Emerging Educational Technologies Series

Number of sessions: 5 demonstration workshops via the Iowa Communication Network plus participation in a WebCT online course (maximum of 20 participants at no more than 5 ICN receiving sites)

Length of each session: 2 hours each workshop plus at least 1 hour each of five weeks for interaction between the instructor and the course participants via the WebCT online course

Costs: $100/hr @ 15 hrs = $1,500 total series
Plus travel, lodging and expenses, if needed.
Plus ICN costs.

Workshop materials fee: No cost for workshop materials; they will be provided as downloadable files from the WWW.

Minimum Hardware Requirements:
Participants must have access to an ICN Classroom(s); Computer with Internet access for accessing the WebCT online course (for use outside of the ICN scheduled times)

Software Requirements for Greatest Compatibility with WebCT (Windows):
Internet Explorer 5.0 and newer OR Netscape Navigator 4.7 or newer (except for version 6)

Software Requirements for Greatest Compatibility with WebCT (Macintosh):
Internet Explorer 5.x OR Netscape 4.7x (Downloadable from UNI's Web Site. Ask for details.)

At the end of this workshop series, you will be able to:
- Use the Iowa Communication Network (ICN) as a participant.
- Effectively participate in a WebCT online course.
- Explain, in general terms, the function of each emerging technology demonstrated in the workshop series and state ways in which these technologies might benefit learning and teaching.

Series Overview: The Emerging Educational Technologies Series addresses the essential need for educators to research newer technologies and determine ways in which those technologies might benefit the educational process. We will also take a look at new ways for using older technologies. Current trends in using digital technologies for student assessment will be addressed as well. The course will be conducted using a distance education model that combines interactive video conferencing with the use of WebCT, a learning management system. All participants will be enrolled in a WebCT course which will allow them to interact with instructors, technology experts, and other workshop participants outside of the ICN scheduled class meetings.

By offering these workshops, schools will be able to address:

No Child Left Behind:
- Goal I: By 2013-2014, all students will reach high standards, at a minimum attaining proficiency or better in reading/language arts and mathematics.
- Goal III: By 2005-2006, all students will be taught by highly qualified teachers.
- Goal V: All students will graduate from high school.

State of Iowa Vision:
- Goal 1: Establish an environment that promotes the appropriate and effective use of educational technology.
- Goal 2: Support and strengthen the school improvement process by facilitating effective integration of technology in Iowa Schools to improve teaching and learning.
- Goal 3: Improve support systems for the school improvement process through appropriate and effective technology integration and use in Iowa schools.
State of Iowa Initiatives:
    Reading (language arts), Mathematics and Science
    Teacher/Administrator Induction/Mentor Program

Series consists of the following workshops:

1. **Distance Learning (2 hours)**
   More and more people are experiencing learning in a virtual classroom. Find out about the latest methods in distance learning. We'll take a look at how the Iowa Communication Network (ICN) is being used. You'll experience a video conference, see how video streaming is opening up new learning opportunities for students, and learn what an LMS (Learning Management System) is and how these systems are being used in the field of education. We'll end this session by introducing you to WebCT, the LMS used at the University of Northern Iowa. Then throughout the five weeks of the series, you'll actually participate in a WebCT online course in conjunction with our remaining sessions on the ICN to learn more about all the topics in the series.

2. **Tools for Travel (2 hours)**
   Frustrated with having to take students to the stationary computer lab after the learning opportunity of a field trip has passed? In this workshop you'll examine some ways in which you can take the technology with you. This includes tools such as laptops, PDAs (Personal Digital Assistants - AKA handheld computers), and the recently released Tablet PCs. Learn how educators are using these devices, both inside and outside of the classroom, to efficiently and quickly record data, manage information, share data and ideas, outline research projects, take notes, and for group collaboration. We'll even take a look at wireless networking and the exciting possibilities it opens up for education. Web resources will be shared for further exploration on using these technologies in education. We'll also compare models and discuss costs of some of these devices. With the low cost of handheld computers, the days of one computer for every student may be close at hand.

3. **Digital Technologies (2 hours)**
   This is our catch-all session. We'll personalize this session by demonstrating technologies in which workshop participants express an interest. Possible topics include DVD authoring, video editing, SmartBoard technology, and video conferencing with persons outside of the ICN environment.

4. **Electronic Portfolios (2 hours)**
   What is an electronic portfolio? How are they being used in education? How do you create and distribute them? This workshop will examine all these questions. You'll learn a number of purposes for electronic portfolios as well as several strategies for producing them and making them available to the intended audience. We'll also share some great resources on the Web for learning more about electronic portfolios.

5. **Almost Everything You Recently Wanted to Know About Emerging Technologies (2 hours)**
   Guest experts will be invited to participate in a panel discussion on any of the emerging technologies demonstrated in previous sessions. Class participants will have an opportunity to ask questions and join in on the discussion.