

How to Use the Digital Tayo Course Packs

About the Course Packs

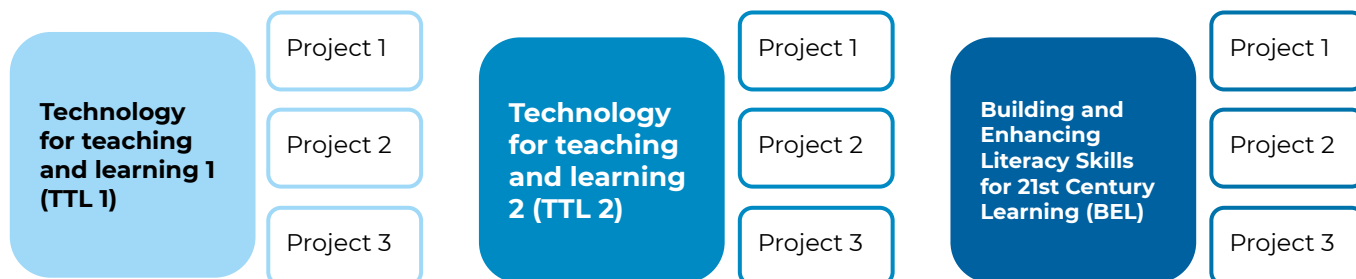
Each course has a set of three modular project guides that cover a specific set of topics or themes. The projects were designed to target a set of learning outcomes, but instructors are invited to modify and adjust them to suit their needs. This project-based approach to the courses builds on the curricula developed by the Commission on Higher Education (CHED) but is flexible and adaptable to the teacher education institution or educator.

The course packs also include guides for class activities designed by EdTech instructors. These activities can be integrated into the project-based approach but can also stand alone to accomplish the learning outcomes of each course.

Why Project-based Learning?

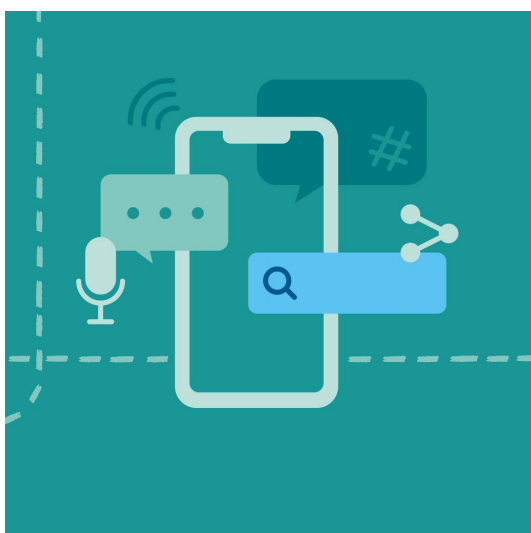
Project-based learning is an approach that allows students to **learn course content by pursuing projects based on real-world problems and issues.**

PBL is an excellent opportunity to apply what the students will learn in the courses, engaging them with authentic tasks and challenges related to their teaching practice.



About the Course Packs

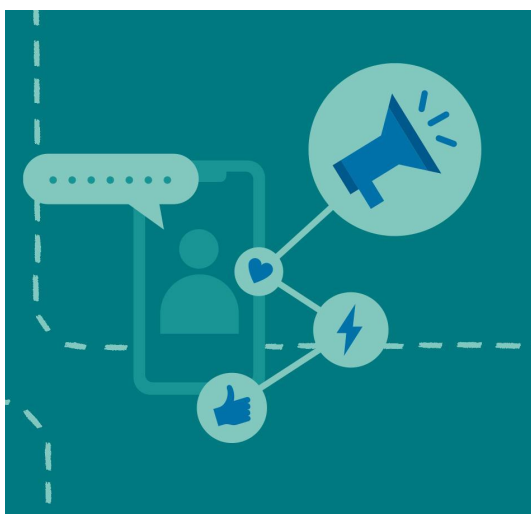
Digital Tayo's new modules are designed to empower teachers and students with the knowledge to think critically about their digital behavior. There are two modules: Digital Engagement and Digital Empowerment. The lessons contained in each module were mapped against the outcomes prescribed in the CHED curricula and included as additional activities and resources where appropriate.



Digital Engagement Module.

The activities in this module help students interpret cultural and social differences, respond and engage respectfully, and evaluate, create, and share different types of media content.

Skills addressed: context, information quality, and media literacy.



Digital Empowerment Module.

The lessons and activities in this module help students participate in public matters and advocate for issues they care about.

Skills addressed: civic and political engagement, content production, and law.

