CAREER PREPAREDNESS

Unit	Technology Skill and Applications	Time on Task: 20 Hours/1200 Minutes

Course Content Standard(s)	11. Analyze cultural, social, economic, environmental, and political effects, and trends of technology to assess emerging technologies and forecast innovations. a. Demonstrate proficiency in the use of emerging technology resources, including social networking and other electronic communications (e.g., desktop conferencing, mobile technology, listservs, blogs, virtual reality, online file sharing). 13. Utilize an online learning-management system to engage in collaborative learning projects, discussions, assessments beyond the traditional beyond the traditional classroom that are goal-oriented, focused, project-based, and inquiry-oriented.

College and Career Readiness Standards
(Teachers should select the appropriate grade span standard(s) as it pertains to reading and writing.)

Reading Standards for Literacy in Science and Technical Subjects 6-12 <u>or</u> Reading Standards for Literacy in History/Social Studies 6-12	Writing Standards for Literacy in History/Social Studies, Science, and Technical Subjects 6-12	Standards for Mathematical Practice

Learning Objective(s)	1. Demonstrate proficiency in using online learning system (Moodle, Edmodo, etc.) including a collaborative project 2. Demonstrate knowledge of social and cultural norms for online learning 3. Demonstrate knowledge of personal learning environments and how to incorporate emergent technologies 4. Demonstrate understanding of technology influences, impacts, and innovations 5. Demonstrate understanding of current and emerging trends within personal technology 6. Demonstrate awareness of technology trends and how to forecast innovations

21st Century Competencies	☒ Critical Thinking ☒ Communication ☒ Collaboration ☐ Creativity Source: Partnership for 21st Century Skills (www.p21.org/)
Essential Question(s)	How do we use online learning environments for personal and group learning? What are the cultural norms for online personal and community learning? What is a personal learning environment and why do we need one? What is the relationship of technology to cultural, social, economic, environmental, and political factors? What is my relationship with technology? In what ways will technology become increasingly more important in my life?

Content Knowledge	Suggested Instructional Activities	Suggested Materials, Equipment, and Technology Resources
Foundational (Prior to class beginning)	Teacher will set up an Edmodo account and create online classroom. Take time to become familiar with how to use Edmodo as this will be one of the first learning opportunities for students. Additionally the teacher should set up the free Edmodo App "EdCanvas" or an EdCanvas account. This will be used to link lessons. NOTE: A goal of online learning is to become a self directed learner. Realizing some students may not be quite there it is beneficial for the teacher to incorporate polls or other activities as "Bell Ringers". This will allow students time to log in and get situated prior to online class beginning. Edmodo has many free and paid Apps available to teachers that may be incorporated as a Bell Ringer. *Example Apps: Cipher Force, My Vocabulary, Dogo Books, Area Perimeter, Arithmetic Games, etc.*	LCD, internet capable device (incl. computer, laptop, or tablet), and access to Edmodo

A. Online Learning	Day 1: Introduction to Edmodo	Access to Edmodo and internet capable device (incl. computer, laptop, or tablet)
	The first day is all about introduction. Teachers should complete the following with their students-	Pre-made cards for students to write down username and password
	- Preview how to use Edmodo (student and teacher side) - Give students the Class Code generated by Edmodo - Assist them with setting up and account and joining the class - Walk students through setting up their profile and how to operate the wall including how to find assignments, quizzes, polls, etc. - Allow students to complete profiles and have guided play with teacher on wall and answering polls (this gives them better familiarity with the system)	
	Day 2: Unit Expectations	
	POST: Note w/ Bell Ringer Activity *This will be very helpful as it will take students different times to log in and get situated.*	Teacher will need to create. This should simply be what the teachers expectations are for the student throughout the particular learning module.
	POST: Note or EdCanvas Link w/ Unit Expectations	
	After going through Unit Expectations complete the following with students- - Review how to use Edmodo - Review Unit Expectations	

	POST: Quiz for Unit Expectations Review with students how to take and submit quiz. After students complete quiz show the group scoring for each question.	
B. Online Learning Culture	Day 3: Online Classroom Etiquette POST: Note w/ Bell Ringer Activity *After getting all students logged in and situated review the importance of self directed learning in online learning environments. Walk through the online lesson.* POST: Note or EdCanvas Link w/ Online Classroom Etiquette lesson *After all students have completed the lesson review and prepare for a quiz.* POST: Quiz for Online Classroom Etiquette	
C. Personal Learning Environments	Day 4: Learning on Edmodo POST: Note w/ Bell Ringer Activity *After getting all students logged in and situated review the importance of self directed learning in online learning environments. Walk through how to complete and submit the Learning on Edmodo assignment.* POST: Assignment "Learning on Edmodo"	

Day 5: Other Online Learning Environments

POST: Note w/ Bell Ringer Activity

After getting all students logged in and situated review the importance of self directed learning in online learning environments. Walk through how to complete and submit the Other Online Learning Environments lesson.

POST: Assignment "Other Online Learning Environments"

Day 6: Comparing Online Learning Environments

POST: Note w/ Bell Ringer Activity

After getting all students logged in and situated review the importance of self directed learning in online learning environments. Take a few moments to review etiquette for having online class discussion. Walk through how to complete a discussion assignment and what is expected.

