

The Intel® Teach Elements series currently has two courses on Mobile Learning. The first, *Moving into Mobile Learning*, is an introductory course made up of three modules. The second more advanced course, *Creativity in the Mobile Classroom* has two modules that build upon concepts introduced in the first course.

## Course Descriptions

*Moving into Mobile Learning* and *Creativity in the Mobile Classroom* are e-learning courses for teachers that explain and demonstrate the implementation of mobile learning with interactive activities and locally relevant classroom examples. These courses help teachers transition to mobile learning with background research, planning strategies, and suggested technology apps and online tools. They offer suggestions for assessing student learning with mobile devices and managing a mobile learning environment.

Similar to other Intel® Teach Elements courses, the mobile learning courses can be delivered in flexible formats: facilitated online, face to face, or a hybrid. Both courses are shorter than other courses in the Elements series, but if taken back-to-back, the courses are similar to other Elements courses at about 20-30 hours long, if facilitated. *Moving into Mobile Learning* provides 3 hours of e-learning with 5-10 hours of application work, and *Creativity in the Mobile Classroom* provides 2 hours of e-learning with 5-10 hours of application work.

## Introductory Course

### Moving into Mobile Learning

#### Module 1: Introduction to Mobile Learning

In Module 1 teachers are drawn into mobile learning through classroom examples and scenarios. They see how mobile learning compares with other pedagogical technology-infused approaches, such as project-based or one-to-one learning. Participants learn about the benefits and challenges of mobile learning based on research. They review history and read about current trends, such as personalized instruction. To apply what they have learned, teachers consider their own situations to set goals and think about how to adapt their classroom and school environment to support mobile learning strategies.

#### Outcomes

- Learn about definitions and the history of mobile learning and personalization.
- Examine trends in technology and education that support mobile learning.
- Understand the benefits and challenges of mobile learning and the components of a successful program.
- Review different models of mobile learning and their advantages and disadvantages.

#### Lessons

- Lesson 1: Mobile Learning and Personalization
- Lesson 2: Why Mobile Learning Matters
- Lesson 3: Mobile Learning Initiatives
- Lesson 4: Implementation of Mobile Learning
- Lesson 5: Module Review

#### Module 2: Mobile Learning Implementation

In Module 2 teachers learn concrete strategies for the implementation of mobile learning in their classrooms. They look at components of a mobile learning environment, the teacher and student skills that are required, and explore options related to their specific situation. They analyze the features of various mobile scenarios and consider how they might incorporate what they are learning into their classrooms. Teachers are exposed to a set of basic apps and tools that can support mobile learning and are given resources for evaluating, organizing, and using these tools with students. Finally, teachers create a plan for a mobile learning unit or lesson or for modifying existing units and lessons for mobile learning.

#### Outcomes

- Explore a variety of mobile-learning environments and discover strategies for success with mobile devices.

- Learn what teachers must consider when creating a mobile-learning environment in their classrooms.
- Explore basic apps and tools that can enhance student learning and creativity with mobile devices.

## Lessons

- Lesson 1: Paths to Mobile Learning
- Lesson 2: Teaching and Learning in a Personalized, Mobile Environment
- Lesson 3: Basic Apps and Tools for Personalization
- Lesson 4: Module Review

## Module 3: Management of the Mobile Learning Environment

Module 3 addresses the practical concerns of teachers who are beginning to personalize their instruction through mobile learning. They consider policies that need to be in place to make sure that students can take advantage of mobile opportunities safely and securely. They also look at day to day management strategies for mobile learning in and outside of the classroom.

## Outcomes

- Review school and classroom policies that promote learning and creativity in a mobile learning environment.
- Understand the challenges of implementing a personalized, mobile learning environment and explore solutions to these challenges.

## Lessons

- Lesson 1: School and Classroom Policies
- Lesson 2: Classroom Management in the Mobile Learning Environment
- Lesson 3: Module Review

## Course Length

Total hours to complete the course depend on how the course is taken (self-paced or facilitated), the number of optional activities completed, and the delivery method (face-to-face or online):

- **E-learning:** 3–4 hours individual work, learning concepts of critical thinking with data in interactive tutorials and exercises
- **Action Planning:** 6–10 hours of individual work, applying critical thinking with data principles to the classroom
- **Facilitated Discussions:** 3–6 hours of sharing ideas with other teachers and giving feedback on Action Plans (varies with format, face-to-face or online, and optional exercises)

## Advanced Course

# Creativity in the Mobile Classroom

## Module 1: Creativity and Personalization

Module 1 presents teachers with information about how to teach and encourage creativity through mobile learning. Participants read definitions and learn about different frameworks for studying creativity and review the importance of creative thinking in life, in different subject areas, and in the workplace. By looking at the kinds of environments that foster creative thinking and instructional strategies that help students develop the skills they need to be more creative, teachers develop a plan to encourage and support their students' creativity.

### Outcomes

- Understand the definition and description of creativity in a personalized, mobile environment.
- Learn about the kind of learning environment that promotes and develops creativity.
- Identify the skills and dispositions that are critical to creativity and how they are relevant in a personalized, mobile learning environment.
- Review strategies for teaching and assessing creative processes and products.

### Lessons

- Lesson 1: Overview of Creativity
- Lesson 2: Mobile Environments that Promote Creativity
- Lesson 3: Building Blocks of Creativity
- Lesson 4: Creativity Instruction
- Lesson 5: Module Review

## Module 2: Apps and Tools to Support Personalized Learning

In Module 2 teachers explore the resources available for their students in more depth. They take a closer look at how technology can support personalization by providing students with tools to manage their own learning, as well as how multimedia creation tools can encourage experimentation, innovation, and creativity. Teachers also explore trends on the horizon for mobile learning, such as augmented reality, gamification, and wearable technology.

### Outcomes

- Explore apps and tools that support teaching and learning in a mobile, personalized environment.
- Investigate future trends in mobile learning.

### Lessons

- Lesson 1: Apps and Tools that Personalize Learning
- Lesson 2: The Future of Mobile Devices
- Lesson 3: Module Review

## Module 3: Management in the Personalized, Mobile Learning Environment

In Module 3, teachers learn concrete ways to implement mobile learning effectively. They learn strategies for instruction, specifically in the area of student self-management. The module provides suggestions for managing different mobile devices and information about AUPs and other policies that have an impact on mobile learning. Teachers also explore potential challenges and solutions to issues that may arise and make a plan that ensures the success of mobile learning with their students.

### Outcomes

- Learn strategies for personalizing instruction by enhancing student ownership and choice.
- Understand the challenges to implementing a personalized, mobile learning environment and explore solutions to these challenges.

### Lessons

- Lesson 1: Personalization of Instruction
- Lesson 2: Challenges and Solutions for Mobile, Personalized Learning
- Lesson 3: Module Review

## Course Length

Total hours to complete the course depend on how the course is taken (self-paced or facilitated), the number of optional activities completed, and the delivery method (face-to-face or online):

- **E-learning:** 2–4 hours individual work, learning concepts of critical thinking with data in interactive tutorials and exercises
- **Action Planning:** 5–8 hours of individual work, applying critical thinking with data principles to the classroom
- **Facilitated Discussions:** 3–4 hours of sharing ideas with other teachers and giving feedback on Action Plans (varies with format, face-to-face or online, and optional exercises)