Workshop Title: “Bringing Web 2.0 in Classrooms”
Time: 9:00 am - 4:00 pm (1 day workshop)
Date: Saturday, 11th October, 2014
Target Professionals: All subject teachers.

Abstract:

The evolution of the web and the changing trend in the use of www from static Web 1.0 to dynamic Web 2.0, aims to enhance creativity, information sharing and collaboration among users. Web 2.0 technologies and social networking has a big impact on the changing roles of the student and teacher.

The increasing demand of the student-centered model of instruction placed on educators and technology professionals to go beyond the traditional textbook and the blackboard methods and meet the needs of today’s generation.

The Social Media and Web 2.0 tools workshop is designed to share with the participants the possibilities of Web 2.0 tools within education. Educators have a complete opportunity to learn practical implementation of these tools like twitter, wikis, blogs, Facebook and its importance in education. Although these tools were not designed specifically for e-learning but can be used to empower students and create exciting new learning opportunities for them.

Aims and Objectives

The Workshop aims to

- familiarize participants with Web 2.0 tools and remove the mysteries associated with these technologies.
- introduce the importance and relevance of Web 2.0 tools with in education.
- introduce how these tools can be used for collaborative projects and establishing learning communities.
Workshop Title: “Activity Based Teaching”
Time: 9:00 am - 4:00 pm (1 day workshop)
Date: Saturday, 18th October, 2014
Target Professionals: English Language Teachers of Middle School level

Abstract:

Language learning is a cognitive skill. We interpret our ideas and thoughts in terms of language. Our capability of playing with words and creating a new dimension always have given a creative approach to Language.

During recent years, a dialogue has been developed over approaches to structure effective lesson planning, implementing and teaching. In the Language classrooms there is always a room to innovate the learning process. Learners never enjoy the learning approach where they are given no liberty to experiment with their own language skills. In a language classroom we can use countless ways of expression which can help us in bridging the loop holes to make learning experience more effective.

In Activity based teaching workshop we will be focusing on the on a variety of activities that can aid the language learning process. The workshop will focus in the following skills:

- Increasing the motivation of learners
- Active teaching
- Designing and implementing Communicative Activities for Language Classrooms
Workshop Title: “Learning and Sharing through Animation”
Time: 9:00 am - 4:00 pm (1 day workshop)
Date: Saturday, 25th October, 2014
Target Professionals: All subject teachers of middle school level

Abstract:

The role of media and technology in education is quite obvious in today’s educational settings. Schools are loaded with computers to help students with their academic studies. Thomas C. Reeves, a Professor, Educational Psychology and Instructional Technology at The University of Georgia, points out that “media and technology have been introduced into schools because it is believed that they can have positive effects on teaching and learning.” (1998, p.1). The two major approaches to use media and technology in Education are to learn from technology and to learn with technology. The first approach, to learn ‘from’ technology is referred to be more instructional based, while the second approach that is to learn ‘with’ technology uses cognitive tools for analyzing, accessing and interpreting information, organizing their personal knowledge, and express their ideas. Students are given empowerment to use media and technology to represent what they know about and share it with others.

Media can be in variety of forms e.g. video, multimedia, digital art, web, animation, and audio tools that enable youth to explore and comment on their world. Animation is one of the techniques that can be used effectively at any age level and with any subjects including Science, Social Studies, Math and Language Arts.

It teaches students a variety of skills, from teamwork, to problem solving, critical thinking, and more. It’s a new and innovative way to make learning fun and provide students with immediate satisfaction and a sense of achievement.

Aims and Objectives

During the workshop sessions, participants will:

- Learn the entire animation process, including pre-production, production and post-production steps using technology.
- Learn about more ways to incorporate Stop Motion into your classroom in a highly creative and very cool way
- Find ways to engage students in creation of content-based digital animations to expand and deepen their understanding of classroom curriculum.
- Learn to build self-confidence through making short animation projects, while learning new skills
Workshop Title: “Capture your Creativity - Photography Workshop”

Time: 9:00 am - 4:00 pm (1 day workshop)

Date: Saturday, 8th November, 2014

Target Audience: All subject teachers, students and all other interested participants

Abstract:

This Photography Workshop focuses on photography tips and lessons ranging from the basics of Point and shoot, Powershot and DSLR cameras, and digital photography. The facilitators will share their expertise; provide tips and techniques, beneficial for both the novice and professionals. With the basic lessons on Photography you can begin to take better photos of any subject and get more enjoyment from your photography.

