

I Support Learning

Innovative Project Based Learning Different Strategies for Engaging the Digital Native

reachy our students with an **interactive project-based curricula**

**I SUPPORT LEARNING
POWERED BY EDMAGINEER**



Presented by:

Lori Carselowey - Greenbush

Steve Waddell – I Support Learning

Donna Goodman – I Support Learning

Here's the plan -

- 1) Have Fun and we won't talk the whole time – we want to hear from you
- 2) Talk about Digital Natives and the reasons for doing something different
- 3) Demonstrate Innovative Project Based Learning courses
- 4) Questions??

The Need for Change

Our students have changed radically. Today's students are no longer the people our educational system was designed to teach

Howard Gardner

ENGAGE

CREATE

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The Adventures of a

Digital Native

7:59 a.m. - Bzzz - Email - All-You-Can-Jet
Pass for \$599 with JetBlue

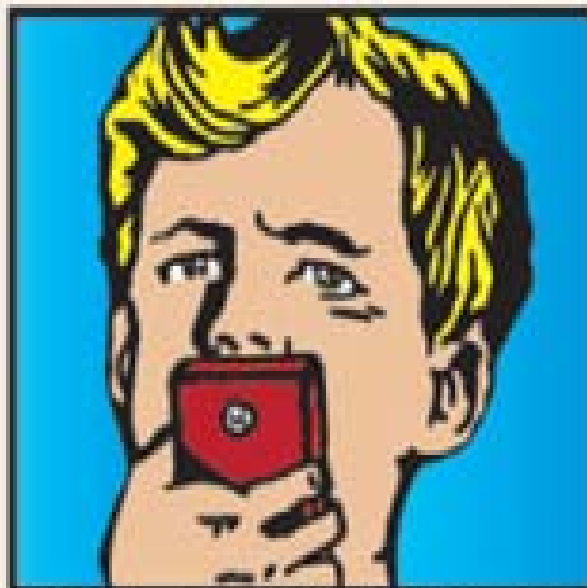


8:22 a.m. - Bzzz - Another email - American
Apparel: Your order has been shipped.

10:00 a.m. - Kanye alarm tone - Snooze



10:05 a.m. - Alarm - AGAIN - Flowsix
10:31 a.m. - Bzzz - Text from Josh



11:46 a.m. - Bzzz - Al Koheln has tagged 23
photos of you on Facebook.



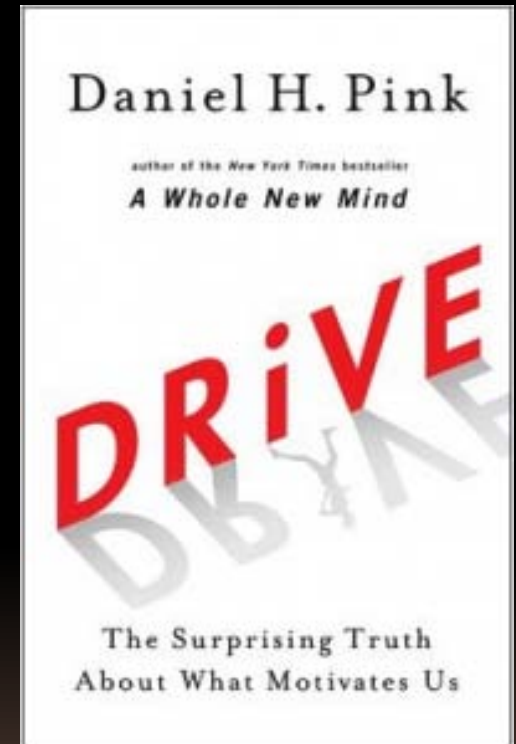
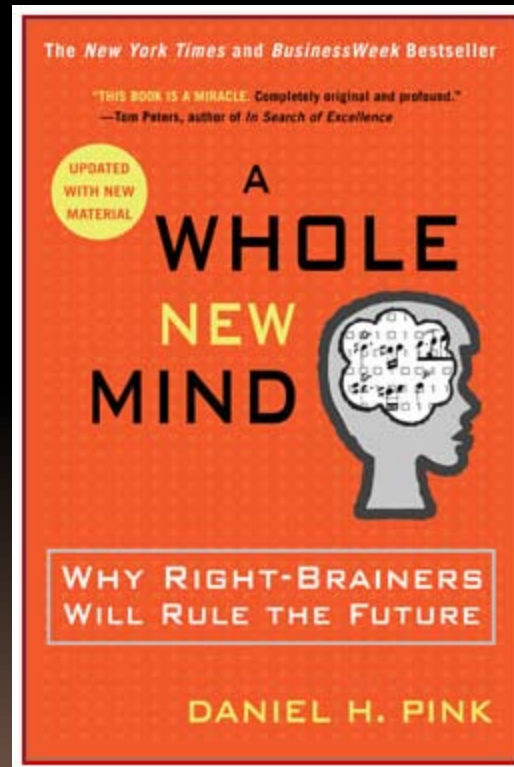
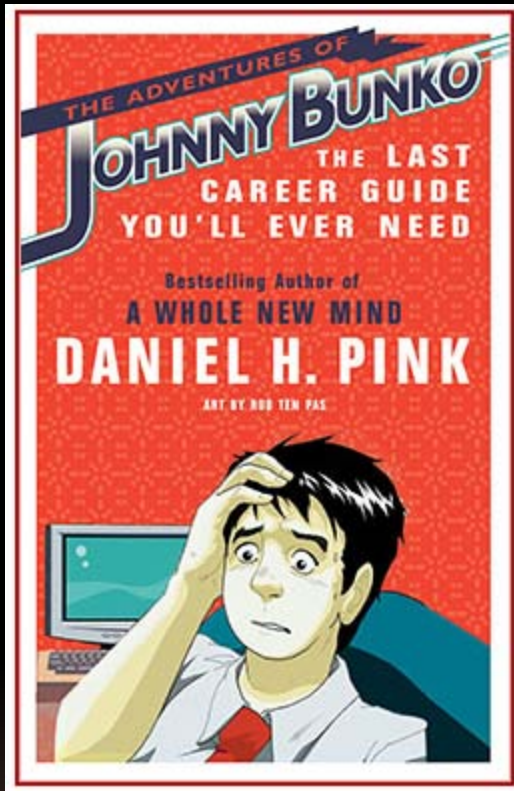
ENGAGE

