

1.	Record Nr.	UNIORUON00234192
	Titolo	Drammaturgia della danza : percorsi coreografici del secondo Novecento / a cura di Alessandro Pontremoli e Francesca Pedroni
	Pubbl/distr/stampa	Milano, : Euresis, c1997
	ISBN	88-87112-06-1
	Descrizione fisica	170 p. : ill. ; 21 cm.
	Disciplina	792.809
	Soggetti	COREOGRAFIA - Sec. 20 DANZA - Sec. 20 TEATRO - Sec. 20
	Lingua di pubblicazione	Italiano
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
2.	Record Nr.	UNINA9910823033303321
	Autore	Arney Liz
	Titolo	Go blended! : a handbook for blending technology in schools / / Liz Arney
	Pubbl/distr/stampa	San Francisco, California : , : Jossey-Bass, , [2015] ©2015
	ISBN	1-118-97422-0
	Descrizione fisica	1 online resource (333 p.)
	Disciplina	371.3
	Soggetti	Educational technology - Computer-assisted instruction Education - Effect of technological innovations on Blended learning
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.

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 ACHIEVEMENT  
CRITERION 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

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

---