Technology for Teaching and Learning 1 (TTL 1)

Playlist Gifts

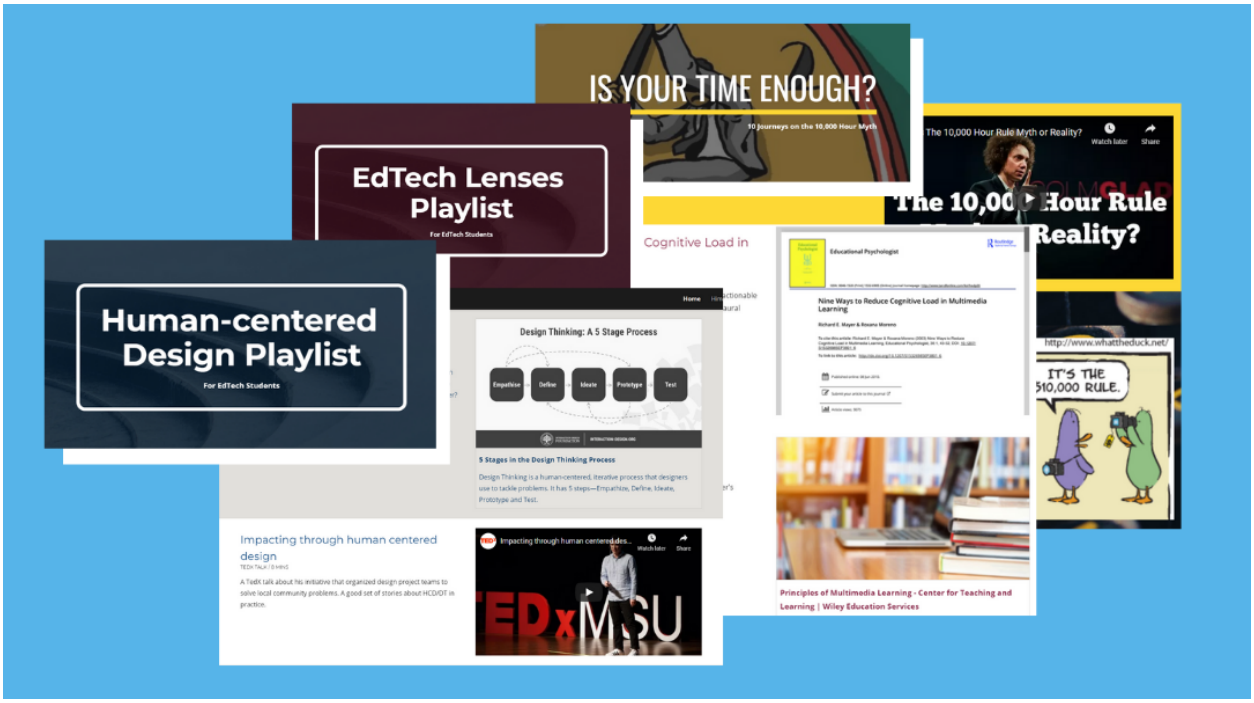
habi EDUCATION LAB

FACEBOOK

Digital Tayo

Playlist Gifts

Technology for Teaching and Learning 1
Duration: 3 weeks | LO Code: TTL 1-2



Note to the Teacher

Hello Teacher! In this 3-week activity, we will prepare our students for one of the most important tasks teachers do: curating resources. This project aims to enhance the student's skill and knowledge in choosing media and technology resources in various content areas. This project aims to answer the question: *How might we curate substantial and well-designed resources?*

This project will ask students to create a site of resources (a playlist) to teach another person a particular skill or topic. At the end of the project, our students will reflect on the experience of researching and curating resources, and building and designing their Playlist Gifts. This can be done through an in-class presentation or an engaging discussion.

Learning Outcomes

By the end of this project, learners will:

TTL 1-2	Integrate media and technology in various content areas.

Product Description

Google Site
A Google Site containing a substantial (at least 7) amount of resources that are meaningfully arranged to create a learning experience The resources should have short descriptions to help their target learner choose