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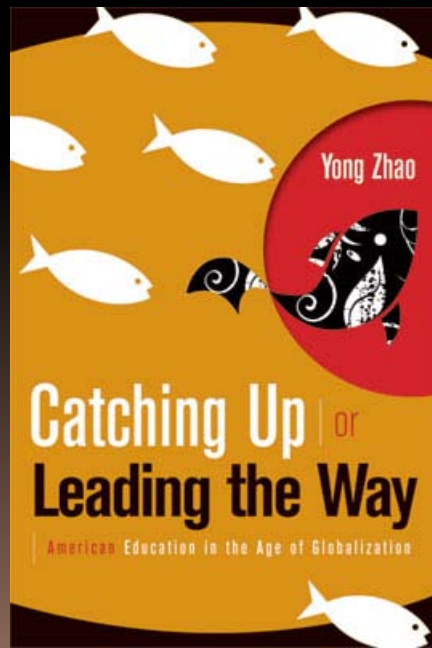
Daniel Pink



- The goal for education is to ensure that all students are qualified to succeed in work and life in this new global economy.

Talent Technology Tolerance

Basis for a
strong economy



Jones Distinguished Lecture Series

Catching up?

Or

Leading the way?



American Education in the Age of Globalization

A free public lecture

February 23, 2011 • 7:00 PM

Albert Taylor Hall • Emporia State University

Dr. Yong Zhao

At a time when globalization and technology are dramatically altering the world we live in, is education reform in the United States headed down the right path? Are schools emphasizing the knowledge and skills that students need in a global society? Are education systems in China and other countries really as superior as some people claim?

In this presentation, Dr. Yong Zhao addresses these and other questions. Born and raised in China and now a professor at the University of Oregon, Zhao bases many of his observations on extensive research and firsthand experience as a student in China and as a parent of children attending school in the United States. His unique perspective leads him to conclude that American education is at a crossroads and we need to change course to maintain leadership in a rapidly changing world.

Co-sponsored by ESU Special Events Board, Academic Enhancement Grants, Phi Delta Kappa, & the Department of Instructional Design & Technology.

For more information, call 1-877-378-5433
or e-mail leusey@emporia.edu



Essential Questions



How can we better prepare our learners to meet the future challenges of our ever changing world?




What tools do we need to ensure that students take ownership of their learning process?

