



## **'Eduvation'**

Embedding New Technologies across the National Curriculum

[Introductory Training Session:](#)

'Teach-It, Explore-It, Use-It, Create-It and Question-It'

**Venue:** Rotorua Energy Events Centre, Rotarua, New Zealand

**Date:** 23rd/24th/25th/26th February 2010

**Time:** TBC - 4 x 2 hour workshops

**Course Leader:** Louise McDonough – Do Be Ltd

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## **COURSE AIMS**

- Explore a variety of ICT technologies and apply them in a classroom context
- To develop lesson ideas using ICT to engage learners
- Experience 'Eduvation' through the eyes of the learner
- Practice and apply Games-Based-Learning, Social Media and ICT to the curriculum

## **TECHNOLOGIES TO BE EXPLORED**

- Google Earth
- Digital Media
- MP3/MP4
- Games Platforms - Guitar Hero/Nintendo DS/Nintendo Wii
- Web 2.0 technologies



## **COURSE TIMINGS**

**Teach-It** - What's it all about? - 10 minutes

The Teach-It resource will be introduced and explored.

**Explore-It** - Technology in Theory - 45 minutes

Explore a wide variety of the key tools used to enhance learning/teaching in the 21st Century. Each tool will be given an introduction with brief examples of their use in the classroom.

**Use-It** - Technology in Action - 30 minutes

A highly-interactive session providing opportunities to use a variety of technologies. Delegates will be encouraged to use the technology in a learning capacity. Delegates will examine games-based learning, experimental videos and podcasts and explore the web for educational tools.

**Create-It** - Lesson Plan Creation - 30 minutes

Delegates will have the opportunity to start to link the Teach-It lesson ideas to the National Curriculum and, time permitting, create their own lesson ideas based around the technologies examined during the course.

**Question-It** - Find out more - 5 minutes

Delegates will be invited to ask any questions about the information received throughout the day. An opportunity for both the trainer and delegate to clarify any points left outstanding.