

# **Transformative Virtual and Physical Environments: *Enhancing Teaching and Learning***

**Board of Education Presentation  
December 17, 2018**



# Transformative Virtual and Physical Environments: Enhancing Teaching and Learning

## *Syosset Technology Why Statement:*

*We believe that through education, we can ignite curiosity that fuels motivation, innovation, collaboration, and problem solving skills using technology as a pivotal tool to maximize student contributions in an ever-changing world.*



# Transformative Virtual and Physical Environments: *Enhancing Teaching and Learning*

## *What is a Transformative Virtual Environment?*

Teaching and Learning Technology Tools Designed to Enhance a Student's Learning Experience

- Curriculum Mapping
- Personalized Learning
- Performance Tracking
- Online Support
- Electronic Communication
- Curriculum Resources
- Creation or Modification of Curriculum Content



# Transformative Virtual and Physical Environments: *Enhancing Teaching and Learning*

## *What is a Transformative Physical Environment?*

- Flexible Learning Space
- Freedom to adapt to teaching and learning needs at any given moment
- Meets a variety of learning styles and activities including individual and small and large group
- Increases engagement and collaboration
- Fosters active teaching and learning
- Elevates the educational experience for teachers and students



# Transformative Virtual Environments: *Enhancing Teaching and Learning*

KidOYO brings **computer science**,  
**engineering** and **entrepreneurial** leadership  
to the classroom experience.



## Summer of 2017

Professional development for teachers

## 2017 - 2018

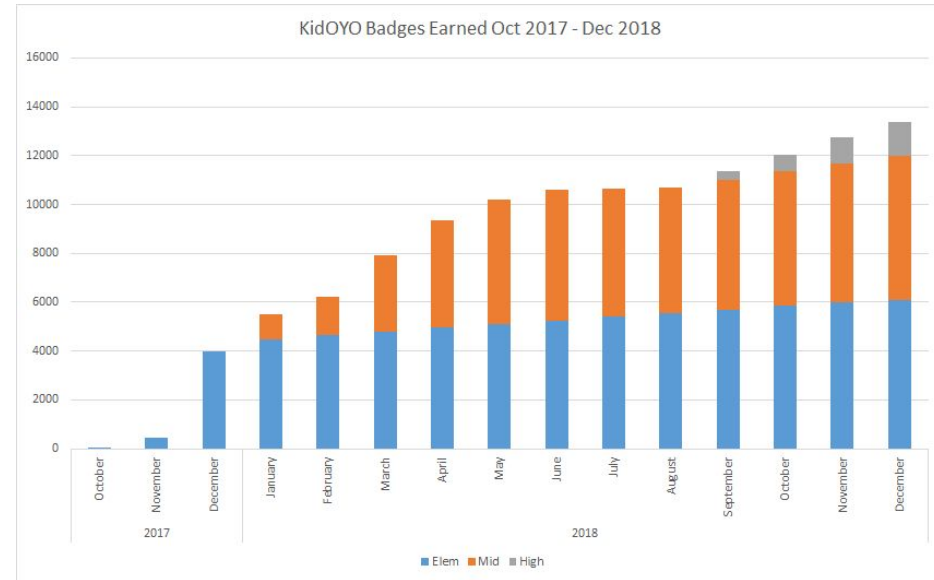
Coding Instruction:

