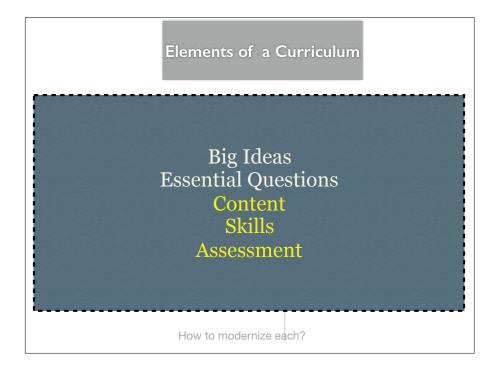
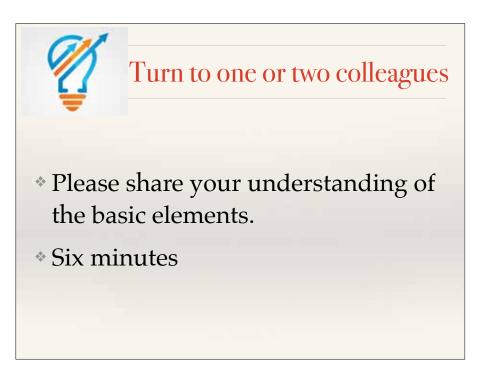
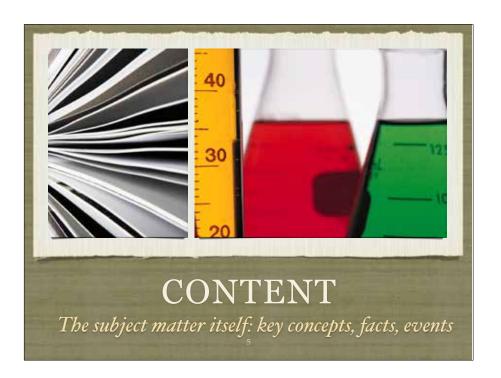
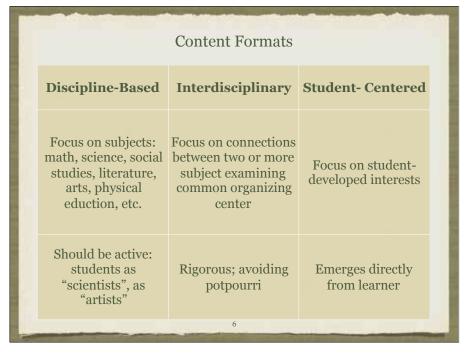
# BATCH- Upgrading Curriculum Design













Upgrading Content: Genre Selection TOPICS
ISSUES
PROBLEMS
THEMES
CASE STUDY

# CONTENT: FIVE GENRE

**Topics:** Subject matter groupings emphasis on information and background

**Themes:** Conceptual emphasis that ties together information and background; frequently interdisciplinary in nature.

**Problems:** Focus on addressing a problem with the goal of a solution; information serves the inquiry.

**Issues:** Examining a point of controversy to consider points of view; perspectives; and consequences.

**Case Studies:** A specific situation or text where considering the granular can shed light on other situations.

Copyright 2016: Jacobs and Alcock

# CONTENT: FIVE GENRE

**Topics:** Solar Energy

Themes: Sustainability

Problems: How to design a solar collector to run our school.

**Issues:** Conservation vs Jobs (The Rain Forest: Log it or Leave it?)

Case Studies: Biosphere II - Tucson, Arizona

Copyright 2016: Jacobs and Alcock

# CONTENT: FIVE GENRE

**Topic:** The American Civil War

Theme: National Conflict

**Problem:** How to design a virtual museum

of the Civil War

**Issue:** Is the Civil War still going on?

Case Studies: The SC Confederate Flag Policy

Copyright 2016: Jacobs and Alcock

## CONTENT: FIVE GENRE

**Topic:** Measurement

Theme: On the Job in the World

**Problem:** How to improve the safety and quality experience at our local amusement park?

**Issue:** Safety vs. Thrill (Who decides? What age?)

Case Studies: Specific Ride Analysis and Findings

Copyright 2016: Jacobs and Alcock



# Turn to one or two colleagues

\* Identify a unit of study that you will teach this school year. Deliberately reimagine the title in at least two other genre forms.