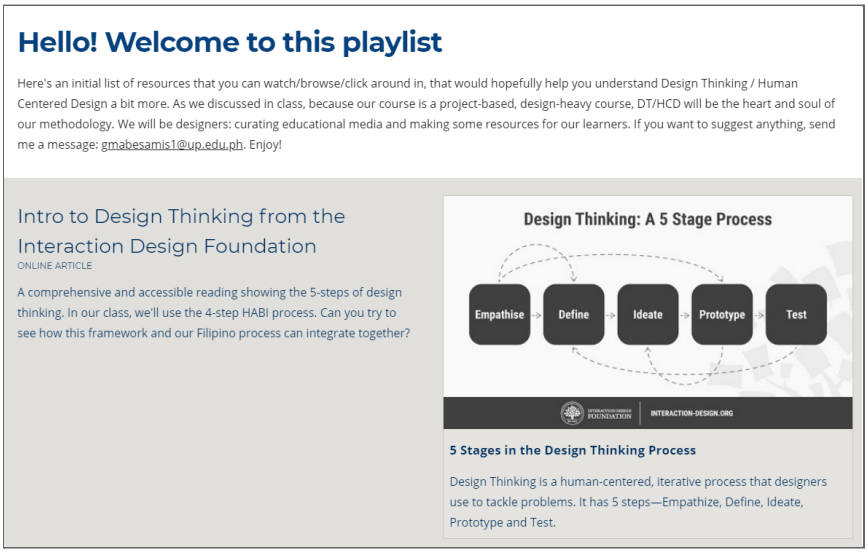
Product Rubric

Credible	The resources should all have credible sources.
Meaningfully arranged	The playlist should be aligned to a learning outcome. The playlist should also have a logical flow (e.g. chronological, expository, general to specific).
Substantial amount	The playlist should have at least 7 resources.
User-friendly	The playlist should have clear navigation, headers, and page structures.
Fit for the learners' context	The playlist should use appropriate technologies, modalities, and formats for the target learners.
Demonstrates good multimedia learning and EdTech fundamentals	The playlist resources should practice concepts such as Cognitive Multimedia Learning, SAMR, and User Experience Design.
Sound pedagogy	The playlist should apply basic learning theories in the arrangement and content choices.

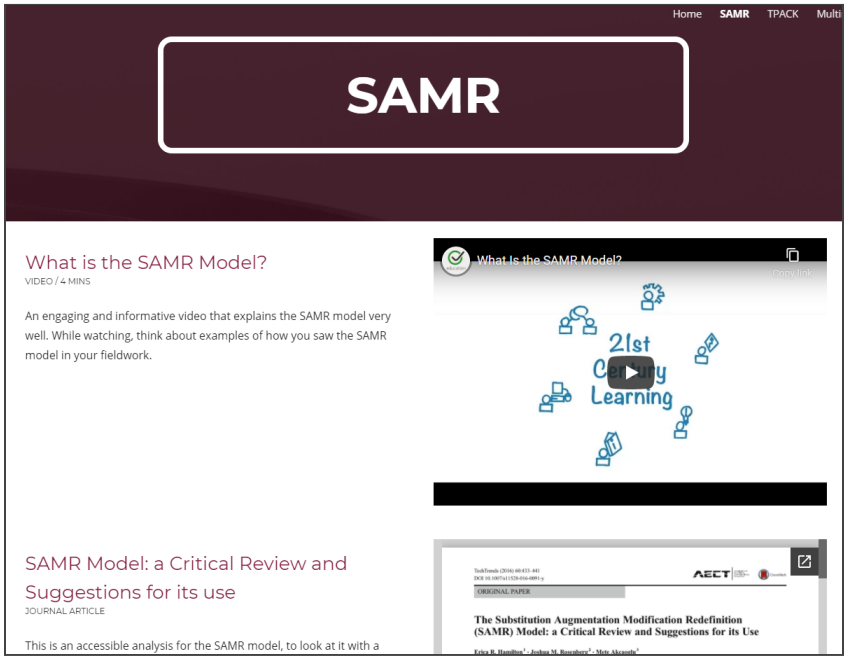
Sample work

Here are sample exemplary works. These playlists were all curated in Google Sites.

DT Playlist

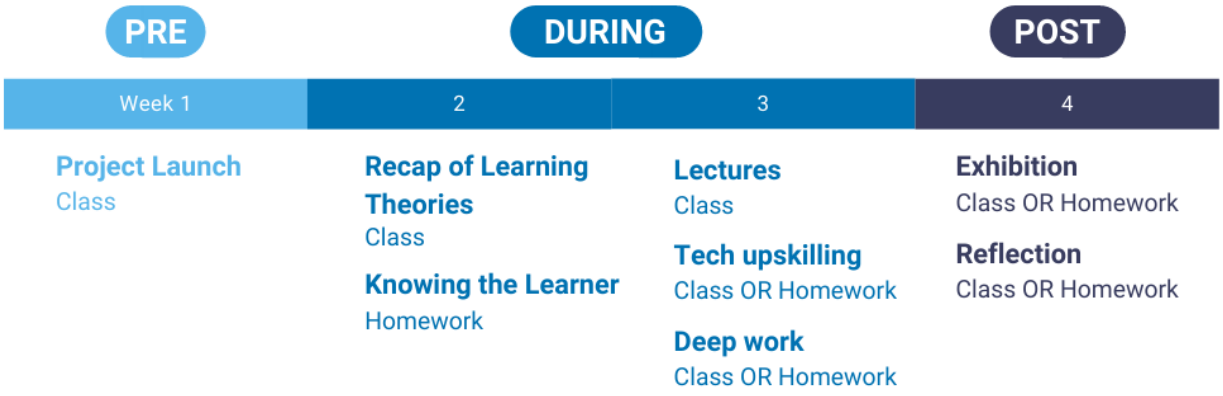


EdTech Playlist



MYTHconception 10 Journeys

Overall Learning Journey



Detailed Learning Journey

Project Launch

The Project Launch is done to introduce a real-world problem or situation that students can explore and try to solve. When done purposefully, the project launch motivates the students to investigate authentic real-world problems and come up with a product or solution. This is also the time to introduce and discuss what the project or product might look like through the rubrics.