Elementary - November

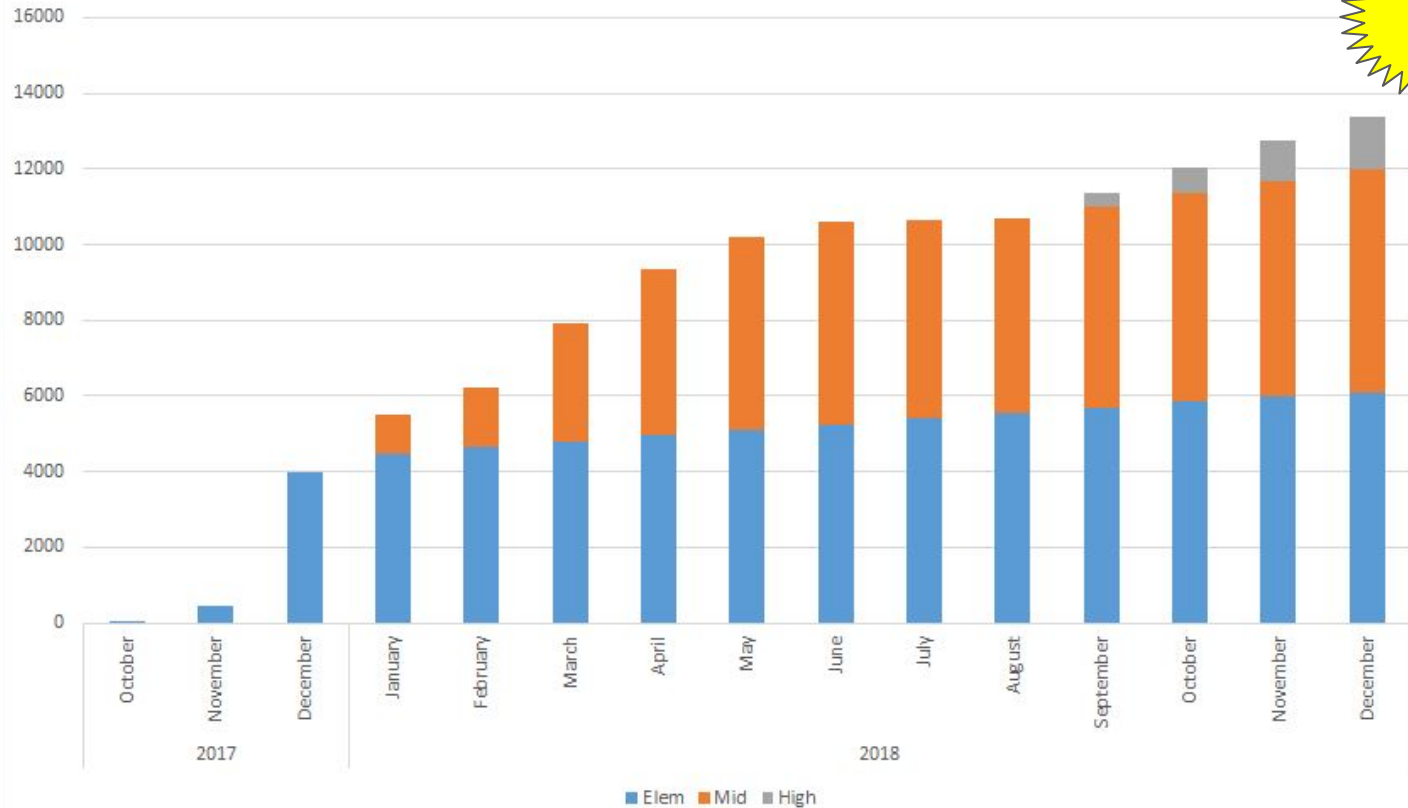
Middle - December

High - May 2018

## KIDOYO Model District



KidOYO Badges Earned Oct 2017 - Dec 2018



13.5k

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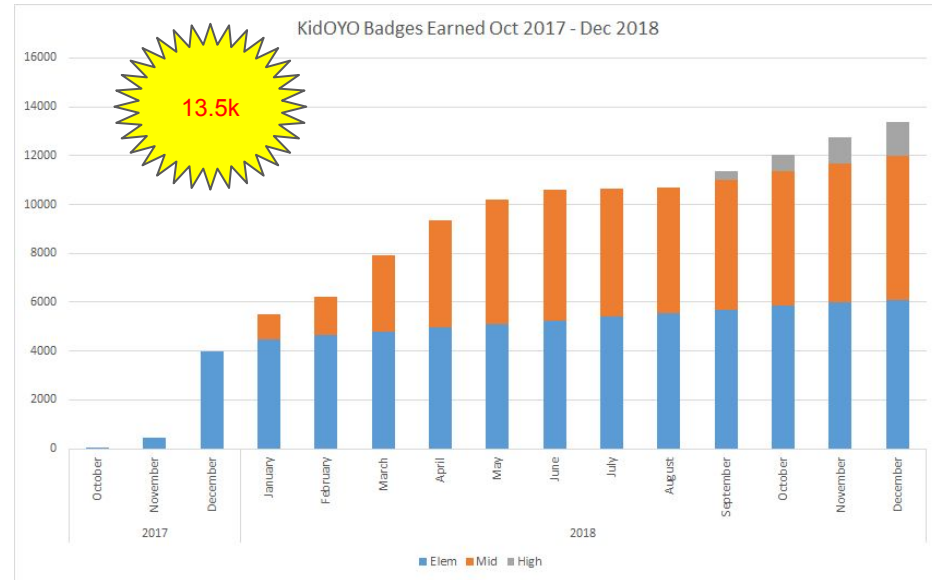
Elementary - November

Middle - December

High - May 2017

## 2018-2019

- collaborative multi-class projects
- more complex languages
- student mentorship
- digital portfolios



