# MAKING A SPACE A PLACE

Creating a Community and not just a place for storage



## MIGRATION PROCESS

- Types of courses migrated
- Course designs currently
- Ideas going forward
- Migration timeframe



# Online Learning

Lonely

Difficult

Difficult technology

Boring

Not engaging



# HOW DO WE PREVENT THIS?



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Engage through design: a learning place Engage through professional training Engage by creating a professional place



# ENGAGE THROUGH DESIGN: SUB-ACCOUNT CSS AND JAVASCRIPT



## ENGAGE THROUGH DESIGN: SUB-ACCOUNT CSS AND JAVASCRIPT

Logo, Branding, Institutional Theme

Best Practices, Readability, "Trickle down" behaviors and design

Course-specific themes, look/feel

#### Account-Level:

Institutional Styling (Logo, Wrapper, etc.)

Sub-Account:

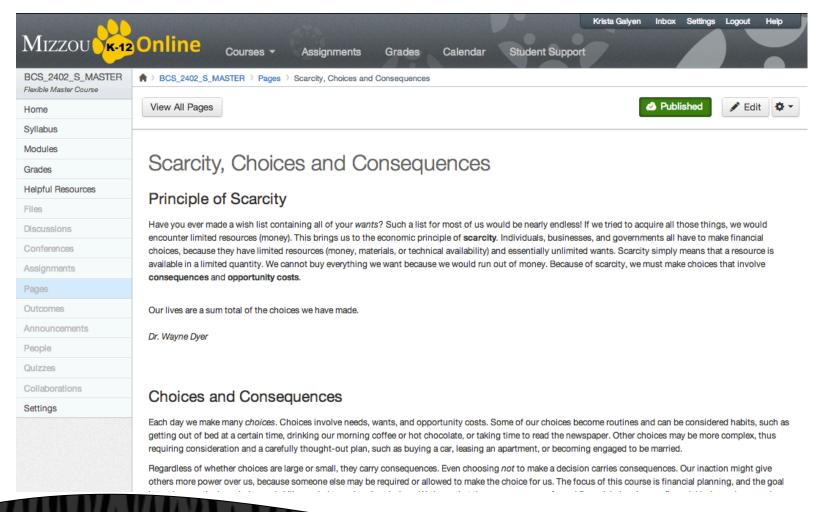
Generic CSS (through Global CSS and Javascript)

Course:

