P.O. BOX

Polk/Osceola Best Of eXamples

Florida Digital Educator Program
A statewide integration initiative

Karen C. Seddon

Special points of interest:

- What Can You Possibly Do All Day?
- Digital Audio
- Project Based Learning
- Collage of pictures
- The FDE website
- **B**est **O**f e**X**ample

  Cheryl Stepp and Cristie Devane

The last two days of the Institute were dedicated coaching protocols and tips for effective mentoring with the collaborating teacher back at school.

Polk and Osceola District Schools are collaborating to become 21st Century districts

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What Can You Possibly Do All Day?

From the rising of the sun, to the setting of the same, Florida Digital Educators experienced a full day of training and bonding. What can you possibly do all day? Teachers in all three camps had the opportunity to live in the dorms at Florida Southern College and those who were able to take advantage of the accommodations reported that it made for a distraction free learning experience.

For Camp 2, the day generally started at 7:00am with a morning walk on Lake Hollingsworth or a quick trip to Camp Central in Room 106 in Miller Hall for a wake-up cup of coffee. Breakfast was served in the cafeteria from 7-7:45am and a general session by Dr. Shannon White, Director of the Florida Digital Educator Program, kicked the day into gear with edgy, think tank topics such as copyrighting issues and social networking implications for public schools.

Breakout sessions for the first day included digital collaborative tools like Google Docs and Gaggle.net. Google Docs gives all of us in different districts the ability to share information and create documents in a safe environment. Can you imagine how much more we can impact the students when we are sharing our best practices? Gaggle.net is student/teacher email with great security.
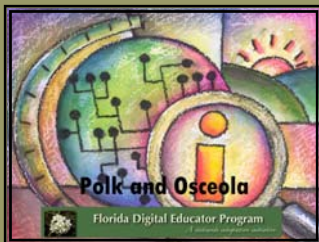
One of the favorite electronic planning tools for Camp 2 was definitely Inspiration, that provided the teachers with a brainstorming tool that could be later made into a more formal document or even the framework from which final presentations could be launched.

The general sessions were held in the Alumni Room next to the cafeteria followed by the hilly trek to Edge Hall for the breakout sessions. The breakouts were split by lunch in the cafeteria and the basic training ended each day at 4. However, 30+ campers attended "Hubs of Learning" in the Alumni Room after dinner from 7-8:30pm. Hubs included: iPods & iTunes, creating music with Garage-Band, Podcasting and Teacher Feature. Needless to say, it's a full day!
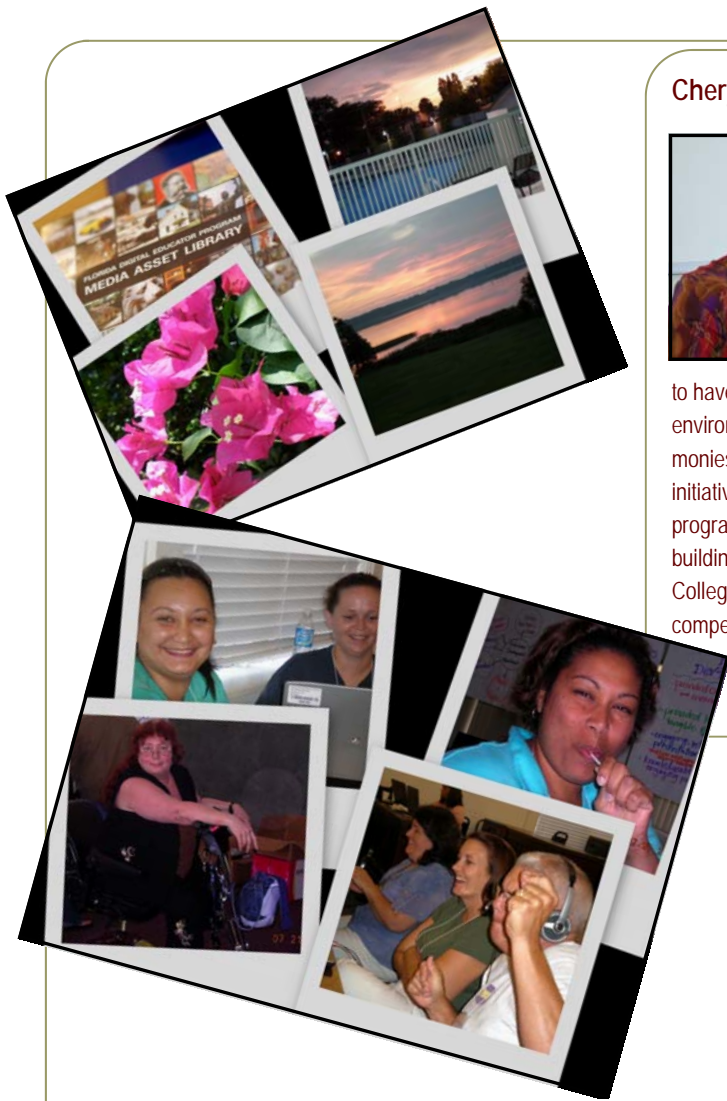
Digital Audio

