

Integrating Technology With the Sixth Grade Curriculum Staff Development Workshop

Facilitator's Agenda

Goals:

- To examine technology integration ideas for the classroom.
- To explore project and standard based activities using computer technology.
- To provide time for four programs to be introduced, taught, practiced and prepared for implementation in the Sixth Grade Social Studies Classroom.
- For participants to leave excited and equipped to try new ways to integrate technology into their own classrooms.

8:00 Welcome

During this time the presenters will introduce themselves. They should include sharing where they are from, their experiences with technology and their journey to this point. Participants will then follow with their own introductions. They should be encouraged to share about their teaching experience, their technology experiences and their expectations for the workshop.

8:45 Agenda and goal review

Review the goals for the day and the schedule. Include information on where bathrooms are located and when breaks and lunch will occur.

8:50 Icebreaker Activity

The purpose of the icebreaker is to build a sense of group and to build an understanding of why integration of technology makes sense for our students.

Introduce the icebreaker activity:

- This is done in table groups. Discuss the lives of kids today and how they differ from your own life at that same age. Ask this question, "What is different about the lives of your students today and how your life was at the same age?" Give each group a page of easel-size paper and have them list the differences they discussed.
- Next, on another easel-size paper, draw two columns, one with the word "same" and the top and one with "differences". Ask this question, "How is the classroom that you were in during your own 6th grade experience different

then your classroom today?" and "How is it the same" List the answers in the appropriate columns.

- When time is called, have groups hold up their papers and summarize their discussion for the whole group.

9:15-9:30 Break

9:30 Reconvene in Computer Lab for Hands-On Activities

- Introduce website resource and url and well as contact information (emails and phone numbers) for presenters.
- Establish a file management system for the lessons-create folders and sub folders for each project and pictures
- Surf the net for pictures and maps of Mesopotamia. Save pictures to folders and note/record any sites that could be used for research by the student.

10:00 – 11:00 Microsoft Word Lesson- *Mesopotamia Dictionary of Terms*

- Begin step-by-step instruction of Word Lesson.
- Assign each person a letter of the alphabet to complete for the dictionary.
- Work time to complete as much of the project as time allows
- Present completed pages to the group
- Assessment: Critique, troubleshoot, and debrief

11:00 – 12:00 Microsoft PowerPoint Lesson- *Tours of Mesopotamia*

- Begin step by step instruction of PowerPoint
- Work time to complete as much of the project as time allows
- Share completed projects with the group.
- Assessment: Critique, troubleshoot, and debrief

12:00-1:00 Lunch

1:00 Reconvene in Computer Lab for Hands-On Activities

1:00-2:00 Microsoft Publisher Lesson- *Visiting Ancient Mesopotamia*

- Begin step-by-step instruction of Publisher
- Review basics of Publisher wizards.
- Step teachers through addition of content and graphics.
- Assign teachers another ancient civilization and allow them time to start their own travel brochure.
- Work time to complete as much of the project as time allows
- Assessment: Critique, troubleshoot, and debrief

2:00 – 3:00 Photoshop Elements Lesson- *Picture Story of Ancient Mesopotamia*

- Review basics including tools and layers
- Begin step-by-step instruction of Elements
- Time to complete as much of the project as time allows
- Assessment: Critique, troubleshoot, and debrief

3:00-3:15 Break

3:15-4:00 Reconvene in Library for Closure Activities

- In table groups, discuss lessons presented and other ideas to integrate technology into 6th grade standard based lessons. Share ideas with whole group.
- Time for questions and critique of days activities
- Formal written evaluation

Suggested Follow Up Activities

Putting new knowledge into practice:

- ✓ **Goals:** Set goals to apply the skills learned in the workshop, for specific involvement with a program and its ongoing integration into the curriculum.
 - Examples:
 - *I will use Adobe Elements to create posters for three different civilizations.*
 - *I will create a lesson in another subject using one of the programs presented during this training session.*
- ✓ **Collaborate:** Schedule a meeting in the near future with teams to reflect on how the new technology learned in the workshop worked with students and discuss new ways to integrate technology to improve teaching and learning.
- ✓ **Facilitator Follow Up:** Facilitator to follow up with participants, via face-to-face meeting, email, blog or forum to evaluate the effectiveness of the presentation and solicit suggestions to improve/revise and to offer feedback.
- ✓ **Get More Training:** Seek out and plan to attend more technology training in the near future.
- ✓ **Mentor:** Establish technology "buddies", for feedback, accountability and support.