Course-specific CSS kicks in through Global Javascript

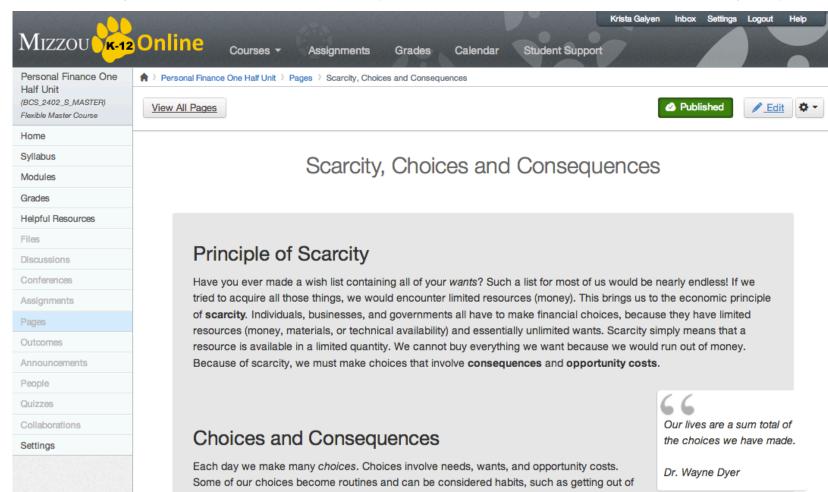


### NO STYLING





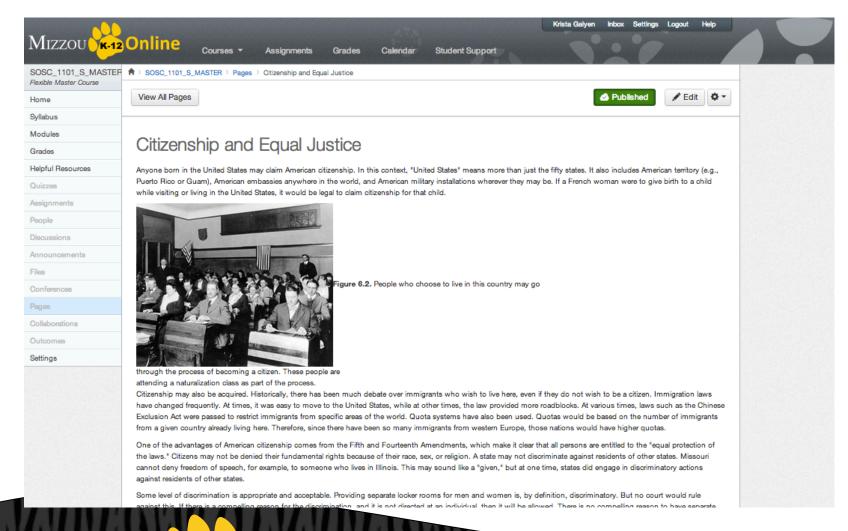
### GENERIC CSS (SUB-ACCOUNT)



bed at a certain time, drinking our morning coffee or hot chocolate, or taking time to read the



## NO STYLING









Business Math: no CSS

However, if John completed the 55 hours of work over a two-week period and neither of those weeks contained more than 40 hours, then the 55 hours would be multiplied by the regular rate, since John would not have worked over 40 hours in any one week.

Using a calculator with memory functions will make your computations easier. To review how to best utilize the memory functions, follow the guidelines below.

#### USING A MEMORY FUNCTION CALCULATOR

The memory functions of a calculator allow you to store numbers for later use so that you do not have to re-key the numbers into the calculator.

Example 1 on page 94 of your textbook provides an example of how to use a memory function calculator. Note that in STEP 1, the hourly rate (\$8.20) is multiplied by the regular hours worked (40). Because you want the result that is displayed on the calculator (\$328.00) to be stored for later use when it is added to the overtime pay, press the M+ key. An "M" appears in the display to show that an amount is stored in memory.

Remember that if you press the "M" key again, the amount that was displayed will be added to the amount already entered into the memory function.

To display the amount that has been added in memory, press the M\* or MR button (or equivalent) to recall the number(s) added.

To clear the last number you entered, press the CE (or, if you do not have one, press the C) button only once. To clear all the numbers except the memory, press the C button.

To clear the memory, press the MC or C or CR button until the "M" disappears on the display.

Complete the Concept Check and check your answers at the end of Chapter 1 on page 108 of your textbook. Complete Section 1-2 Practice on page 95, and check your odd-numbered answers with the Selected Answers on page 804 of the textbook. The even-numbered answers appear in the Appendix.



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## With course-specific

CSS



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Complete the Concept Check and check your answers at the end of Chapter 1



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# TEACHING WITH TECHNOLOGY

- Self-paced course to train instructors on how to use Canvas
- Designed to Mizzou K-12 Online instructors
- Content updated to add new tips and tricks of new Canvas features



Welcome to the Canvas Instructor training course, *Teaching with Technology*! This course is designed to help familiarize you with Canvas, our learning management system. We will go over the tools that you will use in your Scheduled courses. This self-paced course includes videos to review how to use the tools.

Click on "Modules" located on the Course Navigation Menu on the left to access the list of learning modules in the course. You can also begin by clicking on the first image link below. The following is an explanation of the links:

- To begin this training course, click on the Mizzou K-12 Online Instructor Handbook (Scheduled Courses) image to review the Instructor Handbook.
- Click on the Course Resources image to review brief information regarding the course migration to Canvas and where you can find a link to the Canvas Guides online documentation which you will use frequently throughout this training.
- Click on the Lesson 1 Introduction to Canvas Training Course image below to begin the lessons on how to use Canvas.







Lesson 1 Introduction to Canvas Training Course



Lesson 2 Navigating Through Your Course

# ENGAGE THROUGH INSTRUCTOR TRAINING

- Prerequisite for new instructors to Canvas
- Instructors will have the role of student with assignments to complete
- Tailored to the type of courses they will be teaching, i.e., flex or scheduled
- Collaboration with other new instructors
- Future resource hub



### SPEEDGRADER

- Grading in one spot
- Audio or text comments
- Annotate using Crocodoc in Speedgrader
- Select multiple students from context menu within Speedgrader



### QUESTIONS OR COMMENTS?



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