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DIGITAL CITIZENSHIP, A Community-Based Approach

by Susan Bearden

It is important to teach students how to make safe, smart, and ethical decisions in the digital world. "Building a culture of positive digital citizenship in your school is not just a goal, it is a journey," writes Susan Bearden, author of *Digital Citizenship: A Community-Based Approach*. The Office of eLearning response to this assertion is that you are not alone on the journey. We provide a path to guide educators and schools as they implement a comprehensive digital citizenship education program for their students.

In support of this work, we have partnered with Common Sense Education, a national non-profit organization that helps families and educators teach kids how to be safe and smart in today's media-driven world. With so many digital citizenship resources to select from, why are we promoting Common Sense Education?

Deliver Digital Citizenship Lessons

Common Sense Education organization offers free, research-based [K-12 Digital Citizenship Curriculum](#) with lessons plans for you to teach students how to:

- Manage their online information and keep it secure.
- Protect their own online privacy while respecting others'.
- Explore, examine, and protect their online reputations.
- Reflect on their responsibilities and rights as creators online.
- Identify, find, evaluate, and use information effectively.
- Deal with a cyberbullying situation appropriately.
- Stay safe online through positive connections.

The comprehensive digital citizenship lessons are aligned to the ISTE Standards for Students include resources to share with families, can be delivered offline or in a blended format, and provide the option for student assessments. We will be aligning the K-8 lessons to the new Indiana Computer Science Standards as well. Additionally, Common Sense Media has invested in designing professional development resources to support educators with the implementation of the materials.

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DIGITAL CITIZENSHIP, A Community-Based Approach

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Certify Your School or District

Common Sense Education offers the ability for educators, schools, and districts to be Digital Citizenship Certified. See Indiana's certified schools and districts and [learn how to join this growing list](#). The Office of eLearning recognizes the importance of a systemic, community-wide approach to digital citizenship education as part of teaching and learning in schools today. We believe that it is important for school districts to demonstrate their commitment to educate faculty and students on what it means to be a responsible digital citizen. Common Sense Education's Digital Citizenship Certification signifies that districts have engaged not only in providing instruction using a comprehensive, research-based curriculum, but that stakeholders have been engaged at every level from administration to families.

Meet CIPA Requirements

Common Sense Education offers [CIPA Toolkits](#) for Administrators and Teachers. What is CIPA? The [Children's Internet Protection Act](#) is a federal law enacted by Congress to address concerns about access to offensive content over the Internet on school and library computers. CIPA imposes certain types of requirements on any school or library that receives funding for Internet access or internal connections from the E-rate program. Since July 2012, schools subject to CIPA are required by the [Protecting Children in the 21st Century Act](#), to provide for educating minors about appropriate online behavior, including interacting with other individuals on social networking websites and in chat rooms, and cyberbullying awareness and response.

The Office of eLearning suggested lessons for Indiana's Digital Citizenship Week also provide suitable selections to meet the CIPA requirement for the 2016-2017 school year.

4 Important STEM Education Innovations

The IDEA Publishing

For the past 25 years, there has been an increased focus on science, technology, engineering and mathematics (STEM) education in the United States, but that's just the beginning. Not only has this trend led to increased job opportunities, but it has also produced numerous technological advances that have drastically changed the world.

4 Important STEM Education Innovations

For the past 25 years, there has been an increased focus on science, technology, engineering and mathematics (STEM) education in the United States, but that's just the beginning. According to the Department of Commerce, STEM occupations are projected to grow by 17 percent from 2008-2018, compared to 9.8 percent growth for non-STEM occupations. Not only has this trend led to increased job opportunities, but it has also produced numerous technological advances that have drastically changed the world.

Some of the top innovations that have shaped modern society over the past 25 years include:

World Wide Web. Twenty-five years ago, British scientist Tim Berners-Lee invented the World Wide Web (WWW). Before the WWW, the internet only provided screens of text. It was the WWW that made it possible for pictures, videos and sounds to be displayed and exchanged. Not only did the WWW change the appearance of the internet, but it also revolutionized how the world received and delivered information.

