Community colleges are fast becoming a critical segment impacting on the K-12 arena. An estimated 20% of those who go on to become K-12 teachers are educated at community colleges, with over 40% of all teachers completing some or all of their science and mathematics coursework at two-year colleges.
Session Outcomes
- Define “Unique and Compelling”
- Internet-based resources & demonstrate how they can be used in a CC class
- Review Savvy Cyber Professor program
- Discuss how to participate

Internet applications can provide a revolutionary new instructional tool that can create opportunities for students to engage in more authentic learning.

**Unique**
- Cannot be done without Internet technology

**Compelling**
- Provides students with real world learning experiences

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**Unique and Compelling**
- Internet Applications

- **Unique**
  - Cannot be done without Internet technology

- **Compelling**
  - Provides students with real world learning experiences

A. Background
- Pathways Project
- Partners

B. Savvy Cyber Professor Course
- Session Overview
- Platform

C. Real World Learning Objects
- Library of Learning Objects

Funds development of...

Participating faculty create library of...

Real World Learning Objects
A. Background: Pathways Project

GOAL: "...to strengthen community college math, science, language arts and educational technology courses to ensure that they prepare preservice P-12 teachers to make effective use of innovative Internet-based tools and curriculum resources in the classroom".

VEHICLES:
- Faculty dev. program: Savvy Cyber Professor
- Library of Real World Learning Objects (RWLOs)
- Online learning community

A. Background: Pathways Project

GOAL:

Funds development of...

The Savvy Cyber Professor
Internet-Based Activities for Higher Education

Participating faculty create library of...

Real World Learning Objects

Funded by Preparing Tomorrow’s Teachers to Use Technology (PT3) Grant

CIESE Background Information

Mission: Help teachers & administrators realize the benefits of integrating technology into the curriculum in order to more effectively engage students in learning & improve student achievement.
- Established 1988
- Pioneer (1993) in Internet in education
- Programs in AZ, OH, FL, NJ, NY & Latin America
- Worked with over 18,000 educators

A. Background: Partners

- CIESE, Stevens Institute of Technology
- Miami-Dade College, Maricopa and Cuyahoga Community Colleges
- League for Innovation in the Community College
- Education Commission of the States
- Polaris Career Center
- Bank Street College of Education
- NACCTEP
- Institute for Learning Technologies (Evaluator) @ Columbia University

A. Background: Pathways Project

GOAL:

VEHICLES:
- Faculty dev. program: Savvy Cyber Professor
- Library of Real World Learning Objects (RWLOs)
- Online learning community

Funded by Preparing Tomorrow’s Teachers to Use Technology (PT3) Grant

http://www.stevens.edu/ciese/presentations/2005nacctep
B. Savvy Cyber Professor

Professional development program
Focus on content and implementation
26-hour, 8 session hands-on / online format
  Approximately 1 per week
Online Sessions (5 of 8):
  Facilitated by online instructor
  Each designed as a 3 hour session
Platform

Session Overview:
  Session 1: Leveraging the Internet for Learning (7 hrs)
  Session 2: Introduction to eDesk and Community Tools (online)
  Session 3: Using Learning Objects for Meaningful Instruction (online)
  Session 4: Course Integration (online)

Session Overview:
  Session 5: Implementation: Challenges & Solutions (online)
  Session 6: Assembling Instructional Content & Creating RWLOs (online)
  Session 7: Completion of RWLOs (3 hrs)
  Session 8: Showcase of RWLOs (1 hr)

Outcomes:
  Learn & Incorporate New Strategies for Teaching (how Internet-based resources can be used in CC course)
  Develop one (1) Real World Learning Object in Faculty’s discipline
  Access to library of 200+ Real World Learning Objects (by end of year 3)
  Online learning community -> Faculty development program
  Ultimately -> Model new teaching strategies to pre-service teachers

Funds development of...
Participating faculty create library of...

Real World Learning Objects
Internet-based Activities for Higher Education
Real World Learning Objects (RWLOs)

- Concise core instructional activities focused on discrete topics in higher ed
- Science, Math, Educational Technology and Language Arts
- Incorporate Internet-based “unique & compelling” activities
- Easily used in similar courses at other institutions

How can I get involved?

- Savvy Cyber Professor
  - Version 1.0 developed by Spring, 2005
  - Recruit 30 CC via competitive application process (4 faculty/CC)
    - 12 in Fall, 2005
    - 18 in Spring, 2006
  - Additional Information available from project web site...

For More Information

Pathways Project Web Site:

www.stevens.edu/ciese/pathways/

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