

# Newington Video

A Bridge for Blended Learning and Collaboration in the District

# Student Generated Content

The system provides opportunity for students to create evidence of learning and inquiry through creative and engaging media.

- <http://video.npsct.org/show/watch?id=f4fa58e9&t=1>

# Blending

- *“Today, American education has the potential to be completely rerouted and accelerated by digital learning. Indeed, truly boosting student achievement – as well as individualizing instruction and creating high quality options for children and families among, within, and beyond schools – will depend to a considerable extent how deftly our K12 system can exploit its potential both in its pure form (full-time online instruction) and in various “blended” combination of digital and brick-and-mortar based instruction”. (Finn, Fairchild, 2012)*

# Research

- Research states that the benefits of blended learning reach education on every tier; student, teacher, building administrator, and central office. Its use can increase access for all learners in districts where traditional school models don't work or for homebound students, and provide rich and high quality educational experiences online through video and webinars (U.S. Department of Education. 2012).
- The US Department of Education released a study in 2010 called *Evaluation of Evidence-Based Practices in Online Learning: A Meta-Analysis and Review of Online Learning*, where they looked at blended classrooms vs strictly face to face instruction and found that the blended and online classes “...on average produce stronger student outcomes than do classes with solely face to face instruction.” (U.S. Department of Education. 2010)

# The Flipped Classroom

- <http://video.npsct.org/show/watch?id=f225c35f&t=1>

# Components Of the program

- DEVOS
- DVME
- Follow Me Technology
- Live Streaming

# Devos

- DEVOS provides users access to third party content, and manages all of the content while delivering a secure viewing experience to computers, televisions, and mobile devices.
- Like YouTube, it is a storage site for found or self created content that allows teachers to create channels and share videos with students, colleagues, and the community.
- One part viewing portal, one part streaming server, and one part content management system
- <http://video.npsct.org/home>

# Devos

- Video On Demand : Allows management of content taken from YouTube where videos can be “tagged” for students to find specific information provided by their instructor without the variables of YouTube
- Allows for a “flipped” classroom where students can seek out the required knowledge at home that is needed for project based learning in class.
- Fosters blended learning in the classroom and increases engagement.



# DVME

- Discover Video Multimedia Encoder
- Allows for live streaming and recording of a lesson or presentation while using multiple input sources. The screen can be flipped between a screencast or video and the instructor.
- This provides content rich lessons for distance learning either in real time or for later viewing.

# Follow Me

- Follow me is a kit that contains a small camera that can be attached to a computer or on the Swivel. The Swivel uses remote technology where the instructor wears a remote and the swivel follows the instructor throughout the classroom in HD.
- This can be a component used in DVME or on its own for distance learning, as well as reflection and professional growth.

# Live Streaming

- Using any of the cameras provided we can live stream school events such as sports games, graduation and award ceremonies. Parents who could not be there can watch events in real time.
- Events that occur throughout the school day can also be recorded to bridge the school community.

# Signage

- Signage is a reel of videos and/or Power Points that can be queued up to play continuously. School announcements and educational videos can play in community areas, as well as serve as an informative resource in media centers.
- (Insert link to district signage piece here)

# Signage

- Teachers can create signage as
  - a distance learning tool
  - a reinforcement for learning objectives in the classroom
  - announcements.
- Can be used on the district, building, or classroom level.

# What's been done

- Kick off meeting
- Initial training on equipment
- Second round training
- Third round training with Kellogg broadcast studio instructor (deployed a Spirit)
- Site visits to Darien and Weston to see technology working
- Troubleshooting signage and equipment
- NPS video portal set up (DEVOS)
- Selection of teachers to train and small introductions on system
- Teachers learning and uploading

- Planning with high school media center and admin for signage rollout
- PD with Library Media center
- Workshop with Kellogg studio
- Introduction to building Admin at Kellogg due to increased multipurpose need of the system.
- Meeting and initial training with Biomedical Instructor for pre-curriculum development
- Communication with helpdesk at Discover
- Promotional videos produced for district signage.
- Category map
- Survey of needs at the building level

# APRIL

- Rollout to Principals
- PD with key staff and principals
- Deploy equipment and software to the schools to provide equal access to resources.
- Acquire resources:
  - Smart TV's for Media Centers
  - Laptops for kits in the media centers to be signed out
- Organize categories and channels



# Needs

- Laptops
- Smart TVs for Media Centers
- Continuous troubleshooting on signage
- PD invite, date and plan

# May

- Support and train staff with use / Create content
- Establish student activity procedures
- John Wallace Morning announcements
- Biomedical Academy/ Curriculum integration
- Share content
- Student video program

# June

- Rules and policies - protocols finalized
- Community channel displayed on website
- Create a community “bridge” channel that is unlocked for parents to view
- Survey students and staff to evaluate need for next year
- Live Stream Graduation (pilot)
- Create and rollout presentation video to district and community

# Cited Resources

U.S. Department of Education Office of Education Technology. (2012). *Understanding the Implications of Online Learning for Educational Productivity*. Retrieved from <http://www.sri.com/sites/default/files/publications/implications-online-learning.pdf>

U.S Department of Education. (2010). *Evaluation of Evidence-Based Practices in Online Learning: A Meta-Analysis and Review of Online Learning Studies*. Retrieved from <http://www2.ed.gov/rschstat/eval/tech/evidence-based-practices/finalreport.pdf>

Finn, C.E. Jr., Fairchild D. R., (2012). *Overcoming Obstacles to Digital Learning*. Retrieved from <http://www.digitallearningnow.com/wp-content/uploads/2012/05/20120425-Education-Reform-for-the-Digital-Era-FINAL-Overview21.pdf>