Technology for Teaching and Learning 1 (TTL 1)
Tech Onboarding

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Technology for Teaching and Learning 1
Duration: 4 weeks | LO Codes: TTL 1-1, TTL 1-5

Note to the Teacher

Hello Teacher! In this 4-week activity, our students will imagine themselves as teachers during the first week of classes. They will create an orientation or Tech Onboarding session to support either co-teachers or their students in using technology. This project aims to answer the question:

- *How might we introduce technology to co-teachers and students on the first day of class?*

This project hopes to explain ICT policies and safety issues as they impact the teaching-learning process and demonstrate social, ethical, and legal responsibility in the use of technology tools and resources.

At the end of the project, students will reflect on the experience of problem finding and framing, building, and designing their Tech Onboarding. It can be done through an in-class presentation or an engaging discussion.

Learning Outcomes

By the end of this project, learners will:

TTL 1-1	Explain ICT policies and safety issues as they impact the teaching-learning process;
TTL 1-5	Demonstrate social, ethical, and legal responsibility in the use of technology tools and resources.

Product Description

Learning Experience

A learning experience that introduces education technology to your students and fellow teachers. The student must use different tech tools to make and deliver content to the class.

The learning experience should integrate media and technology in various content areas.

Product Rubric

Clear learning outcomes	The learning experience should clearly identify and cover the essential knowledge, skills, and attitudes needed by the learners.
Strategic use of tech tools	The student should demonstrate the purposeful use of technology vis-a-vis the learning pedagogy.
Digitally responsible	Tech tools and resources should be used responsibly. Ethical and legal use should be considered.
Assessment	The student should be able to create an assessment to know how well the learner grasped the subject matter.

Sample work

http://bit.ly/TTL1TechOnboarding
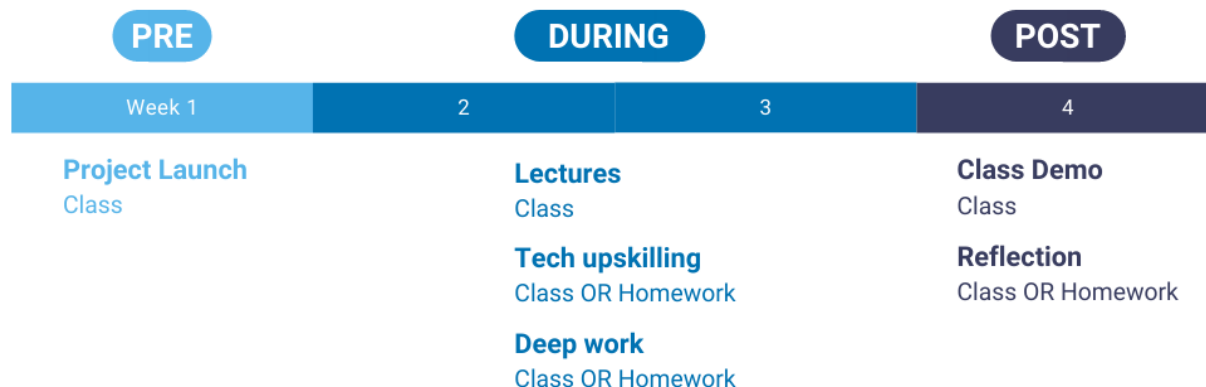
Here is a sample Tech Onboarding by a BPed major. She used a variety of tech tools meaningfully designed for each activity. She used Canva, Kahoot!, and Mentimeter to increase engagement in the class. Her Tech Onboarding also combines asynchronous and synchronous activities.

Overall Learning Journey

PRE	DURING		POST
Week 1	2	3	4

Project Launch
Class

Lectures
Class

Tech upskilling
Class OR Homework

Deep work
Class OR Homework

Class Demo
Class

Reflection
Class OR Homework

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.