\* Four minutes

### ASSESSMENTS ARE DEMONSTRATIONS OF LEARNING

- Assessment is the observable EVIDENCE
- They must be listed as defined nouns:
- Tangible Products or
- Observable Performances





### THREE TIERS OF ASSESSMENT



**Drill and Practice** 

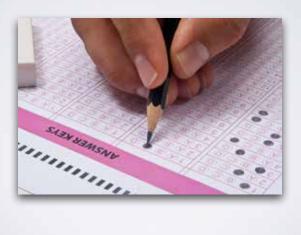
Rehearsal / Scrimmage

**Authentic Performance** 









### MODERN ASSESSMENT DESIGN



WHAT DO MODERN SCIENTISTS, HISTORIANS, MATHEMATICIANS, AUTHORS PRODUCE?

# **Upgraded Assessment Types**

3-D Modeling/Printing/ Scanning Animation Blogging/Forum Broadcasting channel Case Studies on Website

Collaborating
Database
Data Visualizing &
Digital Audio/Podcast
Digital Game Creating

Digital Storytelling Digital Porfolio Digital Video

Drawing E-Publication Creating

Entrepreneurial plan Fact-checking repository

(snopes.com)

Film study/critique Forecasting/Projecting/ Global Forums virtual Graphics/Image Graphics Organizer

Graphing
Grant proposal

Infographics
Info-Database Searches
Interactive Simulation
Internet Researching

Mashing/Remixing MathematicalModeling Media critiques Music e-composition

Photo blogging Playlist - annotated Podcast -audio

Podcast -audio Presentation- Prezi Programming/Coding Project Planning Tool

Prototypes Researching/VettingTools

RSS Feeding Screencasting

Screenplay Sketch-noting with tools Spreadsheets analysis Station hosting -podcast

Storyboarding Survey design

Timeline interactive/virtual

Video Hosting

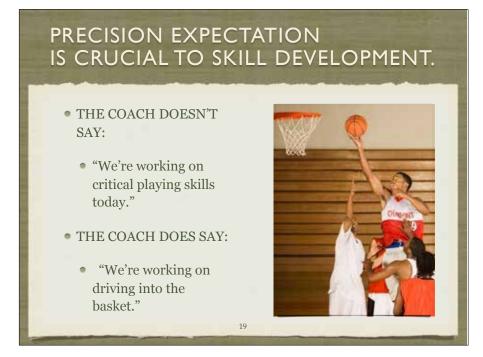
Web Authoring/Curation Webinar event hosting

Word Processor Word Recognition

Video/Image Synthesizing

H.H.Jacobs. Active Literacy Across the Curriculum: Connecting Digital, Media, and Global Competence. Routledge Pub. 2017.

# SKILLS ARE DISPLAYED ON A MAP AS: Precise skills that can be: Assessed/measured Observed Described in specific terms Skills are action verbs... Skills scaffold over time Unlike general processes





**GLOBAL** 



Connections to Classical Print

Text and Image Interaction



# ACCESSING CAPABILITY

To develop proficiency:

keyboarding fluency

touch and effect

voice activated





# **Selection Capability:**

The strategic selection and TAGGING of web 2.0 digital tools, applications, social media and repository sites to match research and development tasks.







### Conducting an APP Study:

What criteria might help learners and teachers select, analyze, sort and share digital applications?

- 1) Does the application foster curiosity and fascination?
- 2) Does the digital application encourage active inquiry increasing depth of RE-SEARCH? (That is: "search again")
  - 3) Does using the digital tool generate independence and ease of self-navigated learning?
  - 4) Is the use of the digital application reflected in improved quality of learner products and performances?
  - 5) Is the learner willing to recommend, annotate and share the app in a curated clearinghouse of resources for others?

