

Application Project Proposal

For my application project I will create a short tutorial to illustrate to teachers how to use on-line tools to educate students in an on-line environment. Teachers will design and improve the student experience by differentiating in person instruction with virtual instruction. Teachers will learn how to use on-line tools and design a virtual classroom. The teachers will review a training program, developed in Camtasia, apply the knowledge in a virtual classroom environment.

Learning Objective

The learning objective is for teachers to create a virtual classroom environment utilizing on-line tools.

Audience: Teachers

Behavior: differentiate between in-person teaching and on-line teaching

Condition: when teaching in a virtual classroom using on-line tools

Degree: design and improve student experience, while illustrating expertise in creating, running an evaluating a virtual classroom.

Activation

To meet this learning outcome, I would have the learners list how they currently use technology in the classroom, and how they use technology outside of the classroom. I'd outline all of the current tools they use to show how they currently use technology in their life, and how current usage can relate and be expanded upon for creating a virtual classroom.

Demonstration

I would illustrate an on-line lesson, utilizing videos and technology the teachers currently use in the classroom. I want to illustrate the ease of using on-line tools in a virtual setting.

Application

After demonstrating how to use videos and technology on-line, I would have each of the teacher's login to a virtual classroom and begin to experiment with video and sound to create their virtual classroom.

Integration

Each teacher will develop a 5-minute lesson for their peers to take part in and test. The peers will evaluate the virtual classroom and provide opinions to improve the learner experience.

Problem-centered

The problem is centered around comfort of using new technology and modifying in person instruction to a virtual classroom environment. The lesson is designed to find relatable, current technology used, and translate current technology use to adapt and confidently use on-line tools in a virtual classroom.

Learning Theory

The learning theory I will focus on for the development of the short tutorial is the cognitivist learning theory. The cognitivist learning theory focuses on processing information to be stored in the long-term memory (Biech, 2015). The tutorial will provide an opportunity for the learner demonstrate knowledge of on-line tools in a virtual classroom environment and to adapt the knowledge to improve the virtual classroom experience. The knowledge from the tutorial will be used more than once, and shift the developed knowledge from short term to long term memory.

Instructional Design Model

The Instructional Design (ID) model chosen for this project is the Morrison, Ross, and Kemp Merrill's first principle of Instruction model. The five-step process of Activation, Demonstration, Application, Integration and Problem-centered is an effective ID model to use when changing the behavior of teachers, and demonstrating new tools to use in a virtual classroom.

Reference

Biech, E. (2015). *ASTD Handbook: The Definitive reference for training and development*. Alexandria, VA: ASTD Press, American Society for Training and Development.