



Online Program Syllabus

Program Overview

Summer is a valuable time for educators to decompress, reflect on the past school year, and prepare for the upcoming one. ISTE's Summer Learning Academy 2022 is an online professional development program that helps K-12 educators dive deeper into innovative instructional practices with the intentional use of technology to meet the new realities of learning.

The Summer Learning Academy allows educators to design their own learning journey throughout the summer by choosing the topics, dates, and pacing their works best for them. It includes asynchronous and optional synchronous professional development content led by ISTE U education experts, plus opportunities for connecting with a global network of educators.

As part of this summer-long program, participants will:

- Build critical skills for teaching and leading in a digital world.
- Set professional learning goals to explore and apply pedagogical approaches made possibly by technology.
- Connect with leading experts and fellow educators on innovative teaching and learning practices.

Program Structure

The Summer Learning Academy is a fully online program that will be open from June 28 to October 14, 2022. Participants can engage with content at any point during that period and may also choose to take part in synchronous programming for an 8-week period from July 11 through September 2. After October 14, participants will have view-only access to all materials through December 31, 2022.

Components of the program include:

ISTE U Courses

Participants can choose any four self-paced courses from ISTE U's catalog to take over the summer and into the fall (June 28 - October 14). Each course is 2 - 5 hours in length. They can select any individual courses of their choice or from three Learning Pathways designed by ISTE. See below for more details.

Webinars

Featured experts will model and deliver practical and explicit strategies during weekly interactive workshop sessions (July 11 - September 2). All webinars are recorded and available for later viewing through December 31, 2021.

Coaches & Community Groups

Participants will be divided into Community Group, each led by a Coach who is an edtech expert. Coaches will facilitate discussions and host optional weekly Community Group meetups for virtual networking opportunities (July 11 - September 2).

Participant Profile

ISTE U's Summer Learning Academy 2021 is designed for all K-12 educators, including classroom teachers, technology coaches, instructional/technology coaches and librarians/media specialists, who wish to bring forward lessons learned from teaching during the pandemic and to connect with peers and experts to build skills in teaching effectively with technology.

ISTE Standards

This program is designed and developed around the ISTE Standards, with a strong emphasis on the [Educator](#) and the [Student](#) sections.

Course Options

Accelerating Student-Driven Learning

2 hours

In this course, educators will learn to cultivate increasingly flexible and engaging student learning by selecting a blended model that works for their students, increasing student agency and autonomy, and as a result, improving student engagement and motivation.

Assessing Learning in

Assessments and feedback are critical components of high-quality online learning. This course helps educators

<p>Online Environments 2 hours</p>	<p>leverage digital tools to provide meaningful feedback and incorporate valuable formative assessments into their online teaching.</p>
<p>Creating Community in Online Classrooms 2 hours</p>	<p>Though online learning environments might mean students and teachers are physically apart from each other, building relationships and fostering connections with and between students are essential for learning. This course empowers K-12 educators to build a positive classroom community, implement effective communication strategies, and facilitate collaboration in a blended or online learning environment.</p>
<p>Design Considerations for Inclusive Materials 2 hours</p>	<p>There has been an explosion of technology in schools in recent years, and many tools on the market have built-in accessibility and inclusivity features that benefit students' varying learning needs. Understanding and tapping into these features offers great potential for educators to meet the needs of all students, including (or especially) those with disabilities.</p>
<p>Designing for Inclusion 2 hours</p>	<p>How can we as educators proactively plan and design learning experiences that are welcoming, accessible, and engaging for the widest range of learners? In this course, educators explore how to use Universal Design for Learning (UDL) and inclusive practices to proactively design welcoming learning spaces for all learners.</p>
<p>Designing Online Learning Experiences 2 hours</p>	<p>Selecting the right tools and giving students voice and choice over their learning not only improves learning, but it keeps students engaged while working remotely or online. This course helps educators incorporate student agency and autonomy into online lessons, as well as design and facilitate effective, engaging and impactful content and lessons for a digital or blended classroom.</p>
<p>Developing Digitally Literate Students 5 hours</p>	<p>This course guides K-12 educators in developing and utilizing digital literacy skills as a key component of digital citizenship to support learners' development. Educators will have the opportunity to strengthen their digital literacy skills while also engaging in strategies for implementing digital literacy skills across the curriculum.</p>
<p>Ensuring Equity and Inclusion in Online Learning 2 hours</p>	<p>This course provides strategies educators can use to identify potential barriers, set goals and design lessons that foster student engagement so that all students can demonstrate their knowledge and skills when learning virtually. This course includes specific strategies for working with early childhood, English language learners and special education</p>

