



Create Your Own Online Project

Surfaquarium Digital CoP

Master the necessary skills to design original Web-based projects custom-made to fit your curriculum!

This hands-on five week CoP offers hints, tips, tricks and support in developing your own online project, ready for classroom implementation!

Overview

The affordances of the Web allow teachers to break down the barriers of the traditional classroom and bring the world to their students. And we're not just talking the barriers of the four classroom walls; time, space and money all evaporate as impediments to exciting real world applications of what students learn! The key is to match web technologies to the skills and concepts you want to cover. Whether you're looking for an ask the expert experience, a real time or virtual event, or even online collaboration with other classes, online projects will open doors for you and your students!



Course Text

There is no required text. The CoP will use Web-based resources and online and offline experiences to provide the content for discussion. All content and resources are contained within the course itself; no additional materials are required.



Communication

Learning in an online environment is different from learning in a face-to-face classroom. Student interaction will occur through online discussion and electronic mail with classmates and the course facilitator. Participation in these discussions is critical in successfully completing the course.

Syllabus

Week 1 – A Survey of Online Projects

Objectives:

Learners will

1. explore different project formats
2. identify a format for their CoP project
3. develop objectives for their project



Week 2 – Resources

Objectives:

Learners will

1. gather Web-based resources
2. identify offline resources
3. develop a project timeline

Week 3 – Materials

Objectives:

Learners will

1. create support materials for project participants
2. develop a project announcement
3. design a project brochure



Week 4 – Web Presence

Objectives:

Learners will

1. create a project logo
2. identify a source for hosting your project
3. develop a project web page

Week 5 – Bringing it all Together

Objectives:

Learners will

1. develop a project rubric
2. announce you project on Global School Net
3. distribute your project announcement via email



Project

The course Project will be your original project which is ready to post online.

The course project is due one week after the conclusion of Week 5 of the course. It will be evaluated based on the standards established in the course rubric (below).

Assessment

Participation	Unsatisfactory	Satisfactory	Exemplary
Quality	Learner offers cursory responses which do not satisfactorily address the discussion questions posed.	Learner offers substantive responses which evidence an understanding of the course content. Learner responses to ideas and feedback add to the quality of the course experience.	Learner offers substantive responses which build on previous understandings and make connections to personal experiences which enrich understanding of course content. Learner responses to ideas and feedback add to the quality of the course experience.
Completion	Learner completes fewer than 80% of the course discussions and assignments.	Learner completes at least 80% of the course discussions and assignments.	Learner completes more than 100% of the course discussions and assignments.

Project	Unsatisfactory	Satisfactory	Exemplary
Objectives	Objectives are not evident.	Objectives are listed.	Objectives are listed and correlate with existing curriculum.
Timeline	Timeline is not evident.	Timeline is evident.	Timeline is evident and corresponds to project objectives.
Resources	Resources are not evident.	Resources are evident.	Resources are evident and are accessible online.
Assessment	Rubric is not evident.	Rubric is evident.	Rubric is not evident and corresponds with the project objectives.
Design	Project design is not effective in integrating technology into instruction.	Project design is effective in integrating technology into instruction.	Project design is effective in integrating technology into instruction and demonstrates an innovative use of Web affordances.

Registration

CoP registration is reasonably priced for educators at \$100.00 for an entire year, allowing you to take as many CoPs as you would like during that time.. Upon successful completion of the CoP each participant will receive a certificate for 40 seat hours of classwork. This course does not offer graduate credits.

To register, complete the online form at <http://surfaquarium.com/CoP/register.htm>
 You may by credit card online or mail your payment to:

Walter McKenzie
 PO Box 52
 Merrimac, MA 01860