Virtual reality. Virtual reality (VR) as it is known today was popularized in the 1980s and 1990s. The technology enables people to experience a computer-simulated environment that resembles things and places in the real world. This cutting-edge technology connects people like never before. VR makes it possible to appear as if you are in the same location as a person far away from you, whether you're actually 100 miles or 1,000 miles apart.

Hybrid cars. In 1997, improvements in battery technology led to the first mass-produced hybrid car, creating an entirely new market in the car industry. According to a report from the Electric Drive Transportation Association, the United States sold more than 193,000 hybrid cars in 2016 alone. Hybrid cars offer better gas mileage and have lower emissions rates, which helps reduce the carbon footprint.

Controller-free video game consoles. Controller-free video game consoles revolutionized the video game market by transforming the experience into one that's more active. This technology made it possible for gamers to remotely play a game without a controller, disrupting the gaming industry and leading to an entirely new way for people to engage in physical activity.

By exposing your child to the importance of STEM education early on, he or she could be the next great innovator. Encourage your child to develop an interest in science by entering a science competition, such as the Toshiba/National Science Teachers Association ExploraVision program, the world's largest K-12 science competition. ExploraVision challenges students to create new ideas for technological innovations inspired by real world issues. To learn more, visit exploravision.org.



Innovation Planning Grants



The Innovation Planning Grant supports schools and corporations in the formulation of a plan for the thoughtful integration of technology into teaching and learning. This is the fourth cohort of grant recipients since 2012. Each grant recipient will receive up to \$30,000 to support professional development, technology readiness assessments, and other resources. The Innovation Planning Grant is funded by the state through the David C. Ford technology fund.

“As educators work to prepare Hoosier students for the 21st century, it is essential that schools have the resources their students need to succeed in the ever-changing, global economy,” said Glenda Ritz, Indiana’s Superintendent of Public Instruction. “eLearning programs, like those supported by the

Innovation Planning Grant, provide students with innovative learning opportunities. That is why I am excited to announce the recipients of the 2015-16 Innovation Planning Grant today.”

Awardees will develop a Comprehensive Plan to Implement a One-to-One Program informed by:

- External vendor support: corporations will need to complete two readiness assessments. One specifically on infrastructure or tech readiness and the other, an instructional audit, to give an overview of your schools’ learning culture and areas of professional development needs.
- School visit(s): The team will visit at least one Indiana school corporation that has already successfully launched/implemented a 1:1 initiative.
- Professional learning: The leadership team will participate in varied learning opportunities offered by the Office of eLearning and other organizations.

The 2015-16 Innovation Planning Grant recipients are listed below:

Clark-Pleasant Community School Corporation
Community Schools of Frankfort
Concord Community Schools
Delaware Community School Corporation
Elkhart Community Schools
Indianapolis Metropolitan High School
Medora Community Schools
Mitchell Community Schools
Metropolitan School District of Martinsville
Shoals Community School Corporation
Sunman-Dearborn Community School Corporation
Westfield Washington Schools
Westview School Corporation

For questions about the grant, please email [Michelle Green](mailto:Michelle.Green@doe.in.gov) at the Indiana Department of Education.

Calling All Indiana Middle School "Environmental Solutionaries"

IMAGINE: Students for Global and Local Action 2016-2017

Middle school teams of 4-8 students with a teacher sponsor are invited and challenged to identify, design and implement a team project for our call to action:

Preserving and protecting our beautiful planet earth...

Finding solutions for ecological balance.

