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Titolo	Go blended! : a handbook for blending technology in schools // Liz Arney
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Descrizione fisica	1 online resource (333 p.)
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Soggetti	Educational technology - Computer-assisted instruction Education - Effect of technological innovations on Blended learning Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
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Note generali	Includes index.
Nota di contenuto	Go Blended! - A Handbook For Blending Technology In Schools; Contents; Foreword; About the Author; About the Contributors; Introduction; Part 1: Starting the Process: The Fundamental Decisions; 1. Identifying the Focus and Piloting; FOCUS ON THE INSTRUCTIONAL PROBLEM YOU'RE TRYING TO SOLVE; SOLICIT INPUT FROM DIFFERENT STAKEHOLDERS; ARTICULATE HOW YOU'LL MEASURE SUCCESS; DON'T BE SEDUCED BY THE TOOLS OR DEVICES; COMMIT TO RUNNING PILOTS; MEASURE THE WORK; DO YOU NEED A CONSULTANT?; 2. Determining School Readiness; CRITERION 1: SCHOOL LEADERSHIP; CRITERION 2: STAFF READINESS CRITERION 3: HISTORY OF STUDENT ACHIEVEMENTCRITERION 4: STAFF WILLINGNESS; CRITERION 5: SCHOOL STABILITY; CRITERION 6: QUALITY OF SCHOOL CULTURE; CRITERION 7: SCHOOL TECHNOLOGY USE; CRITERION 8: INFORMATION TECHNOLOGY TEAM AND INFRASTRUCTURE; CRITERION 9: POTENTIAL FOR GROWTH OR EXPANSION; CRITERION 10: OTHER POTENTIALLY COMPETING DEMANDS; 3. Building the Team and Creating Buy-in; SCHOOL LEADERSHIP; Make Sure the School Has Some ``Skin in the Game ; TEACHERS; SITE-BASED TECHNOLOGY SUPPORT; DISTRICT- OR

ORGANIZATION-LEVEL LEADERSHIP; FINDING THE RIGHT NEW TEAM MEMBER; IT LEADERSHIP

Ways Successful IT Leadership Works COMMUNICATING YOUR VISION AND ENGAGING ALL STAKEHOLDERS; ONE PRINCIPAL'S STRATEGY: TAKE THE TEAM TO VISIT A BLENDED SCHOOL; ENGAGING PARENTS; 4.

Recognizing and Planning for the Learning Curve; START SMALL AND SMART; WHO NEEDS BLENDED LEARNING FRIENDS? YOU DO!; LEARN ALL THE TIME FROM TEACHERS; LEARN FROM YOUR MISTAKES; EVERYTHING IS A TRADE-OFF; LOOK FOR OPPORTUNITIES; PHASE IN THE WORK; Part 2: Planning for Implementation: Strategic Decisions and Considerations;

5. Choosing Your Model and Crafting Your Pilots; CRAFTING YOUR PILOTS; EVALUATE YOUR PILOTS

A WORD ABOUT NEXT-GENERATION MODELS 6. Finding the Right Software and Hardware; WHO SHOULD CHOOSE THE SOFTWARE?; HOW TO CHOOSE THE SOFTWARE; Alignment and Content Coverage;

Assessments; Adaptivity; Assignability; Partly Adaptable, Partly Assignable; Application Programming Interface and Data Integration; Curriculum; Engagement; Cost; Training; Software Management: Less Is More; Feasibility; Never Underestimate the Value of a Great Software Representative; Understand the Trade-offs; Run Short Software Pilots; Involve Other Stakeholders in the Decision-Making; Take into Account School Culture

Some Thoughts About Beta Products CHOOSING THE RIGHT HARDWARE; Have a Clear Understanding of Device Costs; Ask Yourself: What Do I Want Students Doing on This Device?; Test Your Devices; Consider How the Device Will Function in the Room; Budget for the Long Term; What About BYOD (Bring Your Own Device)?; 7. Making Use of Student Data;

USING BLENDED LEARNING DATA; DATA NEEDS TO BE ACTIONABLE; MAKE A PLAN FOR USING DATA WITH TEACHERS; KEEP YOUR EYE ON THE DATA; Teach Students to Track Their Own Data; DATA INTEGRATION; ACCOUNT PROVISIONING; USER NAMES AND PASSWORDS; Single Sign-on
WHAT GOOD DATA LOOKS LIKE

Sommario/riassunto

Craft a blended learning program tailor-made for your students Go Blended! is a practical implementation guide for educators interested in getting blended learning off the ground. Author Liz Arney is a seasoned developer of blended learning programs at Aspire Public Schools, and she also closely collaborates with district and charter leaders from across the country on this work. Go Blended! offers boots-on-the-ground support for laying the foundation for a blended learning program in our schools and classrooms. Throughout the book teachers with blended learning experience share helpful tips an