# Transformative Virtual Environment: Enhancing Teaching and Learning

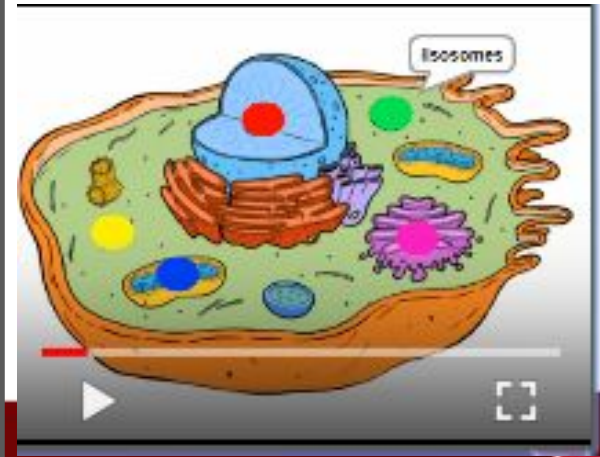
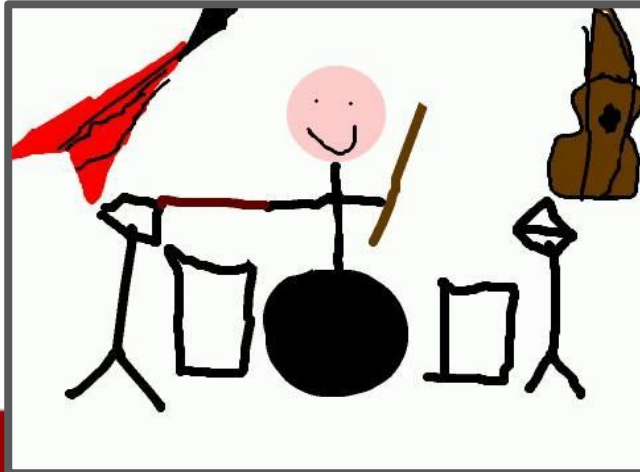
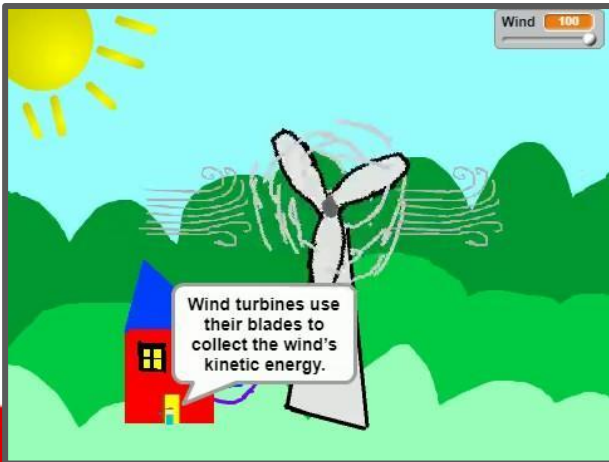
Cross Cutting-4th Grade