How the Course Packs align with the CHED Curriculum

These course packs are designed to support CHED's prescribed courses on teaching and technology in the teacher education curriculum. Each project was mapped to align with the prescribed curriculum to help course instructors and Teacher Education Institutions modify the contents of the course packs to their intended delivery.

Technology for Teaching and Learning 1 (TTL 1)

TTL 1 is "a 3-unit introductory course that **explores basic knowledge and skills and values in the use of technology for teaching and learning.**" The course pack for TTL 1 will have learners practice the use of ICT in teaching and learning and immediately apply what they learned throughout the course.

Learning Outcomes*		Tech Onboarding	Resource Remix	Playlist Gifts	Challenge Library	Tool Inventory	EdTech Design Challenge	21C Learning Plan	Subject Library	Meta Portfolio
TTL1-1	Explain ICT policies and safety issues as they impact on the teaching-learning process	●				○	○			
TTL1-2	Integrate media and technology in various content areas		●	●	○	○	○	○	○	○
TTL1-3	Formulate teaching-learning experiences and assessment tasks using appropriate and innovative technologies		●					○		○
TTL1-4	Identify learning theories and principles applied in the design and development of lessons through appropriate media and technologies in teaching and learning				○			○		○
TTL1-5	Demonstrate social, ethical, and legal responsibility in the use of technology tools and resources	●				○	○		○	

*Based on CHED course guides

LEGEND:



Project was designed to directly address the learning outcome of the course



Project can be modified to address the learning outcome of the course

“Tech Onboarding”, “Resource Remix”, and “Playlist Gifts” are projects specifically designed to respond to learning outcomes in TTL-1 (full circles). The instructor can also opt to modify and expand projects from the other courses to achieve TTL-1 learning outcomes (open circles).

Digital Engagement Module

The lessons in the Digital Engagement module can be modified to specifically target the learning outcomes below. As the Digital Engagement modules focus on helping students engage respectfully and responsibly online, this module can help students demonstrate social, ethical, and legal responsibility in using technology.

Learning Outcomes*	Lesson 1: Respect and Boundaries	Lesson 2: Healthy Online Relationships	Lesson 3: What is Verification?	Lesson 4: The Verification Steps	Lesson 5: Versions of Media Texts	Lesson 6: Best Possible Self
TTL1-1 Explain ICT policies and safety issues as they impact on the teaching-learning process	○	○	○			
TTL1-2 Integrate media and technology in various content areas						
TTL1-3 Formulate teaching-learning experiences and assessment tasks using appropriate and innovative technologies						
TTL1-4 Identify learning theories and principles applied in the design and development of lessons through appropriate media and technologies in teaching and learning						
TTL1-5 Demonstrate social, ethical, and legal responsibility in the use of technology tools and resources	○	○	○	○	○	○

*Based on CHED course guides

LEGEND: ○ Lesson can be modified to address the learning outcome of the course

Digital Empowerment Module

The lessons in the Digital Empowerment module can be modified to specifically target the learning outcomes below. As the Digital Empowerment modules focus on helping students participate in issues that they care about, this module can help students pursue their advocacies safely, ethically, and responsibly.

Learning Outcomes*	Lesson 1: Advocacy and Making Change	Lesson 2: Building Your Advocacy Network	Lesson 3: Raising Awareness Through Media	Lesson 4: Hashtags	Lesson 5: Time for Action!	Lesson 6: Exploring Your Personal Values
TTL1-1 Explain ICT policies and safety issues as they impact on the teaching-learning process		○		○		
TTL1-2 Integrate media and technology in various content areas	○		○			
TTL1-3 Formulate teaching-learning experiences and assessment tasks using appropriate and innovative technologies						
TTL1-4 Identify learning theories and principles applied in the design and development of lessons through appropriate media and technologies in teaching and learning			○			
TTL1-5 Demonstrate social, ethical, and legal responsibility in the use of technology tools and resources	○	○	○	○	○	○

*Based on CHED course guides

LEGEND: ○ Lesson can be modified to address the learning outcome of the course

Technology for Teaching and Learning 2 (TTL 2)

TTL 2 is a “3-unit course which will **focus on the application, design, production, utilization, and evaluation of Information and Communications Technology (ICT) materials for teaching and learning in particular subject specializations and other related programs aligned to the K to 12.**”

The course pack for TTL 2 will have learners create student work that reflects the integration of ICT with their particular subject specializations. Project parameters and rubrics can be modified if the instructor wishes to either narrow down or expand the scope of learning outcomes a project will address.

