

iEARN Professional Development Program January-June 2016 - Karachi

- Workshop Title:** **“Citizen Journalism for High School Students”**
- Time:** **9:00 am - 4:00 pm**
- Dates:** **Friday & Saturday, 15th -16th January, 2016**
- Focused participants:** **All subject teachers, students and all other interested participants**

Abstract:

Citizen Journalism program offers students the opportunity to enhance their journalism skills while exploring the thriving world of journalism in the nation’s capital. With the growth of technology, high school journalism 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 reporting, writing, media and technology.

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

Aims and Objectives

- Citizen Journalism vs. traditional journalism
- Basic Photojournalism Processes
- Media Values and Ethics
- Basic photo editing and writing cutline to form photo stories
- Camera options and techniques

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Workshop Title:	<u>'Shoot & Edit Quality Videos'</u>
Time:	9:00 am - 4:00 pm
Date:	Saturday, 23 January, 2016
Focused participants:	All subject teachers, IT teachers, students and all other interested participants

Abstract:

The Adobe tools and applications can be used effectively to promote excellence in the classroom by enhancing creativity, collaboration and improving teaching and learning experience. Adobe Premiere Pro is a timeline-based video editing software application. It is part of the Adobe Creative Suite, a suite of graphic design, video editing and web development programs.

In this workshop, the facilitator will demonstrate how to edit and produce good quality videos by using this advanced video editing software. The participants will learn how to enhance their footages using different editing modes, effects and transitions, and powerful photo-blending techniques. They will also learn sound editing and adding narrations to make high definition (HD) videos.

Teachers can use these skills to produce useful educational resources by incorporating video editing and software usage into classroom learning. These skills can empower youth to use technology to explore and express their perspectives on issues impacting their communities. Students can utilize these skills to produce project videos, school documentaries and photo stories to enhance their media literacy skills and become media interpreters and creators.

Aims and Objectives:

During the workshop the participants will

- Learn to discover software environment to organize, edit, and assemble videos, audio and still images
- Learn to convert everyday snapshots and videos into sensational photos and home movies
- Produce educational resources related to their subject area
- Learn how to create project videos and presentations and school documentaries
- Tips and tricks about how to make videos professionally

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Workshop Title: **‘Activity Based Teaching’**
Time: **9:00 am - 2:00 pm**
Date: **Saturday, 30 January, 2016**
Focused participants: **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

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- Workshop Title:** **“Creating Effective Publications for Schools”**
- Time:** **9:00 am - 4:00 pm**
- Dates:** **Saturday, 6th February, 2016**
- Focused participants:** **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 ‘*Creating Effective Publications for Schools*’. The workshop aims at helping teachers to produce resources using desktop publishing software and engage students in creating purposeful, meaningful and creative communication and promotional 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.

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- Workshop Title:** **“Excel for Schools”**
- Time:** **9:00 pm - 4:00 pm**
- Date:** **Saturday, 13 February, 2016**
- Focused participants:** **IT teachers, class teachers and school admin staff**

Abstract:

“Excel for Schools” is a workshop designed to help teachers and school administration to use the tools in their professional career, to save time and trouble of paper work along with improving efficiency of the tasks. The workshop will help you create dynamic dashboards and learning management system to manage and monitor teachers and students progress. This professional development workshop will be catering to the understanding of basic Excel (exploring features), use of formulas, data modeling and working on dashboards. *It is going to be practical- nothing theoretical!*

By the end of the workshop, participants will:

- Know the basics of Microsoft Excel and necessary tools to use in classrooms/offices
- Be able to create a learning management system
- Be able to work on statistical and text functions
- Learn data modeling techniques

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Adobe Youth Voices (AYV) Training Program

What is Adobe Youth Voices?

Adobe Youth Voices (AYV), the Adobe Foundation's global signature philanthropy program, empowers youth from underserved communities to use technology to explore and express their perspectives on issues impacting them and their communities. Through Adobe Youth Voices, youth ages 13 to 18 create compelling videos, animations, photo essays, presentations, music, and other pieces that contribute the essential perspectives of youth to critical topics and inspire new solutions to long-standing problems. It's all about "creating with purpose" and also about building valuable skills that open doors to future success.

