

2011-2012
CATALOG

PLAY

Project Literacy Among Youth



Learn. Create. Live.

PLAY

Project Literacy Among Youth



796 Broad Street • Bloomfield • NJ • 07003

Come **PLAY** with us.

PLAY is dedicated to media and technology literacy education in the USA. We provide high quality educational services and resources to educators across a variety of settings. Come **PLAY** with us as a client, intern, co-researcher or lifelong learner.

OUR MISSION

PLAY is dedicated to media and technological literacy education in the USA. We provide a variety of educational services and resources to educators. Our unique approach is characterized by a three-dimensional approach of philosophy, practice and pedagogy when utilizing media and technologies toward democratic ends. PLAY magnifies the creative yet critical ways in which people of all ages can and do use a variety of media technologies. Our integrative (3P) and democratic approach governs everything we do to *magnify learning* across diverse educational settings.

OUR FOUNDER



PLAY was founded in 1999 by Dr. Vanessa Domine, a graduate of New York University and currently an Associate Professor of Curriculum and Teaching at Montclair State University in New Jersey. She developed PLAY as a result of her work with students, teachers and administrators in the New York City Public Schools. Dr. Domine serves on the Board of Directors for the National Association for Media Literacy Education (NAMLE) and the Advisory Board for the International Family Film Festival. She is the author of *Rethinking Technology in Schools* (2009, Peter Lang). You can follow her on Twitter @vanessadomine

FIND MORE ONLINE AT KIDSPRAY.ORG

FEE STRUCTURE

CONSULTATION/EVALUATION

There is no charge for the initial consultation to determine service needs.
\$90 per hour

COURSES

(up to 10 credit hours) **\$199 per registrant**
(11-20 credit hours) **\$299 per registrant**

INTRODUCTORY WORKSHOPS

(2-4 credit hours) **\$199 per registrant**
(5-8 credit hours) **\$299 per registrant**

Workshops are usually 2 to 4 hours each. They can be offered solo or combined in a progressive series. Call for reduced fee packages.

KEYNOTE SPEAKING/PANEL PARTICIPATION

Contact Dr. Vanessa Domine via email (vanessa@kidsplay.org) or by phone (862) 596-5360 to discuss available dates and associated fees.

HOW TO REGISTER

Register online for all workshops and courses at kidsplay.org.

For your convenience, you can pay online by credit card or submit a purchase order no later than a week prior to the first class/workshop session. For assistance with registration contact us at registration@kidsplay.org.



Evaluation/Consultation Services

- Program evaluation
- Integrating Curriculum & technology
- Holistic technology planning
- Crafting evidence-based policy reports
- Designing online learning environments.



Online Courses

- Media and Technology Literacy: From Standards to Practice
- Media Literacy Education through Social Networking

See kidsplay.org for a schedule of when courses are offered



On-site Workshops

- Top 10 Technologies for Educational Renewal
- Technology Planning: Critical Basics

Workshops can be custom-tailored to fit your organizational needs (e.g., 2 or 4 hours in length coupled with follow up scaffolding or consultation). Can be a mix of online and on-site facilitation.

Internships/Sabbatical Programs

Spend a virtual semester as a PLAY Intern or an academic year online as a Sabbatical Fellow and immerse yourself in our organizational mission and practice.

Download an application at kidsplay.org



RULES OF PLAY

PUT LEARNING (& TEACHING) FIRST.

Most professional development programs put the technology first and by doing so fail to cultivate environments conducive to learning. At PLAY we recognize that teaching is both an art and a science that needs to be both systematic as well as inspired. We'll keep you focused on the teaching strategies and how best to support them through the skilled use across a wide repertoire of media technologies available.



ped·a·go·gy

(noun) the art and science of teaching.

DEMOCRATIC PRACTICES CAN AND SHOULD OCCUR WITHIN (AND DESPITE) THE BUREAUCRATIC CONSTRAINTS OF EDUCATION.

At **PLAY** we strive to prepare professionals who know how to use media technologies to make good judgments within a social and political democracy. Educators are confronted on a daily basis with social, political, economic and technological realities that are inherently bureaucratic in nature. Thus, a major question that guides our work is: *How can educators reconcile the tensions and contradictions between the democratizing potential of new media technologies and the bureaucratic realities of public education?*



Media & Technology Literacies: From Standards to Practice

This course focuses on the construction of standards-based curriculum and supporting uses of technology to achieve educational goals.

Participants operationally define the standards and definitions of *media literacy* and *technology literacy* from a national (USA) perspective. Participants align and integrate educational standards/goals and media and technology literacies according to the National Educational Technology Standards (ISTE) and relevant state and local standards. (10-15 PD credit hours)

Offered online or on-site. Can be scheduled across 4 to 10 weeks.



Media Literacy Education through Social Networking

This course provides a framework for practicing media literacy education online through the uses of social networking tools to acquire digital literacy skills and understanding of media literacy principles. Includes a tour of a social network as an online classroom where participants acquire these digital literacy skills and enact the core principles of media literacy. Participants will create their own online community and customize their media literacy efforts according to their own education, community, or professional context. (10-15 PD credit hours). ***Available in online or hybrid formats; Can be scheduled across 4 to 10 weeks.***



Top 10 Technologies for Educational Renewal

What should educators *really* know and be able to do with digital technologies? This workshop leads participants through hands-on exploration and technical training in the "Top Ten" technologies for and schooling and education—including blogging, tweeting, social networking, Google Apps. (2 to 4 PD credit hours). ***Available online or on-site.***



Technology Planning: Critical Basics

This on-site workshop is inclusive of teachers, administrators, school district and other organizational leaders. Participants systemically and systematically design and implement a technology plan that is customized for a philosophy, budget, individual staff needs and abilities. Comprehensive planning considers goals, standards, resources, community structures, school or organization-based support, and staff development. Participants conduct needs assessments, facilitate planning meetings among stakeholders (i.e., educators, staff, parents and community representatives) and address practical issues of purchasing and technical support. (4-8 PD credit hours).

Scheduled on-site, on-demand and in at least 2-parts.

