

**DEN MEMBER FOCUS GROUP
DISCOVERY EDUCATOR NETWORK.COM WEBSITE FEEDBACK FORM**


This assessment of the present [Discovery Educator Network](#) will hopefully introduce a plethora of new ideas in designing a [Digital Resource Center](#) (Educator Resource) including; (1) defining the purpose of the Discovery Education Network website, (2) acceptance review certification process for developing kits or interactive lessons, (3) levels of participation and standards for acceptance to DEN membership, and (4) standards for uploading files from the digital resource center.

Interface: Look and Feel	Evaluation 5 = Equals Highest Ranking				
Ease of Use	1	2	3	<u>4</u>	5
Value to Den Members	1	2	3	4	<u>5</u>
Opportunity for Improvement	1	2	<u>3</u>	4	5
<p>Comments: The Discovery Education Network should be designed in such a way that it will become a guide for submitting individual classroom lessons. Additionally, the website should enable teachers across the nation to develop and access digital content using the resources provided on the website. The Discovery Network should also explore through teacher interaction a wide range of technology that is available for integration, content storage, and continually assess its suitability and ease for use in the classroom.</p> <p>The Discovery Educators Network should serve two primary purposes. The first purpose is to enable teachers to access a warehouse of digital mini lessons built around National and State content standards, utilizing unitedstreaming resources and to establish interactive membership or discussion boards on how to use technology resources. The Digital Resource Database should contain mini-lessons and activities designed by and for K-12 educators. Also, teachers who created digital resources and activities will engage an important role in demonstrating the practical and effective uses of technology resources in teaching and learning.</p> <p>The Discovery Education network primary focus or mission should be to promote instructional ideas on how to utilize unitedstreaming content so that the network becomes integral part of unitedstreaming interface and to this end the realities of technology integration will be a paradigm shift to the way teachers use digital resources.</p>					
Registration/Application Process	Evaluation 5 = Equals Highest Ranking				
Ease of Use	1	2	3	<u>4</u>	5
Value to Den Members	1	2	3	<u>4</u>	5
Opportunity for Improvement	1	2	<u>3</u>	4	5
<p>Comments: Digital resource kits meeting specification will be certified and placed in an online database warehouse, for national member access and will be eligible for merit within the membership.</p> <p>Level One: Complete Membership Application (Member Status Allows for Uploads and Contributing Access to the Discovery Education Network)</p> <p>Level Two: Complete Content Builder, Interactive Lesson Tutorial, and the Four Part Story Board Template (Level Two Status Allows for Downloads and Contributing Access to the Discovery Education Network Digital Resource Library)</p> <p>Level Three: Build and Submit and Submit A Digital Resource (Level Three Status Allows for Uploads, Downloads and Contributing Access to the Discovery Education Network Digital Resource Library)</p> <p>How to Submit A Digital Resource Make sure that each digital resource follows the standards outlined in level two and have completed all necessary requirements outlined on the submittal form. (See Submittal Form) Virtual lesson developers will be notified regarding virtual lesson acceptance and certification. If a plan does not meet certification standards, developers will be notified and given the opportunity to bring the virtual lesson up to certification standards.</p> <p>Level Four: Download and Upload A Set Number of Digital Lessons and Make Contributions</p> <p>Level Five: Maintain Power User Status (Based upon the total number of accepted contributions to the Discovery Educators Network)</p>					

Educator Resource Library	Evaluation 5 = Equals Highest Ranking				
Ease of Use	1	2	3	4	5
Value to Den Members	1	2	3	4	5
Opportunity for Improvement	1	2	3	4	5
<p>Comments: An easy to use interactive interface should be constructed on the Discovery Education Network that allow users access to content delivery strategies, presentation tools, and innovative resources for accessing resource that help teachers integrate technology into their daily lesson plans. The interface should be designed to support; (1) the development of content or lessons based on effective teaching practices through the integration of assorted digital resources, (2) the importance of understanding copyright laws when using multiple media resources, and (3) tutorials on developing effective lessons using unitedstreaming content. (See Exhibit I Interface Design)</p> <p>Each digital resource submitted should go through a team acceptance review certification process prior to being posted online. The acceptance review team will consist of technical staff, copyright experts and educators. Each acceptance review team member will be given access to all virtual lessons submitted and will evaluate them according to certification guidelines.</p> <p>Digital resource kits meeting specification will be certified and placed in an online database warehouse, for national member access and will be eligible for merit within the membership. Lesson plans that do not meet certification standards will be sent back with recommendations of compliance for meeting the certification standards. Whether or not to bring lesson plans up to certification standards will be at the discretion of the developer. Re-submitted digital resources will be reviewed again and upon achieving certification standards will be placed online and eligible for membership acceptance and merit.</p>					
Discussion Boards	Evaluation 5 = Equals Highest Ranking				
Ease of Use	1	2	3	4	5
Value to Den Members	1	2	3	4	5
Opportunity for Improvement	1	2	3	4	5
Comments					
<p>General Comments</p> <p>In a professional development section video tutorials should be provided with the necessary examples that will outline the essential elements in developing unitedstreaming lessons. These tutorials will demonstrate how to utilizing unitedstreaming content and other multimedia resources such as Google Earth kmz files. Each of the video lessons should be developed in short sessions to cover one or more skills per section. The end result will be the creation of a digital lesson or kit that will be available to download. (See Exhibit 2)</p>					

EXHIBIT 1 INTERFACE DESIGN

A module similar to the Interface below should be developed as a support to help teachers in designing digital lessons for the educator's resource link. This type of interface could also provide merit status and standardization for membership and constancy.



Overview

The Content Builder is an integration model that will assist teachers in developing a technology based interactive lessons. The Content Builder is divided into six essential elements and will help teachers identify instructional standards, purpose for the lesson, learning tasks, types of assessment, and how to use the technology integrator tool. Each of the six elements presented in the Content Builder model are key to the ingredients in designing and converting contextual elements of the curriculum into the development of technology-based interactive lesson.

Additionally, the Content Builder is a six step process that will support teachers in identifying ways to incorporate technology so that the school will achieve both state and national standards. This process will assist teachers in creating a coherent, workable framework for instruction as well as developing technology based interactive lessons into existing content. To demonstrate methods of content building and technology based interactive lesson design examples are given under each element to define the process of content building and technology integration that includes:

1. establishing purpose
2. selecting content standards
3. developing learning task
4. defining methods of assessment
5. interactive integration

The final step in the six step process in Content Building and Technology based interactive lesson design is to use the interactive integrator tool within the framework constructed in the first five elements. The outline provided in Exhibit 1 will provide a model on how the technology-based lesson will be constructed and is designed to assist teachers in the final step of **content building and technology integration**.

CONTENT BUILDING

EXHIBIT 2 CONTENT BUILDER

A interface similar to this one is due to completion on July 30th. If you are interested in the prospectus for the development of this interface you may contact me at mdking@enidk12.org. The “The Content Builder” is a technology integration model that is designed to assist teachers in developing digital lessons. “The Content Builder” is divided into five essential elements and will help teachers identify instructional standards, the purpose for the lesson, learning tasks, types of assessment, and a storyboard. Each of the five elements presented in the “Content Builder” is a key guide to the ingredients essential for designing and converting contextual elements of the curriculum into the development of digital lesson or unit.

4. defining methods of assessment
5. interactive integration

The final step in the six step process in Content Building and Technology based interactive lesson design is to use the interactive integrator tool within the framework constructed in the first five elements. The outline provided in Exhibit 1 will provide a model on how the technology-based lesson will be constructed and is designed to assist teachers in the final step of **content building and technology integration**.