Learning Outcomes	Tech Onboarding	Resource Remix	Playlist Gifts	Challenge Library	Tool Inventory	EdTech Design Challenge	21C Learning Plan	Subject Library	Meta Portfolio
TTL2-1 Use ICT to develop 21st Century Skills: Information, Media and Technology Skills, Learning and Innovation Skills, Life and Career Skills, and Effective Communication Skills.		○		●		●		○	○
TTL2-2 Develop project- and problem-based, collaborative plans and activities in various subject areas using technology tools.				●		●	○		○
TTL2-3 Use open-ended tools to support the development of Problem-based or project based or collaborative activities in subject-specific application.	○				●	●		○	○
TTL2-4 Produce learning resources using technology tools in various subject areas.		○	○		●	●	○		
TTL2-5 Evaluate the relevance and appropriateness of ICT resources based on the learning context.	○	○	○		●	●			○
TTL2-6 Use technology tools to collaborate and share resources among communities of practice.	○		○			●			

*Based on CHED course guides

LEGEND:



Project was designed to directly address the learning outcome of the course



Project can be modified to address the learning outcome of the course

“Challenge Library,” “Tool Inventory,” and “EdTech Design Challenge” are projects specifically designed to respond to learning outcomes in TTL-2. The parameters and rubrics of each project can also be modified if the instructor wishes to either narrow down or expand the scope of learning outcomes a project will address.

Digital Engagement Module

The lessons in the Digital Engagement module can be modified to specifically target the learning outcomes below. As the Digital Engagement modules focus on helping students engage respectfully and responsibly online, the lessons on verification are particularly helpful to achieve the desired outcomes for TTL 2.

Learning Outcomes		Lesson 1: Respect and Boundaries	Lesson 2: Healthy Online Relationships	Lesson 3: What is Verification?	Lesson 4: The Verification Steps	Lesson 5: Versions of Media Texts	Lesson 6: Best Possible Self
TTL2-1	Use ICT to develop 21st Century Skills: Information, Media and Technology Skills, Learning and Innovation Skills, Life and Career Skills, and Effective Communication Skills.						
TTL2-2	Develop project- and problem-based, collaborative plans and activities in various subject areas using technology tools.						
TTL2-3	Use open-ended tools to support the development of Problem-based or project based or collaborative activities in subject-specific application.						
TTL2-4	Produce learning resources using technology tools in various subject areas.						
TTL2-5	Evaluate the relevance and appropriateness of ICT resources based on the learning context.						
TTL2-6	Use technology tools to collaborate and share resources among communities of practice.						

*Based on CHED course guides
 LEGEND: Lesson can be modified to address the learning outcome of the course

Digital Empowerment Module

The lessons in the Digital Empowerment module can be modified to specifically target the learning outcomes below. As the Digital Empowerment modules focus on helping students advocate for issues that they care about, the learning outcomes in TTL-2 can be used as a supporting framework to ensure that they can responsibly, safely, and ethically use technology to do so.

Learning Outcomes		Lesson 1: Advocacy and Making Change	Lesson 2: Building Your Advocacy Network	Lesson 3: Raising Awareness Through Media	Lesson 4: Hashtags	Lesson 5: Time for Action!	Lesson 6: Exploring Your Personal Values
TTL2-1	Use ICT to develop 21st Century Skills: Information, Media and Technology Skills, Learning and Innovation Skills, Life and Career Skills, and Effective Communication Skills.	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
TTL2-2	Develop project- and problem-based, collaborative plans and activities in various subject areas using technology tools.	<input type="checkbox"/>				<input type="checkbox"/>	
TTL2-3	Use open-ended tools to support the development of Problem-based or project based or collaborative activities in subject-specific application.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
TTL2-4	Produce learning resources using technology tools in various subject areas.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	
TTL2-5	Evaluate the relevance and appropriateness of ICT resources based on the learning context.				<input type="checkbox"/>		
TTL2-6	Use technology tools to collaborate and share resources among communities of practice.	<input type="checkbox"/>	<input type="checkbox"/>				

*Based on CHED course guides
 LEGEND: Lesson can be modified to address the learning outcome of the course

Building and Enhancing Literacy Skills for 21st Century Learning (BEL)

BEL is a course that "introduces the concepts of new literacies in the 21st century as evolving social phenomena and shared cultural practices across learning areas."

The course pack for BEL will have learners explore different 21st-century literacies and literacy skills and create student work that will build these skills for their future classrooms. Different projects may be linked together to address multiple learning outcomes.