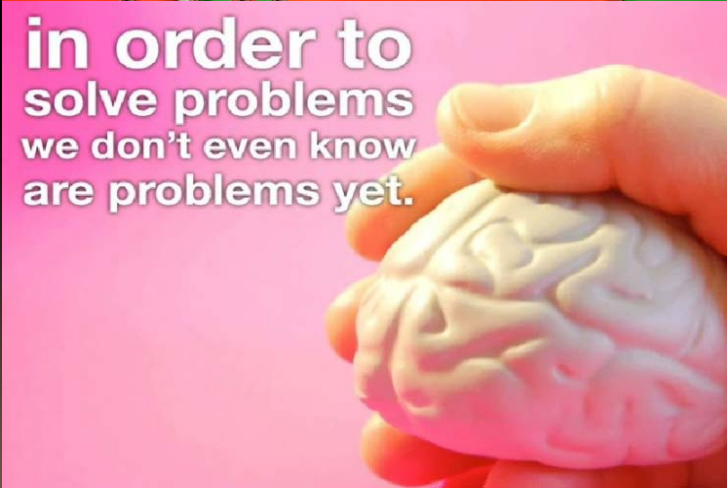


How can we provide the tools to ensure that teachers will be able to answer the fundamental question, why do my students need to learn this content?

The Challenge




We are currently preparing students for jobs that don't yet exist...



in order to solve problems we don't even know are problems yet.



using technologies that haven't been invented...



How can we give our students 21st century skills to be competitive in the global workplace

What's your **vision**?

The Old and New...

