Workshop Title: ‘Food Journalism 101’ Training
Time: 9:00 am - 4:00 pm
Date: 6-7 January, 2015
Target Professionals: Workshop for Food Bloggers, Food Writers, Food Enthusiast or Food photographer

Abstract:

There is a significant trend of online food journalism that includes food connoisseurs, food enthusiasts and gourmet. These individuals regularly review restaurants, food outlets for their blogs, tweet about their experiences, and write in general about food. These write ups supported by relevant images are published on dedicated facebook pages and other public food related pages that has all kind of food and beverage related posts with a sizable visitor and followership. There are dedicated sections for food related blogs in some leading newspapers blog sections, e.g. The News and the express Tribune. Food bloggers and writers are regularly invited by PR companies and are seen at the launches of restaurants and other food related exhibits, events.

This workshop is designed to develop a cadre of bloggers and food writers who have the relevant skills, knowledge and attitude to understand food, and write about it appropriately, thus producing original and quality work which not only promote the products but also present informed and quality reviews for others.

Our partners for this training includes Burger King, China Kitchen, Tyme, Deli and Zee Apa. For more details check https://www.facebook.com/foodjournalism. Online application can be found at: https://www.surveymonkey.com/s/FG101

Participants and selection process:

- The participants would be selected through a competitive process of application and selection followed by online announcements and nomination by PR companies.
- The group of 30-35 participants would be budding bloggers, food writers who are social media savvy.
- An average level of written English language proficiency is mandatory for all participants to be assessed by a short essay in the application.
Workshop Title: ‘Capture your Creativity - Photography Workshop’

Time: 9:00 am - 4:00 pm

Date: 24 January, 2015

Target Professionals: 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.
Workshop Title: ‘Learning English through Songs’
Time: 9:00 am - 4:00 pm
Date: 31 January, 2015
Target Professionals: 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.
Workshop Title: ‘Youth Tech Camp’
Time: 9:00 am - 4:00 pm
Date: 6-7 February, 2015
Target Professionals: Students of middle and high school level

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: ‘Reach Out-Youth Volunteering and Community Service’

Time: 9:00 am - 4:00 pm

Date: 14 February, 2015

Target Professionals: All Subject teachers, Computer Teachers, Head teachers, Project Coordinators, Project Managers, HODs

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).
Workshop Title: ‘ELT via Stop Motion Animation’

Time: 9:00 am - 4:00 pm

Date: 21 February, 2015

Target Professionals: English language teachers

Abstract:

The role of media and technology in education is quite obvious in today’s educational settings. Students are given empowerment to use media and technology to represent what they know about and share it with others.

Animation is one of the techniques that can be used effectively at any age level and with any subjects including Language Arts. Stop Motion Animation is commonly used to tell a story; creative writing skills are used to develop plots and stories for short animations.

If you are trying to encourage reluctant writers or second language learners, you can engage your students in creating animations. While going through this process, stories will appear almost automatically and can facilitate writing and speaking process some students find difficult.

Besides, 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 about more ways to incorporate Stop Motion in their language teaching 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: ‘YouthCaN-Youth Communicating and Networking’

Time: 9:00 am - 2:00 pm

Date: 28 February, 2015

Target Professionals: Subject teachers, Social Studies and Science teachers, Project Coordinators, Project Managers

Abstract:

YouthCaN is a growing network of youth clubs, classes and community groups who share an interest in studying and protecting the environment. These groups are youth-directed. They coordinate local hikes, explorations of the environment, investigations of environmental issues and share these explorations through online YouthCaN forums and at local and international conferences and workshops.

iEARN Pakistan has taken this initiative of engaging students in environmental improvement activities and working as YouthCaN members after going through the statistics of environmental hazards in Pakistan.

In this workshop, the presenters will talk about the need of environmental education and various action projects that provide environmental awareness and educational opportunities. The presenters will also discuss how to prepare classes for online collaboration and become part of YouthCaN Network.

Objectives of the workshop:

During the workshop sessions, participants will:

- increase the understanding of the value of environmental education
- create awareness of environmental issues and events to promote the understanding.
- Increase students’ participation in environmental awareness and education opportunities.
- be able to describe and discuss environmental community issues.
- collaborate and find a solution to the environmental issues discussed to at least make it better
- find out and discuss how to prepare classes for online collaboration
- plan a project that correlates to participants curriculum’s objectives and teaching standards
Workshop Title: ‘Shoot & Edit Quality Videos’

Time: 9:00 am - 4:00 pm

Date: 7 March, 2015

Target Professionals: 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
Workshop Title: ‘iEARN Project Based Learning-Beginners Training’

Time: 9:00 am - 4:00 pm
Date: 21 March, 2015
Target Professionals: 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
Workshop Title: ‘Activity Based Teaching’
Time: 9:00 am - 4:00 pm
Date: 28 March, 2015
Target Professionals: English language teachers

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