Nothing's new under the sun! Recording our stories in many formats has been the way all cultures pass their most important values on to the next generation. For 21st Century teachers, podcasting is the medium that gives us the ability to get our message out to a much wider audience. Before anyone begins Podcasting, it is best to become a listener of podcasts first. At camp, we learned to record our messages with a FREE program, Audacity. What fun! Teachers donned their headsets, downloaded copyright free music for introductions to their audio recordings and some even created their own music using GarageBand. Learning to edit and mix audio is definitely a great new skill that we will be teaching the students to empower them to record in their own voice

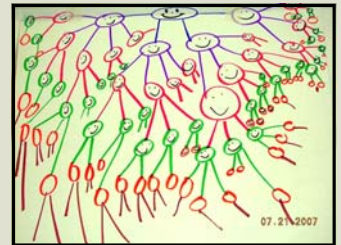## Cheryl Stepp and Cristie Devane, *the Architects*

Cheryl Stepp* (left), Supervisor for the Media and Instructional Technology Department in Osceola County and Cristie DeVane, Director of School Technology Services in Polk County have been colleagues and friends for many years as Business Education teachers. While they continued to keep in touch in their administrative roles, Cheryl and Cristie dreamed about how wonderful it would be to have teachers in both districts experience a collaborative environment. Once it was announced that all EETT grant monies must be used for this new Florida Digital Educator initiative, Cheryl and Cristie knew that this was the perfect program for their plans. That's when the architects began building a teacher summer camp setting at Florida Southern College in Lakeland and writing the details up for this competitive technology grant. 200 teachers have been the direct beneficiaries of this design, along with 200 collaborating teachers and all their students! Kudos to Cheryl and Cristie.

Cheryl's 3-D glasses are part of Exploring Florida. Teachers have FREE access at http://fcit.usf.edu/florida/3d/index.htm

**Teaching & Learning Institute
Camp 2
July 15-21**

Project-Based Learning

One of the things we kept hearing throughout Camp 2 is that, "They get it!" What did the Camp 2 teachers get? They understood that the whole camp was not really about learning all these cool technologies and who knows what, but that getting the opportunity to live through a group project experience puts a whole new light on the learning process.

Project-based learning (PBL) is a model for classroom activity that shifts away from the classroom practices of short, isolated, teacher-centered lessons and instead emphasizes learning activities that are long-term, interdisciplinary, student-centered, and integrated with real world issues and practices. The teachers spent the whole day Wednesday working in groups to create an original production incorporating digital audio, digital video, digital imaging and more. Camp 2 really got it! They began storyboarding the ideas for showcase, divided up parts and began creating original parts and pieces about their particular messages.

The teachers experienced technical difficulties, group dynamic issues, missing files and the dreaded **red X** in Movie Maker, but most of all, they experienced what it feels like when we put our students in group project settings. Reflection after reflection revealed that the teachers will have a lot more sympathy for their students when they have difficulties with their projects and presentations.

One of the best learned lessons of the project-based experience was making sure that all pieces of the project are in one folder. When a project has multiple parts created by more than one person in more than one place and is then moved to the showcase computer, it can be a presentation nightmare. Teachers quickly learned to put everything in one folder and PRACTICE before the presentation is live.

Project-based learning in today's standards based environment is the ability to bring 21st century skills to our digital natives. Empowering the students to be owners of their learning and to have a wider audience is what the Camp 2 teachers really got which was evidenced in their own showcases. Great job Camp 2!

Visit our website at
www.imc.osceola.k12.fl.us/EETT