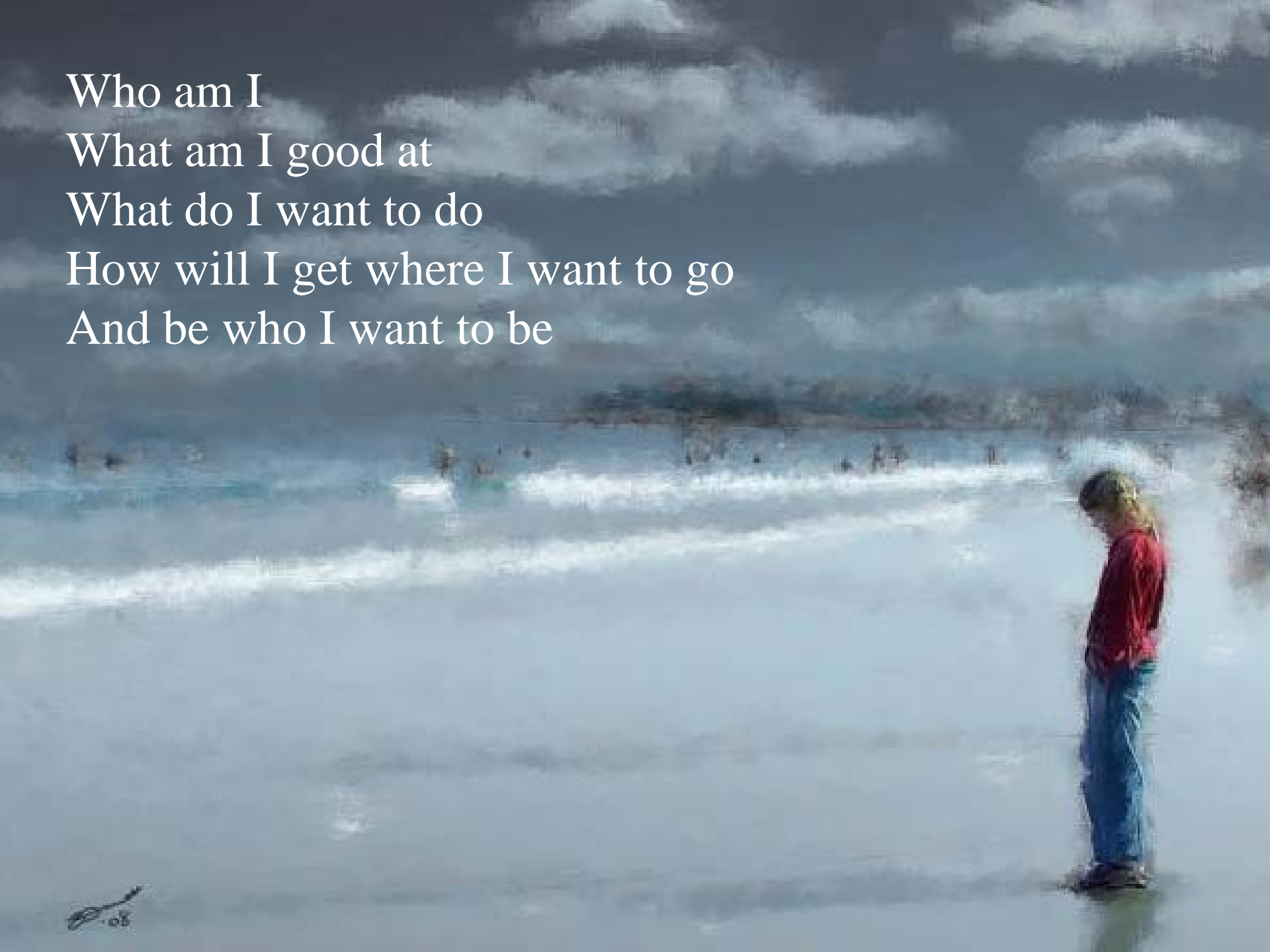
The Old Workplace

- Employees worked in a defined workspace
- Success was dependent upon:
 - Career Ladder
 - Loyalty to Company
 - Entitlement
- Employees received salaries, benefits and job security
- Employees looked to their supervisors
- Employees were individuals hired directly, working as individuals and evaluated based upon individual productivity

The New Workplace

- Employees' workspace can be virtual
- Success is dependent upon:
 - Valued Skills
 - Work Performance
 - Marketability
- Employee's salaries, benefits and job security are balanced with personal freedom and choice
- Employees look to their customers
- Employees are team members and may include vendors and entrepreneurs, and evaluation is often based on group productivity

Who am I
What am I good at
What do I want to do
How will I get where I want to go
And be who I want to be



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LIFE CAREER OPTIONS



CAREER CHOICES



LIFE and Balance



CAREER PATHWAYS

Kansas Career Fields and Clusters Model

Agriculture, Food, and Natural Resources

- Animal Systems
- Agribusiness Systems
- Biotechnology in Agriculture
- Environmental Service Systems
- Food Products and Processing Systems
- Natural Resources Systems
- Plant Systems
- Power, Structural, and Technical Systems

Arts, AV Technology, and Communications

- Audio/Video Techniques
- Journalism and Broadcasting
- Performing Arts
- Printing Techniques
- Telecommunications Techniques
- Visual Arts

Information Technology

- Information Support and Services
- Web and Digital Communications
- Network Systems
- Programming and Software Development

Environmental and Agricultural Systems

Arts, Communication, and Information

Industrial, Manufacturing, and Engineering Systems

Transportation, Distribution, and Logistics

- Facility and Mobile Equipment Maintenance
- Health, Safety, and Environmental Management
- Logistics Planning and Management Services
- Sales and Service
- Transportation Operations
- Transportation/Systems Infrastructure Planning, Management, and Regulation
- Warehousing and Distribution Center Operations

Foundation Knowledge and Skills

Academic and Technical Skills

- Employability
- Ethics
- Systems
- Teamwork
- Career Development
- Problem Solving
- Critical Thinking
- Information Technology Application
- Legal Responsibilities
- Communication
- Safety, Health, and Environment

Architecture and Construction

- Construction
- Design and Pre-construction
- Maintenance and Operations

Manufacturing

- Production
- Manufacturing Production Process Development
- Maintenance, Installation, and Repair
- Quality Assurance
- Logistics and Inventory Control
- Health, Safety, and Environmental Assurance

Science, Technology, Engineering, and Mathematics

- Engineering and Technology
- Science and Math (Investigative, Informational, and Educational)

Business Management and Administration

- Administrative Services
- Business Information Management
- Human Resources Management
- General Management
- Operations Management

Finance

- Banking Services
- Business Finance
- Securities and Investments
- Insurance
- Accounting

Hospitality and Tourism

- Lodging
- Recreation, Amusements, and Attractions
- Restaurants and Food and Beverage Services
- Travel and Tourism

Marketing

- Merchandising
- Marketing Management
- Marketing Communications
- Marketing Research
- Professional Selling

Business, Marketing, and Management

Human Resources and Services

Health Science

Education and Training

- Administration and Administrative Support
- Professional Support Services
- Teaching/Training

Government and Public Administration

- Revenue and Taxation
- Foreign Service
- Governance
- National Security
- Planning
- Public Management and Administration
- Regulation