POST: Assignment "Comparing Online Learning Environments" (discussion).

Give time for everybody to make their initial post and begin encouraging students to respond (generally a minimum of 2-3).

	Day 7: Personal Learning Environments POST: Note w/ Bell Ringer Activity *After getting all students logged in and situated review the importance of self directed learning in online learning environments. Proceed to Assignment post.* POST: Assignment "Personal Learning Environments" Day 8: Collective Learning Resources POST: Note w/ Bell Ringer Activity *After getting all students logged in and situated review the importance of self directed learning in online learning environments. Proceed to Assignment post.* POST: Assignment "Personal Learning Resources"	
	Day 9: Collaborative Project *Prior to class teacher will need to create groups within the Edmodo class. These students will interact together online.* POST: Note w/ Bell Ringer Activity	Allow students to discuss their personal learning resources. They are to create a group PLE combining their individual lists. As a group they must come up with one final chart and create using Google Docs online (this is free).

	After getting all students logged in and situated review the importance of self directed learning in online learning environments. Walk through the Collaborative Project assignment, how to access and use groups, project expectations, etc. Allow students to begin working in their online small group spaces. POST: Note w/ Collaborative Project instructions Day 10: Collaborative Project (continued) *No Bell Ringer post! Immediately have students connect through their online groups to complete the project.* *Review with students how to submit their Collaborative Project assignment.* POST: Assignment "Collaborative Project"	
D. Technology Influences, Impacts, & Innovations	Day 11: Unit Expectations POST: Note w/ Bell Ringer Activity *After getting all students logged in and situated review the importance of self directed learning in online learning environments. Walk through how to complete and submit the Unit Expectations lesson.*	Teacher will need to create. This should simply be what the teachers expectations are for the student throughout the particular learning module.

	POST: Note or EdCanvas Link w/ Unit Expectations *After all students have completed the lesson review and prepare for a quiz.* POST: Quiz for Unit Expectations Day 12: Epic Story of Technology POST: Note w/ Bell Ringer Activity *After getting all students logged in and situated review the importance of self directed learning in online learning environments. Walk through how complete Epic Story of Technology lesson.* POST: Note or EdCanvas Link w/ Epic Story of Technology *After all students have completed the lesson review material and prepare for quiz.* POST: Quiz for Epic Story of Technology	
E. Evolution of Personal Technology	Day 13: My Technology Story POST: Note w/ Bell Ringer Activity *After getting all students logged in and situated review the importance of self directed learning in online learning environments. Proceed to Assignment post.*	My Technology Story narrative of 300 words plus summary reflections.

POST: Assignment "My Technology Story"

Day 14: My Digital Life

POST: Note w/ Bell Ringer Activity

After getting all students logged in and situated review the importance of self directed learning in online learning environments. Proceed to Assignment post.

POST: Assignment "My Digital Life"

Day 15: Digital Communities

POST: Note w/ Bell Ringer Activity

After getting all students logged in and situated review the importance of self directed learning in online learning environments. Proceed to Assignment post.

POST: Assignment "Digital Communities"

Day 16: Digital Influence

POST: Note w/ Bell Ringer Activity

After getting all students logged in and situated review the importance of self directed learning

	in online learning environments. Proceed to Assignment post. POST: Assignment "Digital Influence" discussion Day 17: Digital Motivation POST: Note w/ Bell Ringer Activity *After getting all students logged in and situated review the importance of self directed learning in online learning environments. Proceed to Assignment post.* POST: Assignment "Digital Motivation"	
F. Future of Personal Technology	Day 18: Beyond Social Networking POST: Note w/ Bell Ringer Activity *After getting all students logged in and situated review the importance of self directed learning in online learning environments. Proceed to Assignment post.* POST: Assignment "Beyond Social Networking"	
	Day 19: Digital Innovation Project POST: Note w/ Bell Ringer Activity	The Digital Innovation Project requires students to select a major piece of personal, digital technology create the following- Timeline to current, projection for the future,

		After getting all students logged in and situated review the importance of self directed learning in online learning environments. Walk through the Digital Innovation Project assignment including project expectations and submission.. POST: Note w/ Digital Innovation Project instructions Day 20: Digital Innovation Project (cont.) *No Bell Ringer post! Immediately have students complete projects.* *Review with students how to submit their Digital Innovation Project assignment.* POST: Assignment "Digital Innovation Project"	and summary of their conclusions.

Assessment of Learning	Formative Assessments (AQTS 2.8) • Quizzes • Discussion • Online Whiteboards • Presentations • Peer/Self Evaluations	Summative Assessments (AQTS 2.9) • Tests • Essays

Sample Career Options	NA
Online Experience	Does this lesson address the required online experience? ☒ Yes ☐ No If yes, please indicate length of time in minutes. 1200 Minutes
Unit/Course CTSO Activity *(if applicable)*	

Culminating Product	Collaborative Project: Personal Learning Portfolio
Course/Program Credential(s): ☐ Credential ☐ Certificate ☐ Other:	