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Assignment 4: One-Hour Instructional Technology Workshop

Handouts:

- [Flyer](#)
- [Canvas Commons](#)
- [Add Students from Infinite Campus to Canvas](#)

Online Component:

- [Introduction to Canvas](#)

Evaluation Instrument:

- [Survey](#)

Evaluation Summary:

- [Narrative and Evaluation Data](#)

Lesson Plan – An Introduction to Canvas

Learning Objectives:

1. Teachers will become familiar with features of the Learning Management System Canvas.
2. Teachers will create a course in Canvas.
3. Teachers will demonstrate the ability to import course content from the common marketplace within Canvas.
4. Teachers will modify the home page template to fit their needs.
5. Teachers will understand how to create assignments, quizzes, discussions, and announcements.
6. Teachers will understand how to create course sections and add students.

ISTE Standards

Standard 2. Design and develop digital age learning experiences and assessments Teachers design, develop, and evaluate authentic learning experiences and assessments incorporating contemporary tools and resources to maximize content learning in context and to develop the knowledge, skills, and attitudes identified in the Standards

- a. Design or adapt relevant learning experiences that incorporate digital tools and resources to promote student learning and creativity

- b. Develop technology-enriched learning environments that enable all students to pursue their individual curiosities and become active participants in setting their own educational goals, managing their own learning, and assessing their own progress
- c. Customize and personalize learning activities to address students' diverse learning styles, working strategies, and abilities using digital tools and resources
- d. Provide students with multiple and varied formative and summative assessments aligned with content and technology standards, and use resulting data to inform learning and teaching

Standard 5. Engage in professional growth and leadership Teachers continuously improve their professional practice, model lifelong learning, and exhibit leadership in their school and professional community by promoting and demonstrating the effective use of digital tools and resources.

- a. Participate in local and global learning communities to explore creative applications of technology to improve student learning
- b. Exhibit leadership by demonstrating a vision of technology infusion, participating in shared decision making and community building, and developing the leadership and technology skills of others
- c. Evaluate and reflect on current research and professional practice on a regular basis to make effective use of existing and emerging digital tools and resources in support of student learning
- d. Contribute to the effectiveness, vitality, and self-renewal of the teaching profession and of their school and community.

Materials Needed:

- Computers
- PowerPoint Presentation
- Handouts
- Promotional Flyer
- Weebly Page
- Evaluation Survey

Step-by-Step Process:

- Introduce the plan for the session and ask teachers about their priorities while using Canvas.
- Show a short [video](#) introducing features of Canvas.
- Teachers will create a new course in Canvas.
- Introduce Commons and show teachers how to find resources that are available.
- Teachers will import the school home page template from commons into their course.
- Teachers will modify the template with their personal information.
- Teachers will embed a course syllabus at the bottom of their homepage.
- Discuss how to create assignments, quizzes, discussions, and announcements.
- Describe how to create sections for students within a canvas course. This allows a teacher to create one course for several class period.
- Discuss how to import student rosters into Canvas.
- Question and Answer session for everything learned

- Show teachers how to access the assessment of the Canvas course.

Assessment:

Participants will complete a google survey one week after the workshop in order to evaluate the effectiveness of the workshop and the impact it is having in their classroom.

Evaluation:

1. I am comfortable using Canvas and feel that it will be useful in my classroom.
2. I understand how to create assignments, quizzes, discussions, and announcements.
3. Are sufficient materials available for you to understand features of Canvas?
4. Have you used Canvas in your classroom instruction?
5. Has Canvas affected student performance in your classroom?
6. Any Suggestions for future workshops?