Problem (Inquire) | 30 minutes
- Students are given links to Real World EdTech stories created by teachers and students. These are multimedia stories that show the reality of remote and distance learning during the 2020 COVID-19 pandemic. These stories can be used as inspiration for the project.

Entry Event (Acquire) | 15 minutes
- Students are presented with the overall project design: the specifications of the Tech Onboarding, the goals of the project, and the rubric.

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.

Lecture on ICT Policies and Issues and ICT Competency standards for teachers (Acquire) | 60 minutes
- Students listen to a lecture on the following topics:
  - ICT Policies and Issues | 30 minutes
  - ICT Competency Standards for teachers | 30 minutes

Lecture on TPACK and Digital Citizenship (Acquire) | 60 minutes
- Students listen to a lecture on the following topics:
  - TPACK | 30 minutes
  - Digital Citizenship | 30 minutes

Tech Upskilling (Practice) | 30 minutes in class, or homework
- Students explore and practice using different tech tools to help build their Tech Onboarding

Deep Work (Collaborate) | 30 to 45 minutes in class, or homework
- Students build their Tech Onboarding using the different tech tools

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.

Class Demo (Practice) | 45 minutes in class (per batch)
- Students can demonstrate their Tech Onboarding project in adherence to a schedule by batch.
- Students can give feedback to the class demo for improvement

Reflection (Inquiry)| 15 minutes in class or homework
- Students reflect on their experience from problem finding and framing, to researching and exploring tech tools, to building and designing their Tech Onboarding.

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
Digital Citizenship	**Lesson 1: Respect and Boundaries**	Students will better understand others' perspectives and feelings on sharing personal information online.
	Lesson 2: Healthy Online Relationships	Students will identify qualities that constitute healthy and kind relationships, and how online behavior plays a role in both healthy and unhealthy relationships.

Digital Empowerment Module

Topic	Lesson	Description
Media and Tech Integration	**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.

Interactive Content

Topic	Lesson	Description
Privacy and Security	**Privacy Matters**	Learners will understand how privacy may differ from person to person, and assess their own personal privacy goals.
	Cybersecurity	Learners will understand the risks of being online and how they can keep their information safe from scammers and hackers.
	Managing Passwords	Students will learn how to manage and protect their passwords to stay safe in the digital world.

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
Real EdTech Stories	Pamilya Distansya by Melvin Calingo Upskilling Challenge by Kathlynn Rebonquin Tech Hacks for Online Distance Learning by Mahrionne Revilla Real EdTech Stories in the Rural Areas of the Philippines - Cabanatuan City, Nueva Ecija by Andrea Sabandal Motivations of a Student by Nikki Mendoza The Kahimtang Series: Filipino Students amidst Online Distance Learning by Kiano Reyes Online Distance Learning: The Teachers Experience by Leni Garcia
TPACK	Introduction to the TPACK Model TPACK in 2 Minutes TPACK Example TPACK Website TPACK in Action: Application of Learning in the Classroom by Pre-Service Teachers TPACK Stories Exploring TPACK and Self Efficacy Belief of SHS Biology Teachers in Batangas City
ICT Policies and Issues	ICT Policies and Issues: Its Implications to Teaching and Learning

	2019 National ICT Household Survey by DICT and PSRTI
	CIDS Policy Brief: The provision of electricity and internet access to DepEd schools and its impact on school performance
	What are Open Education Resources?
	Learning Engineering Unpacked
ICT Competency standards for teachers	UNESCO ICT Competency Framework for Teachers
	Global Framework of Professional Teaching Standards
	ICT Competency Standards for Pre-Service Teacher Education
	ICT Competency Framework for Teachers harnessing Open Educational Resources
	ICT Competency Standards
Digital Citizenship	Cybersecurity: 7 Ways to Keep Kids Safe Online
	9 Ways to Create a Cyber-Safe Classroom SafeSpace Internet Safety
	The Teacher's Guide to Keeping Students Safe Online
	FB Digital Literacy Library Courses