Program Overview:

Society for International Education (SIE) has partnered with Adobe Foundation to provide complete training to educators who are willing to add new perspective to their teaching strategies and committed to ignite their students' creative talent with advanced digital media tools and powerful storytelling techniques. SIE will implement the following key program components:

- Recruit a group of educators and students from different schools to participate in AYV program;
- Conduct a 2-day, face-to-face, comprehensive training for educators to help them understand basic program philosophy;
- Facilitate follow-up and support sessions for educators to help them complete their media products;
- Facilitate participants in completing at least 2 major assignments.

- Host a final screening session for final media products;
- Adobe Camp for students in December 2015

Training Timeline

1. **2-day F2F training (26-27 February 2016)**
2. **Follow up and training support session (10 March)**
3. **Reporting and follow up (17 March)**
4. **Rough Cut review and Media Editing session (24 March)**
5. **Media Submission through Dropbox/Google drive (31 March)**
6. **Final media Screening and Certificate distribution (7 April)**
7. **Join AYV FB Group (<https://www.facebook.com/groups/SIE.AYV/>)**

Aims & Objectives of F2F training:

During this workshop, the educators will be able to understand the basic philosophy of the program and be part of it by learning ways to engage students in this learning venture.

This training aims to help educators:

- understand the basic philosophy of the AYV program
- understand the need of change in teaching practice and skills
- adopt student-centered approaches for teaching and learning
- discover software to edit videos, audio and still images
- learn youth development strategies like critical thinking, problem solving, communication and collaboration

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Workshop Title: **'Learning English through Songs'**
Time: **9:00 am - 2:00 pm**
Date: **Saturday, 12 March, 2016**
Focused participants: **English Language teachers**

Abstract:

A 'song' is a combination of music and language, and has numerous virtues for language teaching and learning that deserve the attention of ESL teachers. Their richness in culture and themes, their idiomatic and poetic expressions, and the use of authentic language makes songs a powerful tool for language teaching.

During the workshop, the participants will explore different ways songs can be used in language classrooms. The various activities, including listening as well as singing, will make it a fun filled and 'energizing' session.

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Workshop Title:	<u>'Reach Out-Youth Volunteering and Community Service'</u>
Time:	9:00 am - 2:00 pm
Date:	Saturday, 19 March, 2016
Focused participants:	Subject teachers, Social Studies and Science teachers, Project Coordinators, Project Managers

Abstract:

How wonderful it is that nobody need wait a single moment before starting to improve the world.
(Anne Frank)

Community service is a voluntary activity that in some way benefits members of the community. The promotion of volunteerism, i.e. a favorable attitude toward volunteer work in the minds of individuals, is seen as the primary purpose of community service activities. It directly benefits to the community through the work performed. Youth are able to play many more social roles than we usually give them credit for. Leaders from schools and community groups can use service-learning as a powerful vehicle to improve students' achievement, build character, and build leadership skills.

Through this workshop we aim at enabling teachers to implement one of the most rewarding and high impact efforts for their communities by involving young people in service and service-learning. The first part of the workshop session will present the basic concept, strategic planning and curriculum integration of a school wise service learning program. Participants will be introduced to a structured framework to support the design and preparation of service projects lead by groups of young people.

The second part of the workshop would undertake the introduction of and planning for the GYSD (Global Youth Service Day), the largest service event in the world, mobilizes youth to identify and address the needs of their communities through service, recruits the next generation of volunteers, and educates the public about the year-round contributions of young people as community leaders.

A teacher's guide would be given to each of the participants containing valuable resources on community service and service learning projects.

Objectives of the workshop

- Volunteering and Community Service (Why? What? Where and How?)
- Creating a school wide service learning program
- Designing a service learning project
- Designing a process flow chart for the project completion
- Types of projects and ideas by academic subject areas
- Celebrating and reflecting service learning the GYSD (Global Youth Service Day).

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Workshop Title: “Learning and Sharing through Animation”

Time: 9:00 am - 4:00 pm

Date: Saturday, 26th March, 2016

Focused participants: All subject teachers of primary and middle school level

Abstract:

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.

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.

Objectives of the Training

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

iEARN Professional Development Program January-June 2016 - Karachi

- Workshop Title:** **‘Online Collaborative Learning in Education’**
- Time:** **9:00 am - 4:00 pm**
- Date:** **Saturday, 9 April, 2016**
- Focused participants:** **All subject teachers of primary and middle school level, Trainee/Pre-Service teachers, Subject Coordinators**

Abstract:

The iEARN online projects are a 21st Century pioneering model for engaging students in meaningful technology based learning opportunities. iEARN Online projects have great potentials to enhance students’ expressions, language skills and understanding of the world. iEARN projects presents an opportunity to work with students of this digital society to engage in discussions and dialogue on common issues and those related to one’s culture with peers and experts globally.

