

Training, Learning, and Design

A 50-minute presentation

Hackscience.net



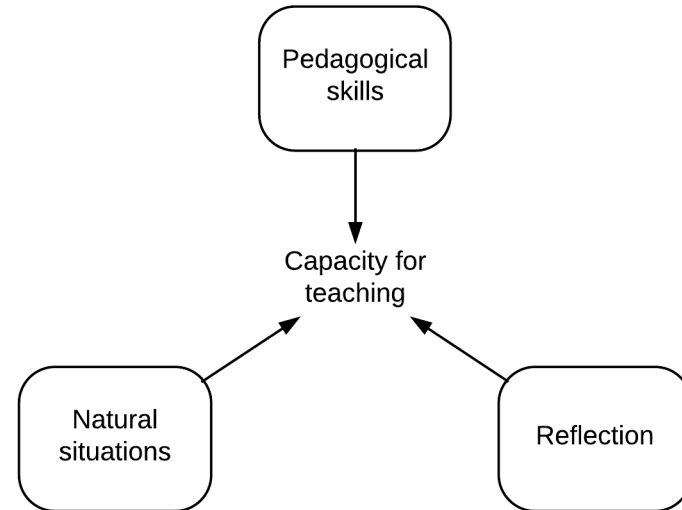
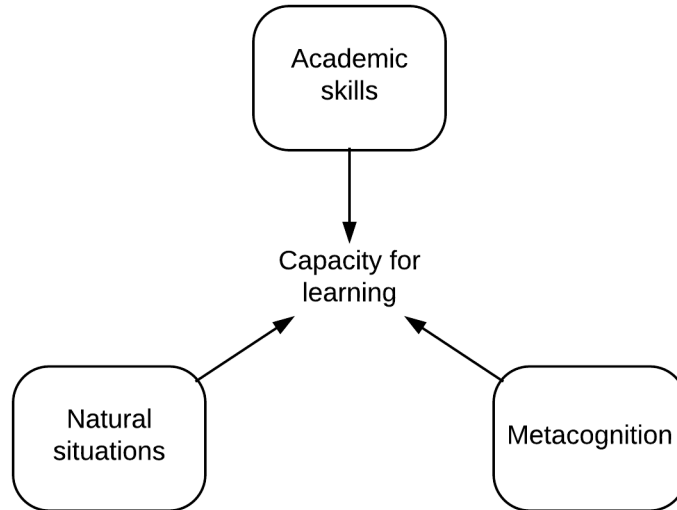
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Outline

- Professional development defined
- Training
- Learning
- Design
- Structuring the experiences

Professional development defined

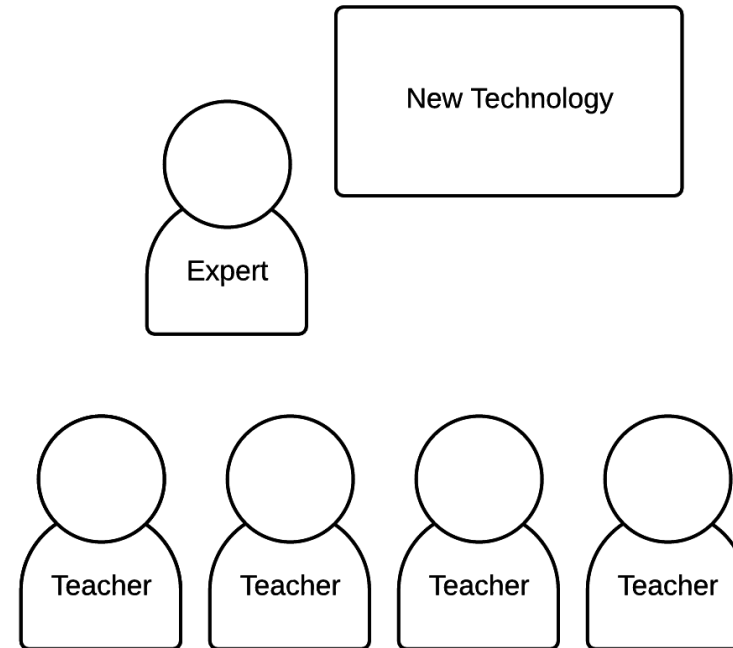
- Expand
- Enhance
- Change



- Capacity of teachers to teaching is analogous to students developing capacity to learn

