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## Course Code: EDSC 626

## Course Title: Mathematics, Science, and Technology in Education II

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## Assignment: Training Resources

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## Instructor: Dr. Ann-Marie Parkes

## School: NYIT

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**Instructional Technology Use in the Classroom**

**Part 3: Resources**

**Canva, Kahoot, ChatGPT**

Created By

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In this section, we will discuss the materials required for each session of the professional development program. These materials can be categorized into three groups: those that are the responsibility of the institution, those that are the responsibility of the participants, and those that are the responsibility of the instructor. By understanding who needs to provide each material, the professional development program can be well-organized and successful.

|  | Note: | |
| --- | --- | --- |
| Need IT department operations | |
| Please be informed that in order to access the pro features of Canva, Kahoot, and ChatGPT provided to participants, it is required that the email domain used is registered as an educational institution and that each participant provides a work email address provided by their institution. This applies specifically to the Online account item. Thank you for your attention to this matter. | | |

Responsibility of the Institution:

* Projection equipment
* Grouping materials include small-group tables or chairs
* Computers or mobile devices
* Internet access

Responsibility of the Participant:

* Canva Account
* Computers: Each participant will need access to a computer with internet connectivity

Responsibility of the Instructor:

* Presentation materials
* Handouts or online resources on Kahoot and data analysis
* Sample student writing for participants to practice providing feedback
* Whiteboard or flip chart
* Canva Tutorial
* Peer Review Guidelines
* Handouts on gamification strategies and technology tools
* Formative assessment templates
* Case studies of successful gamification strategies and their impact on student engagement and learning outcomes
* Handouts or articles related to the benefits of personalized feedback and the use of ChatGPT in education
* A step-by-step guide for using ChatGPT to provide feedback
* Case studies or examples of effective assessment strategies
* Post-assessment activity materials such as a quiz or survey to evaluate participants' learning outcomes
* A summary of key takeaways from the session to distribute to participants.

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