

The Blended Learning Institute Middle School Computer Science Track

We strive to support teachers and build their capacity through an ongoing and comprehensive learning path. Our blended model embraces the importance of in-person cooperative workshops and leverages online components to provide ongoing community support when teachers are in the classroom.

 = online learning  = in-person workshop

Dates	Program Phase	Description
May – June 2015	<i>Phase 1:</i> Online Readiness Development	Introductory videos and guided tutorials through which teachers build background knowledge in computer modeling and simulation and progress through a guided tour of the modeling environment. <ul style="list-style-type: none"> Up to 3 hours online
August 10-12 and August 13-14, 2015	<i>Phase 2:</i> Blended Summer Study	<p>August 10th-12th: In-person workshops through which teachers experience modules as learners in a group setting, learn and practice pedagogy for teaching computer modeling and simulation, and create a professional learning community.</p> <p>August 13th-14th: Two-day deep dive into blended learning. Participants will explore online tools and develop foundational skills that support teaching in a blended classroom environment.</p>
September 2015 – June 2016	<i>Phase 3:</i> Academic Year Development	Ongoing online learning on computer science content related to the activities and curriculum being taught, as well as support with computer science pedagogy and blended learning <ul style="list-style-type: none"> 1 hour online for each monthly module
October 2015 – June 2016	<i>Phase 3:</i> Academic Year Development	These two Saturday face-to-face workshops will provide ongoing job embedded support as teachers move into new units in the Project Guts curriculum. <p>Workshop Dates:</p> <ul style="list-style-type: none"> October 3, 2015 February 6, 2016