



LESSON 1 - INTRODUCTION

A message from 2038 - A story about the future needs your help.

Why should I bother? - History flow and the coming Common Core State Standards have created the tipping point for the development of instructional material from the adoption of aligned OER.

The core principles of this course:

- Participation, not indoctrination;
- Exploration, not prescription;
- Contextualization, not abstraction;
- Iteration, not repetition.

How is this Course structured and designed?:

- 4 parts will contribute to your final achievement: quiz(quest) + assignment(mission) + final project + peer review;
- 4 kinds of badges will be awarded depending on your learning outcomes;
- You are the owner and designer of your learning but you'll always be connected with the community of practice.

About peer review:

- Learners should build the culture of peer support(feedback) and capacity of peer review; what's effective feedback?

LESSON 2 - THE STORY OF OER

The beginning of OER from open source software idea - understand the community-driven spirit from open source software.

Difference between OER , open education, open courseware and open access publishing.

Important OER milestones.

The spreading of the OER movements.

Web2.0 technologies enhance OER progress.

Open access explained.

LESSON 3 - WHY OER MATTERS?

Why digital textbook is going open:

- From SETDA, traditional textbook model isn't sustainable anymore;

- Cost-down benefit of OER (number and evidence);
- OER will facilitate paradigm shift if we can learn from history;
- Evidence that learners can be trained more quickly using OERs;
- 10 major reasons why OER matters.

The freedom of remixing and why it's important for education.

Now, with open content remixing is OK!

LESSON 4 - TEACHERS AS CREATORS

Teachers should be crafting learning experiences by orchestrating webs of content, tools, opportunities and connections.

OER Initiatives and the Vision from Maine.

Trade Textbooks for Technology - Arizona.

California Embraces Open Source Digital Textbooks.

A collaboration of teachers, university faculty and industry - Virginia.

Award-winning curriculum designed by teachers in Minneapolis.

Open High School of Utah.

Multi-District Collaboration.

A paradigm shift - Transforming Instruction by Design in Earth Science (TIDES).

LESSON 5 - ABOUT OPEN LICENSES

Free vs. Open - What's the difference between "Free" and "Open" ?

About Open Licenses:

- Copyright, TEACH Act, Fair Use.
- What's CopyLeft?
- Creative Commons - details of how it works.
- Public Domains.
- Other open licenses.
- What's real open?

LESSON 6 - LOCATING OER

Basics, OER repositories, community sharing and curations.

Learning Registry - You should learn how it works and register yourself to start using it.

Learning Resource Metadata Initiative - You should learn how it supports end-user search and discovery of educational resources.

CK-12 - What it has to offer, for free!

Some more quick start links - These portals give you a jump start in locating OER for K12.

LESSON 7 - EVALUATING OER

Rubric for OER - Tools for rating quality of OER and aligning content to the Common Core Standards directly.

Evaluating OER - You should learn the details of evaluation from several key considerations.

LESSON 8 - Using OER for Common Core State Standards

Common Core State Standards (CCSS) - Major resources for CCSS.

Learning Registry and Common Core State Standards (CCSS) - Locating CCSS aligned OER.

OER commons - Locating CCSS aligned OER.

From California - Locating CCSS aligned OER.

From Washington State - Locating CCSS aligned OER.

Integrating OER into Teaching and Learning - 8 steps to integrate OER into teaching.

Contributing to the resources you use - How to be an active user / contributor of OER.

NOTE: 2 documents about future K12 textbooks are assigned for reading.

LESSON 9 - CREATING OER

Growing Your Own Textbooks for Common Core - Steps toward taking control of your own curriculum : Aggregate, Curate, Collaborate, Create.

Remix culture as an educator's habit - Learn about creativity and working with images in online spaces.

A general guide - A general framework for collaboration.

Open Creation Process - Learn from the principles of successful open software development.

Technical details you should know - Learn IMPORTANT rules and tools about licenses.

Lessons learnt from transforming teaching materials into OERs - A framework for transforming teaching materials into OERs.

LESSON 10 - PARTICIPATORY LEARNING AS PEDAGOGY

What's participatory culture ? - Learn why participatory culture matters and what it is.

Pedagogy 2.0 - Learn the meaning of pedagogy 2.0 and strategies.

Participatory Learning Design - Learn five core principles for participatory learning and more resources.

The New Media Literacies - Principles for a new media literacy and why it's important.

Students as Creators - Real examples and a great talk about students teaching students.

LESSON 11 - TOOLS FOR CREATING LEARNING MATERIALS

Social Software applications

Graphics

Video

Screencasting

Audio/Podcast

Creating eBooks

Creating Quizzes and Polls

Creating Infographic

Creating on iPad

LESSON 12 - UNIVERSAL LEARNING DESIGN AND ACCESSIBILITY

Basic tips for making content accessible - Basic principles for general purpose publishing.

Universal Design for Learning - Learn a set of principles for curriculum development that give all individuals equal opportunities to learn, and what resources are available out there.

Complementary Supports for the Achievement of All Students - Learn about UDL, AIM, AT. What are these initiatives? What's PALM initiative?

Link to related resources about special education.

LESSON 13 - PUBLISHING OER

Visibility Strategy - Learn how to enhance reusability and visibility of OER : using open format, using open licenses, using educational metadata, granularity.

Designing OER with Diversity in Mind - Top 3 accessibility must-dos, common issues and suggestions.

Useful Tools - Accessibility evaluation and repair tool and more.
Best Practice Guidelines for Accessible Publishing.

LESSON 14 - MOBILE LEARNING DESIGN

Mobile Learning facilitates personalized learning - Understand the benefits of mobile learning and the need of training and support.

Mobile Learning is - The whole picture of mobile learning.

How about OER in mobile era? - Learn the importance of OER going mobile.

Mobile Learning Design - You will go through the following topics to re-design content for mobile learning:

- Design thinking
- Learning design principles
- Motivational design
- 6D for mobile learning
- 10 bullets for mobile learning design

LESSON 15 - MOBILE GAME-BASED LEARNING

Game-Based Learning (#GBL) - Learn about game elements and the most important 2 elements.

A taxonomy of intrinsic motivation - Learn individual intrinsic motivators and interpersonal motivators.

ARG (Alternate Reality Games) - Learn 7 key ARG features applicable to education.

Augmented Reality (AR) - Learn the progression of AR, AR in education and useful AR products.

Mobile Devices and Apps as Accelerators for OER - Learning content needs to be re-designed for accessibility and optimization on mobile devices. That's a strong reason we need to advocate using OER.

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