



Technology in Custody and Alternative Education



Participant Guide

Starting Point: You Are Here

Individually respond to the following:

1. Briefly describe how you currently use technology to
 - a. create your lessons

- b. to engage students

2. What resources do you have? (e.g., hardware, software, IT support)

What are some of the benefits of using technology to teach students in confinement?

3. What challenges have you faced?

4. Complete this sentence: In a perfect world I would . . .

Small Group Share:

When instructed, share your responses with each other.

On your table you will find three colors of sticky notes – blue, yellow and green. You also have a black Sharpie pen. Please use the Sharpie pen to write your common responses on the sticky notes, one comment per note, using the following color code:

- 1) Green: Technology
- 2) Pink: Benefits
- 3) Blue: Challenges

Create a visual representation of your 'perfect world' by drawing pictures, graphics, symbols on chart paper.

Traveling the Information Super Highway

Working first individually, and then with your seat partner or table group, complete the following sentences in as many ways as you can think of:

Technology in the classroom is like a Super Highway because

Educators and facility staff are like law enforcement because

Students are like drivers because

Devices – computers, tablets, laptops, whiteboards – are like vehicles because

“Highway”/Technology Safety

Using the link assigned to your group, find and read the article, then make note in the chart below of ideas presented that relate to each of the column headings. Search for additional articles about Internet/Technology safety in the classroom and add to your lists. When you have finished, or when directed, transfer this chart to a large sheet of chart paper and post it on the wall.

1. Juvenile Correctional Facilities Connect to the Oregon Youth Authority Virtual School District
http://www.neglected-delinquent.org/sites/default/files/NDTAC_Virtual%20School%20District_032814.pdf

2. Reentry Council: Education Technology in Juvenile Facilities – Myth Buster
<http://csgjusticecenter.org/wp-content/uploads/2014/06/reentry-council-mythbuster-it-juveniles.pdf>

3. Accessing Online Supplemental Textbook Material in Indiana Juvenile Correctional Facilities
http://www.neglected-delinquent.org/sites/default/files/NDTAC_AccessingOnlineSupplementalTextbookMaterialinIndiana.pdf

4. Using the International Computer Driving License Program at Loysville (PA) Youth Development Center
http://www.neglected-delinquent.org/sites/default/files/NDTAC_International%20Computer%20Driving%20License.pdf

Policy issues	Student rules	Supervision	Devices: Technology safety control

Finding, Downloading, and Using Software Applications (Apps)

Review the tutorial at the following link, then explore some of the other information and tools on the site. When directed, respond to the questions that follow:

<http://www.gcflearnfree.org/computerbasics/3>

What apps do you currently use?

How do they help you personally?

How do you use them to help you plan your lessons?

