

# Using Online Resources: Instructional Architect & NSDL

## Participant Handout

**Today we'll cover the following sections:**

- 1.0 Introduction to the Instructional Architect (IA – ia.usu.edu)
- 2.0 Register with IA
- 3.0 Creating a project framework
- 4.0 Selecting and adding content to a project
- 5.0 Create your own IA project

### Helpful URLs:

#### Session URLs

- Instructional Architect: <http://ia.usu.edu>
- National Science Digital Library: <http://nsdl.org>
- New York State Learning Standards (main page):  
<http://usny.nysed.gov/teachers/nyslearningstandards.html>
- Math, Science & Technology Standards (main page):  
<http://www.emsc.nysed.gov/ciai/mst.html>

#### IA / NSDL Help Sheets

- IA Help: <http://ia.usu.edu/viewproject.php?project=ia:2628>
- NSDL Help Overview: help for many areas of NSDL: <http://nsdl.org/help/>
- NSDL Search Help: <http://nsdl.org/help/?pager=search>

#### Tech Support Contact Information

- Workshop listserv: [nsdloutreach-dlworkshops@comm.nsd.org](mailto:nsdloutreach-dlworkshops@comm.nsd.org)
- Workshop Coordinator: Sarah Giersch, [sgiersch@nsdl.ucar.edu](mailto:sgiersch@nsdl.ucar.edu), (919) 933-9004

#### IA Online Resources (URLs are for More Info pages)

- Electrical Engineering: <http://ia.usu.edu/publicprojectsinfo.php?prj=ia:1222>
- Chemistry for Middle School: <http://ia.usu.edu/publicprojectsinfo.php?prj=ia:1379>
- World of Enzymes: <http://ia.usu.edu/publicprojectsinfo.php?prj=ia:3430>
- Chemical Family Album: <http://ia.usu.edu/publicprojectsinfo.php?prj=ia:1412>
- Newton's First Law of Motion: <http://ia.usu.edu/viewproject.php?project=ia:2913>

## 1.0 Introduction to the Instructional Architect & NSDL (IA – ia.usu.edu)

Let's explore the National Science Digital Library (NSDL). Take some time to peruse the **First Time Users** section. Then look at the **Search** feature. Think about how you would use the features this website has to offer you as a teacher. See if you can quickly find any resources of use to you

### Instructional Activities:

1. Find a handful of resources for the content area you have chosen to work on. When you find them, save the URL (i.e., <http://members.cox.net/astro7/sl9.html>). You can write it in the space below, bookmark it, email it to yourself, etc.

### Instructional Architect Big Picture Demonstration

Go to [ia.usu.edu](http://ia.usu.edu) and click on the box **I AM A STUDENT**. Use the student login account provided by your workshop facilitator. (Note: the text is case-sensitive.) Your facilitator will demonstrate a project they have created.

### IA Feature Demonstration

Return to the **home page** ([ia.usu.edu](http://ia.usu.edu)) and watch as your facilitator demonstrates the ways to look for other Instructional Architect projects. Note that you can browse by subject, grade level, keywords, author's last name, title or a combination (subject & grade level is a favorite).

### Instructional Activities:

1. Browse the Instructional Architect and find at least two IA projects that are tied to the topic you have selected for today's workshop. Take note of the URL, the project's title or how you found them so you can use them later.

### Notes:

## 2.0 Register with IA

Registration is free, simple and allows you to save your resources on projects for future modification.

From the **homepage** ([ia.usu.edu](http://ia.usu.edu)), click I Am A Teacher, then Register. Remember to fill in the blanks below with your registration information.

My username is: \_\_\_\_\_

My password is: \_\_\_\_\_

My student login name is: \_\_\_\_\_

## 3.0 Create a Project Framework

Follow along as the facilitator guides you step-by-step through creating a project framework. Eventually you will add resources, but first you have to create a place to put them. Use the space below to take notes if necessary. However, there are instructions for every activity you are doing online:

<http://ia.usu.edu/viewproject.php?project=ia:2628>

### Notes:

## 4.0 Select and Add Content to a Project

Next your facilitator will guide you step-by-step through selecting and saving resources. There are three ways to gather resources:

- 1) search NSDL (through the Instructional Architect)
- 2) browse IA projects (link to other Instructional Architect projects) and
- 3) add your own resources (your favorite website or one you found earlier in Section 3.0)

Use the space below to take notes if necessary. Online help:  
<http://ia.usu.edu/viewproject.php?project=ia:2628>

**Notes:**

## 5.0 Create Your Own IA Project

Create one Instructional Architect project. Repeat the steps you learned above to create a new IA project. First, create a project framework, then find and add resources to your project. There isn't much time for this activity (20 min), but try to make a good start. You will have a chance to refine your project at the next workshop session.

**Notes:**