Table of Available Professional Development Modules

Modules with an (*) can be used for WPDC credit. See "Getting Started" for additional information.

Module Name	Description	Topics	Module Hours
* *Supporting Diverse Learners at the **Secondary** Level in Virtual Environments (6th-12thgrade)*	This module will prepare you to support the instructional needs of diverse learners in grades 6th-12th grades with particular emphasis on the strategies and techniques you can use to ensure effective teaching and learning in a virtual environment.	• Building Relationships with Students in a Virtual World • Strategies to Improve Student Engagement During Online Instruction • Managing Attention and Behavior During Online Instruction • Differentiating Instruction Virtually • Online Accessibility	15
* *Supporting Diverse Learners at the **Elementary** Level in Virtual Environments (PK-5th grade)*	This module will prepare you to support the instructional needs of diverse learners in grades PK-5th grade with particular emphasis on the strategies and techniques you can use to ensure effective teaching and learning in a virtual environment.	• Planning Virtual Instruction (Asynchronous/Synchronous Instruction) for Diverse Learners • How to Connect with Parents Virtually • IEP and 504 Accommodations for Virtual Learning • Facilitating Collaboration for Virtual Learning • Virtual Progress Monitoring for Diverse Learners • Facilitating Collaboration for Virtual Learning	15
* *Building Relationships with Students and Families of Poverty*	This module outlines the conditions of poverty and guides you through a process for building strong relationships with students and families impacted by poverty.	• Background and an Overview of Poverty • Resources and Hidden Rules • Positive Mindset & Finding the Gifts in all Students • The Importance of Listening • Building Positive Relationships with Students • Building Positive Relationships with Families	15

		• Why relationships matter	
* *Establishing Positive Classroom Climate for Students of Poverty*	This unit of study will build your skills and knowledge in creating an environment that empowers all students while enhancing learning opportunities for students of poverty.	• A Positive Mindset: Building Self-esteem • Positive Reinforcement Strategies in the Classroom: Individual, Class, and School • Class Rules and the SLANT Model • Role Models and Support Systems • Goal Setting and Celebrations	15
* *Integrating Technology through Universal Design for Learning (UDL)* - ***Multiple Means for Representing Content*** ***[Two separate modules based upon grade band.]*** ***[If using one of these modules for WPDC credit, only one level (elementary or secondary) will apply.]***	This module prepares you to use Universal Design for Learning principles and strategies to incorporate multiple means of representing content into lessons for learners at the elementary level **(PK – 5th grade)**. This module prepares you to use Universal Design for Learning principles and strategies to incorporate multiple means of representing content into lessons for learners at the middle and secondary levels **(6th – 12th grade)**.	• Introduction to Universal Design for Learning (UDL) • Provide options for perception • Provide options for language and symbols • Provide options for comprehension	15 15

* *Integrating Technology through Universal Design for Learning (UDL) –* ***Multiple Means for Engagement*** ***[Two separate modules based upon grade band.]*** ***[If using one of these modules for WPDC credit, only one level (elementary or secondary) will apply.]***	This module prepares you to use Universal Design for Learning principles and strategies to engage learners at the elementary level **(PK – 5th grade)** and provides support on how to incorporate multiple strategies into your lessons. This module prepares you to use Universal Design for Learning principles and strategies to engage learners at the middle and secondary levels **(6th – 12th grade)** and provides support on how to incorporate multiple strategies into your lessons.	• Introduction to Universal Design for Learning (UDL) • Recruiting Interest • Sustaining Effort and Persistence • Self-Regulation	15 15
* *Integrating Technology through Universal Design for Learning (UDL) –* ***Multiple Means of Action & Expression*** ***[Two separate modules based upon grade band.]*** ***[If using one of these modules for WPDC credit, only one level (elementary or secondary) will apply.]***	This module prepares you to use Universal Design for Learning principles and strategies and provides support on how to incorporate multiple means of action and expression into lessons for elementary-level learners (**PK – 5th grade**). This module prepares you to use Universal Design for Learning principles and strategies and provides support on how to incorporate multiple means of action and expression into lessons for middle and secondary level learners (**6th – 12th grade**).	• Introduction to Universal Design for Learning • Multiple Means of Action and Expression - Physical Action • Multiple Means of Action and Expression - Expression and Communication • Multiple Means of Action and Expression - Executive Functions • Developing a Professional Learning Network in order to stay current.	15 15
Using Schoology for Student Instruction (K-12th grade)	Schoology is an online learning management system, much like Canvas and Blackboard, but designed for K through 12. This cloud-based platform provides all the necessary tools to manage a virtual classroom. All materials like quizzes, tests, notes, and videos are all in one place, making it easy for students to navigate. This module contains nine units to help the user learn the basics of Schoology.	• Intro to Schoology • Grade Setup • Organizing a Class and Adding an Assignment • Linking One Drive and Google Drive • Adding an Assessment • Adding Additional Materials • Grading Basics • Helpful Hints • Creating Resources	5

Unpacking of Computer Science and Digital Literacy Standards (K-2)	This module is designed to support your application of new learning in the classroom and its impact on student learning based on the Computer Science and Digital Literacy Standards. South Carolina Computer Science and Digital Literacy Standards were developed to expand the availability of computer science education to all students in South Carolina in response to the growing number of employment opportunities related to the field of computer science and related areas available in our state.	• Identify the key concepts, individual standards, and indicators • Compare and contrast the content standards to the process standards • Evaluate how Computer Science and Digital Literacy Standards are embedded in conjunction with academic standards in the content areas of math, ELA, science, and social studies. • Design or develop a model lesson or activity that can be integrated with the academic standards in one content area	5
Unpacking of Computer Science and Digital Literacy Standards (3-5)	This online module is designed to support your application of new learning in the classroom and its impact on student learning based on the Computer Science and Digital Literacy Standards. South Carolina Computer Science and Digital Literacy Standards were developed to expand the availability of computer science education to all students in South Carolina in response to the growing number of employment opportunities related to the field of computer science and related areas available in our state.	• Identify the key concepts, individual standards, and indicators • Compare and contrast the content standards to the process standards • Evaluate how Computer Science and Digital Literacy Standards are embedded in conjunction with academic standards in the content areas of math, ELA, science, and social studies. • Design or develop a model lesson or activity that can be integrated with the academic standards in one content area	5
Code.org Teaching Computer Science Fundamentals (K-5)	This online module is intended as an introduction to Code.org's Computer Science Fundamentals curriculum and resources for teachers. **A Code.org registration/sign-up (free) is required to complete the module.** Through reading, viewing videos, completing interactive puzzles, and reflecting on your learning, you'll develop your own understanding of how to teach Computer Science Fundamentals in your classroom.	• Understand the importance of teaching Computer Science in the classroom • Develop your own understanding of how to teach Computer Science Fundamentals in your classroom	10