team4tech

EdTech Workshop Toolkit

Get ready to teach, coach, and lead
This education workshop toolkit will help you prepare to lead project based workshops and learning experiences. Let’s get started!
How Do You Learn?

Creating Projects

Listening to Lectures

Reflecting and Revising

Project Based Learning (PBL) brings the experience of learning by doing and creating into classrooms. It gives students an extended period of time to investigate and respond to an authentic, engaging, and complex question, problem, or challenge by bringing real-life context and technology to the curriculum.

Through a PBL approach, students are encouraged to become independent workers, critical thinkers, and lifelong learners.
The old-school model of passively learning facts and reciting them out of context is not enough to prepare students to survive in today's world.

In the 21st century, students need to have both fundamental skills (reading, writing, and math) and 21st Century Skills to solve complex real world problems.
In a classroom that teaches 21st Century Skills, students become directors and managers of their learning process, guided and mentored by a skilled teacher.

21st Century Skills are the skills, knowledge, expertise, and mindsets students should master to succeed in work and life in the 21st century, namely:

- Global awareness
- Creativity and Innovation
- Critical thinking and Problem solving
- Communication and Collaboration
Education Workshop Toolkit Navigator

- Defined: project based learning and 21st century skills
- Identify: the phase your nonprofit is in
- Develop: your workshop ideas
- Create: your workshop
- Prepare: to coach others

Now
Your Non Profit might be in any of these three PHASES.

**Phase I**
Digital Foundations
Build digital literacy and technology infrastructure and foundation

**Phase II**
Technology Integration
Integrate adaptive learning math software for middle school students, engage students through community tech day

**Phase III**
21st Century Skills
Establish 21st century innovation lab, project-based learning, maker, and robotics activities
T4T supports their NPO partners on their journey towards using a PBL approach and integrating technology to teach 21st Century Skills. Here is a bird’s eye view to help you understand our roadmap.

**What Phase is your Nonprofit in?**

**Phase I**
- **Digital Foundations**
  - You introduce technology. You might:
    - ★ Set up the internet connection
    - ★ Bring computers or tablets to the school
    - ★ Support Teachers and Administrators in using Email, Word Processing, etc.

**Phase II**
- **Technology Integration**
  - You work with participants to use technology as an educational resource. You might:
    - ★ Show teachers how to use math learning apps
    - ★ Explore Project Based Learning tools with teachers

**Phase III**
- **21st Century Skills**
  - You work with participants to develop 21st century skills and mindsets. You might:
    - ★ Lead a STEAM or Maker workshop
    - ★ Introduce technology that personalizes learning

**NOTE**: You might be working with teachers and leaders in different phases. Always keep in mind your specific stakeholders.
Based on the phase that you are in, your nonprofit should focus on different areas. Examples of those areas are as follows:

**PHASE I**
- Digital Citizenship
  - Privacy, Security
- Digital Literacy
  - Computer Basics, Keyboarding
- Human Centered Design
- Google Suite Apps
- Microsoft Office

**PHASE II**
- Collaborative Platforms
  - Google Classroom and Quizlet
- Content Libraries
  - Khan Acad. Socrative, CK12
- Language Arts
  - English Reading and Writing
- Social Emotional Learning
- Social Studies
- Science
- Math
- Arts

**PHASE III**
- Robotics and Micro Computers
  - Micro Bit, Makey Makey, Ras Pi, etc.
- Creating a Makerspace
  - 3D Printing, Recycled Materials, etc.
- Learner Created Content
  - Websites, Blogs, etc.
- Coding
  - MIT App Inventor, Scratch, etc.
- Project Based Learning
- Social & Emotional Learning
Find activities, strategies, and use cases with teacher vetted search engines, such as:

Edutopia shares evidence and practitioner-based learning strategies to empower you to improve K-12 education.

Edshelf is a socially-curated discovery engine of websites, mobile apps, desktop programs, and electronic products for teaching and learning.

Common Sense Media has a searchable list of educational resources and has developed a set of ratings that are intended to gauge the educational value of videos, games, and apps. The nonprofit's "Learning Ratings" assess different types of learning qualities within various forms of media.

Can you now envision a complete workshop?

What specific resource will you be using?

What other resources do you need to complete your workshop?
Education Workshop Toolkit Navigator

DEFINED
project based learning and 21st century skills

IDENTIFIED
the phase your nonprofit is in

DEVELOPED
your workshop ideas

CREATE
your workshop

PREPARE
to coach others

NOW
Build Your Workshop

1. Be clear on workshop goals
2. Use vetted tools and activities
3. Fill out your workshop slides
Evaluate Your Workshop

4

Get feedback

Use this checklist:

- The learning objectives are written out (verb + skill/knowledge gained)
- The slides include relevant classroom examples and use cases
- The workshop checks participants current knowledge skill level
- Estimate the amount of time the facilitator will be talking: ____%
- Estimate the amount of time participants are talking and working: ____%
Education Workshop Toolkit Navigator

1. Defined: project based learning and 21st century skills
2. Identified: the phase your nonprofit is in
3. Developed: your workshop ideas
4. Created: your workshop

Now prepare to coach others
3 Tips To Lead A Workshop

1. Connect With Your Audience
   - Do you have an ice breaker?
   - Do you have photos or stories to share about your personal life?
   - Are your use cases country or school specific?

2. Engage Participants
   - Do you have alternate activities for participants at different skill levels?
   - Have you given participants enough time to practice new skills?
   - Are you excited to give your workshop? (If you’re having fun, participants will have fun!)

3. Consider Sustainability
   - Is there an opportunity for participants to share what they learned?
   - Have you prepared to leave the participants with a lasting resource for ongoing learning?
You’re Ready!

- **DEFINED** project based learning and 21st century skills
- **IDENTIFIED** the phase your non-profit is in
- **DEVELOPED** your workshop ideas
- **CREATED** your workshop
- **PREPARED** to coach others
Good Luck!