

21st Century Learning Division
2020-2021 Course Offerings

21st Century Learning Pedagogy			
Course Title/Description	Format	Dates	Facilitators
<p>Getting Started with Online and Blended Learning Micro-Course 5 hours (<i>This course was required for all teachers for Back-to-School PD 2020.</i>)</p> <p>Online and blended learning is more than just using technology to deliver instruction. It's about thoughtfully designing student-directed learning activities which leverage the use of technology to increase student engagement, creativity, collaboration, and productivity.</p> <p>In this self-paced micro-course teachers will learn:</p> <ul style="list-style-type: none"> • The basic principles of Blended Learning- what it is, how it is different from tech integration, and online learning. • The essential elements necessary to design effective instruction as they shift toward online and blended learning. • Best practices for building culture and community in online learning environments, strategies to increase engagement, and assessment strategies for blended and online learning. • Research-based strategies for online learning design and how it impacts learning. <p>Access the course content (in OneNote) here. This OneNote notebook is also available in the WCSD Teacher Communities > 21st Century Learning channel. Find your WCSD Teacher Community here: https://www.washoeschools.net/Page/13619</p>	<p>Online Asynchronous (Self-Paced)</p>	<p>Ongoing (start/finish when you choose)</p> <p><i>This course was required for all teachers for Back-to-School PD 2020.</i></p>	<p>Terra Graves Sara Lediard</p>
<p>Demystifying the Nevada Computer Science and Integrated Technology Standards 1-credit = 15 hours</p> <p>Our world has become increasingly dependent upon technology and computers, and it is critical all students get the necessary training to compete in a global digital age. This is especially true in Nevada, as we are now diversifying our economy and have landed on the forefront of being a 'technology state'. Please join the cause and be one of the teachers that provides opportunities to your students that they need to succeed in this digital age.</p> <p>In this course, teachers will gain a working knowledge of the Nevada Computer Science and Integrated Technology Standards and the important role each of us play in exposing ALL students to computer science fundamentals. This class is a foundational entry point for teachers to bring computer science and integrated technology concepts to their students no matter what grade-level or content area you teach.</p> <p>This course consists of four modules:</p> <ul style="list-style-type: none"> • The first module, Why CS for All?, focuses on the importance of CS (Computer Science) and equitable access for all students. • The second module, What are the CS Standards?, will dive deeper into the standards and allow for grade level exploration. • The third module, What are the NITS?, will introduce the learner to the new Nevada Integrated Technology Standards (NITS). These standards are designed to be integrated into content areas. • The final module, What Platforms and Tools Support CS in the Classroom?, will allow for hands on exploration of WCSD-approved Computer Science platforms and curriculum resources. 	<p>Online Asynchronous</p>	<p>Jan.7-Feb.19 2021</p> <p>Register on MyPGS</p>	<p>Tina Holland Cathy Jacobson</p>
<p>21st Century Educator: Practitioner Badge 2-credits = 30 hours</p> <p>21st Century Learning is NOT just about using technology. It's about redesigning your learning activities to provide a more engaging, student-centered learning environment.</p> <p>This 8-week blended course explores each of the Six Dimensions of 21st Century Learning: Collaboration, Knowledge Construction, Real-World Problem-Solving and Innovation, Use of Technology for Learning, Self-Regulation, and Skilled Communication. The course begins with an orientation to help get you familiar with the course syllabus, Microsoft TEAMS, and class notebook. Each week, there is a "flipped" reading and video assignment to prepare for the 2-hour synchronous meeting. During the synchronous meetings in Weeks 1-6, there are activities for fostering deeper understanding of the selected dimensions. Following each synchronous meeting, there are both individual reflections and learning team challenges online to reinforce your learning. In Weeks 4-7, you will "makeover" a lesson plan based on the Six Dimensions and complete a final reflection of your experiences using the dimensions in your classroom during the course. The final 1-hour synchronous meeting in Week 8 is our Expo. You will share your takeaways and next steps with the class during this celebration and learn about the Leader Badge class.</p>	<p>Online Synchronous and Asynchronous</p>	<p>TBD Spring 2021</p>	<p>Kathy Aikin Monica Anderson Cathy Jacobson Vallarie Larson</p>

