

1. Name of workshop:
Get Interactive: Projects to Engage Your Students
2. Date of workshop:
May 30, 2019
3. Location of workshop:
Samuel Merritt University, Health Education Center
400 Hawthorne Ave.
Oakland CA 94609
4. Course Outline:
 - Brief Overview:
In this workshop, learners will explore the concept of interactive digital learning objects, what their benefits are, and discuss how to create a digital learning object that engages students and allows them to learn at their own pace. This workshop guides the learner through the steps needed to plan and develop an interactive learning object.
 - Objectives:
At the end of this workshop, participants will be able to do the following:
 1. Describe the benefits of using an interactive digital learning object for as a part of teaching.
 2. Determine an appropriate topic and lesson that be used to develop a digital learning object.
 3. Create a general plan for developing a digital learning object using content available for a selected topic and lesson.
 - c. Comprehensive topical outline:
 1. Present and demonstrate samples of interactive digital learning objects.
 2. Discuss how to determine a suitable topic and lesson that can be used to develop an interactive digital learning object.
 3. Share handouts with attendees that they will use to begin developing a plan to create an interactive digital learning object.
 4. Guide attendees through the steps to plan the development of an interactive digital learning object.
 5. Ask participants to briefly share their plans with each other.
 - Method of evaluation:
 - a. Learners will create a plan for development of an interactive digital learning asset using the worksheets provided.
5. Presenter: Beverly Saar