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Development Paper

Development

This professional development program will be implemented as a wiki. The wiki itself will introduce the creators, the project and contain links to the five sessions that need to be followed to complete the program. As a part of the development process, we have created storyboards for the wiki pages and the sessions that will contain video elements. We have also designed instructions for the others sessions to demonstrate how this program will look and be presented.

Session 1

Session 1 will be used to introduce the basics of Museum Box to the teachers. The teachers will view a series of 7 videos (see appendix for storyboards) that lead them through various foundational skills for the site. The videos will be accompanied by PDF handouts so that the teachers have another visual reference. All videos have been created except the one that shows how to create student accounts. We are waiting for Museum Box to approve the school site. Once it is approved, we will proceed with creating those accounts and making the video. If the school site is not approved, individual students can still create their own accounts but the teacher will not be able to review and approve their work.

Session 2

Now that the teachers have some familiarity with the basics of Museum Box and they know how to add media to the "drawer", they will move on to the second session. The videos in this section will show the teachers how to modify the cubes within the Museum Box by adding captions, text, and the various types of media. This session will also have videos explaining how to customize the box with different numbers of layers and cubes, or by changing the color and texture scheme. The final video in session 2 will explain how to save the Museum Box they have created.

Session 3

During session three, teachers will review all aspects of Museum Box by viewing a demonstration video that will take viewers through each step (see storyboard for video specifics). The provided video will be created in a way that can be used in an educational setting, thus showing teachers methods to incorporate Museum Box into their classroom. During session three, teachers will have an opportunity to explore other Museum Box examples that were created by teachers and brainstorm ideas to help them incorporate this web 2.0 tool into their classroom. The session three video and examples will be accompanied by a flow chart taking users through all Museum Box creation steps. Teachers can interact with one another during session three by utilizing the incorporated polling tools and discussion forums.

Session 4

At this point the teacher has created a Museum Box as part of the professional development activity requirements. The knowledge and skills have been gained that are required to implement and demonstrate the use of the Web 2.0 tool to students.
A rubric must be created to gauge the skills of the students. The teacher may create their own rubric format or use an online rubric generator.

Example Rubric (Created on rubistar URL: rubistar.4teachers.org)

Category:	4	3	2	1
- Please Choose - ⬍ If you don't like the text in the box above, you can use the text box below to rename a category or type in a new category name. You may add or modify content in the rubric text boxes to the right:	Reset	Reset	Reset	Reset
- Please Choose - ⬍ If you don't like the text in the box above, you can use the text box below to rename a category or type in a new category name. You may add or modify content in the rubric text boxes to the right:	Reset	Reset	Reset	Reset
- Please Choose - ⬍ If you don't like the text in the box above, you can use the text box below to rename a category or type in a new category name. You may add or modify content in the rubric text boxes to the right:	Reset	Reset	Reset	Reset

This rubric must contain the following categories to accurately gauge the students' skill development of the Museum Box tool.

- Ability to add titles and description to Museum Box
- Ability to Add media to drawer
- Ability to create a cube
- Ability to add media to sides of cube
- Ability to add a title and caption to each cube.
- Ability to change the amount of cubes within a layer.
- Ability to change the number of layers in a Museum Box.
- Ability to change color or texture of the Museum Box.
- Ability to change color or texture of the cubes.

Session 5

After completing the four sessions, teachers will meet with the training facilitator during grade level planning times. Teachers will be instructed to have their students create a Museum Box as a small group. As a part of session 5, the teachers will discuss the best way to accomplish this task in their classroom (e.g. students can use a Museum Box to describe a historical event or figure, or utilize it to present a timeline of their own life). Students will create their own storyboard of items to place on the cube. (Note: Students are already familiar with storyboards as they create them for the animation lab). Once the Museum Boxes are created, the students will present them to the class.

The week prior to the teachers completing the training, the students will view the videos as well during their computer lab times. The computer lab teacher will walk them through the process.

Progress:

At this point, most of the tutorial videos for session 1 are completed. The tutorials for the remaining sections have been planned through storyboards, but the screen captures are not completed. Likewise, instruction for sessions 4 & 5 (rubric development and classroom implementation) are organized and well defined, but not complete. The wiki (which will host the training program itself) is still under development.

Appendix:

Links to Wiki:
Storyboards: https://tekeffect.wikispaces.com/Storyboards
Videos: https://tekeffect.wikispaces.com/Videos