

Technology in Education NOAA Survey

A Short Presentation to the
NOAA Education Council

(Action Item)

Paulo Maurin
CRCP Education Coordinator

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Purpose of Today's Presentation

For the NOAA Education Council to:

1. Reconnect with Connects working group
2. Become acquainted with survey purpose
3. Understand how this effort fits Council IP
4. Understand Survey range & terminology
5. Complete Survey (by end of Sept. 2010)

Connects

New tools provide new opportunities to distribute educational content, critical safety information, and other NOAA data and information products but require a new paradigm of approach to fully access their capabilities.

From NOAA Ed Implementation Plan

I.P. tasks advanced by this survey

Appendix 3: Work Plans (as of 2/12/2010)

Working Groups/Objectives	NOAA Education Strategic Plan Alignment**									Timeframe					Tasks/Outputs
	Goal 1						Goal 2			FY10	FY11	FY12	FY13	FY14	
	1.1	1.2	1.3	1.4	1.5	1.6	2.1	2.2	2.3						
Finding Innovative Ways to Connect to the Public															
I. Improve the effective utilization of innovative technologies in the delivery of NOAA environmental literacy and workforce development concepts and content by the agency and through its partners.	X					X									1. Best practices resource guides for four current educational technologies 2. Presentations to NOAA Education Council on selected technologies 3. Lists and contacts of potential technology partners for selected technologies 4. Inventory of partner education projects utilizing innovative technologies
	X		X			X									5. Formal and informal education funding opportunities focused on enhancing the use of innovative technologies as a tool for environmental literacy and workforce development in NOAA-related fields
		X	X	X	X	X			X						
		X	X												
	X					X									
	X		X			X									
			X			X									
		X													
			X			X									
		X	X		X	X									6. Inventory of current education products and programs integrating NOAA data 7. Needs assessment of target audience use of NOAA data
	X					X									8. Written strategy for public access, use, and understanding of NOAA data for educational use
	X		X			X									9. Standard guidelines for publishing NOAA data visualization products for educational use
			X			X									10. Completed application to NOAA High Performance Computing and Communications for grant to increase access to data for informal science
III. Participate in interagency initiatives and partnerships to advance public access to NOAA educational content through		X	X		X	X									11. Integration of NOAA resources into Department of Energy coordinated initiative scienceeducation.gov
					X										12. MOA with NASA on NOAA digital learning network (DLN) channel
	X					X									13. Established guidelines for DLN education program content development and program delivery by the NOAA Education Council member offices

Educating with Innovative Technology

“The process of using a variety of hardware or software applications to provide meaningful experiences that use non-traditional means (i.e., not textbooks) to engage the user in learning activities. Innovative technologies should provide a novel experience to the user, thereby captivating them to explore a topic or activity in greater detail”

D. Pisut (2010)

What's in or out?

Examples include, but are not limited to, online training, Science on a Sphere displays, social media (such as Facebook), interactive projects (including exhibits), participatory (citizen science), smart phone apps, games, and distance learning efforts.

General program static websites fall outside the realm of this survey, and so do services that relay or display NOAA data without a strong educational element.

NOT exhaustive survey - Up to 5 current or future educational projects (survey is overview, not inventory)

Survey fields

- 1. NOAA Department/Office**
- 2. Product/Project Name**
- 3. Description of Product/Project (Use of NOAA data?)**
- 4. Status of Project**
- 5. Vehicle for Program Delivery (Web, 2.0, App, etc)**
- 6. Technology Platform (Web, mobile, Comp Exhibit)**
- 7. Where is the product/program hosted?**
- 8. Type of Education**
- 9. Audiences**
- 10. Theme**
- 11. Details: Cost, Usership, Launch, Last Update**
- 12. Guiding/best practices document?**

For example.... for Corals (sample projects)

1. **Revamped website** (videos, interactive pieces, dynamic news stories, new design)
2. **OA NODE module** (dedicated web interface, NOAA data coupled with tailored LPs)
3. **OA DVD** (green screen capture video presentation, seafood buffet interactive, other)
4. **Interactive Reef Scene** at Smithsonian Ocean Hall
5. **Coral App** development – for iPhone