



Teaching and Leading in a Virtual Classroom

A Surfaquarium
Digital CoP

Master the necessary skills to
deliver online instruction
effectively and successfully!

This intensive five week CoP offers
methods and strategies for teaching online,
based on Walter's extensive experience!

Overview

Teaching online is more than just taking traditional content and posting it on a web site. The new technologies of the Internet challenge educators to re-examine their most fundamental assumptions about teaching and learning. Once you have developed a pedagogy for Web-based instruction, you are ready to master the skills and strategies necessary to facilitate online learning. This course examines both online instruction and online coursework in conjunction with face-to-face classroom instruction. It is intended for teachers working with colleagues and/or students online.



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 – Thinking About Online Learning

Objectives:

Learners will

1. explore pedagogy for online instruction
2. consider skills necessary to be successful online
3. create an original course environment in Blackboard

Week 2 – Online Course Management

Objectives:

Learners will

1. consider the role of the online facilitator
2. develop strategies for online facilitators and TAs
3. learn to create, modify and delete learners in Blackboard

Week 3 – Course Structure and Communication

Objectives:

Learners will

1. apply the CoP model to online course design
2. learn to design courses that proactively promote success
3. master the course tool settings in Blackboard



Week 4 – Facilitating Online Interaction

Objectives:

Learners will

1. practice skills for nurturing and enhancing online collaboration
2. troubleshoot simulations of common challenges leading learners
3. utilize the teaching and learning tools in Blackboard

Week 5 – Learner Assessment Online

Objectives:

Learners will

1. consider tenets for evaluating student participation
2. survey strategies for evaluating student work
3. practice using Blackboard course evaluation tools



Culmination

In successfully completing this CoP, you will have mastered the skills and strategies necessary to design, develop and lead your own online courses based on the Community of Practice model. While the CoP is based on the Blackboard environment, the skills and concepts mastered can be applied in any online course delivery system.

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.

Blackboard	Unsatisfactory	Satisfactory	Exemplary
Set Up	Original course not created.	Original course created.	More than one original course created.
Learners	Learners not created.	Learners created.	Learners created, listed and modified.
Management	Course tools not used to personalize course interface.	Course tools used to personalize course interface.	Course tools used to personalize course interface beyond basic requirements.
Teaching Tools	Teaching tools not used.	Teaching tools used.	Teaching tools used using practice data.
Collaborative Tools	Collaborative tools not used.	Collaborative tools used.	Collaborative tools used with colleagues in real time.

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
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