<p>21st Century Educator: Administrator Practitioner Badge 2-credits = 30 hours</p> <ul style="list-style-type: none"> • Build capacity of administrators and aspiring administrators to create and facilitate 21st century learning environments; • Increase awareness of tools and resources available online to support successful integration of the Six Dimensions of 21st Century Learning: Collaboration, Knowledge Construction, Real-World Problem-Solving and Innovation, Use of Technology for Learning, Self-Regulation, and Skilled Communication; • Prepare administrators to support the short- and long-term implementation of 21st Century Learning environments in a variety of instructional, professional learning, and system-wide contexts; • Create and support an ongoing personal learning network of other WCSD 21st Century Educators who have earned the Practitioner Badge; and • Model an online learning format through 9 synchronous hours and 21 hours of flexible online work. 	Online Synchronous and Asynchronous	TBD Spring 2021	Jessica Stepaniak Monica Anderson Terra Graves										
<p>21st Century Educator: Leader Badge 2-credits = 30 hours</p> <p>This 30-hour blended class is open to teachers who have completed the Practitioner class. The content and activities are designed to support their growth as an instructional coach/consultant in various environments such as: their own school, within the school district, and/or outside the school district. Teachers plan and complete a Leader Project, complete one mandatory unit and eight self-selected units of Choice Modules based on the focus of their project, learn about peer-coaching, change process, and further implementation of the 21st Century Competencies. There are six two-hour synchronous meetings. Online assignments will be completed between the synchronous meetings.</p> <p>Choice Modules:</p> <table border="0" data-bbox="56 617 2042 763"> <tr> <td>Adult Learning Theory (Mandatory 1 unit)</td> <td>Coaching Conversations (2 units)</td> <td>Collecting Evidence of 21st Century Learning (1 unit)</td> <td>Facilitating Small Group Work (1 unit)</td> <td>Grant Writing and Fundraising (1 unit)</td> </tr> <tr> <td>Presentation Planning and Skills (1 unit)</td> <td>School Performance Planning (1unit)</td> <td>Systems Thinking and the Change Process (2 units)</td> <td>Technology Acquisition Planning (1 unit)</td> <td>Writing a Conference Proposal (2 units)</td> </tr> </table>	Adult Learning Theory (Mandatory 1 unit)	Coaching Conversations (2 units)	Collecting Evidence of 21 st Century Learning (1 unit)	Facilitating Small Group Work (1 unit)	Grant Writing and Fundraising (1 unit)	Presentation Planning and Skills (1 unit)	School Performance Planning (1unit)	Systems Thinking and the Change Process (2 units)	Technology Acquisition Planning (1 unit)	Writing a Conference Proposal (2 units)	Online Synchronous and Asynchronous	TBD Spring 2021	LaNae Moffitt Kathy Aikin
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Digital Learning Tools and Strategies																		
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<p>21st Century Educator: Explorer Badge - Camp 21 1-credit = 15 hours</p> <p>Camp 21 exposes teachers to digital learning tools and resources that can be used in the classroom to increase student engagement, productivity, and learning. This online course requires participants to select FOUR different Modules from the Camp 21 Catalog. For each module selected, teachers will complete an exploration, an implementation project, and share ideas in an online discussion. This course is fast paced with weekly deadlines requiring classroom application of learning and personal reflection. The course concludes with a final online Expo where participants share their best implementation project with each other. Successful completion of this course qualifies the participants for a WCSD 21st Century Educator Explorer Badge.