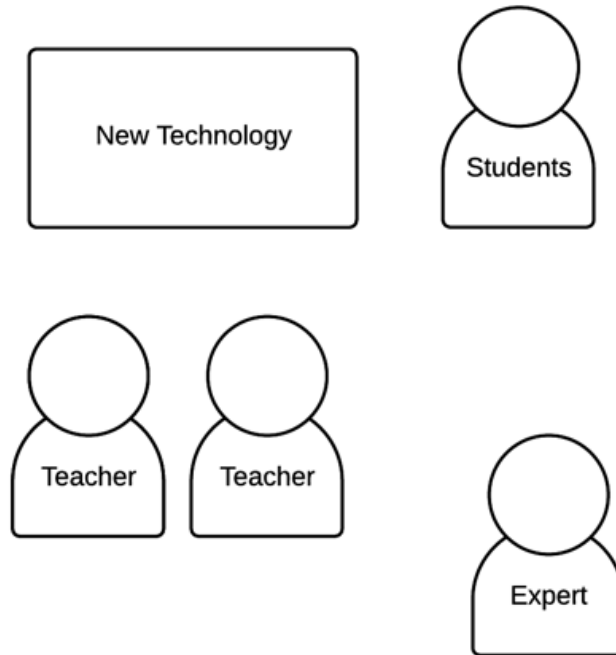
Training

- Steps for using hardware, software, or sites
- Teachers and technology
- Mediated by expert
- Demonstrable ability to use
- Rule for stopping
- On-going direction



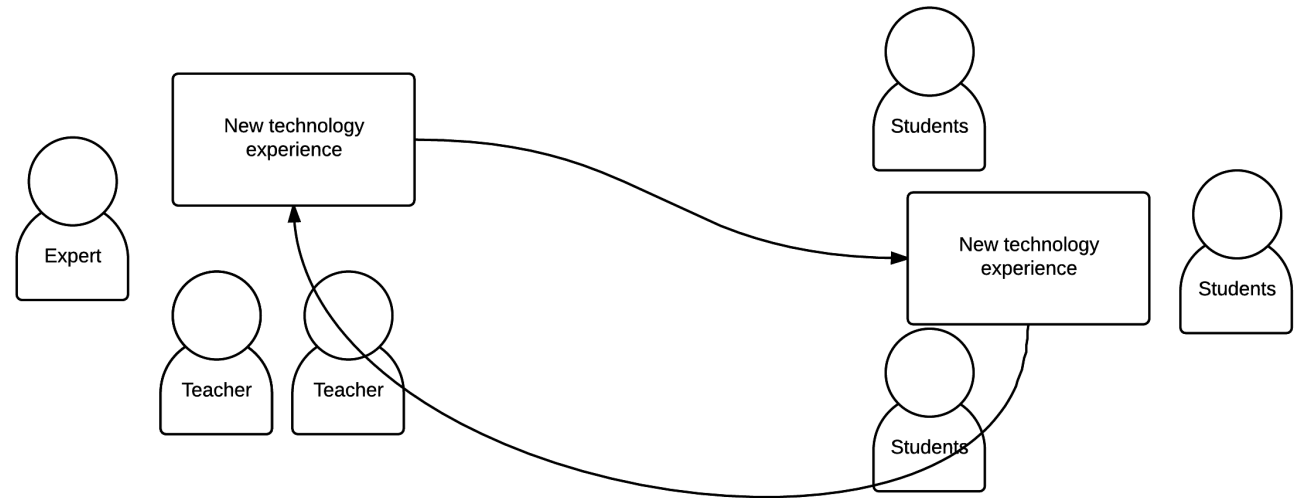
Learning

- Teachers construct role for technology in classroom
- Students are hypothetical to pilots
- Expert answers & suggests