Human Services

- Consumer Services
- Counseling and Mental Health Services
- Early Childhood Development and Services
- Family and Community Services
- Personal Care Services

Law, Public Safety, and Security

- Correction Services
- Emergency and Fire Management Services
- Law Enforcement Services
- Legal Services
- Security and Protective Services

ENGAGE

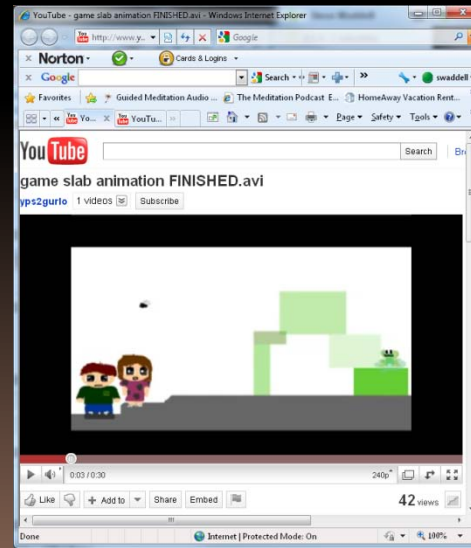
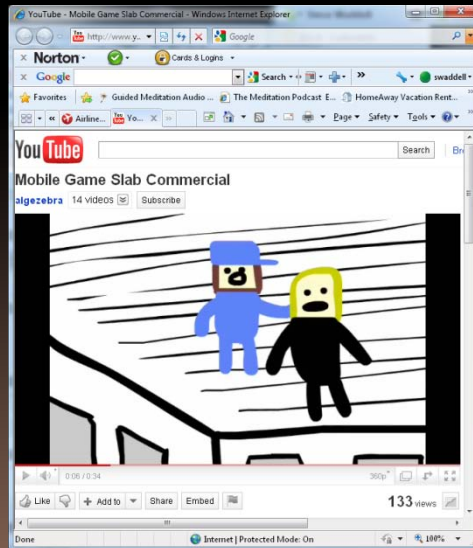
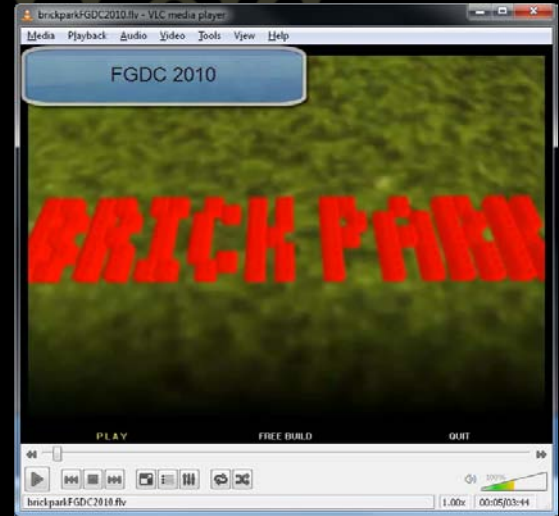
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■

Steve – Time to Demo
What you are about to see is an experience...

ISL TRAINING AND SUPPORT



*Course Forum

1. Getting Started

2. Project Support

- a. Tutorial Videos
- b. Answer Keys

Topic outline

- [News forum](#)
- [Course Forum](#) **4 unread posts**

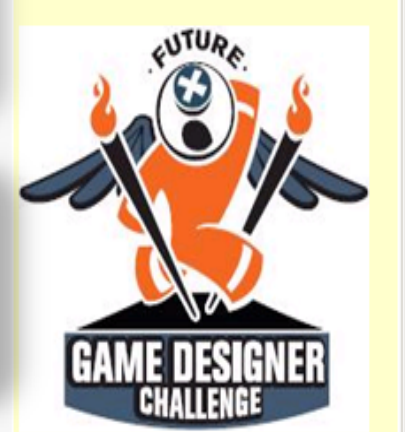
1 Getting Started

- [Quick Start Guide](#)
- [Onboarding Lesson](#)
- [Read Me First - VGD Teacher Notes DarkBasicCl...](#)
- [Read Me First - VGD Teacher Notes DarkBasicPro...](#)