<p>Game On! Reimagine Learning Through Gameplay</p> <p>5 hours</p>	<p>students.</p> <p>This course is built to help educators understand the instructional value of game-based learning (GBL) and empower them to shift their classroom cultures and engage their students with fun, interactive learning opportunities.</p>
<p>Get Started with Open Educational Resources</p> <p>5 hours</p>	<p>This course will teach you how to find high-quality digital resources and understand how to use them effectively. You'll become a pro at leveraging digital curricular resources to make them your own. Along the way, you'll also learn how to best make the case for adopting and adapting appropriate OER to your colleagues and administrators.</p>
<p>Introduction to the ISTE Standards: Educators</p> <p>5 hours</p>	<p>In this course, you will explore the ISTE Educator Standards and their corresponding indicators of success. You will dig into the challenges that many educators face, and the guidance and support that the standards provide. You will also have an opportunity to reflect on your own professional practice to explore opportunities for innovation.</p>
<p>Introduction to the ISTE Standards: Students</p> <p>5 hours</p>	<p>In this course, you will explore the ISTE Student Standards, designed to empower student voice and ensure that learning is a student-driven process. You will dig into the classroom applications as well as the guidance and support that the standards provide. You will also have an opportunity to reflect on your own professional practice to explore opportunities for innovation in lesson design.</p>
<p>Leading Project-Based Learning With Technology</p> <p>5 hours</p>	<p>The goal of this course is to increase your capacity to implement Gold Standard Project-Based Learning (PBL) with technology so that you can engage and empower students through meaningful, academically rigorous learning experiences.</p>
<p>Learning Should be Easy: Fact or Fiction?</p> <p>2 hours</p>	<p>As educators, we work to provide accessible learning experiences to all learners. This course will examine the reasons we may give when learning seems harder for some students than others and provide specific, learning science research strategies to support the necessary student engagement in productive struggle as part of the natural learning process.</p>
<p>Learning Styles: Fact or Fiction?</p>	<p>As educators, we know that tapping into student interests is an important aspect of motivation. However, student interests are not synonymous with their learning preferences. This course focuses on understanding how learning science</p>

2 hours

strategies, based in research, actually improve student outcomes and how that differs from what we know as “learning styles.”

Right vs. Left Brain: Fact or Fiction?

2 hours

A popular belief is that our interests and abilities in certain topics relate to which hemisphere of the brain we use more. This course will show how brain function is actually holistic while providing learning science-backed strategies that can provide better learning outcomes than the hopes of “hemispheric dominance.”

Supporting Student Well-Being

2 hours

Supporting students’ well-being is paramount in this new age of education. This course will provide strategies that educators can use to support student well-being, through the use of meaningful connections and impactful technology integrations.

Completion Criteria

Participants will receive a certificate of completion for each course they complete AND each webinar they attend. In order to earn certificates, participants must pass a brief quiz to demonstrate content knowledge from the course/webinar.

Disclaimers

This program contains examples and resource materials that are provided for participants’ convenience and information. The inclusion of any material is not intended to endorse any views expressed, or products or services offered. These materials may contain the views and recommendations of various subject matter experts as well as hypertext links, and websites to information created and maintained by other public and private organizations. The opinions expressed in any of these materials do not necessarily reflect the positions or policies of ISTE. ISTE does not control or guarantee the accuracy, relevance, timeliness, or completeness of any outside information included in these materials.

NOTE: A variety of applications are highlighted throughout this program. Prior to using any of them with students, it is imperative that participants check the account requirements for each application against their school/district student data privacy policy to insure the application complies with district policy. In addition, some applications' Terms of Service may require parental permission to be COPPA and FERPA compliant for students younger than 13 years of age.

Content in this course is subject to change at ISTE’s discretion.