## Elementary KidOYO

Second Year Rollout

Growth and Change from Year 1 to Year 2

Coding Languages and Cross-Cutting Projects





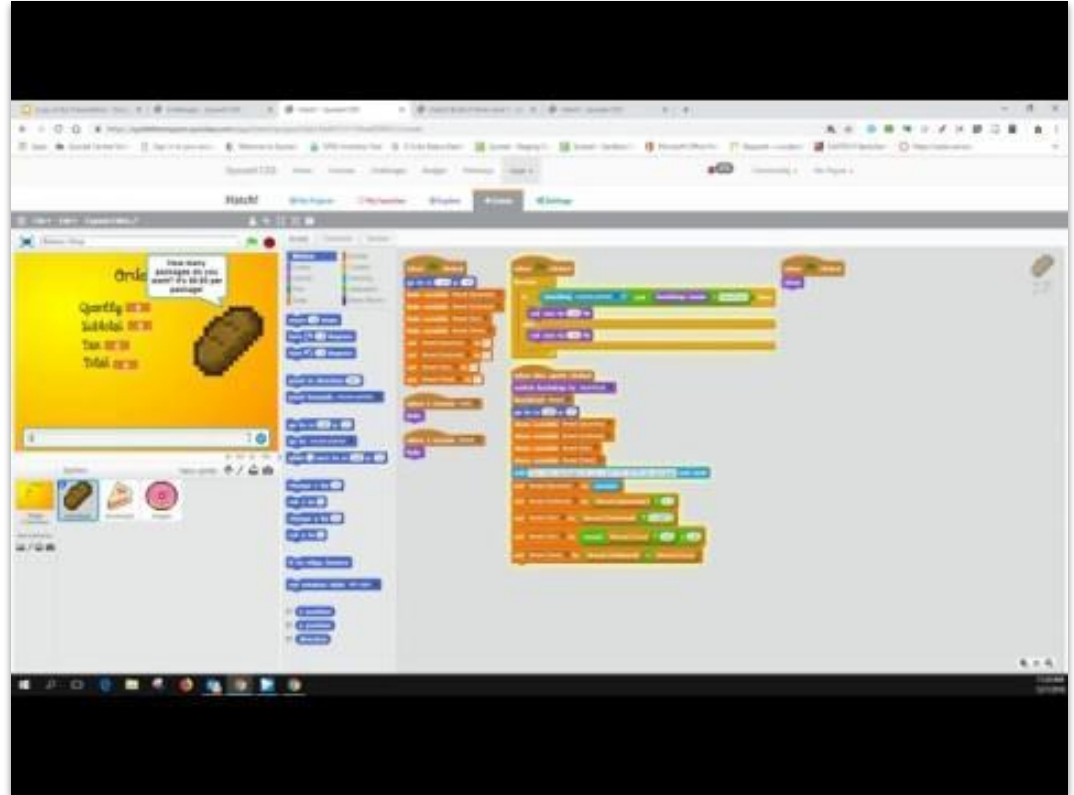
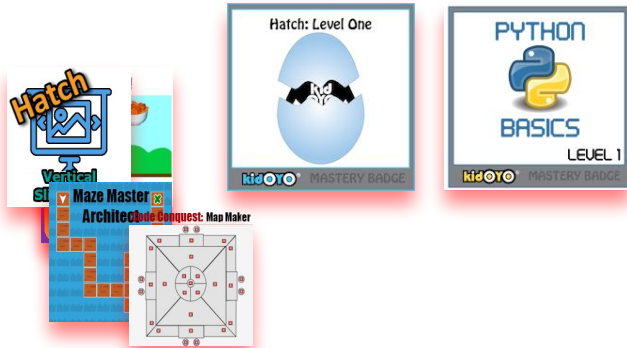
# Transformative Virtual Environments: Enhancing Teaching and Learning

## Middle School KidOYO

Challenges and Badges

Empowerment and Leadership

Mastery and Learning Pathways



# Learning Pathways



### Hatch! Single-level Maze

This course will go over how to make a simple single-level maze using the Scratch language. This will directly lead into the Multi-Level Maze course which adds complexity.