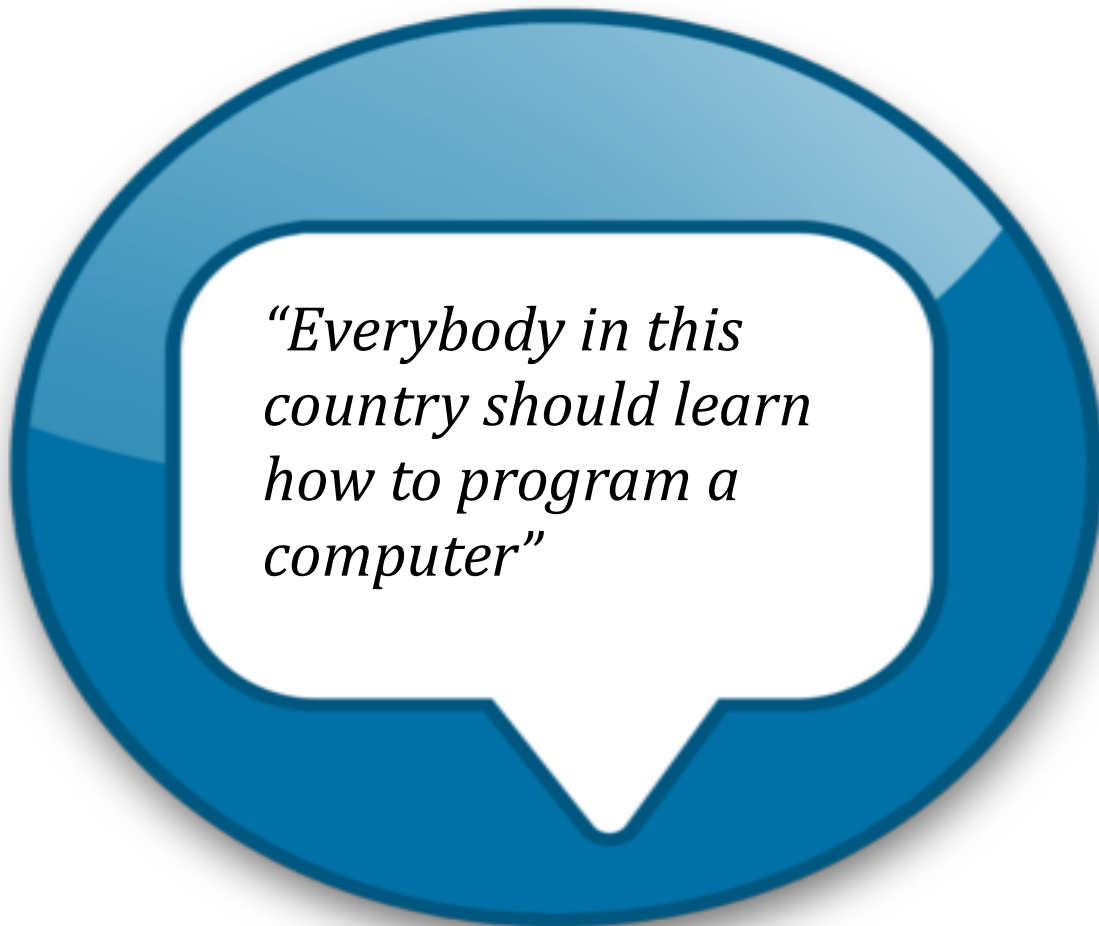
Explore your device or the one available to you in the training. What apps are available, and what will they do?

What approvals will you need to seek to use additional apps in your classroom?

How will you determine the quality of an app prior to downloading and using it?

Where have you learned about/discovered 'apps' to use (personally and/or professionally)?

What did you learn about 'apps' (from the tutorial, from your app exploration) that you can use to enhance your use of technology in the classroom?



What is your response to this statement?

Watch the brief video at www.code.org

Note additional responses to the statement now that you've watched the video.

Game-Based Learning

1. Edutopia: Technology Integration

Explore new tools and strategies for empowering students to fully participate in a connected, technology-rich society.

<http://www.edutopia.org/technology-integration>

2. Edutopia: Game-based Learning: meshing game-based learning with project-based learning

<http://www.edutopia.org/blog/meshing-gbl-with-pbl-andrew-miller>

3. Play to Learn: Solving a Billion STEM Problems Through Educational Gaming (Clinton Foundation: Blog by Russell Shilling, Executive Director, STEM Initiatives, US Department of Education)

<https://www.clintonfoundation.org/blog/2014/08/11/play-learn-solving-billion-stem-problems-through-educational-gaming>

4. HomeRoom: Official Blog of the US Department of Education

<http://www.ed.gov/blog/2014/09/ed-games-week-highlights-the-emergence-of-video-games-in-education/>

List the websites and programs you explored

What specific ideas did you get from your exploration?

How will you use this to enhance the learning in your classroom?

Next Steps

1. What I will do to enhance the use of technology in my classroom.

2. How will this use of technology benefit the students, the facility, me, the community at large?

3. Challenges I anticipate and how I will address them:

4. Who I will engage to support my plan and what I will ask them to do?

5. What are my three 'next steps' and when will I plan to take action?
