Implementation Essentials: Self-Paced Workshop
Any time, any place, training for teachers.

Implementation Essentials is the first training every educator needs to get "up-and-running" with implementing eDynamic Learning curriculum in their classes, starting on day 1. Breakdown the barriers of time, place, and pace, to learn a new digital curriculum, navigate the learning management system (LMS), and prepare for teaching with eDynamic Learning.

📖 **Workshop**
Description & Outcomes

What you will learn in this workshop

Description:
This self-paced workshop is designed to provide you the "up-and-running" knowledge you'll need in order to start implementing eDynamic Learning curriculum in your classroom(s) starting on Day 1. Exploration includes how to navigate the courses, understand the lesson structure, use digital features, and refer to course components for instructional support. Additionally, you'll explore the teacher resources, formative and summative assessments, and basics for customization to meet the needs of your classroom and students.

### Workshop Learning Outcomes
By the end of this workshop, you will be able to:

- navigate the course layout
- understand the unit structure, digital features, and course components
- locate and explain the role of teacher resources, including suggested pacing guides
- identify and locate formative and summative assessments
- identify the basics for supporting IEP and 504 Plans of students

- **Robust: 6+ hours** worth of information and activities that include a workbook-like participant guide.

- **Student Course Feel:** Designed to include characteristics of a student course.

- **Point-of-use:** Hosted on your eDL Buzz LMS for easy access.

- **Accessible:** eDL Buzz LMS makes the workshop available on any device and at any time.

- **Cost-effective:** Immediately engage new hires throughout the year, including any staff that supports students in eDL curriculum.

- **PD Hours:** Using the eDL Buzz LMS allows administrators to monitoring time completed for teacher PD credit.

- **Capstone project:** A culminating activity for teachers to apply what they've learned and plan for the first week of instruction.

Implementation Essentials Agenda

MODULE 1 — Getting Started with eDynamic Learning & Instructional Design
Learn about eDynamic Learning and how we support teachers and students with digital curriculum that incorporates learning theories that support this generation of learners' needs.

MODULE 2 — Overview of Courses & LMS
Explore how courses are organized and the components that make up the learning experience for the student. Users are introduced to the Buzz LMS and the most important features to get you up-and-running.

MODULE 3 — Assessments, Grading, and Reports
Discover the built-in formative and summative assessments of the eDL curriculum and the Buzz LMS reporting options.

MODULE 4 — Introduction to Customization
Get introduced to the basics of customization and setting features of the Buzz LMS to tailor lessons and grading to meet different needs, including common adjustments or modifications for IEP and 504 plans.

MODULE 5 — Planning and Teaching a Lesson
Leveraging the Pacing Guide and Blended Learning Strategies Guide teacher resources, explore a given unit to develop your pacing, teaching strategy, and lesson plans that you can start using in your classrooms right away.
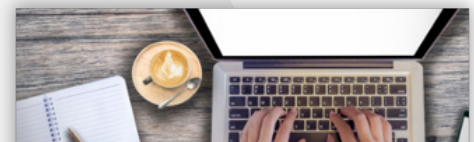
MODULE 2
Course & Buzz LMS Overview

How are eDL courses organized? Is there a sequence—and is it consistent in what my students will see? Understanding the way eDL courses are organized (and why) is a critical part of knowing how to implement, teach, and leverage the different course aspects. Let's explore how courses are organized and the components that make up the learning experience for the student. If you're a eDynamic Learning Buzz LMS user, you'll be introduced to the LMS and the features that are most important for you to be familiar with as you get ready to use the eDynamic Learning curriculum.

Please Note: If your school using a different LMS other than eDynamic Learning's Buzz (i.e., Canvas, Schoology, Moodle, etc.) then you can skip over the Buzz LMS tutorials.

What will you learn in this module?

1. Understanding course and unit organization and features
2. Categorize the location of where different course components are located
3. Summarize the purpose and role of various features, and apply knowledge in creating examples
4. Identify basic login navigation to access a course on eDynamic Learning's BUZZ LMS.

How long will this module take me?
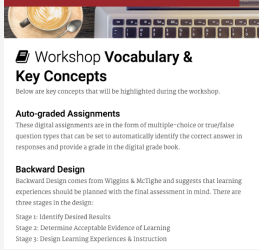Approximately 60 minutes with activity.

Module Materials:
- Download the Full Participant Guide ↗
- Or the individual module file: M2: Overview of Courses & LMS ↗

Engaging Workshop Components

Modules consist of 'lessons' meant to instruct and engage teachers and include threaded interactives throughout for teachers to experience aspects students will experience with the course content.
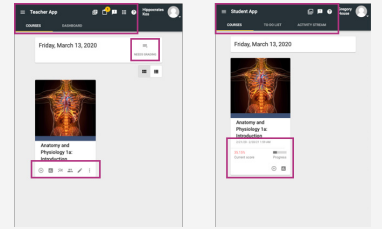
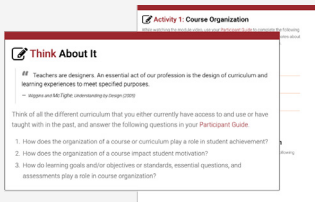⭐ *Indicates content/interactive is exclusive to the online, self-paced workshop.*

Images are used for information processing and identifying important course aspects.

Key concepts are introduced at the start of the workshop to mimic student course vocabulary.

Short **videos** support teachers in learning essential concepts for getting up-and-running with eDL curriculum and navigating the Buzz LMS.

MODULE 1

Extend Your Thinking

Complete all components in the activity below according to the given instructions. Record your responses and document your thoughts in your Participant Guide.

LEARNING THEORIES EXTENSION

Interactive, threaded **discussion questions** mimic the student process and engage teachers in reflecting and discussing module concepts.

Extend Your Thinking activities expand upon module topics. Activities can additionally be used in small groups and kick-start conversations for professional learning communities (PLCs). Module topics include:

- M1: Learning Theories
- M2: Soft Skills
- M3: Meaningful Feedback
- ⭐ M4: Supporting Students in Remote Learning Environments (Focus: IEP & 504 Plans)

Interactive **flashcards** are provided in the appropriate modules as a fun way to experience this student course feature.

⭐ The optional **dropbox** for 'assignment' submission allows teachers to experience how students submit their work.

Interactives that are similar to those students may experience.
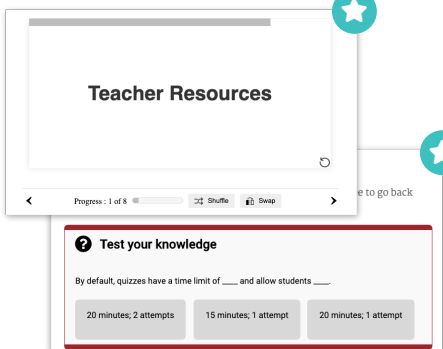
Test Your Knowledge is a self-assessment opportunity and is designed to be similar to what a student experiences.