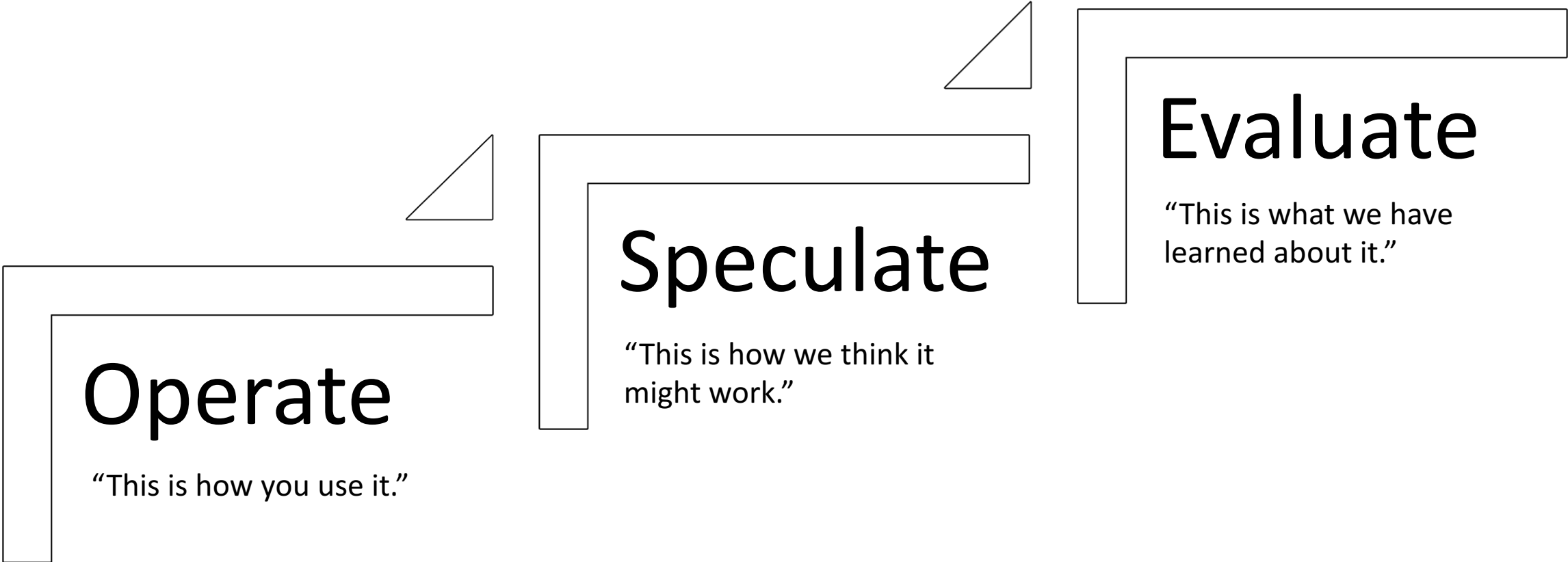


Design

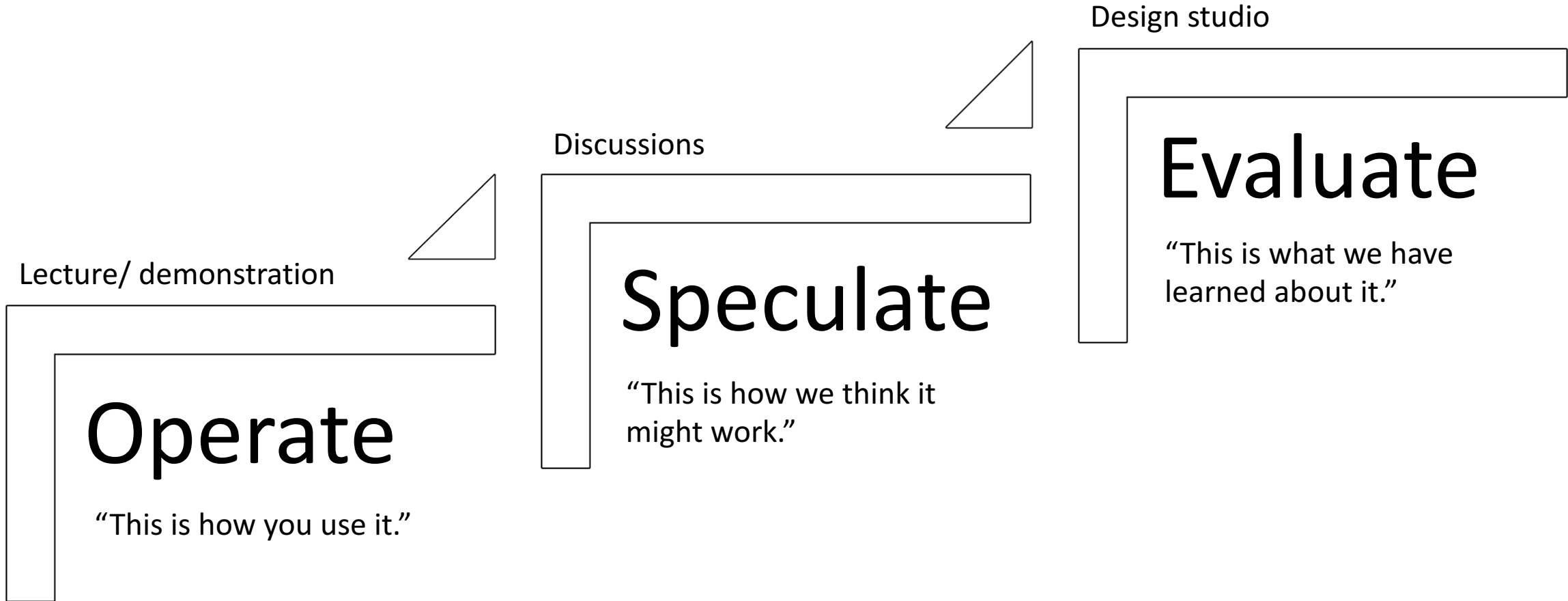
- Iterative development of tech-rich materials & activities
- Solutions are deployed
- Solutions are refined
- New solutions emerge



Organization of the Experience 1 of 2



Organization of the Experience 2 of 2



Deliverable

When Gary presents this to clients, there is a deliverable that participants will produce. Clients have access to the details of the deliverable, a rubric to assess the products, and feedback on each from Gary.

<http://www.hackscience.net/consulting>
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