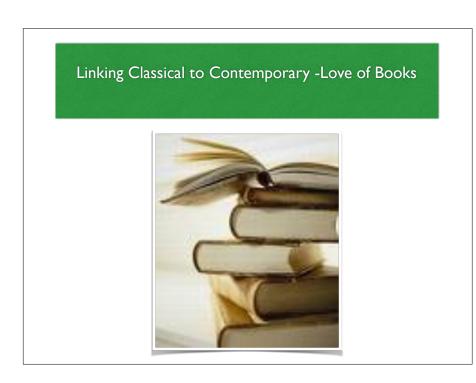
H.H. Jacobs. Mastering Digital Literacy, Solution-Tree, 2014



Share with your colleagues at your table:

\* Identify a "new" digital application and resource that you are willing to integrate into a performance task.

Three minutes







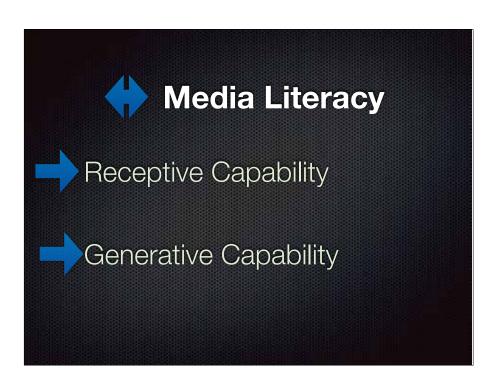












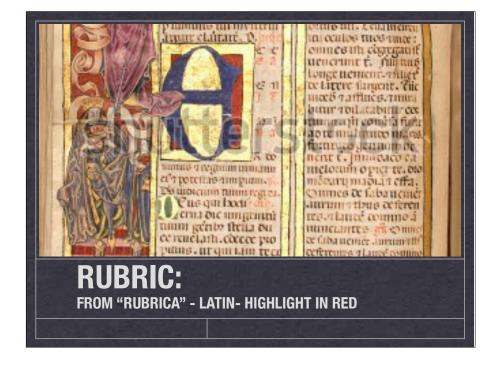




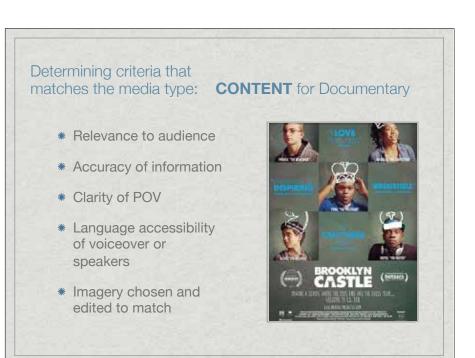












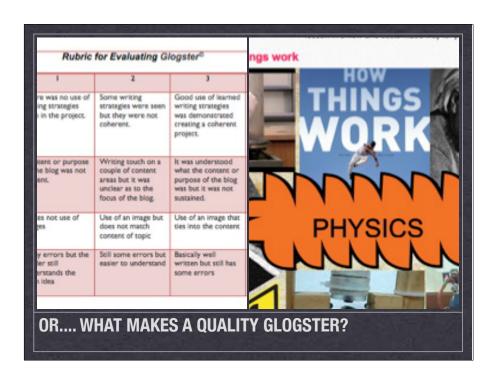


# Generative Capability

- To express both informational and narrative perspectives using a wide range of media.
- ▶ To cultivate technical expertise in developing quality media products.



