Reaching Every Student with Blended Learning

Changing Classroom Instruction with LEARN NC

LEARN NC has these resources to help you create a blended learning experience in your classroom.

I. **Best Practices Articles on LEARN NC**
   - ❖ *Writing for the Web* **- http://www.learnnc.org/lp/editions/webwriting/**
     How teachers can more effectively communicate information and ideas via the World Wide Web, to students, parents, colleagues, administrators, and the world.
   - ❖ *Real World Learning in a Virtual Environment* **- http://www.learnnc.org/lp/pages/802**
     Want to try project-based learning to get your students involved in real-world issues? A former North Carolina Technology & Learning Teacher of the Year talks about how she worked with the North Carolina Zoo to get students excited about learning.
   - ❖ *Not Your Mother's Math Teacher* **- http://www.learnnc.org/lp/pages/785**
     North Carolina's 2001–2002 Teacher of the Year, Carmen Wilson, talks about real-world math and teachers' roles as professionals.

II. **Virtual Field Trips linked by subject and location on LEARN NC**
   - ❖ **North Carolina Museum of History - http://www.learnnc.org/lp/pages/2062** These virtual field trips can be brought to your classroom via two-way video conferencing http://ncmuseumofhistory.org/edu/distlearn.html
   - ❖ **North Carolina Museum of Natural Sciences - http://www.learnnc.org/lp/pages/2433**
     Hour-long programs via the North Carolina Information Highway are available using two-way, full-motion audio and video (at your closest NCIH classroom site). http://www.naturalsciences.org/education/programs
   - ❖ **North Carolina Wildlife Resources Commission - http://www.learnnc.org/lp/external/ncwildspecies**
     The North Carolina Wildlife Resources Commission offers distance learning programs to K-12 students through interactive videoconferencing technology (at your closest NCIH classroom site). http://www.ncwildlife.org/Education_Workshops/Distance_Learning.htm
   - ❖ **Internet4Classrooms - http://www.learnnc.org/lp/external/ifourclass**
     Articles on virtual field trips and collections of links to virtual field trips. http://www.internet4classrooms.com/vft.htm

III. **Thinkfinity (**formerly Marco Polo) Partner lesson plans are available on LEARN NC and are aligned to the North Carolina Standard Course of Study. These feature interactive student content that will work well for the blended classroom lesson.

- ❖ **Read-Write-Think** – http://www.readwritethink.org/
    - o Read-Write-Learning Beyond the Classroom section http://www.readwritethink.org/beyondtheclassroom/summer/ and the
    - o Think Tool Tip Sheets http://www.readwritethink.org/beyondtheclassroom/summer/tooltipsheets/
- ❖ **Illuminations** – http://illuminations.nctm.org/
- ❖ **Science Net Links** - http://www.sciencenetlinks.com/ Podcasts and other internet experiences for k-12 students

IV. **Websites** in LEARN NC's Best of the Web provide interactives and videos.

- ❖ **Annenberg Media** - http://www.learner.org/interactives/ Provides math, science, history, language, and arts interactive. Annenberg's videos capture the imagination in history, geography, sciences, and more. http://www.learner.org/resources/browse.html?discipline=7
- ❖ **National Library of Virtual Manipulatives for Interactive Mathematics** - http://nlvm.usu.edu/en/nav/vlibrary.html   Provides interactive math problems for students grades pre-kindergarten through 12.

V   **Planning for Blended Learning**

- ❖ *Blended Learning in K-12* This wikibook is an overview of the concept of "blended learning" and how it relates to the integration of technologies in the K-12 environment. http://en.wikibooks.org/wiki/Blended_Learning_in_K-12
- ❖ Ways to assess tools/approaches (M.L. Gribbins, R. Hadidi, A. Urbaczewski, and C. Vician. *Technology-enhanced learning in blended learning environments: a report on standard practices*. Communications of the Association for Information Systems (Volume 20, 2007) 741- 759.)
    - o COMMUNICATION MEDIUM TYPE: *How does the technology represent or distribute content to students (e.g., as written text, as audio, as video, or as still images)?*
    - o SOCIAL PRESENCE: *What level of interaction and spontaneity does the technology provide students and the instructor?*
    - o TIME FLEXIBILITY: *Does the technology give students some control over the timing of the learning process?*
- ❖ Research and timely publications from Educause Connect: publications and resources tagged with the terms Blended and Hybrid learning: http://connect.educause.edu/term_view/Hybrid%2Bor%2BBlended%2BLearning

Tools and Resources

➢ **SimplyBox blended learning student site examples:** http://simplybox.com/public/?id=25187

➢ **SimplyBox blended learning stellar teaching sites:** http://simplybox.com/public/?id=23957

LESLEY RICHARDSON   LRICHARDSON@LEARNNC.ORG