Face to Face Courses

Using Office 365 to Connect Learning (.6 CEUs)

Upon completion of this course, participants will have the basic skills needed to use the Office 365 tools effectively to improve classroom management, communication and organization. Participants will learn how implementing these tools into their classrooms will help students learn to use technology to collaborate with others and improve their mastery of the content.

Tools include:

- Email and email groups
- OneDrive
- Calendar
- Yammer
- Teams
- Sway
- Sharing documents using Word, Excel, PowerPoint Online
- OneNote
- Microsoft Teacher Training

Teaching with Technology 3.0 (.6 CEUs)

This is an interactive course that focuses on helping teachers use online instructional resources to create engaging lessons and improve daily, classroom instruction.

Focus will be on improving pedagogy through the use of available online resources. Specific lessons will include using online student response applications for gauging student understanding, teaching the effective use of internet research and resources, and creating blended lessons when daily student technology is not available.

Participants will also learn to record/create "mini" online demonstrations of using an instructional application to share with other teachers.

Topics include:

- Creating interactive lessons in the content areas
- Matching electronic resources to curriculum
- Using digital textbooks and materials (open source and District)
- Creating project based, collaborative lessons for students
- Building literacy skills across the curriculum

Using Google Tools to Improve Teaching and Learning (.6 CEUs)

In this course, participants will learn instructional skills needed to use Google Apps for Education tools to improve classroom management, instructional planning, and communication and organization. Emphasis will be placed on integrating the Google applications into daily teaching and learning. Additional focus is on student use for collaboration and to improve their mastery of the content.

This course will engage in lesson creation and lesson development for use in the classroom. Teachers will create original lessons that can be used with and by students.

Topics and applications include:

- Using the Google Apps
    - Google Docs
    - Google Drive
    - Google Forms
    - Google Sheets
    - Google Slides
- Introduction to Google Earth
- Using Google Classroom
    - Creating courses
    - Using groups
    - Creating assignments
    - Creating assignments using integrated applications with Google Classroom
    - Creating content for the blended environment

Filmmaking with iMovie (.6 CEUs)

Filmmaking with iMovie is a 6 hour interactive course that focuses on helping teachers learn the basic functionality of iMovie while creating their own short films. The emphasis for instruction will be on learning the skills necessary to help students use the instructional power of the iLife suite of applications to create visual projects in the classroom.

Topics include:

- The iMovie interface
- Importing elements into iMovie (still images, video, audio)
- Editing basics
- Adding elements to a video
- Editing the video
- Adjusting clips and images
- Adding audio to a video
- Editing audio in a video
- Adding transitions and titles
- Exporting and publishing the video

Pedagogy instruction will include:

- Selecting projects with/for students
- Setting project goals and limits
- Storyboarding with students
- Creating project rubrics

Creating Free Classroom Videos with Your Windows Computer (.6 CEUs)

Creating Classroom Videos with Your Windows Computer is a 6 hour interactive course that focuses on helping teachers learn the basic functionality of free online video creation tools available on Windows (and Mac) computers while creating their own short films. The emphasis for instruction will be on learning the skills necessary to help teachers learn how to harness the power of video to create engaging lessons for students. Participants will create a lesson that incorporates student video creation by the end of the session.

Topics and applications will include:

- Evaluating online video creation websites using rubrics:
  - https://www.wevideo.com/
  - https://studio.stupeflix.com/en/
  - https://www.magisto.com/
  - https://www.moovly.com/
  - https://www.powtoon.com/ and http://www.toondoo.com/
  - https://www.youtube.com/editor
  - http://screencast-o-matic.com/home
- Creating original content for videos
- Importing content into online video creators
- Editing basics
- Adjusting clips and images
- Adding and editing audio in a video
- Adding additional static elements such as text
- Exporting and publishing the video

Pedagogy instruction will include:

- Selecting projects with/for students
- Setting project goals and limits
- Storyboarding with students
- Creating project rubrics

Becoming a JPS Canvas Certified Educator (.6 CEUs)

This course is designed to give teachers the basics of the learning management system Canvas. Participants will get an overview of the basic elements of Canvas and how they can be used create content to improve student engagement.

Topics include:

- Creating and Organizing Instructional Content Canvas
    - Create a new course and adding a Start page, Syllabus, and Announcements
    - Using images, headings, and text elements
    - Organizing content in Modules
- Using Other Instructional Elements in Canvas
    - Using the Calendar
    - Creating and managing Discussions
    - Managing Assignments
- Creating Quizzes and Assessments in Canvas
    - Investigating question types available in Canvas
    - Uploading documents, images, and sound files to complete assignments
    - Using the Gradebook and SpeedGrader
    - Connecting Google and Canvas to upload student work
- Adding Elements to Canvas
    - Add LTI tools.
    - Use the embed code functionality of the HTML editor

Become a Code Warrior – No Battle Experience Required! (.6 CEUs)

This course is designed to give K-12 teachers with NO EXPERIENCE the opportunity to learn how they can use coding in their classrooms. The focus of the course is teaching participants the basics of simple coding applications that are available for students and how the coding skills learned by students transfer to the traditional content areas. Emphasis will be on skills such collaboration and working in teams, problem solving, planning and organization, and persistence.

Topics will include:

- Defining computer science K-12
- Identify best practices for teaching computer science basics to your students at each age
- Locate available coding applications, curriculum, and resources
- Develop a coding activity that can be used in the classroom with a lesson plan
- Develop a plan to have a "Day of Code" at each participant's school

Using Chromebooks in the Classroom (.6 CEUs)

This course is designed to introduce teachers to using and managing Chromebooks in their JPS classroom. Topics include:

Using Chromebooks in the classroom:

- Signing in
- Personalizing your settings / configurations
- Adding and removing Apps and Extensions

Using Google Apps for Education (GAFE) tools with the Chromebook to enhance instructions and foster student collaboration. The basic skills needed to use the following tools in the Chrome OS will be covered:

- Google Drive
- Google Slides
- Google Forms
- Google Docs
- Google Calendar
- Google Sheets
- Google Classroom

Additional focus will be on managing Chromebooks and other devices in a 1:1 environment. Tools and methods of keeping students engaged and on-task will be presented as well as ways to effectively improve classroom management, communication and organization.