

TOPS Consulting, Inc.'s Educational Technology Leadership

Training Proposal

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Training Title: Ed Tech Leadership in K-12 Introduction Level



Training Description: Defining the the field of educational technology is difficult even for those involved (Reiser, 2007). Integrating technology into a large school district is a complex task as well, and careful planning will lead to greater success. This training course will focus on training technology coaches in the four following areas surrounding educational technology (1) becoming a visionary leader, (2) creating a digital age learning culture, (3) modeling digital citizenship, and (4) fostering systemic improvement. This training will provide K-12 appropriate resources to train technology coaches to support and train the teachers and faculty in their district (See Appendix A). After completing the training, technology coaches will have the knowledge and resources to lead improvements in their assigned schools and districts.



Objectives of Ed Tech Leadership in K-12 Training & Hours:

Objectives of Ed Tech Leadership in K-12 Training
Coaches will define a vision of excellence in the use of technology to support a digital age education.
Coaches will describe the steps needed to initiate and sustain technology innovations in our schools.
Coaches will be able to define and create a digital age learning culture.
Coaches will describe how to model digital citizenship.
Coaches will identify laws that guide theory and practice in educational technology.
Coaches will describe how to achieve equitable access to digital tools and resources for all students and teachers.
Coaches will explain how to promote positive change through systems thinking.
Coaches will identify factors that can hinder positive change and create strategies to overcome roadblocks.

Objective(s)	Time	Content Outline	Presentation Method	Handouts & Materials
<p>This session focuses on addressing the following topics.</p> <p>How can a coach help to create a shared vision of excellence in the use of technology to support a digital age education?</p> <p>How can we initiate and sustain technology innovations in our schools?</p>	<p>8:00 - 9:30</p>	<p>Topic 1: Becoming a Visionary Leader</p> <p>ISTE (2018) Standards:</p> <p>1. Contribute to the development, communication and implementation of a shared vision for the comprehensive use of technology to support a digital age education for all students.</p> <p>2. Contribute to the planning, development, communication, implementation and evaluation of technology-infused strategic plans at the district and school level</p> <p>3. Advocate for policies, procedures, programs and funding strategies to support implementation</p>	<p>Video: eLearning Trends of 2018 (Top picks from 57 experts)</p>  <p>Discussion</p> <p>Video: VR in Education</p>  <p>Brainstorming: Oh, the Places You'll Go – AR and VR application ideas</p>	<p>2018 Trends – Instructional Design and Learning Infographic</p> 

		<p>of the shared vision represented in the school and district technology plans and guidelines.</p> <p>4. Implement strategies for initiating and sustaining technology innovations and manage the change process in schools and classrooms.</p> <p>What trends are on the digital learning horizon?</p> <ul style="list-style-type: none"> · AR & VR – These have been around for a while, but technology is improving and prices are coming down · Content curation – No need to create everything yourself! Take advantage of a growing collection of quality materials online · Personalized learning – Learners are 		
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		<p>constantly assessed and offered reinforcement only on topics they need help with.</p> <ul style="list-style-type: none"> · Mobile learning – Take advantage of students’ constant use of their phones to offer learning on the go · Microlearning – Use brief videos to deliver small lessons to students 		
<p>This session focuses on addressing the following topics.</p> <p>What is a digital age learning culture?</p> <p>How can leaders create a digital age learning culture?</p>	<p>9:30 - 11:00</p>	<p>Topic 2: Creating a Digital Age Learning Culture</p> <p><u>ISTE (2018) Standards:</u></p> <ol style="list-style-type: none"> 1. Ensure instructional innovation focused on continuous improvement of digital-age learning. 2. Model and promote the frequent and effective use of technology for learning. 3. Provide learner-centered 	<p>Video: Digital Age Learning Culture (teacher - administrator scenario)</p>  <p>Discussion</p> <p>Video: Innovative Digital Learning Environments (teacher perspectives on the transformative and empowering effect of</p>	<p>16 Leadership Competencies That Distinguish Great vs. Average Leaders</p>  <p>Discuss handout in context of</p>

