Office of Virtual Education
Professional Development Course Syllabus

Title: Virtual Field Trips

Technology Skill Level: Intermediate

Technology Requirements:
- Ability to access a computer daily
- An email address
- Minimum Speed DSL internet connection
- Ability to navigate to computer files
- Ability to view videos

Credits: 20 Renewal Credits

Course Duration: 60-day enrollment period

Website

This course is on a rolling enrollment schedule. This means that you may register for this course at any time; once you have paid for the course you will automatically be enrolled and can begin the course immediately!

Prerequisites
Course participants should already be proficient with basic computer use as well as navigation of the internet. There is no specific prerequisite course required.

Delivery, Enrollment, and Facilitation

- This is a mastery-based course with no discussion forums. The course will be delivered in a fully online format.
- This is a non-facilitated course designed to be completed independently. It is self-paced, with an enrollment period of 60 days.
- This self-paced course was created to help teachers build upon their current skill sets. We estimate the required amount of time to complete the course work successfully is 16-18 hours. The learning management system does track the interactive work completed by participants. If completed in an unusually short period of time, we may require a retake to award credit.
- A Help Forum is included in the course. It will be carefully monitored by an online facilitator.

Course Description
This learning experience is designed to assist teachers in gaining knowledge of how virtual field trips can positively impact student learning. Participants will be provided with opportunities to learn more about the technology that is available to help them create personalized virtual field trips, as well as how and where they can locate pre-packaged virtual field trips for classroom use. They will also explore ways to ensure virtual field trips are properly aligned with both standards and assessment. Summative assessments will be used to help participants monitor their learning. These assessments will also be used to calculate a
final grade for the purpose of earning credit hours toward recertification.

Facilitators
All course facilitators are experienced online instructors.

Goals
Upon completion of this course, users will be able to:

1. Distinguish between the different types of virtual field trips and discuss the positive impact they can have on student learning.
2. Discuss both the advantages and disadvantages of using virtual field trips in the classroom.
3. Use Bloom’s Digital Taxonomy to evaluate the level of alignment between a virtual field trip, the selected standards, and the assessment tool developed for the learning experience.
4. Locate potential pre-packaged virtual field trips, evaluate them to determine if they are appropriate for the intended learning objectives, and make informed decisions about whether to use it in part or in its entirety.
5. Use tools such as Google Maps, Google Earth, and Skype to create personalized virtual experiences for students. Such experiences should be crafted in such a way that they align with standards while encouraging and empowering students to reach beyond the walls of the classroom in their search for knowledge.
6. Delineate the difference between virtual reality and augmented reality as well as discuss ways they can be used to enhance student participation and academic growth.
7. Summarize the basic ideas of accessibility as well as apply them to the creation of digital media.
8. Explain some of the technological developments and changes that can impact the way virtual field trips are used in the classroom.
9. Apply best practices for using virtual field trips to both pre-packaged and personally authored virtual field trips.

Course Outline

Orientation Session: Introduction to Online Learning
Session One: Introduction to Virtual Field Trips
Session Two: Aligning and Assessing Virtual Field Trips
Session Three: Locating and Using Pre-Packaged Virtual Field Trips
Session Four: Creating Virtual Field Trips
Session Five: Augmented Reality, Accessibility, and Technical Considerations
Session Six: Best Practices for Using Virtual Field Trips

Additional Information

ISTE Standards for Teachers
VirtualSC PD Policy and Procedures