Since nearly all high school students enjoy photography, and since it easily covers common core standards involving critical thinking, problem-solving, technology and 21st century careers, digital photography is here to stay. But if you're stuck on ideas for creative, challenging photography lessons that students will enjoy, this workshop will be perfect place for those wanting to know more about capturing creative images using digital photography techniques, and will be equally good for school students and individuals.

Students can utilize these skills in event photography, graphic design, yearbook, or a general art work. The lessons and activities are designed to help build their skills.
Workshop Title: “Youth Tech Camp”
Time: 9:00 am - 4:00 pm (2 day workshop)
Date: Friday & Saturday, 21-22 November, 2014
Target Audience: Students of middle and high school

Abstract:

Youth Tech Camp is designed especially for students of Grade 8 onwards, to enlighten their knowledge about effective use of technology and Social Media in education. The 2-day camp will also focus on positive use of technology by introducing students to iEARN online forums to convene distances for the promotion of cross-cultural learning and Citizen Journalism.

The students will also learn about various technological tactics during the session. The sessions will ensure effective learning experience for the students so that they can practice further, implement their learning after the camp and replicate the knowledge through acquired skills.

- To teach them about Social Media tools; Facebook, Twitter and Blogging.
- To encourage positive use of information technology and citizen journalism.
- Engage participants in interactive discussions and collaborative projects using online mediums and technological resources.
Workshop Title: “ICT for Novice”

Time: 9:00 am - 4:00 pm (2 day workshop)

Date: Friday & Saturday, 5th & 6th December, 2014

Target Audience: Teachers who have beginners proficiency in ICT

Abstract:

A strong knowledge base in Information and Communications Technology can help educators flourish in both their personal and professional life as a teacher, but sometimes getting a good grasp on different technologies and mediums can be complex—especially for the generations who were not really raised with some of the more modern devices and tools.

This introductory workshop is ideal for those who have little experience with computers. This workshop will cover the basics of using a computer including intermediate use of Word, PowerPoint, Email, Internet and Web tools. It will also focus on online learning and communication tools. Various hands-on activities will help participants practice and keep up to date with technology.
Workshop Title: “High School Photojournalism Training”
Time: 9:00 am - 4:00 pm (2 day workshop)
Date: Friday & Saturday, 19th - 20th December, 2014
Target Audience: All subject teachers, students and all other interested participants

Abstract:

Photojournalism program offers students the opportunity to enhance their photography skills while exploring the thriving world of photojournalism in the nation’s capital. With the growth of technology, high school photojournalism programs have expanded exponentially in the last decade. The goal is to foster positive and productive interaction among students and educators throughout the globe to promote a stable, prosperous, and integrated region using the power of photography and technology.

This Workshop welcomes teachers who are interested to gain a unique experience of the real world of photojournalism. They will learn techniques to engage students in learning photojournalism who have a desire to transform these skills into a career path.

Aims and Objectives

- Basic Photojournalism Processes
- Citizen Journalism vs. traditional journalism
- Media Values and Ethics
- Basic photo editing and writing cutline to form photo stories
- Camera options and controls
Workshop Title: “Creating Effective Publications for Schools”
Time: 9:00 am - 4:00 pm (2 day workshop)
Date: Saturday, 27th December, 2014
Target Audience: All subject teachers, students, school admin staff and other interested participants

Abstract:

Desktop publishing is an important use of PC's in today's schools. From one page flyer to student run newspapers, PC's make it happen. This is an area where computer use has acted as an equalizer in that everyone can now publish their ideas. Desktop Publishing is a major skill that teachers must have in order to teach effectively.

iEARN Centre announces a day long workshop on ‘Classroom publications for Effective Communication Resources’. The workshop aims at helping teachers to produce resources using desktop publishing softwares and engage students in creating purposeful, meaningful and creative communication resources for classrooms and school.

Aims and Objectives:

The workshop aims to:

- introduce the basic elements of desktop publishing layout and designs.
- introduce different desktop publishing applications and softwares for creating classroom resources like flyers, newsletters, etc.
- introduce the basics of creating a simple but informative newsletter that can be easily adapted in classrooms.
- help participants to be creative and productive while learning to manipulate images, text and layout designs
- learn and develop essential skills to create and communicate knowledge and to express ideas.

Pre-requisites:

- Basic computer knowledge, including internet use
- An interest and a talent for creativity
- Ability to use basic word processing programs.