Associate Superintendent, Fargo Public Schools - MS
Amy Soma, Library Coordinator, Fargo Public Schools - MS
Julie Wellnitz, Library Coordinator, Moorhead Public Schools - MS

Text: n/a

Description:

Metro Tech Camp is a place where educators come together to learn from and with each other. Participants choose from a variety of sessions to learn about electronic tools and resources, and strategies for using technology to achieve content and 21st Century Standards.

Objectives:

1. Experiment with and share new and existing educational technology.
2. Identify electronic tools and resources that will improve efficiency and/or classroom learning.
3. Network and share ideas with K12 teachers and administrators, including pandemic take-aways.

National Board for Professional Teaching Standard:

The National Board for Professional Teaching Standards seeks to identify and recognize teachers who effectively enhance student learning and demonstrate the high level of knowledge, skills, abilities and commitments. This course aligns with 3 & 4 of those standards.

Topical Outline:

Participants attend choice sessions on Tuesday, June 8th and complete 5 virtual sessions (estimated 90 minutes per session) before August 2nd, 2021.

Course Requirements:

1. Attend opening session and 5 breakout sessions on June 8th, including networking lunch. {7.5 hrs.}
2. Complete 5 virtual session modules. {7.5 hrs.}
3. Submit feedback for each breakout session attended.
4. All feedback and virtual session requirements are due August 2nd with course completion August 9th, 2021.

Required Student Resources:

electronic device & wireless internet access

Evaluation Plan:

	A	B	F
Attend sessions on June 8 th	Attend opening session and 5 breakout sessions on June 8 th .	Attend opening session and 5 breakout sessions on June 8 th .	Attend fewer than 5 breakout sessions.
Complete virtual session modules	Complete all requirements for a minimum of 5 virtual sessions.	Registered for 5 virtual sessions, but did not complete all requirements.	Registered for fewer than 5 virtual sessions.
Submit feedback	Submit reflective feedback for each breakout session that will lead to improvement of future sessions and/or classroom implementation.	Submit feedback for each breakout session attended on June 8 th and all virtual sessions.	Fewer than 10 reflections submitted.

Students with Disabilities:

Any students with disabilities or other special needs, who need special accommodations in this course are invited to share these concerns or requests with the instructor as soon as possible.

Academic Honesty Statement:

All work in this course must be completed in a manner consistent with NDSU University Senate Policy, Section 335: Code of Academic Responsibility and Conduct (<http://www.ndsu.nodak.edu/policy/335.htm>).

JUNE 8th SCHEDULE

8:00AM-8:30AM – Opening Session

8:30am CDT	<div><div>● Concepts and Strategies Used in a Gamification Classroom</div><div>● Digital Breakouts</div></div> <div><div>● Flipgrid for engagement</div><div>● Seesaw Asynchronous Lessons</div></div> <div><div>● Canvas - Course Tour/Organization</div><div>● Canvas - Speedgrader/ Rubrics</div></div> <div><div>● Canvas - Using Canvas Modules to Create Class Flow</div><div>● Minecraft Chemistry</div></div>
9:45am CDT	<div><div>● Chinese and Chinese foods</div><div>● Flipgrid</div><div>● Golden Tech Nuggets</div></div> <div><div>● Library Digital Materials and Resources for Classrooms</div></div> <div><div>● Canvas - Harnessing the Power of the Rich Content Editor</div></div> <div><div>● Canvas - What are Canvas Quizzes and Assignments?</div><div>● Mastery Connect</div></div> <div><div>● Bring On The Books: Middle Grade and Young Adult Literature Edition</div></div>
11:00am CDT	<div><div>● Pandemic Take Aways for Gr 3-5 teachers</div><div>● Pandemic Take Aways for K-2 teachers</div></div> <div><div>● Pandemic Take Aways for Gr 6-8 Teachers</div></div> <div><div>● Pandemic Take Aways for Gr 9-12 Teachers</div></div>
1:00pm CDT	<div><div>● Office 365</div><div>● Finding Good Information with ELM</div></div> <div><div>● Gamification and Game-based Learning</div><div>● Bring on the Books: Picture Book Edition</div></div> <div><div>● Seesaw Choice Boards</div><div>● Canvas - Exploring the Content Types</div></div> <div><div>● Canvas - Letting Canvas be your Teaching Assistant</div><div>● Mastery Connect</div></div>
2:30pm CDT	<div><div>● Amplifying Our Voices!</div><div>● iMovie/Keynote</div><div>● SnapType Pro</div></div> <div><div>● Swivl - More than just a video recorder.</div><div>● What's New in OverDrive/Sora</div></div> <div><div>● Build your Canvas Course</div><div>● Minecraft 101</div></div> <div><div>● Canvas and Mastery Connect Q & A</div></div>

VIRTUAL SESSIONS

☐ Virtual - Book Creator

☐ Virtual - Concepts and Strategies Used in a Gamification Classroom

☐ Virtual - Curation with Wakelet

☐ Virtual - Digital Breakouts

☐ Virtual - Flipgrid

☐ Virtual - Gamification and Game-based Learning

☐ Virtual - Generation Genius

☐ Virtual - Golden Tech Nuggets

☐ Virtual - Google Extensions

☐ Virtual - iMovie/Keynote

☐ Virtual - Minecraft 101

☐ Virtual - Minecraft Chemistry

☐ Virtual - Office 365

☐ Virtual - Office365 Tips and Tricks

☐ Virtual - OneNote Wonders for Your PLC

☐ Virtual - Schoology for Beginners

☐ Virtual - Seesaw Asynchronous Lessons

☐ Virtual - Seesaw Choice Boards

☐ Virtual - SnapType Pro

☐ Virtual - Using Noodle Tools to organize Your Research Project

☐ Virtual - Using OneNote to Streamline Your Classroom

☐ Virtual - Virtual PE - ?

☐ Virtual - Visual Literacy: Infographics

☐ Virtual - Visual Notetaking Made Easy