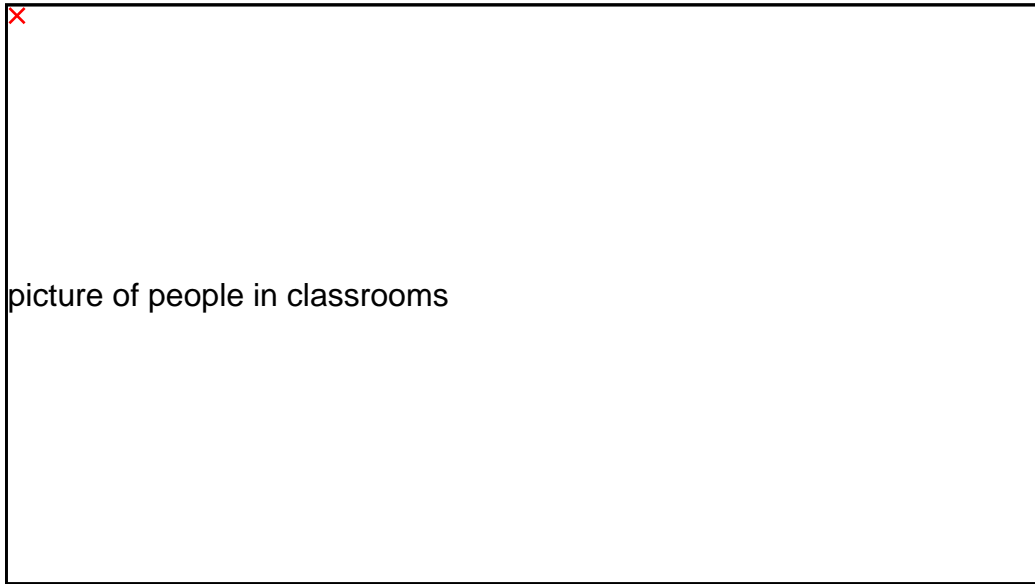




January 2017 Administrators' Digest Vol. 8, No. 1

Registration Open for Technology and Distance Learning Symposium 2017



picture of people in classrooms

California adult education providers, OTAN and the North Orange County Community College, School of Continuing Education invite you to two days (March 10–11, 2017) of new information, dynamic presentations, and plenty of hands-on skill development to start or grow your blended/distance learning programs and enhance technology integration! Registration for the [Technology and Distance Learning Symposium 2017](#) is open for agencies that are a part of the adult education provider network funded through the California Department of Education.

Symposium topics include:

- Open Education Resources
- Digital Badges and Micro-credentialing
- Mobile Devices, iPads, Chromebooks and more
- Online and Blended Instruction Delivery Models
- Moodle—Your Learning Management System
- Presentation Tools in the Classroom
- Web-based Activities
- Online Resources for Adult Education
- and more

[Registration](#) is \$25, limited to 200 participants, and is open now through February 23, 2017 or until 200 participants are registered. The registration is non-refundable, but transferable. Don't miss out. [Register early](#) and secure your spot.

For more information [visit the TDLS 2017 Web site](#).

Please download and print the [TDLS 2017 flyer](#) (2Mb PDF), post it in your break rooms, and distribute to your teachers.

PANEL SUMMARY: LEVERAGING TRENDS IN BLENDED, DISTANCE, AND MOBILE

LEARNING


On November 14, 2016 The [EdTech Center](#) at World Education hosted a panel at NCTN's Effective Transitions in Adult Education annual conference, which is dedicated to strengthening adult education's capacity to ensure that adult learners have access to and success in the college, occupational training and career they need to earn a family-sustaining wage. The panel, entitled Leveraging Trends in Blended, Distance, and Mobile Learning, was moderated by IDEAL Consortium Director, Jen Vanek and included the following panelists:

- **Simona Simpson**, Director of Multiple Pathways for the Providence Public School District in Rhode Island;
- **Dr. David J. Rosen**, President of Newsome Associates in Jamaica Plain, MA, editor of the COABE Journal Web Scan column, moderator of the LINCS Technology and Learning community of practice, and author of [Blended Learning for the Adult Education Classroom](#)
- **Christopher Bourret**, Lead Teacher/Program Coordinator with Rhode Island Family Literacy Initiative (RIFLI) and Tech Coach for the RI Adult Education Professional Development Center; and
- **Joe Stubblefield**, Director of Educational Technology for Arizona Department of Education, Adult Education Services.

