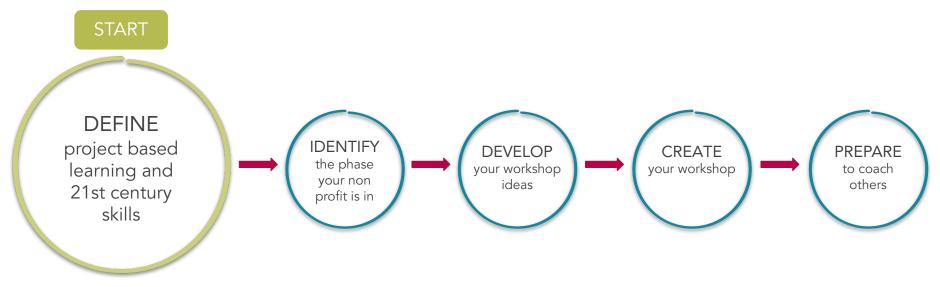


### Table of Contents

This education workshop toolkit will help you prepare to lead project based workshops and learning experiences. Let's get started!





### How Do You Learn?



**Creating Projects** 



Listening to Lectures



Reflecting and Revising

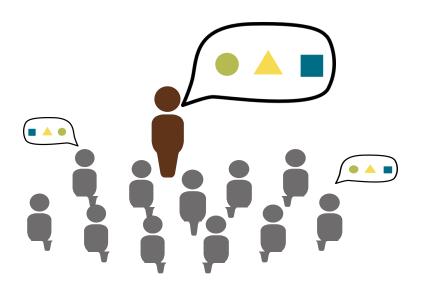
<u>Project Based Learning (PBL)</u> brings the experience of learning by doing and creating into classrooms.

It gives students an extended period of time to investigate and respond to an authentic, engaging, and complex question, problem, or challenge by bringing *real-life context* and *technology* to the curriculum.

Through a PBL approach, students are encouraged to become independent workers, critical thinkers, and lifelong learners.



The old-school model of passively learning facts and reciting them out of context is not enough to prepare students to survive in today's world.

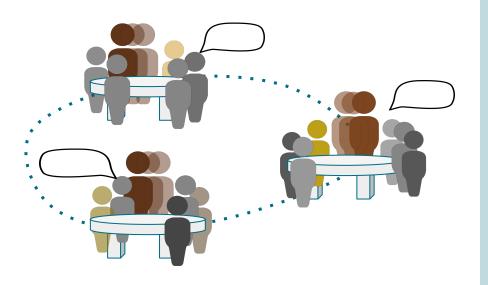




In the 21st century, students need to have both fundamental skills (reading, writing, and math) and 21st Century Skills to solve complex real world problems.

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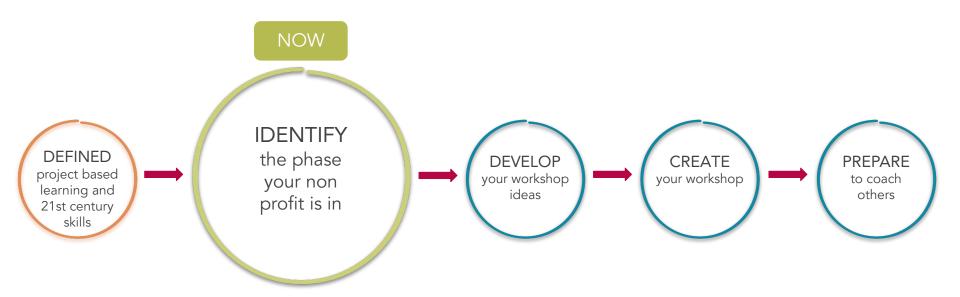
In a classroom that teaches <u>21st Century</u> <u>Skills</u>, students become *directors and* managers of their learning process, guided and mentored by a skilled teacher.



21<sup>st</sup> Century Skills are the skills, knowledge, expertise, and mindsets students should master to succeed in work and life in the 21<sup>st</sup> century, namely:

- Global awareness
- Creativity and Innovation
- Critical thinking and Problem solving
- Communication and Collaboration

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### Your Non Profit might be in any of these three PHASES.

#### Phase I

#### Digital Foundations



Build digital literacy and technology infrastructure and foundation

#### Phase II

#### Technology Integration



Integrate adaptive learning math software for middle school students, engage students through community tech day

#### Phase III

#### 21st Century Skills



Establish 21st century innovation lab, project-based learning, maker, and robotics activities



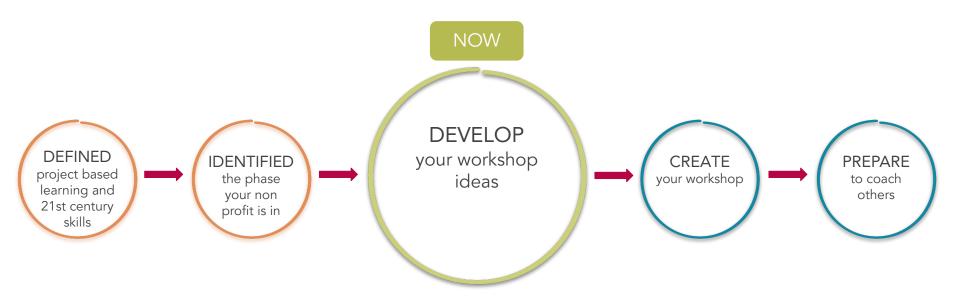
### What Phase is your Nonprofit in?

