

Lesson Plan One Hour Tech. Workshop

Learning objectives:

1. The teacher will create a SMART Exchange account
2. The teacher will reconstruct a Koosh ball review game using SMART board technology
3. The teacher will reconstruct a Jeopardy style review game using SMART board technology
4. The teacher will post review to the teacher website

ISTE Teacher standards addressed

Standard 2: Design and develop digital age learning experiences and assessments. Teachers design, develop, and evaluate authentic learning experiences and assessment incorporating contemporary tools and resources to maximize content learning in context and to develop the knowledge, skills, and attitudes identified in the NETS-S.

- i. Design or adapt relevant learning experiences that incorporate digital tools and resources to promote student learning and creativity.
- ii. Develop technology-enriched learning environments that enable all students to pursue their individual curiosities and become active participants in setting their own educational goals, managing their own learning, and assessing their own progress.
- iii. Customize and personalize learning activities to address students' diverse learning styles, working strategies, and abilities using digital tools and resources

Materials needed

- a. SMART Board with computer set up
- b. Computer lab with internet access
- c. Individual teacher review questions
- d. Koosh or other suitable balls
- e. Handouts

Date: November 18, 2013

Location: Lab 900

Promotional Materials

- a. PLC Wiki
- b. Handout for Objectives
- c. Promotional flyer
- d. Survey evaluation

Step-by-Step Instructional Process

- a. Have students log into computers and access the SMART Exchange
- b. Teachers will create an account
- c. Teachers will spend time browsing the sight, searching by subject, grade, and standard
- d. Open a Koosh ball game and show how to edit questions and answers to adapt the format to the teachers' review questions
- e. Open a Jeopardy game and demonstrate how to edit questions to adapt the format to the teachers' review questions
- f. Allow teachers time to create their Koosh ball or Jeopardy game.
- g. Circulate to provide assistance as needed

Evaluation

- a. Informal qualitative observation of the teachers by the workshop presenter.
- b. Survey each teacher through a Google Forms survey link.