Scavenger Hunt (Inquire) | 30 minutes

- Students are challenged to gather as many resources as they can on the same topic. This can be presented as a game or competition. Some topic examples can be:
    - Philippine regional languages;
    - The water cycle;
    - Basic fractions;
    - EDSA People Power revolution.

Problem (Inquire) | 30 minutes

- Students reflect on their experience in the Scavenger Hunt. These prompts can be used to frame their thinking:
    - How was the experience of gathering resources? Was it easy or difficult?
    - Share your thinking process when evaluating resources.
    - Did you include all resources that you found, or did you filter? How did you filter?
    - What platforms did you use when searching for resources?
    - Did you have a particular learner in mind?

Entry Event (Acquire) | 15 minutes

- From the problem discussion, students are presented with the overall project design: the specifications of the Playlist Gifts, the goal of integrating media and technology in various content areas, and the rubric.
- Students select a topic and a learner which they will use for the project. The learner will be the recipient of their Playlist Gift, while the topic will be the main content.

During

The next set of recommended activities are done to develop the necessary knowledge and skills to address the project's real-world problem. These activities are a mix of lectures, individual work, group activities, reflection, and feedback sessions. Feel free to add or remove activities to suit your students' context and needs. Remember to include checkpoints and feedback sessions to monitor and support student progress.

Recap of Learning Theories (Acquire) | 60 minutes

- Students listen to a talk about the fundamental learning theories such as Behaviorism, Constructivism, Cognitivism, and others. These talks can also be complemented with resources such as readings, videos, audio materials, and others.
- Students also connect these learning theories to how technologies

Knowing the Learner (Inquire) | 60-90 minutes

- Students engage in fieldwork: interviewing their target learners, understanding their context, unpacking how they learn. They can use worksheets (see appendix).

Lecture on Learning Theories and Learning Experience Design (Acquire) | 60 minutes

- Lecture on Learning Theories | 30 minutes
- Learning Experience Design | 30 minutes

Gathering resource materials (Inquire) | 30 minutes

- Students individually create their list of learning resources about the chosen real-world problem of their field.
- The created repository shall be the starting point for their Playlist Gifts.

Tech Upskilling (Practice) | 20 minutes in class, or homework

- Students explore and practice using Google Sites as the main tech tool in curating their Playlist Gifts.

Deep Work (Collaborate) | 30 to 45 minutes in class, or homework

- Students build their Playlist Gifts in Google Sites using their list of references and resources for their chosen real-world problem that their specialization may address.

Post

The last set of activities serve as the project's culmination. These activities allow students to share their processes and product. This is also the opportunity to facilitate a summative assessment of the intended learning outcomes and encourage student reflection as they look back on their experience in solving real-world problems.

Exhibition (Inquiry)| 15 minutes in class or homework

- Students compile all their outputs in a class folder or board
- Students take the time to browse each other's outputs

Reflection (Inquiry) | 15 minutes in class or homework

- Students reflect on their experience from problem finding and framing, to researching and curating resources, to building and designing their Playlist Gifts.

Digital Tayo Modules

The Digital Tayo modules are a great supplement to this project. Here are some lessons that we recommend, but feel free to look through the Digital Tayo website to select particular lessons that you want to use.

Digital Engagement Module

Topic	Lesson	Description
Media verification	**Lesson 3: What is Verification?**	Students will learn what information verification is and why it is important for news consumers to verify the stories they read or view.
	Lesson 4: The Verification Steps	Students will learn about a five-step checklist they can use to verify the origin, source, date, location, and objective of a news image or video.

Digital Empowerment Module

Topic	Lesson	Description
Media and Tech Integration	**Lesson 1: Advocacy and Making Change**	Students will learn about the concept of advocacy by identifying an issue that affects their community and brainstorming two changes that they want to see in the future concerning that problem.
	Lesson 3: Raising Awareness Through Media	Students will learn about and identify ways in which various types of media can be used to promote awareness around an issue.

Suggested Resources

The following are suggested resources we curated that can be used as support material for the different topics and units in the curriculum, or for the conduct of the project.

Topic	Resources
Learning Theories	15 Learning Theories in Education (A Complete Summary) Overview of Learning Theories

	Learning with Understanding: Seven Principles Understanding Standards Learning Theories
Learning Experience Design	Laurillard conversational framework - EduTech Wiki ICT in Primary Education: Transforming children's learning across the curriculum The Conversational Framework - an approach to Evaluating e-Assessment Patterns in Terms of Learning Theory The Pedagogical Challenges to Collaborative Technologies