Read the summary of the presentation, listen to the recording and discover resources for professional development and tools to connect with distance learners on the blog post by the EdTech Center @ WorldEd.

Source: EdTech Center @ WorldEd, [blog post](#) on December 7, 2016


Edutopia: Education Research Highlights from 2016

 In her December 8 2016 article Youki Terada offers a look at the research that made an impact in 2016, from growth mindset in science class to effective stress-reduction strategies for teachers and students. Terada starts by stating that “In 2016, we learned more about how teachers feel about their profession, from the reasons why they started teaching in the first place (#1) to why they leave (#6). We learned that science students do better when teachers share stories about the struggles scientists face instead of portraying them as geniuses (#3). We're also learning more about why U.S. students are falling behind students in other countries (#12). “

Read more on Edutopia's Web sit about the 15 studies published this year that every educator should know about.

Source: Edutopia, Education Trends, [Education Research Highlights from 2016](#)

U.S. Department of Education Launches \$680,000 Challenge for Virtual and Augmented Reality Learning Experiences

 The U.S. Department of Education launched the [EdSim Challenge](#) , a \$680,000 competition to design the next-generation of educational simulations that strengthen career and technical skills. The Challenge calls upon the virtual reality, video game developer, and educational technology communities to submit concepts for immersive simulations that will prepare students for the globally competitive workforce of the 21st century.

“This initiative is an exciting example of how virtual reality and game technologies can be applied to

give students everywhere the tools to prepare for future success,” said [Johan Uvin, acting assistant secretary for career, technical, and adult education](#). “We encourage developers from all disciplines to answer our call and help define the future of applied learning.”

Simulated digital learning environments, such as virtual and augmented reality, 3D simulations, and multiplayer video games, are an emerging approach to deliver educational content, and provide students with enriched experiences in information retention, engagement, skills acquisition, and learning outcomes. Students who participate in digital learning simulations for science, technology, engineering and mathematics (STEM) learning had a 23 percent higher achievement rating than those who do not.

The Challenge seeks to spur the development of computer-generated virtual and augmented reality educational experiences that combine existing and future technologies with skill-building content and assessment. Collaboration is encouraged among the developer community to make aspects of simulations available through open source licenses and low-cost shareable components. ED is most interested in simulations that pair the engagement of commercial games with educational content that transfers academic, technical, and employability skills.

Those interested in participating in the Challenge should submit their simulation concepts by Jan. 17, 2017. A multidisciplinary panel of judges will evaluate the submissions and select up to five finalists to advance to the Virtual Accelerator phase. Each finalist will be awarded \$50,000 and gain access to expert mentorship as they refine their concept and build a simulation prototype.

The Challenge winner(s) will be awarded the remainder of the \$680,000 prize money and additional sponsor prizes from IBM, Microsoft, Oculus, and Samsung.

For a complete list of Challenge rules, visit <http://www.edsimchallenge.com/>.

Follow the Challenge:

- Twitter: www.twitter.com/edprizes
www.twitter.com/usedgov
- Facebook: <https://www.facebook.com/ED.gov>
- Instagram: <https://www.instagram.com/usedgov/>

Ed Prizes

The EdSim Challenge is part of a series of prize competitions conducted by ED which seek to spur the development of new technology, products, and resources that will prepare students for the high-skill, high-wage, and high-demand occupations of tomorrow. The series is funded by the Carl D. Perkins Career and Technical Education Act of 2006. Learn more at: www.edprizes.com.