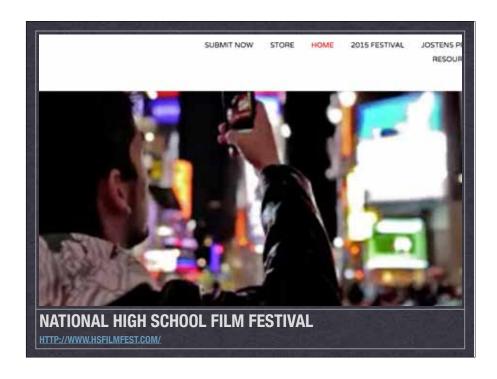


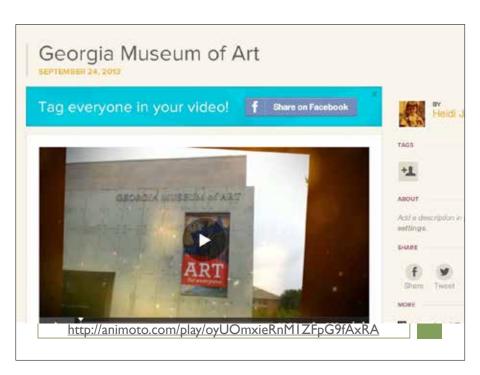
















# Podcasting Learner Engagement

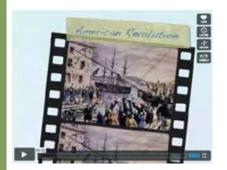
Every school should have a podcasting platform



# Documentaries Film Animations

If you have a laptop or a tablet you are hosting a film studio.

Replace faculty meetings with learning to use what we have in our hands.



# Creating new media formats

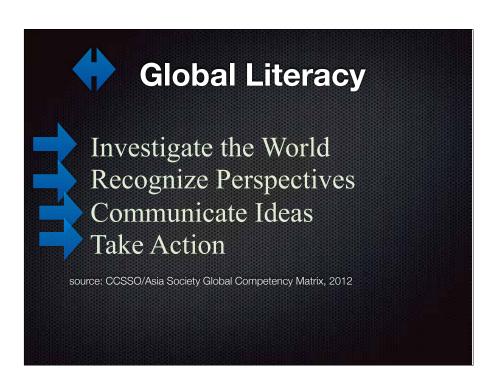
Every school should host a publishing house.

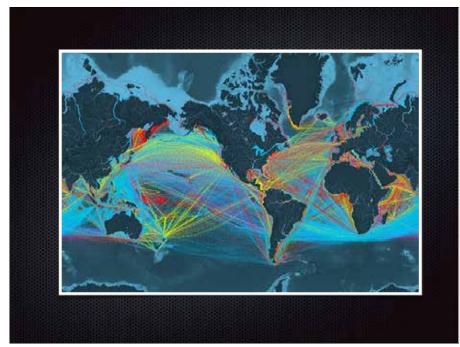


# **M**

# Turn to one or two colleagues

- \* Identify a specific unit of study or course where you can employ BOTH media criticism and media making in a product.
- \* Three minutes