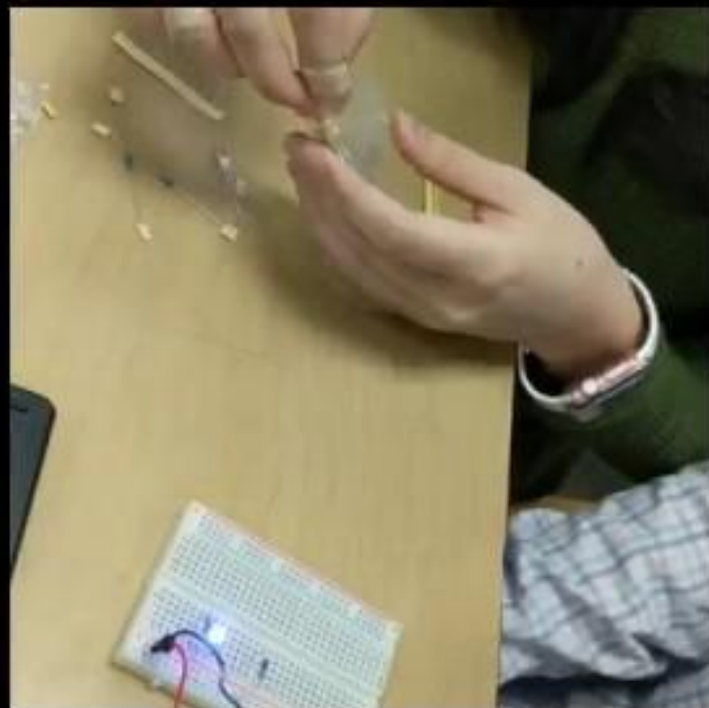


### Hatch! Creating a Multi-level Maze

This tutorial was designed to help you build a multi-level maze game that has

# Arduino Coding





# Digital Portfolio





# Transformative Physical Environment: **Flexible Furniture**





## Transformative Physical Environment: **Flexible Furniture**









## Transformative Physical Environment: **Flexible Furniture**



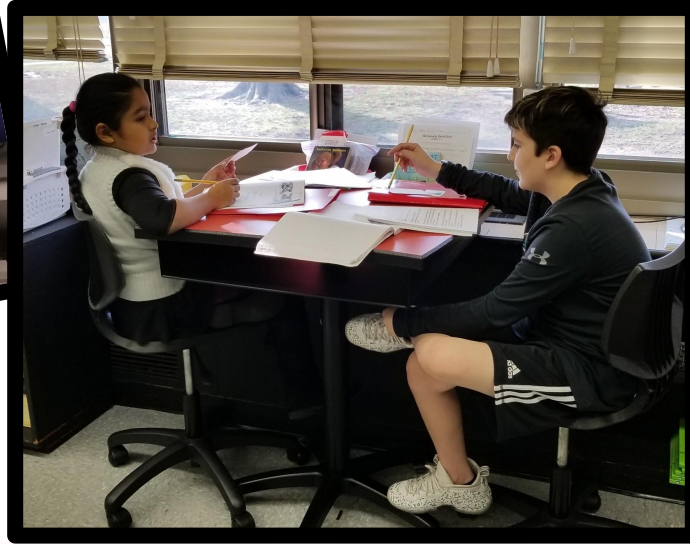


# Quiet space to get away



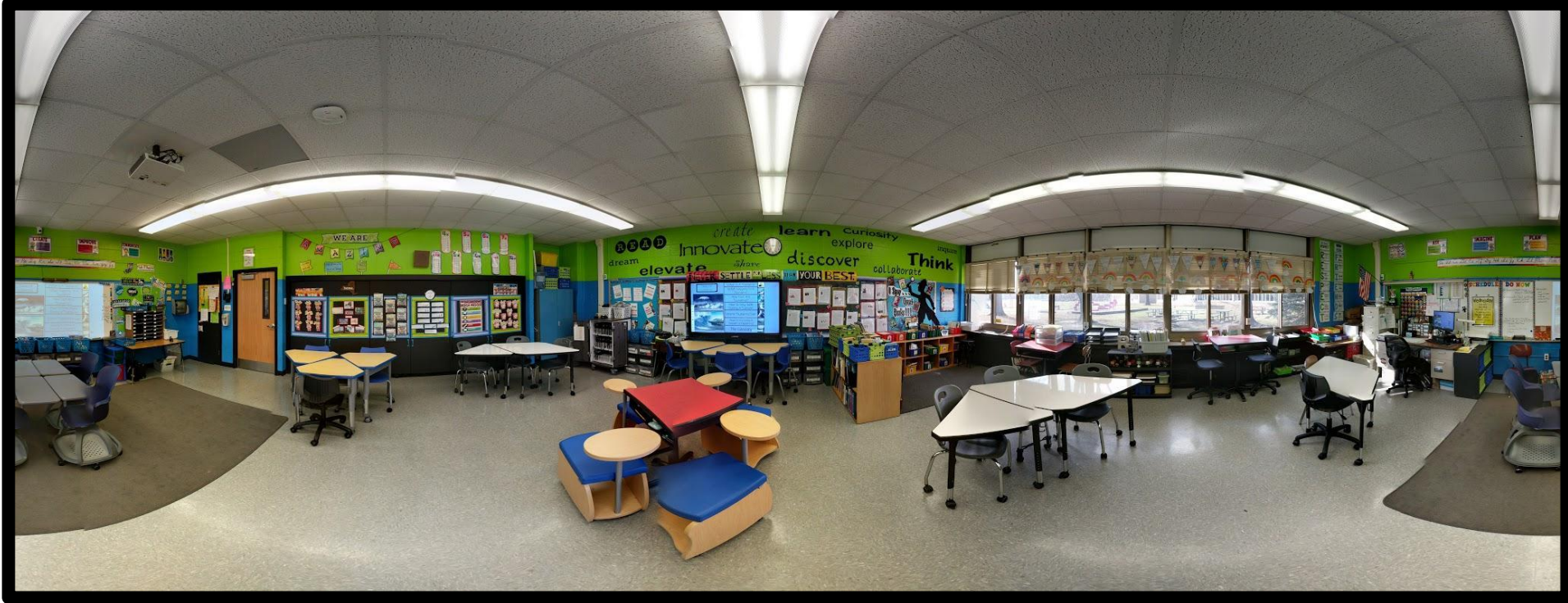


## Transformative Physical Environment: **Flexible Furniture**





## Transformative Physical Environment: **Flexible Furniture**





## Transformative Physical Environment: **Flexible Furniture**



# Transformative Physical Environment: SHS Pilot Classroom

Sarah Wasser  
&  
Lynn Ortlieb

Self-Directed  
Empowers  
Think-Communicate  
Design-Critically  
Collaborate  
Empowers



# ***Our Road Ahead...***