Source: ED.Gov

Comprehensive Adult Student Assessment Systems (CASAS): Integrated EL Civics (English Literacy and Civics Education)

Three [Integrated EL Civics \(English Literacy and Civics Education\)](#) conferences will be held in 2017. The first one serves the Central Valley and will convene on Friday, January 20th at the Bakersfield Adult School. The Southern California conference will be held on Friday, February 3rd at the Vista Adult School. The third conference serves Northern California and will be held on Friday, March 3rd at the Santa Clara Adult School. The link to the flyer for all three conferences is provided.

The cost of the conference is \$10, which includes registration and lunch.

Please go to the California Adult Student Assessment System (CASAS) at www.casas.org to register and pay for the conference. Early registration is recommended.

CALPRO Online Courses - Registration for Spring 2017 Now Available

CALPRO is offering more online professional learning opportunities in spring 2017. These classes are just 4 weeks long, and require about 3 hours a week of your time. Enrollment is limited and they fill up fast. Check the CALPRO [Event Calendar](#) to learn more and register!

- **Understanding the Adult Learner** Feb. 06 – Mar. 06, 2017 This course examines how adults learn and the implications for adult literacy programs. It explores the unique characteristics of adult learners as well as adult motivation, needs, and self-concept and their effect on learning. The course also explores adult development and the implications for effective teaching. [Register Here](#)
- **Using Questioning Strategies to Improve Instruction** Mar. 06 – Apr. 03, 2017 Are you frustrated at not getting the right answers from your students? Maybe it's because you're not asking the right questions! This course offers questioning strategies that foster higher-order thinking skills while developing responses beyond the level of recall. Help students connect the dots as they process new information to answer questions designed with a purpose. [Register Here](#)
- **Evidence-Based Writing Instruction in the ESL Classroom** Mar. 10 – Apr. 07, 2016 How do you meet the needs of ESL students in a class with skill levels ranging from beginning to intermediate to advanced? This course presents strategies for planning lessons for learners of widely varying language skills. [Register Here](#)
- **Integrated Education and Training** Mar. 27 – Apr. 24, 2017 This course leads agency-based teams of educators and agency administrators through the process of developing plans for implementing one of four instructional models that successfully integrate adult education basic skills instruction (i.e., ESL or ABE) with technical or occupational skills instruction. **Apply [Here](#). Team applications are due by Mon., Mar. 20.**

Through these courses exchange ideas with fellow educators and get feedback from a subject-expert facilitator while you complete weekly activities and assignments. All courses are entirely online so you can log in and complete assignments day or night. Each course also includes two scheduled webinars, where you will meet with your instructor and colleagues for an hour to learn new concepts and share experiences.

You can also [read more](#) about all that CALPRO offers in the way of online professional development. All CALPRO professional development courses are available for free only to Workforce Innovation and Opportunity Act (WIOA) Title II funded programs.

Calendar

Find and register for training throughout California and conferences throughout the USA at the [California Adult Education and Professional Development Web site](#) .

Workshops

OTAN offers free online and face-to-face workshops to adult educators and staff throughout California. Find out more at <http://www.otan.us/training>

Online Workshops

[Distance/Blended Learning - Guest Speaker](#) ☒

January 20, 2017 –
12:00 PM to 1:00 PM

[Online Curriculum Series, Part 2](#) ☒

February 07, 2017 –
12:00 PM to 1:00 PM

Face to Face Workshops

[Google Tools and Drive II](#) ☒

January 30, 2017 –
12:30 PM to 3:30 PM
New Haven Adult School

[Social Media for Adult Education](#) ☒

January 30, 2017 –
12:30 PM to 3:30 PM
El Monte-Rosemead Adult School - Ramona

[Social Media for Adult Education](#) ☒

January 30, 2017 –
5:30 PM to 8:30 PM
El Monte-Rosemead Adult School - Ramona

[Open Education Resources and Adult Education](#) ☒

February 03, 2017 –
2:00 PM to 5:00 PM
Elk Grove Adult School

[Custom Google](#) ☒

February 10, 2017 –
12:00 PM to 3:20 PM
El Monte-Rosemead Adult School - Ramona

TDLS Information



Image of the TDLS banner

March 10-11, 2017

North Orange County Community College District, Anaheim

[More information about the Symposium](#)

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