

INSTRUCTIONAL --- **ARCHITECT**[™]

Participant Handout

DAY ONE

Today we'll cover the following sections:

- 1.0 Getting Started
- 2.0 Introduction to the Utah Education Network (UEN – uen.org)
- 3.0 Introduction to the National Science Digital Library (NSDL – nsdl.org)
- 4.0 Introduction to the Instructional Architect (IA – ia.usu.edu)
 - 4.1 Register and create a simple, guided IA project
 - 4.2 Gather your own resources
 - 4.3 Create an advanced IA project
- 5.0 Application Activity

1.0 Getting Started

- Introductions
- Informed Consent
- Pre-survey: ia.usu.edu/survey My identification number is: _____
- Group Activities
- Overview of Workshop

My team:

Name	Email address	School, subject, & grade level taught	Student login

Brainstorm core related content areas (3-5) for workshop project(s); star the one you select

- 1.
- 2.
- 3.
- 4.
- 5.

2.0 Introduction to the Utah Education Network (UEN – uen.org)

Take some time to explore the UEN website and share helpful webpages with your team members. A helpful area (as most of you are probably aware) can be found if you click on K-12 teachers from UEN's homepage. This will take you to a Curriculum Search where you can find the Utah core, lessons plans, and educational links.

Instructional Activities:

1. Find a language arts resource and write it below:

2. Find a math resource and write it below

3. Find a science resource and write it below

4. Find a social science resource and write it below

5. Find a technology resource and write it below

6. If you're in a specific content area, focus your time there and take note of relevant resources you find by writing that information below

3.0 Introduction to the National Science Digital Library (NSDL – nsdl.org)

Now let's explore the National Science Digital Library (NSDL). Take some time to peruse the **First Time Users** section. Then look at the differences between **Search** and **Browse**. We'll spend some time discussing the differences after you've had a chance to explore on your own. Think about how you would use the features this website has to offer you as a teacher.

Instructional Activities:

1. Find two math and/or science resources in the NSDL that you will be able to use in your classroom. 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, or email it to yourself, etc. |

2. Find a handful of resources for the content area you have chosen to work on.

4.0 Introduction to the Instructional Architect (IA – ia.usu.edu)

Go to ia.usu.edu and click on the box **I AM A STUDENT**. Use the student login account I've set up, **Dawson101**. (Note: the text is case-sensitive.) You see a couple of projects I've created. Click on either one and take a few minutes experimenting with the online resources I've chosen to include on the webpage.

Now let's go to the home page and **BROWSE** other Instructional Architect projects. Note that you can browse by subject, grade level, keywords, author's last name, and title. ☺

Instructional Activities:

1. Browse the Instructional Architect and find at least two IA projects that are tied to the core objective 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.

4.1 Register and create a simple, guided IA project

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

My username is: _____

My password is: _____

My student login name is: _____

Instructional Activities:

1. After registering, you'll see you have an existing project to work on called Sample Weather Project. This is a slightly different than the Instructional Architect projects we viewed earlier. As a group, we'll talk about creating new projects and ways to modify existing projects.

If you need assistance while working on your projects after the workshop, help is available in three formats: text, screen shot, and animated help. The help files are dependent upon your location within the Instructional Architect and readily accessible by clicking "help."

4.2 Gather your own resources

You've found some great resources today, some through the NSDL, some are other Instructional Architect projects and you probably have your own favorites from previous experiences. Now we're going to begin your own personal collection of 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)

Instructional Activities:

1. Create folders for organizing your resources.
2. Add two NSDL resources. These may be from your experience earlier in the day or two new resources.
3. Add two of your own resources. These may be resources you found through UEN earlier today or resources you've worked with earlier. Or, you can use Google and find a resource outside of NSDL or UEN. (Gasp!☺)

4.3 Create an advanced IA project

Now you have your own Instructional Architect account, can gather and manage resources, and know how easy it is to create instructional activities using the Instructional Architect. 😊

Instructional Activities:

1. Create one Instructional Architect projects.
 - a. Be sure you tie your projects to the core curriculum. Space has been provided to do this when creating your project.
 - b. Use at least **three** resources in your project and gather them using at least **two** different methods (search NSDL, browse IA projects, and/or add your own resources).
 - c. Make sure the resources you use in your instructional projects are relevant, appropriate, reputable, and motivating.

5.0 Implementation Activity

1. Create at least **two additional instructional activities** (IA projects) using at least three online learning resources in each project (from either the NSDL or the Web). These activities should be useful to the students and usable in your current teaching environment.

Due date: _____

2. Implement at least **one of your Instructional Architect activities** in an instructional situation (e.g., classroom or lab).

Due date: _____

3. Prepare a short reflection paper (no more than two pages) addressing the following:
 - a. List the three URLs (e.g., <http://ia.usu.edu/viewproject.php?project=ia:15>) for the IA projects created
 - b. Highlight or star the URL in the list above of the one Instructional Architect project you implemented in your classroom
 - c. Describe the instructional situation in which you implemented your activity
 - d. Describe the successes and difficulties encountered in designing and implementing the activity
 - e. Describe how you could use these resources in your classroom in the future
 - f. Provide suggestions for improving the NSDL and/or the Instructional Architect

Due date: _____

4. View _____ (number) of other Instructional Architect projects created by fellow workshop participants. (This will be discussed in greater detail at the workshop.) Come prepared with written comments for each individual project to give to your colleagues and the facilitator at the follow up workshop.

Due date: _____

5. Be prepared to share your a) Instructional Architect projects and b) your feedback regarding other Instructional Architect projects with the group at the next workshop. We will be discussing classroom implementation issues, suggestions for improvement, success stories, learning opportunities, etc.

Due date: _____

6. If you have any comments, questions, or need help, you can email ia@lists.usu.edu