Learning Outcomes*		Tech Onboarding	Resource Remix	Playlist Gifts	Challenge Library	Tool Inventory	EdTech Design Challenge	21C Learning Plan	Subject Library	Meta Portfolio
BEL-1	Demonstrate content knowledge and its application within and/or across curriculum teaching areas			○	○			●		●
BEL-2	Demonstrate knowledge of teaching strategies that promote literacy skills	○	○					●	●	●
BEL-3	Apply teaching strategies that develop learners' critical and creative thinking and / or other higher order thinking skill						○		●	
BEL-4	Show skills in the selection, development and use of variety of teaching and learning resources, including ICT, to address learning goals		○	○	○	○		●	●	●
BEL-5	Demonstrate skills in the positive use of ICT	○				○	○	●		

*Based on CHED course guides

LEGEND:



Project was designed to directly address the learning outcome of the course



Project can be modified to address the learning outcome of the course


"21st Century Learning Plan," "Subject Library," and "Meta Portfolio," are projects specifically designed to respond to learning outcomes in BEL. Different projects may be linked together to address multiple learning outcomes.

Digital Engagement Module

The lessons in the Digital Engagement module can be modified to specifically target the learning outcomes below. In particular, this module can support learning content related to two 21st-century skill categories: Literacy Skills and Life Skills.

Learning Outcomes*	Lesson 1: Respect and Boundaries	Lesson 2: Healthy Online Relationships	Lesson 3: What is Verification?	Lesson 4: The Verification Steps	Lesson 5: Versions of Media Texts	Lesson 6: Best Possible Self
BEL-1 Demonstrate content knowledge and its application within and/or across curriculum teaching areas						
BEL-2 Demonstrate knowledge of teaching strategies that promote literacy skills						
BEL-3 Apply teaching strategies that develop learners' critical and creative thinking and / or other higher order thinking skill						
BEL-4 Show skills in the selection, development and use of variety of teaching and learning resources, including ICT, to address learning goals						
BEL-5 Demonstrate skills in the positive use of ICT						

*Based on CHED course guides

LEGEND:  Lesson can be modified to address the learning outcome of the course

Digital Empowerment Module

The lessons in the Digital Empowerment module can be modified to specifically target the learning outcomes below. Students can use the skills they develop in this course to strengthen their advocacies and rally support for these.

Learning Outcomes*	Lesson 1: Advocacy and Making Change	Lesson 2: Building Your Advocacy Network	Lesson 3: Raising Awareness Through Media	Lesson 4: Hashtags	Lesson 5: Time for Action!	Lesson 6: Exploring Your Personal Values
BEL-1 Demonstrate content knowledge and its application within and/or across curriculum teaching areas						
BEL-2 Demonstrate knowledge of teaching strategies that promote literacy skills		○				
BEL-3 Apply teaching strategies that develop learners' critical and creative thinking and / or other higher order thinking skill	○				○	
BEL-4 Show skills in the selection, development and use of variety of teaching and learning resources, including ICT, to address learning goals			○		○	
BEL-5 Demonstrate skills in the positive use of ICT	○	○	○	○	○	

*Based on CHED course guides

LEGEND: ○ Lesson can be modified to address the learning outcome of the course

Primers to support the use of the Course Packs

We prepared primers to further support instructors in integrating the contents of the course packs into their classrooms and teaching practice. We believe these will help give teachers and instructors at different levels of experience a common starting point in using the Digital Tayo Course Packs.

Click any of the links below to access the PDF files.

**Primer on
Project-based
Learning (PBL)**

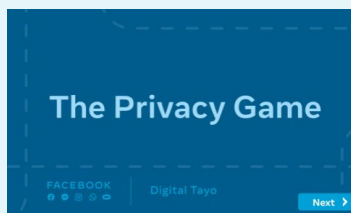
**Primer on
Learning
Experience (LX)
Design**

**Primer on
Facilitating
Online Learning**

Interactive Content for Students

These interactive quizzes and content were developed to augment the Digital Tayo resources. Instructors can integrate these regardless of the subject as a way to prepare their students for remote online learning.

Click on the links below to access each interactive material.



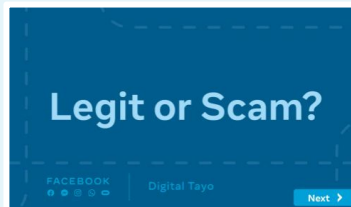
[Privacy Matters](#)

Students will understand how privacy may differ from person to person, and assess their own personal privacy goals.



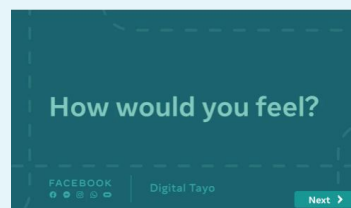
[Managing Passwords](#)

Students will learn how to manage and protect their passwords to stay safe in the digital world.



[Cybersecurity](#)

Students will understand the risks of being online and how they can keep their information safe from scammers and hackers.



[Healthy Online Relationships](#)

Students will learn how to maintain healthy relationships online and why it is important.



[Real or Fake](#)

Students will understand the importance of media verification and the steps they can take to verify a news story they read online.

FACEBOOK



Digital Tayo