T4T supports their NPO partners on their journey towards using a PBL approach and integrating technology to teach 21st Century Skills. Here is a bird's eye view to help you understand our roadmap.

Phase I	Phase II	Phase III
Digital Foundations	Technology Integration	21st Century Skills
You introduce technology. You might:  ★ Set up the internet connection  ★ Bring computers or tablets to the school  ★ Support Teachers and Administrators in using Email, Word Processing, etc.	You work with participants to use technology as an educational resource. You might:  ★ Show teachers how to use math learning apps ★ Explore Project Based Learning tools with teachers	You work with participants to develop 21st century skills and mindsets. You might:  ★ Lead a STEAM or Maker workshop ★ Introduce technology that personalizes learning

NOTE: You might be working with teachers and leaders in different phases. Always keep in mind your specific stakeholders.







### Resource Ideas

Based on the phase that you are in, your nonprofit should focus on different areas. Examples of those areas are as follows:

#### PHASE I

Digital Citizenship Privacy, Security

Digital Literacy Computer Basics, Keyboarding

Human Centered Design

Google Suite Apps

Microsoft Office

#### PHASE II

Collaborative Platforms
Google Classroom and Quizlet

Content Libraries
Khan Acad. Socrative, CK12

Language Arts
English Reading and Writing

Social Emotional Learning

Social Studies

Science

Math

Arts

#### PHASE III

Robotics and Micro Computers Micro Bit, Makey Makey, Ras Pi, etc.

Creating a Makerspace
3D Printing, Recycled Materials, etc.

Learner Created Content Websites, Blogs, etc.

Coding
MIT App Inventor, Scratch, etc.

Project Based Learning

Social & Emotional Learning



Find activities, strategies, and use cases with teacher vetted search engines, such as:



Edutopia shares evidence and practitioner-based learning strategies to empower you to improve K-12 education.

edshelf

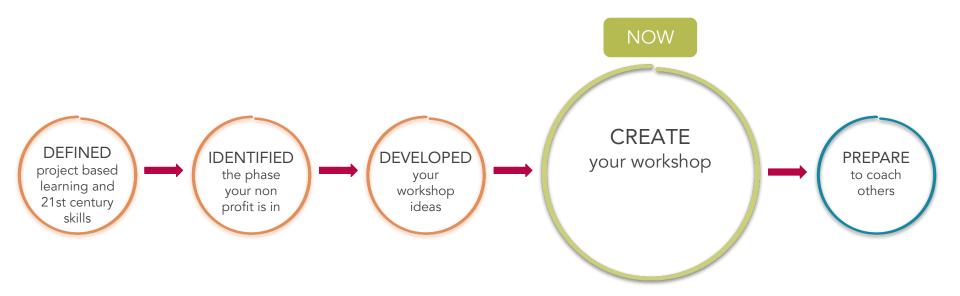
Edshelf is a socially-curated discovery engine of websites, mobile apps, desktop programs, and electronic products for teaching and learning.



Common Sense Media has a searchable list of educational resources and has developed a set of ratings that are intended to gauge the educational value of videos, games, and apps. The nonprofit's "Learning Ratings" assess different types of learning qualities within various forms of media.









## Build Your Workshop







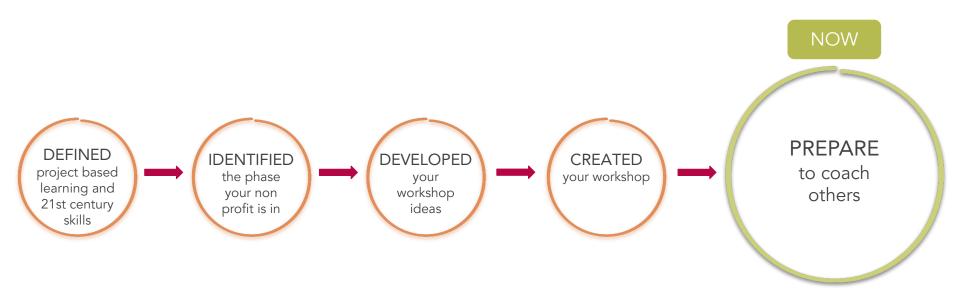
## **Evaluate Your Workshop**



#### Use this checklist:

- The learning objectives are written out (verb + skill/knowledge gained)
- ☐ The slides include relevant classroom examples and use cases
- ☐ The workshop checks participants current knowledge skill level
- Estimate the amount of time the facilitator will be talking: \_\_\_\_%
- Estimate the amount of time participants are talking and working:

\_\_\_\_%







ATION

## Connect With Your Audience

- Do you have an ice breaker?
- Do you have photos or stories to share about your personal life?
- Are your use cases country our school specific?

2

#### **Engage Participants**

- Do you have alternate activities for participants at different skill levels?
- Have you given participants enough time to practice new skills?
- Are you excited to give your workshop? (If you're having fun, participants will have fun!)

#### Consider Sustainability

- Is there an opportunity for participants to share what they learned?
- ☐ Have you prepared to leave the participants with a lasting resource for ongoing learning?

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# Good Luck!