Teachers take note:

At the conclusion of the 2016-2017 IMAGINE learning experience IMAGINE middle school participants will be prepared to:

1. Identify and define concepts and topics that affect the earth's ecological balance including sustainability, climate change and carbon footprint.
2. Sustain an argument as to how these and other factors affect ecological balance.
3. Identify the role human behavior has toward ecological balance.
4. Advocate for steps middle school students can take to improve the ecological balance of the planet.

FOR MORE INFORMATION AND TO REGISTER GO TO:

www.imaginemiddleschoolprogram.com

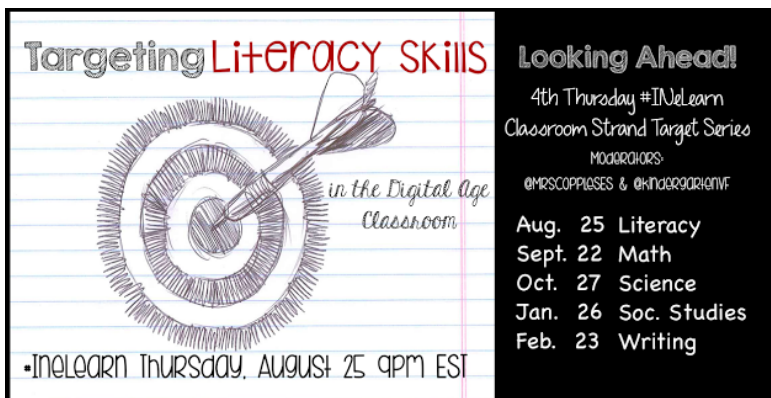
Deadline October 14, 2016

"IMAGINE is a powerful program for our adolescents because it allows them the space to become active members of our community. Each time, I am amazed at how engaged and thoughtful my students are about finding solutions to issues in our local and global community!"

Micah Nelson, IPS 2017 Teacher of the Year and IMAGINE Teacher Sponsor

Introducing a NEW Series: Targeting Learning Skills in the Digital Age Classroom

[Tiffany Cople](#) and [Brittany Banister](#), #INeLearn educators and bloggers at [2TechieTeachers](#), will be drawing from their classroom perspective and tech integration expertise to bring you a new series of chats on the 4th Thursday of each month. They have invited the IDOE content area specialists to join them, so look to connect with them in these chats.



The graphic features a target with an arrow hitting the bullseye. The text 'Targeting Literacy Skills' is written in a stylized font, with 'Literacy' in red. Below the target, it says 'in the Digital Age Classroom'. At the bottom left, it reads '#INeLearn Thursday, August 25 9PM EST'. On the right side, there is a black box with white text titled 'Looking Ahead!' listing the 4th Thursday #INeLearn Classroom Strand Target Series with moderators @MRS COPPLES and @KINDERGARTEN1F. The schedule is as follows:

Month	Day	Subject
Aug.	25	Literacy
Sept.	22	Math
Oct.	27	Science
Jan.	26	Soc. Studies
Feb.	23	Writing

You'll notice looking ahead that #INeLearn 4th Thurs Chats will take a break in November and December during the holidays.

What PRISM Can Do For You!

- Easily find the perfect teaching and learning resources from our library of over 4,000.
- Save a list of your favorite resources for quick retrieval.
- Create and share lesson plans that teach your subjects utilizing your favorite resources.
- Develop online classrooms with interactive assignments, lessons, quizzes and more!
- Store your classroom materials online so that they are available to you from any computer.
- Reach your students more effectively by using web media for the digital age.
- Earn PGP points by completing PRISM led online Moodle course – either Beginning Moodle or Intermediate Moodle courses are available to you at no cost several times throughout the year.
- Select from free learning resources that emphasize visualization, rich context, staged-problem solving, and electronically enabled collaboration / communication.
- Augment your own dynamic presence in the classroom with teaching tools that mirror the skills needed for success in higher education and the 21st Century workplace.

Through our strong support from the [Lilly Endowment](#) and others, we are constantly growing and improving. Check our site regularly to see what new resources you can use in your classroom.

www.rose-prism.org