</p> <p>Module Catalog:</p> <table border="0" data-bbox="56 1153 2042 1429"> <tr> <td>Classroom Design and Tech Management</td> <td>Collaborative Projects Using WebQuests and PBL</td> <td>Creating an Inclusive Classroom with Accessibility Tools</td> <td>Digital Citizenship 2.0</td> <td>Flipgrid</td> </tr> <tr> <td>Formative Assessment Process in the 21st Century Classroom</td> <td>Maker Movement: More Than Just a Space</td> <td>Math in the 21st Century Classroom</td> <td>New Literacies for Digital Age Learning</td> <td>No (Dumb) Homework</td> </tr> <tr> <td>Personal Learning Networks and Environments</td> <td>Presentation and Project Tools</td> <td>Science in the 21st Century Classroom</td> <td>Social Studies in the 21st Century Classroom</td> <td>The 3 Realities--Augmented, Virtual, and Mixed</td> </tr> </table>	Classroom Design and Tech Management	Collaborative Projects Using WebQuests and PBL	Creating an Inclusive Classroom with Accessibility Tools	Digital Citizenship 2.0	Flipgrid	Formative Assessment Process in the 21 st Century Classroom	Maker Movement: More Than Just a Space	Math in the 21 st Century Classroom	New Literacies for Digital Age Learning	No (Dumb) Homework	Personal Learning Networks and Environments	Presentation and Project Tools	Science in the 21st Century Classroom	Social Studies in the 21st Century Classroom	The 3 Realities--Augmented, Virtual, and Mixed	Online Asynchronous	Oct.12-Dec.4 2020 Additional sessions TBD Spring 2021 Register on MyPGS	Misha Miller-Hornbuckle Tina Holland Kathy Aikin LaNae Moffitt
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<p>WCSD Digital Learning with Microsoft Teams and Tools (On-Demand) 1-credit = 15 hours</p>	Online Asynchronous (Self-Paced)	Ongoing (start/finish when you choose)	Jessica Stepaniak															

<p><i>Microsoft Teams and Tools:</i> Microsoft Teams is a digital hub for users of all ages. It provides a space for all the information you communicate with a colleague, student, teacher, or classmate to appear in one place. All of your conversations, media, content, apps and assignments live in one spot in Teams. In education, Teams can support the development and facilitation of collaborative classrooms that connect students with their peers and teacher. Teams can also connect in professional learning communities and provide a communication channel for school faculty.</p> <p>Microsoft Teams operates on the belief that effective classroom technology is digital advancement delivered with purpose – to inspire creativity and cultivate curiosity. The classroom experience in Teams empowers the generation that embraces technology as their first language, encouraging their developing voices and helping educators implement learning strategies for their future success.</p> <p>This course is intended as an introduction to Microsoft Teams as well as the other Office 365 tools as Microsoft Teams is the only approved digital learning environment for use with students in WCSD.</p> <p>To help teachers easily and effectively use this digital learning platform with their students, this course’s lessons and activities are designed for skills progression; ready-to-implement exercises that can be incorporated across the curriculum.</p> <p>This course will consist of five modules for a minimum total of 15 hours.</p> <ul style="list-style-type: none"> • Digital Learning with Microsoft Teams and OneNote Class Notebook • Creating an Inclusive Classroom with Accessibility Tools • Microsoft Sway • Microsoft Forms • Using Video for Teaching and Learning 		Register on MyPGS	
<p>WCSD Digital Learning with Microsoft Teams and Tools (Facilitated) 1-credit = 15 hours</p> <p><i>This course includes the same content as the On-Demand course. This version has a 2-hour synchronous meeting once per week for four weeks with online assignments in-between.</i></p>	Online Synchronous and Asynchronous	TBD Spring 2021 Register on MyPGS	Mark Skoff Vallarie Larson Kathy Aikin
<p>Learning in the World of Minecraft (Blended Learning) 1-credit = 15 hours</p> <p>Minecraft Education Edition gives educators a unique opportunity to bring more play into learning environments. It helps students for the future workplace by building skills like collaboration, communication, and problem solving. The open learning environment allows students the freedom to experiment, which encourages creative self-expression and computational thinking while learning. Through the boundless world of Minecraft, this course will cover content standards as well as the state mandated computer science and integrated technology standards. You will experience navigating and building worlds as well as crafting new and innovative ways to integrate the NVACS through Minecraft play, while providing engaging learning experiences for your students.</p>	Online Synchronous and Asynchronous	Jan.11-Feb.25 2021 Register on MyPGS	LaNae Moffitt Mark Skoff