Using Digital Tools in the Classroom – Online Professional Learning

http://diglearning.global2.vic.edu.au/2014/04/24/using-digital-tools-in-the-classroom-online-professional-learning/

Webinar Date / Time	Session title	Presenter	Target audience
Wednesday, 21th May 2014, 4pm and **Wednesday, 28th May 2014, 4pm**	**Beyond Classroom Walls – Web Conferencing** These sessions will support teachers to use web/video conferencing tools such as Polycom, Lync, Skype and Blackboard Collaborate and connect with other teachers outside of your school community. This course would be very useful to those schools that have recently received a Polycom unit and would like to learn how to use it better. *Key objectives:* ➢ Demonstrate features ➢ Interact and use features of web conferencing tools ➢ Tips and hints. ➢ Explore how it can be used in the classroom ➢ Advanced features ➢ Challenges and ways to overcome them ➢ Reflection	**Anne Mirtschin,** Virtual Conference Centre Coach	All school staff Register
Thursday 5th June 2014, 4pm and **Thursday 12th June 2014, 4pm**	**Using Social Media in Teaching and Learning** These sessions will explore how social media can support and enhance teaching and learning. This course will help teachers to develop a better understanding around using social media safely with students, exploring some of the concerns and misconceptions. It will also help teachers who are unfamiliar with social media to learn about how it can be used for tasks such as professional networking and information gathering. Key Outcomes: ➢ What is social media ➢ The importance of being a networked teacher ➢ Connecting to other educators ➢ How to stay safe ➢ Examples from other educators ➢ Explaining it to parents ➢ How to get started ➢ Hints and tips	**Mel Cashin,** Digital Learning Consultant	All school staff
Wednesday 18th June 2014, 4pm	**Mobile devices across the curriculum** This session will explore using mobile devices, such as iPads, in the classroom in creative ways. We will consider the value and use of various apps across all curriculum areas including video, animation, recount, storytelling, and augmented reality. There will be opportunities for discussion around how to overcome barriers such as the transfer of data, connecting, creating a multi-device environment and implications of particular apps. Key Outcomes: ➢ Creative apps ➢ How creative apps work ➢ Connections to the classroom ➢ Creating a multi device environment ➢ Transferring content ➢ Implications and barriers ➢ Examples of what others are doing ➢ Reflection	**Penny Rowe** Senior Project officer, Digital Learning Branch	All school staff

For more information or enquires please contact Penny Rowe on
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