



Overview

Introduction to Web 2.0 Tools for the Classroom



OVERVIEW

This course will introduce participants to the dynamic nature of Web 2.0 applications and their many uses in education. Participants will explore various Web 2.0 technologies and discuss concepts for using these applications as collaborative and creative tools for learning. Participants will explore various online technologies for the appropriate use with students to enhance understanding of concepts, presentation of findings and online collaborative learning. Throughout the workshop, participants will focus on an existing curriculum unit /lesson and enhance it by integrating one of the Web 2.0 explored.



GOALS

Upon successful completion of this course, participants will be able to:

- Apply Web 2.0 tools to instructional tasks.
- Develop lessons that utilize Web 2.0 tools to enhance teaching and learning
- Utilize several Web 2.0 tools to support online communication and collaboration skills among students and other colleagues.
- Demonstrate how visual toolsets and online presentation tools can enhance multimedia for teaching and learning.
- Consider how digital ethics impact classroom teaching and learning.



FINAL PRODUCT

Participants will complete an instructional plan to integrate one Web 2.0 tool from the course into an educational setting. Download the attached template to save to your computer's hard drive and use throughout the course. This template will be submitted upon completion of this course.



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
Session One	Web 2.0 in Education: What is Web 2.0?
Session Two	Fostering Collaboration
Session Three	Organizing and Sharing Resources
Session Four	Creating a Visual Toolset
Session Five	Online Presentations
Session Six	Navigating Web 2.0 - User Safety and Ethics

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.

Pre and Post Workshop Surveys

Participants are expected to complete both surveys. The final workshop survey must be completed within one week of the end of the last workshop session.



PREREQUISITES



CONTENT AND TECHNOLOGY STANDARDS



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](#).