2 Project 1- Carbonade

- [Phase 1 Overview Video](#)
- [Phase 2 Overview Video](#)
- [Phase 3 Overview Video](#)
- [Phase 4 Overview Video](#)
- [Phase 5 Overview Video](#)
- [Phase 6 Overview Video](#)
- [Phase 7 Overview Video](#)
- [Carbonade Certification PDF Solutions](#)
- [Carbonade Internship Report Solutions](#)
- [Carbonade Quiz Solutions](#)
- [Carbonade Quiz Solutions DB Pro](#)
- [Student Samples of Carbonade](#)
- [Student Working Files](#)
- [Student Working Files DBPro](#)
- [Certification Your Action Solutions](#)
- [List for Portfolio Video Game Design Project 1](#)

Game Design Competition



Learn More:
<http://www.futuregamedesigner.com/>























Calendar

February 2011

Sun	Mon	Tue	Wed	Thu	Fri	Sat
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28					

Events Key

- Global
- Course
- Group
- User

- 3 Challenge
 -  [Challenge Overview Video](#)
 -  [Off Road Template](#)
 -  [Proto Headstart Folders](#)
- 4 Course Resources and Support
 -  [Blank Forms](#)
 -  [Rubric](#)
 -  [Standards](#)
 -  [Sample Timelines](#)
 -  [Adding Levels](#)
 -  [Process Journal](#)
 -  [DE Convert](#)
- 5 Course Recruitment and Marketing
 -  [Poster](#)
- 6 Additional Resources from Other Teachers
 -  [Object Number Control Sheet](#)
 -  [Program Structure Guide](#)
 -  [Standalone Executable Instructions](#)
 -  [VGD Presentation Model D Roderick](#)
 -  [VGD Presentation Rubric D Roderick](#)
- 7 Other Resources
 -  [The Game Creators DarkBasic Pro Support Forum](#)
 -  [Future Game Designer 2010 Example 1](#)
 -  [Future Game Designer 2010 Example 2](#)
 -  [Future Game Designer 2010 Example 3](#)
 -  [Future Game Designer 2010 Example 4](#)
 -  [Create an EXE file Instructions](#)

4. Course Resources and Support

- a. Rubric
- b. Standards
- c. Timelines

5. Marketing Materials

6. Teacher Submitted Additional Resources

7. Student Examples and More!

“The future of education is here. It's just not widely distributed yet”

-William Gibson

THINK
About It.

Steve – Don't forget about the
Sign Up..... Free Demos.....

Courses



Video Game Design



Building Green Residential Home Design



Cartoon Animation



Personal Finance and Wealth Management



Web Game Design



Biotechnology



Green Industry - Landscape Design



Service • Innovation • Opportunities

[Bullying Prevention Consortium](#) , [Carl Perkins Consortium](#) , [Challenge Ropes Course](#) , [Civil Rights Consortium](#) , [Claire Alternative Learning Center](#) , [Community Learning Centers](#) , [Comprehensive Online Needs Assessment](#) , [Crisis Intervention](#) , [Data and Information Systems Group](#) , [Deaf Education](#) , [District Goal Setting](#) , [District Profile Project](#) , [E-Rate Services](#) , [Education for Adult Corrections](#) , [Environmental Compliance and Custodial Consortium](#) , [ESOL and Title III Consortium](#) , [Exit Survey Services](#) , [Four Year Old Preschool](#) , [George York Community School](#) , [Grants and Evaluation Department](#) , [Greenbush Connects](#) , [Greenbush Energy](#) , [Greenbush Health Trust](#) , [Greenbush Online Learning](#) , [Greenbush Productions](#) , [Health and Wellness Consortium](#) , [Human Resource Management Services](#) , [Interactive Distance Learning](#) , [ITBS Reporting](#) , [KanLead Kansas Communities That Care \(KCTC\)](#) , [Kansas Education Employment Board \(KEEB\)](#) , [KVC Academy](#) , [Lawrence Gardner High School](#) , [Leadership Academy](#) , [Leadership Institute](#) , [LearnKey](#) , [Life Education Center](#) , [MACS \(Management Advisory Computer Systems\)](#) , [Measure of Academic Progress](#) , [Migrant Education](#) , [On Demand eSeminars](#) , [Online Curriculum Alignment](#) , [Parents as Teachers](#) , [PDP Toolbox](#) , [Principal Leadership Series](#) , [Professional Library](#) , [Project Alternative](#) , [Project Plus](#) , [Project STAY](#) , [Purchasing/Procurement](#) , [Regional Prevention Center \(RPC\)](#) , [School District Marketing](#) , [School Improvement Services](#) , [Science Center](#) , [Special Child Clinic](#) , [Special Education Consortium](#) , [Special Purpose School](#) , [SPECTRA](#) , [Staff Surveys](#) , [Student Leadership Academy \(SLA\)](#) , [Student Select](#) , [Superintendents Forums](#) , [Teaching American History Grant](#) , [Technology Media Center \(TMC\)/Discovery United Streaming](#) , [Technology Rich Classrooms](#) , [Technology Support](#) , [Transitional Mentoring](#) , [Transportation Consortium](#) , [Video Streaming](#) , [Virtual Prescriptive Learning](#) , [Vision Services](#) , [WorkKeys](#) , [Workshops](#) , [Youthfriends](#)

