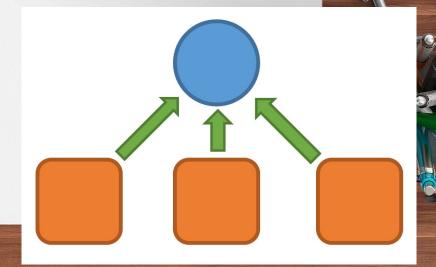


directs a roadmap for others to

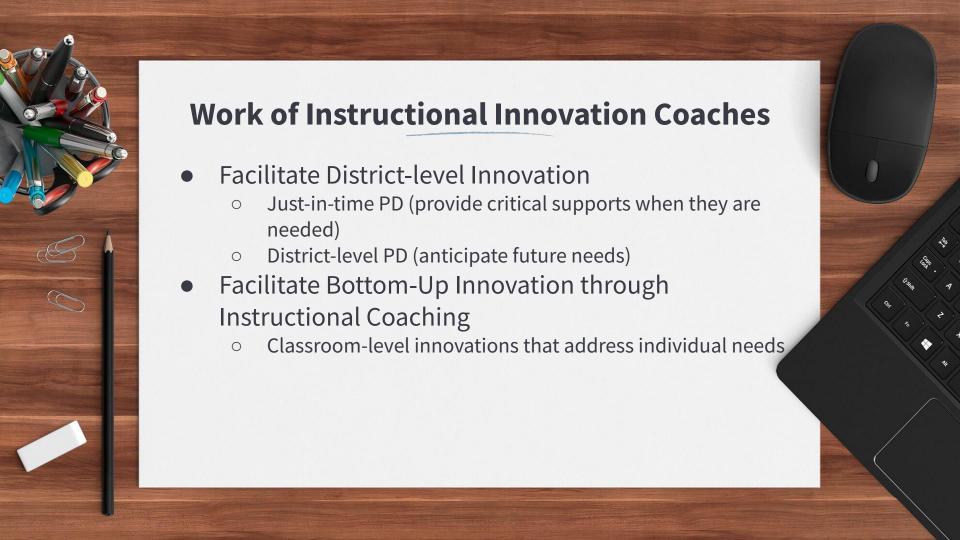
"Bottom-up" innovation occurs when the ideas and creativity of those on the "front line" drive action.





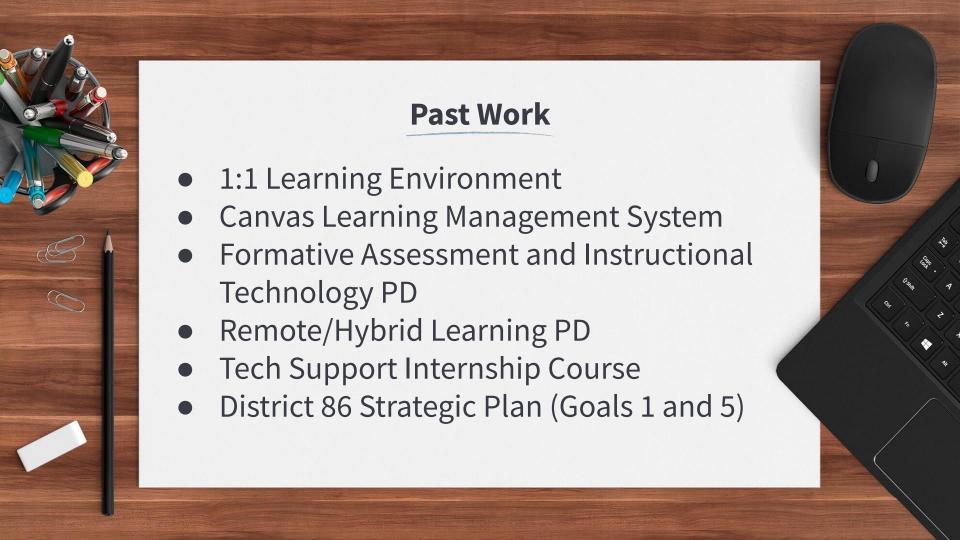








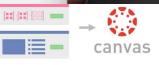








Instructional Technology PD



Canvas, Atomic Assessment PD

- Leveraging the benefits of a unified digital platform
- Utilizing technology to facilitate collaboration, reassessment

New Teacher Orientation

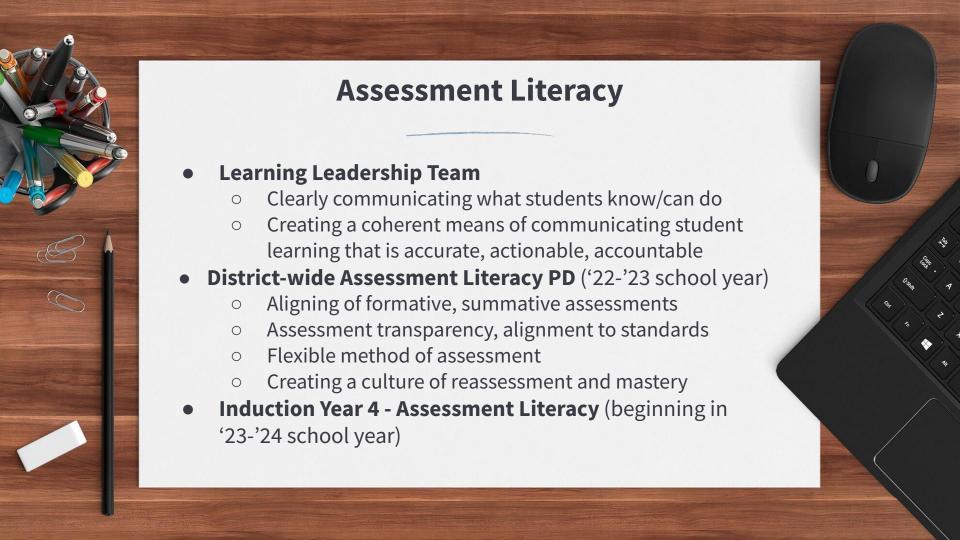
Facilitating the introduction of new teaching staff into the 1:1 Learning Environment of D86

Year 3 Induction

- Providing opportunities for growth ("leveling up" one's use of instructional technology)
- Focusing less on "tools" and more on "instructional practices"

Atomic Assessments

Sophisticated tests in your Canvas





Blended Learning Instructional Models exploratory PD

- Blended learning is the combination of active, engaged learning online combined with active, engaged learning in the classroom in order to give students more control over time, place, path, and/or pace (*Tucker*, *Power Up Blended Learning*)
- Includes many instructional models, including "Station rotation and "Flexible Model"
- 4 Sessions:
 - Introduction to Blended Learning
 - o Planning for the Blended Lesson
 - Flipping your Lesson Content
 - Variations on the Station Rotation Model
- Foci:
 - Increase student ownership of their learning
 - Develop stronger relationships between students and teachers







We make the mistakes so others don't have to..















Blended Learning/Universal Design for Learning

- > Book study with IICs, Academic Cabinet
- Provides a consistent instructional framework that encompasses current work in culturally-responsive education, assessment literacy, and 1:1 learning environment
- > Focus on cultivating community, building equity, and increasing accessibility for all learners yet remaining focused on the same firm goals

Katie Novak & Catlin R. Tucker

Blended Learning

> Thriving in Flexible Learning Landscapes



