



Professional Development Menu

Learning Technology

Our vision is to empower students and educators to become effective users of technology in a constantly changing world.





Contact Us!

Learning Technology & Library Services

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Learning Technology

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To submit a request for instructional support from the Learning Technology department, go to:

<http://bit.do/impactlearning>



Key to Icons

4 C's: Communication
Sharing Thoughts and Ideas



Half Day Session

4 C's: Collaboration
Working Together



Whole Day Session

4 C's: Critical Thinking
Thinking About Problems and Solutions In New Ways



Two Day Session

4 C's: Creativity
Exploring New Approaches



Online

Leadership
Supporting Teachers, Your Department, or the Organization



Designing Your Digital Environment

(AM) Schoology Basics

Schoology is MNPS' official learning management system for grade 5-12. This dynamic online environment allows teachers to provide content and create assignments, discussions and assessments.



(PM) Schoology (Interm./Advanced)

Participants will learn new tools, explore advanced features, and answer questions about your current courses.



Microsoft Class Notebook

Participants will explore this Office 365 web-based tool and how it can be utilized to enhance your students' digital learning experiences by providing a safe environment for online writing.



SAMR & 4 C's

Participants will reflect and identify how to more deeply integrate technology into their teaching in order to increase engagement and provide authentic learning experiences.



Copyright Conundrum

Participants will learn best practices for modeling and teaching the ethical use of media.



Laptop Use and Care

Participants will learn best practices for managing devices.



Defining Data Privacy

Participants will understand their responsibility to protect student data under the state and federal law.



Digital Citizenship

Participants will learn how to support their students' digital well-being by facilitating the responsible use of technology



Get A Clue About Clever

Participants will learn how to use the Clever portal to streamline student access to online learning programs and platforms



To register for a session, navigate to Performance Matters, and search for course title.

Designing Your Digital Environment

Formative Assessment Tools

Participants will learn how to use online tools to assess learning, provide timely feedback, and use data to adjust their instruction.



Personalizing by Design

Participants will learn best practices on how to design a learning environment using the technology they already have.



To register for a session, navigate to Performance Matters, and search for course title.

Mastering Microsoft

Microsoft Class Notebook

Participants will explore this Office 365 web-based tool and how it can be utilized to enhance your students' digital learning experiences by providing a safe environment for online writing.



Microsoft Forms

Participants will learn how to use Office 365 Forms to assess learning, provide timely feedback, and use data to adjust their instruction.



Microsoft Sway

Participants will explore how to utilize SWAY to redesign their classroom presentations into a more visually appealing and interactive format that can be shared on a variety of devices.



Minecraft

Participants will explore the versatile Minecraft platform that educators can use across subjects to encourage student engagement in the 4 C's.



Skype in the Virtual Classroom

Participants will learn how to utilize Skype for Business to invite experts to your classroom through online discussion, engage in virtual field trips, and participate in Mystery Skype sessions.



Introduction to OneNote

Participants will learn to use OneNote to create a paperless life where they can create lesson plans, assessments and upload documents on any device.



Introduction to Flow

Participants will learn how to use Microsoft Flow to automate daily tasks and receive notifications to improve work flow.



To register for a session, navigate to Performance Matters, and search for course title.

Tackling Technology

Make Interactive (IWB and Panels)

Participants will learn how to leverage the power of their interactive whiteboards and panels to encourage student engagement in the 4 C's



Digital Portfolios

Participants will learn best practices and digital tools that students can use to showcase their learning.



Minecraft

Participants will explore the versatile Minecraft platform that educators can use across subjects to encourage student engagement in the 4 C's.



Computer Science

Participants will engage in the RePublic Computer Science curriculum to teach students coding and Computational skills.



Creating Digital Artifacts

Participants will learn how to engage students in the creation of authentic products and digital artifacts that demonstrate students' thinking and mastery of content standards.



Formative Assessments

Participants will learn how to use online tools to assess learning, provide timely feedback, and use data to adjust their instruction.



Presentation Tools

Participants will learn how to use a variety of digital tools to give students voice and choice in how they present information.



iPad Apps

Participants will explore how to intentionally plan for the use of apps that can increase student engagement and provide voice and choice.



Exploratorium

Participants will gain hand-on experience with a variety of Makerspace and cutting-edge technology tools that align with the curriculum through experiential learning.



To register for a session, navigate to Performance Matters, and search for course title.

Supporting School Leadership

SAMR & 4 Cs

Participants will learn techniques to support the integration of technology within their school to increase engagement and provide authentic learning experiences.



Schoology

Schoology is MNPS's official learning management system for grades 5-12. This dynamic online environment allows leaders to leverage features to support teacher collaboration and communication.



Skype

Participants will learn how to utilize Skype for Business to increase communication among all stakeholders.



Introduction to Forms

Participants will learn how to use Microsoft Forms to create walkthrough tools, provide timely feedback, and use data to adjust instructional goals.



Defining Data Privacy

Participants will understand their responsibility to protect student data under state and federal law.



Introduction to OneNote

Participants will learn to use OneNote to create a paperless life where they can share resources and upload document on any device.



To register for a session, navigate to Performance Matters, and search for course title.