

Attachment: Denton ISD Virtual Learning Board Workshop

I. Denton ISD Virtual Learning Coordinating Team

Role	Name(s)
Collaborative Decision-Making	The DISD VL Coordinating Team
Curriculum Oversight	Vicky Christenson, Grace Anne McKay
Guidance Oversight & TXVSN	Melanie Lewis
Technology Oversight	Robert Bostic, Ernie Stripling
Liaison with Board and Central Office	Mike Mattingly, Jamie Wilson
Launch & Field Coordination	Eldridge Moore
Site Oversight and Coordination	Eldridge Moore RHS, Kathleen Ashton GHS, Renee Koontz DHS

II. Potential Benefits and Purpose of Virtual Learning in Denton ISD

- ✓ Provide instruction to students in a flexible manner when there are varying time and location constraints,
- ✓ Allows students access to additional courses
- ✓ Student schedules no longer dominate course selection
- ✓ Students gain College and Career Readiness Skills via electronic approach to teaching and learning
- ✓ 21st Century learning skills are refined in secondary education setting
- ✓ Prepares students for web-based learning prior to college or career enrollment
- ✓ Provide instruction in a manner familiar to the current web-oriented generation of students
- ✓ Facilitate the networking of instruction between different campuses or even colleges
- ✓ Provide for the reuse of common material among different courses.

III. Helpful Virtual Learning Terms

ASYNCHRONOUS LEARNING: When learners participate in an online learning course at different times, it is known as asynchronous learning. This might also be called eLearning or web-based learning. Asynchronous learning allows learners to go through a course at their own pace and on their own schedule.

AUDIO CONFERENCING: Audio conferencing refers to a connection between three or more locations that involves a voice-only connection. This can be done via telephone or via the

computer. When the audio conference is done between computers over the Internet, it uses a technology known as VOIP (Voice Over Internet Protocol).

BLENDED LEARNING: Blended learning is an instructional approach that includes a combination of online and in-person learning activities. For example, students can complete online self-paced assignments by a certain date and then meet on-site or online for additional learning activities.

COMPUTER-BASED TRAINING (CBT): CBT refers to any type of course that runs on a computer, either on a CD, on a person's hard drive or on the Internet. The distinguishing point is that computer-based training does not involve an instructor or facilitator who is physically present. Now that most computer-based training occurs via the Internet, the term is used infrequently. More common terms are *online learning*, *eLearning* and *Web-based Training/Learning*.

COURSEWARE: Courseware refers to any instructional software that is delivered on a computer.

DISTANCE EDUCATION or **DISTANCE LEARNING:** Distance Education/Learning occurs when students and their instructors are in different geographical locations and the instruction occurs on an electronic device, such as a computer or mobile phone. The learning can occur in a synchronous environment, in which all participants are connected at the same time or in an asynchronous environment, when participants are engaged in learning at different times.

eLEARNING: eLearning (short for electronic learning) is an umbrella term that refers to all types of training, education and instruction that occurs on a digital medium, like a computer or mobile phone.

FACE TO FACE LEARNING: typically refers to providing instruction in a classroom environment where the instructor and learners are together at the same time and in the same physical location; sometimes referred to as f2f.

HYBRID LEARNING: See blended learning.

INSTRUCTIONAL DESIGN: Instructional design involves the identification of the knowledge, information, and skill gaps of a particular group of people and creating or selecting learning experiences that close this gap. Instructional designers base their learning decisions on cognitive psychology, instructional theory and best practices.

INSTRUCTOR LED TRAINING (ILT): ILT – See Face to Face Learning.

INTERACTIVE MULTIMEDIA: Interactive multimedia allows learners to provide input to an online course and receive feedback as a result of the input. The input might consist of a mouse click or drag, gestures, voice commands, touching an input screen, text entry and live interactions with connected participants.

LEARNING MANAGEMENT SYSTEM: The system an education institution uses to manage and develop an on-line course. An example is Moodle.

MOBILE LEARNING: Learning that takes place on a hand-held device, such as a mobile phone, that can take place anytime and anywhere.