		<p>environments equipped with technology and learning resources to meet the individual, diverse needs of all learners.</p> <p>4. Ensure effective practice in the study of technology and its infusion across the curriculum.</p> <p>5. Promote and participate in local, national, and global learning communities that stimulate innovation, creativity, and digital-age collaboration.</p>	<p>technology-rich learning environments)</p>  <p>Brainstorming and group activity: Groups come up with ways to promote infusion of technology across the curriculum.</p> <p>Group reporting</p>	<p>how leaders can create a digital age learning culture.</p>
	<p>Lunch break 11:00 - 12:00</p>			
<p>This session focuses on addressing the following topics.</p> <p>DC1. How can you model digital citizenship?</p> <p>DC2. What laws guide your theory and practice?</p>	<p>12:00 - 1:30</p>	<p>Topic 3: Modeling Digital Citizenship (DC)</p> <p>ISTE (2018 Standards):</p> <p>1. Model and promote best practices on how to achieve equitable access to digital tools and</p>	<p>Video 1:</p> <p>Teaching Digital Citizenship (Obj. DC2)</p> <p>Role Playing</p> <p>Group presentations</p> <p>Video 2:</p> <p>Helpful or hurtful (Obj.</p>	<p>Resources for your classroom:</p> <p>http://www.cengage.com/milady/blog/think-before-you-post/</p> <p>Before You Post THINK</p> <p>T - is it True? H - is it Helpful? I - is it Inspiring? N - is it Necessary? K - is it Kind?</p> 

<p>DC3. How can you help achieve equitable access to digital tools and resources for all students and teachers?</p>		<p>resources for all students and teachers. 2. Model and facilitate how to use digital information and technologies in a safe, healthy, legal and ethical manner. 3. Use digital technology communication tools to model and promote diversity, cultural understanding and global awareness through collaboration and interacting locally and globally.</p>	<p>DC1) Video 3: equitable Access (Obj. DC3) Group Project: Devise a plan to share resources with a nearby struggling same subject classroom in which all students work together respectively and collaborate on a project. Be sure the teachers are digital models during this plan. (Obj. 1) Final Thought video</p>	
<p>This session focuses on addressing the following topics.</p> <p>1. How can technology coaches promote positive change? 2. What factors hinder positive change?</p>	<p>1:30-3:00</p>	<p>Topic 4: Fostering Systemic Improvement</p> <p>ISTE (2018) Standards:</p> <p>1. Technology coaches inspire and participate in the development and implementation of a shared vision for the</p>	<p>Video 1: Get off the Escalator</p> <p>This motivational video gets people thinking about the part they play in solving problems.</p> <p>After watching this video, participants will work in groups</p>	<p>Systems Thinking for School Leaders Handbook</p>

		<p>comprehensive integration of technology to promote excellence and support transformational change throughout the instructional environment.</p> <p>2. Technology coaches conduct needs assessments, develop technology-related professional learning programs, and evaluate the impact on instructional practice and student learning.</p>	<p>to identify roadblocks to change that they have seen in the past.</p> <p>After brainstorming, groups will share out. Then, groups will have another brainstorming session where they are encouraged to figure out possible solutions to those roadblocks.</p> <p>Video 2: Intro to Systems Thinking</p> <p>After viewing the video, groups will try to create webs on giant post it notes to demonstrate the “system” of their district. Who are the key players? What are some of the typical problems?</p>	
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Appendix A

Companion Website for Participants

<https://voneill327.wixsite.com/edtechpd>

Leadership Trends in Educational Technology

HOME

VISIONARY

CULTURE

CITIZENSHIP

IMPROVEMENT

OUR TEAM



Visionary



Culture



Citizenship



Improvement