The iEARN Beginners Training Program is a hands-on professional development session focused at enabling the teachers with tools and skills to participate in online curriculum based collaborative telecommunication projects with classrooms from 125 countries around the world.

The various sessions of the workshop will present ways to integrate technology in the curriculum in meaningful projects. Participants will be able to build a supportive community of educators globally that share the latest teaching methodologies. There will be multimedia presentations, offline and online group activities to help participants select, plan and be ready to implement iEARN projects independently

Each participant will get their own copies of the latest iEARN Project Description Book.

Aims and Objectives

During the workshop sessions, participants will:

- Be exposed to and discuss iEARN’s mission and vision
- Get familiar with and navigate iEARN web site and available resources
- Find out the underlying objectives and cross curriculum aspect of iEARN online collaborative project and its correlation to teaching standards
- Practice using iEARN's technology tools and be aware of the differences between them
- Discuss the advantages and disadvantages of Project-Based Learning
- Find out and discuss how to prepare classes for online collaboration
- Select and plan a project that correlates to participants curriculum’s objectives and teaching standards

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Workshop Title: 'Poetry-Appreciating and teaching it'
Time: 9:00 am - 4:00 pm
Date: Saturday, 16th April, 2016
Focused participants: English language teachers from grade 5 onwards

Abstract:

Poetry, one of the most likable genres of literature must be read and taught with enjoyment and appreciation. Unfortunately, many students in schools (K-12) do not find learning literature of any significant value, hence resentment and disapproval is what we find in most of the students when they study poetry. In order to inculcate love for poetry among students, strategies that will help students analyze and appreciate poetry, techniques that will assist students in understanding the layers of the poem and approaches that will polish students' responses; is what this workshop will aim for.

The workshop will particularly be for English Language teachers (especially those who teach English to higher grades) who find teaching poetry a challenge in their classrooms. The workshop will help share ideas as to how different strategies can be used that can engage students fully and will help them appreciate poetry.

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Workshop Title:	<u>“Bringing Web 2.0 in Classrooms”</u>
Time:	9:00 am - 4:00 pm
Date:	Saturday, 23rd April, 2016
Focused participants:	All subject teachers and other interested participants

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.

IEARN Professional Development Program January-June 2016 - Karachi

Workshop Title: **‘Capture your Creativity - Photography Workshop’**
Time: **9:00 am - 4:00 pm**
Date: **Saturday, 7th May, 2016**
Focused participants: **IT teachers, 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.

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Workshop Title: **‘Teaching Math with Technology’**
Time: **9:00 am - 2:00 pm**
Date: **Saturday, 21st May, 2015**
Focused participants: **Math teachers**

Abstract:

The strategic use of technology in Math classroom strengthens mathematics teaching and learning. Simply having access to technology is not sufficient. The teacher and the curriculum play critical roles in mediating the use of technological tools (King-Sears, 2009; Roschelle, et al., 2010; Suh, 2010). Teachers must be knowledgeable and skilled in determining when and how technology can be used to enhance students learning in an effective way.

All schools should provide students and teachers with an opportunity to access technology in mathematics classrooms with an adequate training to ensure integrate it with classroom teaching.

This workshop introduces web based software and applications and its potential impact on students’ understanding.

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Workshop Title:	<u>“Using Green Screen Effects in Media Making”</u>
Time:	9:00 am - 4:00 pm
Date:	Saturday, 28th May, 2016
Focused participants:	IT teachers, subject teachers, students and all other interested participants
Pre-requisite:	Command over technology and experience in media making projects

Abstract:

The workshop focuses on using the technique of Green Screen to create videos, newscasts, commercials and digital stories. It also explores different ways to film and guide about ideal shooting conditions. Further, the workshop aims at guiding the teachers about different ways to integrate this technique in their classrooms to make it more interactive and unique.

The Adobe tools and applications can be used effectively to promote excellence in the classroom. The workshop will focus on introducing the Green Screen technique *using Adobe Premier* Software. It will also provide the participants with hands-on practice of the software and Green Screen technique.

Aims and Objectives:

The workshop will enable the participants to

1. get familiar with Green Screen Effects
2. learn application of Green Screen technique using Adobe tools
3. learn ways to incorporate Green Screen technique in their classrooms
4. practice using Green Screen technique and produce a media piece