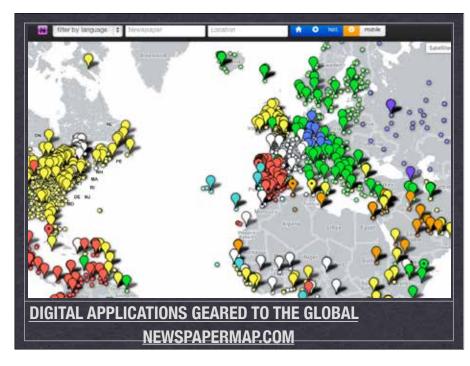




















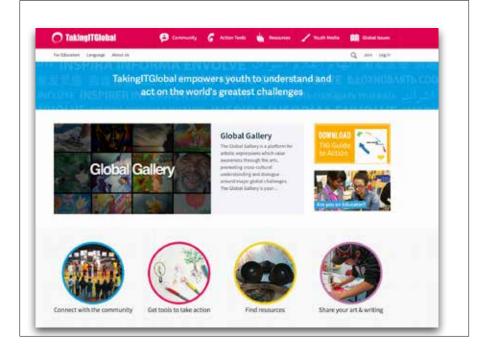




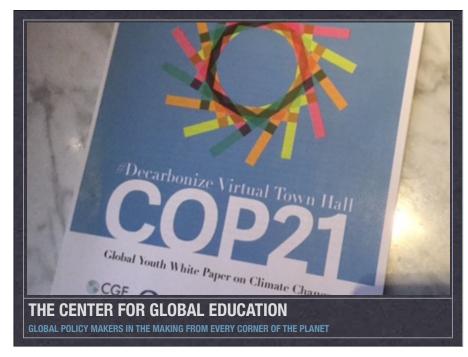






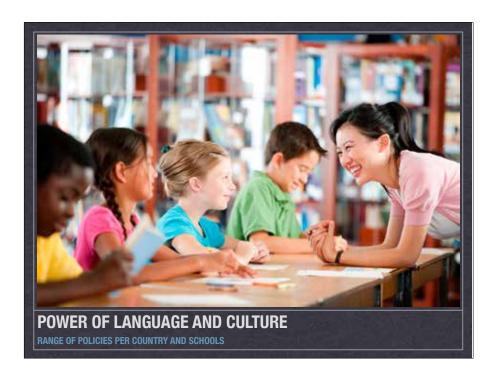




















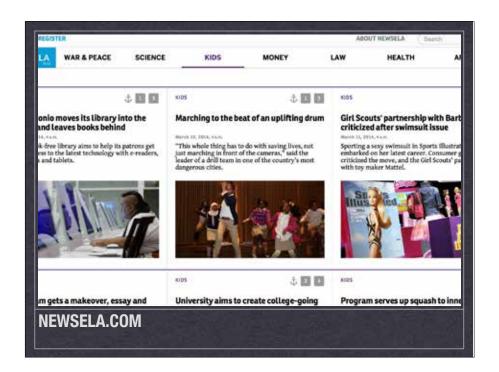
Problem: How to improve the quality of walking in our world cities

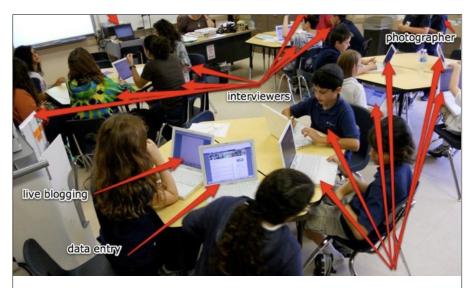
Interdisciplinary possibilities





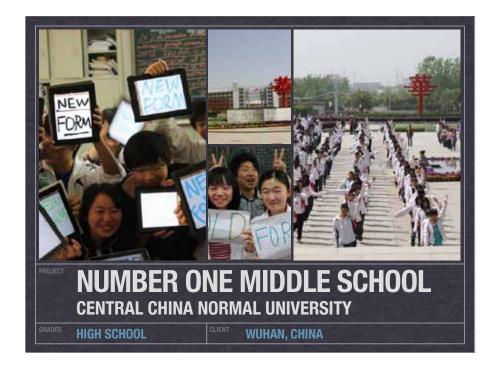


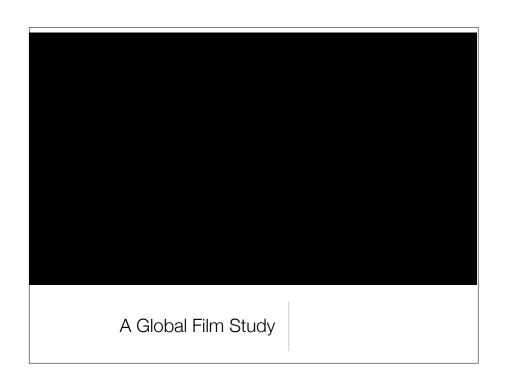




Global Research and Development









# Turn to one or two colleagues

- \* Brainstorm possible upgrades in your curriculum and assessment designs to nurture global competence.
- \* Three minutes

