TECHNOLOGIST MODULES

eCampus Ontario's open PD modules

DIGITAL LITERACIES

complex and nuanced

They encompass the abilities to locate, use, summarize, evaluate, create, and communicate information while using digital technologies and web-based platforms, as well as being safe to engage responsibly and ethically through online communities.

EMPHASIZE

Step 1

Before designing, you must understand what the people need. Emphasize with your learners. identifying the challenge that could be solved through the use of technology in the curriculum.

IDEATE

Step 3: "How might I?"

Building the key features and characteristics to address learners challenges. Step 1: making a mind map of the best ways to approach the challenges. Step 2: Choosing the Technological Tool. Step 3: Evaluate the tool passed the learners challenges.

THINKING

DESIGN-

Human-centered

Engages users to create and experiment, sparking new ideas, then using the feedback to improve the ideas. People benefiting from the product are directly involved. Focuses on learners being involved in finding a solution

DEFINE

Step 2: Narrow and Identity

The key is the design process, focal point where you build the solution. Better results come from starting small and grow into a productive solution.

PROTOTYPE

Step 4: Try it out!

To gain richer feedback, instead of talking and discussing, place a small tangible creation in front of learners. Step 1: design; Step 2: share; Step 3: Refine. All three steps are an essential part of experimenting and learning what works best with the tool.

CONNECT

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Curriculum

You must develop an integration plan as to how learners will progress through the tech creation as an activity. Clearly map out the instruction to be given to learners. Where do the elements fit? Indicate learning outcomes.



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