



Designing Virtual Field Trips



OVERVIEW

Eliminate the need for finding field trip money, collecting signed permission slips, obtaining chaperones, and keeping track of students by taking a Virtual Field Trip. This course will teach participants to design a Virtual Field Trip aligned with their curriculum goals, and effectively integrate this type of activity with an appropriate classroom unit of study.



GOALS

Participants will be able to:

- Identify the characteristics of an effective Virtual Field Trip.
- Align a Virtual Field Trip with current curriculum goals.
- Locate appropriate Internet resources to be used.
- Develop and publish the Virtual Field Trip activities and materials.
- Assess the effectiveness of the plan based on an evaluation checklist.



FINAL PRODUCT

Participants will use a course template to plan and create a Virtual Field Trip that addresses specific curriculum goals. They will locate appropriate technology resources, create student materials, develop the assessment to evaluate student progress toward the activity's goals, and review the final product to ensure it meets the state standards and the teacher's curriculum goals.



COURSE EXPECTATIONS

This workshop is divided into six one-week sessions (after an initial orientation week) which each include readings, activities, and an online discussion among workshop participants. Participants should expect to spend 4-5 hours per week in order to adequately complete the work.

The outline for the workshop is as follows:

Orientation	Introductions and Navigating Blackboard
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Session One	Understanding Virtual Field Trips
Session Two	Aligning Virtual Field Trips with Delaware Standards
Session Three	Setting Student Expectations
Session Four	Assessing Student Success
Session Five	Mapping Out Your Trip
Session Six	Reviewing and Reflecting on the Virtual Field Trip Project

These are suggested criteria to be used for evaluating successful participation in and completion of this workshop.

Discussion Board Postings	Participants are expected to respond to the online discussion prompt in each of the course sessions with an original posting. Participants are also expected to respond to the postings of at least two other course participants in each session. Guidelines for discussion postings, as developed by the EdTech Leaders Online, are available at the following URL: http://www.edtechleaders.org/documents/discussion_guidelines.htm
Readings and Activities	Participants are expected to complete the required course readings and activities as posted in each of the session assignment pages. Optional readings may also be completed, but are not mandatory.
Final Product	Participants are expected to complete and submit the final product during the final workshop session. Final products are individual efforts. Team products are not acceptable without prior, written approval and will only be approved if the product is worthy of the time and effort of multiple participants.

PREREQUISITES



This is an introductory course for teachers and library/media specialists. Participants are expected to have regular access to computers. In addition, participants should be proficient with using email, browsing, the Internet, and navigating to electronic files. The ability to multitask (open a number of programs at the same time and navigate between them) is beneficial but not mandatory.



CONTENT AND TECHNOLOGY STANDARDS

The specific Delaware Standards that will be addressed by participants in this course will depend on the content area they select as the foundation for their Virtual Field Trip project. This workshop addresses the following technology standards for teachers:

Facilitate and Inspire Student Learning and Creativity

Teachers use their knowledge of subject matter, teaching and learning, and technology to facilitate experiences that advance student learning, creativity, and innovation in both face-to-face and virtual environments.

Design and Develop Digital-Age Learning Experiences and Assessments

Teachers design, develop, and evaluate authentic learning experiences and assessment incorporating contemporary tools and resources to maximize content learning in context and to develop the knowledge, skills, and attitudes identified in the NETS•S.



ABOUT THIS WORKSHOP

This course was developed by educators as part of the eLearning Delaware initiative. [eLearning Delaware](#) is Delaware's implementation of the [eLearning for Educators](#) Initiative, a project funded through a federal Ready to Teach grant and a multi-state collaboration between ten state education agencies and associated public broadcast stations. eLearning Delaware partners are the [Delaware Center for Educational Technology](#), the [Delaware Department of Education](#), and [WHYY](#).