MOODLE: Stands for "Modular Object-Oriented Dynamic Learning Environment." Moodle is an open source (free) course management system. It is used by thousands of educational institutions around the world to provide an organized interface for e-learning, or learning over the Internet. Moodle allows educators to create online courses, which students can access as a virtual classroom. A typical Moodle home page will include a list of participants (including the teacher and students) and a calendar with a course schedule and list of assignments. Other Moodle features include online quizzes, forums, where students can post comments and ask questions, glossaries of terms, and links to other Web resources. Moodle.org.

MULTIMEDIA: Multimedia refers to the presentation of information and instruction through a combination of graphics, audio, text, or video. Multimedia instruction is often interactive.

ONLINE LEARNING: The term online learning is often used synonymously with eLearning. It is an umbrella term that includes any type of learning accomplished on a computer and usually over the Internet.

SELF-PACED LEARNING: Self-paced learning refers to the type of instruction that allows a person to control the flow of the courseware. It implies the learning environment is asynchronous.

SOCIAL MEDIA LEARNING: Social media learning refers to the acquisition of information and skills through social technologies that allow people to collaborate, converse, provide input, create content and share it. Examples of social media learning can occur through online social networking platforms, blogs and microblogs (like Twitter), online talk radio and wikis.

STREAMING MEDIA: Streaming media refers to video and audio that is downloaded to a computer from the Internet as a continuous stream of data and is played as it reaches the destination computer.

SYNCHRONOUS LEARNING: When learners participate in an online learning course at the same time but in different locations, it is known as synchronous learning. Synchronous learning allows learners to interact with the instructor and other participants. This is done through software that creates a virtual classroom.

TRADITIONAL (Conventional) CLASSROOM LEARNING: When learners are exposed to traditional learning approaches along with the incorporation of technology such as emails, on-line posts, on-line grading, and accessing on-line resources for students.

VIDEO CONFERENCING: Video conferencing refers to the use of video technology (both hardware and software) to create a virtual meeting between two or more people in different physical locations. Participants can see and hear each other through this technology.

VIRTUAL CLASSROOM: The virtual classroom refers to a digital classroom learning environment that takes place over the Internet rather than in a physical classroom. It is implemented through software that allows an instructor and students to interact.

WEBINAR: A webinar is a seminar or workshop in which the facilitator and participants view the same screen at the same time. Usually the webinar has an audio component that the facilitator controls and functionality that allows participants to chat by entering text, answering polls, raising their hands and asking questions.

IV. Current Courses and Proposed Launch Dates

<i>Instructors</i>		<i>Class</i>		<i>Campus</i>	<i>Projected Launch Date</i>
Last	First				Launch Date
Keeling	Virginia	Dollars and Sense		RYAN H.S.	Fall 2011
		Accounting I			Fall 2011
Ott	Adrian	Computer Science I		RYAN H.S.	Fall 2011
McGee	Vincent	Latin I and II		RYAN H.S.	Spring 2012
Falola	Rebecca	French I and II		RYAN H.S.	Fall 2012
Hays	Stacy	Speech	Inactive	RYAN H.S.	Fall 2012
Garcia	Beki	Health		RYAN H.S.	Fall 2012
		P.E.			
Ortiz	Michael	Athletic Training		RYAN H.S.	Fall 2012
Smith	Matt	Environmental Science		RYAN H.S.	Fall 2012

Thompson	Scott	Tech Theatre		RYAN H.S.	Fall 2012
Carlat	Charla	Spanish I		RYAN H.S.	Fall 2013
Lamon	Robert	Economics		RYAN H.S.	Fall 2013
Chupp	Erica	Algebra I		RYAN H.S.	Fall 2013
Mccolum	Mandy	Algebra I		RYAN H.S.	Fall 2013
Pittman	Michael	World Geography		RYAN H.S.	Fall 2013
Bean	Rhonda	P.E.		RYAN H.S.	Fall 2013
Thompson	Michael	Theatre I		RYAN H.S.	
		Theatre II	??		
Kiraly	Jayme	Research and Design		RYAN H.S.	
Yuoh	Azalea	English IV		RYAN H.S.	Fall 2013
Amendola	Chelsea	English I		DENTON H.S.	Fall 2013
Milne	Charles W.	English II		A.T.C.	Fall 2012*
Wright-Mack	Addie	Geometry		GUYER H.S.	Fall 2012*
McGee	Sara	English III		RYAN H.S.	Fall 2014