

Train-the-Trainer Workshop Overview

Event Format:

The workshop will focus on empowering teachers with both knowledge, strategies, and resources that they will be able to take back to their respective schools and districts, and share with their colleagues. A combination of hands-on experience, facilitated instruction, and inquiry development will be employed across the two days.

Specifically, the first day's materials will focus on conveying an understanding of the pedagogical structure and goals of the 'Student Learning Module (SLM)' with an emphasis on getting teachers to develop strategies for employing the module in daily classroom delivery. The second day's materials will revolve around differentiating the delivery of the core ADST curriculum through demonstration and exploration of resources, knowledge, and curriculum.

The workshop will follow a 10 participant to 1 instructor ratio in order to ensure that participants are keeping up with the materials covered and get the optimal amount of mentorship throughout the workshop. There is an emphasis on hands-on experience with the SLM modules, and an overall emphasis on building inquiry and curiosity.

Throughout the two days, the instructors will provide strategies aiming to support the participants with training other teachers in their respective districts.

- Two instructors up front
- Additional laptops will be provided for participants if needed.
- Additional mentors present if required to meet the 10:1 ratio

Workshop locations and dates:

Chilliwack, November 22-23 at the Makerspace at the Trades and Technology Centre, University of the Fraser Valley.

Vancouver, December 6-7 at Microsoft, at the Microsoft Canada Excellence Centre.

Prince George, January 18-19 at the Innovation Central Society.

Kelowna, January 24-25 at the UBC Okanagan Innovative Learning Centre at the University of British Columbia Okanagan.

Victoria, a TBD date in February, at the University of Victoria.

Trail, a TBD date in February, at MIDAS Makerspace.

Instructors:

Don Burks

Lighthouse Labs Head Instructor

Don brings over 18 years of experience in software development and passion towards mentorship and education. His notable experience is in teaching code and computational thinking to (CT) a broad range of audience from coding newbies to professional software developers. Don is a member of the advisory committee for Codecreate 2016 (Ministry of Education) & W3C Music Notation Community Working Group. Don is a regular radio guest and an active champion of digital literacy and computational thinking and, he has volunteered to lead countless learn to code initiatives. From 2007-2008, Don designed and developed curriculum and delivered train-the-trainer sessions at 5 ProD days for Nanaimo-Ladysmith School District #68 covering HTML, CSS, digital literacy, and digital citizenship training.

Wendy Hoy

Marshmallow Coding Founder and KCJ Lead Instructor and Western Regional Coordinator

KCJ lead instructor Wendy Hoy is the founder of Marshmallow Coding. A Computer Engineer who has worked in the video games industry for over 8 years, she started teaching Scratch at Killarney Community Centre in September 2014 and has visited 16 elementary schools and worked with over 700 students and teachers all over Metro Vancouver. She has been KCJ Western Regional Coordinator since February 2016.

Train-the-Trainer Workshop Overview

Agenda

Day 1

Train-the-Trainer Workshop Agenda

9:00am-9:15am

Welcome

Include reference to ceded/unceded territory
Introductions

9:15am-9:45am

Icebreaker Activity

Discuss how computational thinking exists in everyday life
Restrict to four main components:

- Decomposition
- Pattern Recognition
- Abstraction
- Sequencing

Goal is to demonstrate how to reduce ambivalence towards topic

9:45am-10:30am

Panel Discussion

Panel discussion to discuss attitudes towards the topic and
address goals and expectations of the curriculum

- Collect a common set of 'challenges' these teachers
expect to face in going back to their respective
districts and facilitating this training

10:30am-11:00am

Jeopardy

Jeopardy-style game to assess the overall knowledge level of
computational thinking (CT) with attendees

11:00am-12:15pm

Introduction to Computational Thinking

Facilitated lecture on Introduction to Computational Thinking
and its application to the BC ADST curriculum

12:15pm-1:00pm

Lunch

1:00pm-2:15pm

Facilitated lecture

Introduction to the first curricular module from SLM

- Explore key concepts & goals
- Demonstrate scaffolding exercises
- Give overview of assessment rubric
- Demonstrate Twine as a platform
- Show what a “finished” project could look like

2:15pm-3:30pm

Exploration / Inquiry period

Participants group to explore scaffolding exercises and project

3:30pm-4:00pm

Reflection

Whole group offers insights based on exploration of material

- Looping back to key challenges identified in panel discussion from Day 1 morning

Day 2

Train-the-Trainer Workshop Agenda

9:00am-10:15am

Facilitated lecture

Introduction to the second curricular module from SLM

- Explore key concepts & goals
- Demonstrate scaffolding exercises
- Show what a “finished” project could look like
- Give overview of assessment rubric

10:15am-11:45am

Exploration / Inquiry period

Participants group to explore scaffolding exercises and project

11:45am-12:15pm

Reflection

Whole group offers insights based on exploration of material

- Looping back to key challenges identified in panel discussion from Day 1 morning

12:15pm-1:00pm

Lunch

1:00pm-2:15pm

Either

- Derek Dirom leads demonstration of Gearbots module

OR

Facilitated lecture

Introduction to the third curricular module from SLM (extension)

- Explore key concepts & goals
- Demonstrate scaffolding exercises
- Show what a “finished” project could look like
- Give overview of assessment rubric

2:15pm-3:30pm

Exploration/Inquiry period

- Participants group to explore scaffolding exercises and project

3:30pm-4:00pm

Reflection

Whole group offers insights based on exploration of material

- Looping back to key challenges identified in panel discussion from Day 1 morning

4:00pm-4:15pm

Farewell & Thanks