10 Ways the 2020 Workplace Will Work For You

By [Joanna C. Meiser](#) and [Katie Willyard](#), Co-Authors: [The 2020 Workplace](#)

Recommended by 99 people recommend this. Be the first of your friends.

keywords

e.g. *Manager or Sales*
location

Chicago, IL on 2002

category
 • Select a Job Category •

Full-time Part-time
 Intern Seasonal/Temp
 International Opportunity

find jobs



The workplace of 2020 is an exciting one, filled with changes specifically designed to benefit the future employee. Workers of tomorrow can look forward to more employee development and advancement opportunities than at any time in the past 30 years. How you develop your work skills today could lead to a big payoff in the 2020 workplace.

Ten factors that will impact the 2020 workplace:

1. Demographics.

What it is: By 2020, the American workplace population will be more diverse: 63 percent white, 30 percent Latino, and 30 percent female. Four or even five generations, from Boomers to Generation Z, will be working at once.

How it helps you: Companies going global will need to incorporate the experiences and backgrounds of a diverse workforce. Teams will be built up of workers of different gender, race and generation — and even workers of different nations.

2. Rise of business ethics.

What it is: Companies that once only operated for profit will place new emphasis on the importance of their people, as well as the impact their existence has on the planet. The new bottom line will incorporate profit, people and planet.

How it helps you: An emphasis on doing good means companies will strive to be environmentally friendly. Plus, the ability for workers to give real-time feedback about their leaders means leaders will be held to their worker's standards.

3. Social technology.

What it is: Blogging, Twitter, intranet chat rooms, Skype — even today, there's a vast array of online communication tools, with more to come.

How it helps you: The use of social technology means real-time feedback loops as well as facilitating offsite work teams. Social technologies will also enhance informal and peer-to-peer learning.

4. Mobile workplace.

What it is: Increasingly powerful mobile phones are replacing laptops as the main work device.

How it helps you: Advanced Internet capabilities on your cell mean accessing your "desk" anywhere, anytime. Welcome to the "third place": if the office is the first job site and the home office the second, the "third place" is anywhere your phone is.

5. Work/life flexibility.

What it is: For younger generations, work is a significant part of their life, but they don't compartmentalize it like older generations tend to. It isn't about work-life "balance"; it's about work/life integration.

How it helps you: Flexibility tools like web commuting and "third place" working will help replace the 9-to-5 workday with a goal accomplishment one (meeting goals regardless of what time of day the work was done), which will help companies boost the job satisfaction of their employees.

6. Serious play.

What it is: "Sim" (Simulated Games) is the new buzz word in training. Online Sims allow employees to learn new jobs

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CareerRookie: How much did your internship pay you? Was it \$6,240 a month? Check out the 20 best paying internships.

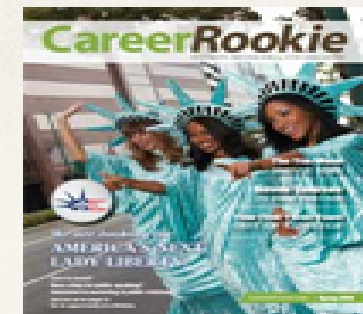
The Best Paying Internships
 blogs.forbes.com
 Online job community Glassdoor.com compiled a list of the 20 companies that pay interns the most, based on at least 10 Intern salary reports for each. Here are the 20 best paying Internships.

February 8 at 9:17am

CareerRookie: What would you give up for your internship?

Disabling Facebook for Work: Sign or Decline?

CareerRookie Magazine



In this issue:

- The Ten Worst Movie Jobs
- Seven Courses to Help You Out
- Your First Three Years Out of College
- Mastering the Art of the Follow-Up
- Employment Outlook and more!

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Thanks for joining us!

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