

2012-2013
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. PLAY magnifies the creative yet critical ways in which people of all ages can and do use a variety of media technologies to learn, connect and create. Our integrative (3P) approach governs everything we do to magnify learning and to empower young people and those who educate them.

OUR FOUNDER



PLAY was founded in 1999 by Dr. Vanessa Domine, a graduate of New York University and currently an Associate Professor in Secondary and Special Education 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 as Vice President of the National Association for Media Literacy Education (NAMLE) and as the co-editor of the *Journal of Media Literacy Education*. She is the author of *Rethinking Technology in Schools* (2009, Peter Lang). You can follow her on Twitter @vanessadomine

FIND MORE ONLINE AT KIDSPLAY.ORG

FEE STRUCTURE

CONSULTATION/EVALUATION

There is no charge for the initial consultation to determine service needs.
\$125 per hour

COURSES

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

WORKSHOP/WEBINAR SERIES

(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. Webinars are conducted online in 1-hour increments for the duration of a 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.

 = offered f2f or on-site

 = online or hybrid mode



Evaluation/Consultation Services

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



Full Courses

- Digital and Media Literacy 101
- Connected Learning and the Common Core (C³) new

Each course is 10-15 professional development credit hours. Format can be scheduled on-site, online or in hybrid mode. See pages 4 and 5 for course descriptions.



Workshops & Webinars

- Top 10 Technologies for Educational Renewal
- Cultivating Health Literacy new
- Technology Integration Simplified

Each workshop or webinar series is 2-4 professional development credit hours. Format can be scheduled on-site, online or in hybrid mode. See pages 4 and 5 for descriptions.



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.

GOOD TEACHING AND LEARNING 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?*

Digital and Media Literacy 101



This full course provides a practical overview of digital and media literacy based on the Core Principles of the National Association for Media Literacy Education. Participants engage in hands-

on exploration of learning and the technological possibilities (and constraints) of using digital media tools. Participants will produce a web-based video about media literacy for their professional portfolio and receive a complimentary individual membership to NAMLE. (10-15 PD credit hours)
Available in online, f2f, and hybrid formats.

Connected Learning & Common Core (C³)



This full course provides a 21st century framework for learning through the uses of social media and online curating tools. The course itself models the codes and

conventions of a professional learning community (PLC). Participants learn to facilitate learning of core content through digital and media literacy. The course culminates in participants creating their own online community and customizing their digital media literacy efforts according to their own education, community, or professional efforts related to the Common Core Curriculum Standards. (10-15 PD credit hours).

Available in online, f2f, and hybrid formats.

Top 10 Technologies for Educational Renewal

What should educators *really* know and be able to do with digital technologies? This workshop/webinar leads participants through hands-on exploration and technical training in the "Top Ten" technologies for schooling and education that include crowdsourcing, curating, working in the cloud and more. (2 to 4 PD credit hours).

Available in online, f2f, and hybrid formats.



Cultivating Health Literacy

This workshop/webinar explores the challenges and possibilities of digital media technologies as they both facilitate and impede physical health of young people. Participants explore the relationship between information obesity and physical obesity and identify information and media literacy skills that are essential to good health. An interdisciplinary approach is presented that integrates health literacy across all subject areas. Participants learn about successful educational approaches, including edible education and the living classroom. (2-4 PD credit hours).

Available in online, f2f, and hybrid formats.

