🍎 New York Center for Teacher Development, Inc.

In affiliation with University of Massachusetts Global

COURSE SYLLABUS

Course: EDZU 9806 **Upgrade Your Toolbox: Utilizing Bitmoji Classroom to Amplify Student Engagement**

Credit Hours: 3.0 credits / 45 hours

Instructor: Kathleen Nicholson

Course Description:

This course is designed for K-12 teachers who want to use Bitmoji classroom as a tool for providing structure, routine, and student choice for both remote and in-person learning environments. This tool will help educators deliver any type of content - academic or social-emotional - by creating structure, fostering opportunities for student choice, and increasing levels of engagement. Participants in this course will learn how to build their own Bitmoji classrooms and will connect with educators throughout the country to develop a plethora of Bitmoji resources. In addition, participants will practice utilizing other tools - Google Forms, Pixel Art, and EdPuzzle to name a few - within the context of their Bitmoji classroom.

Course Learning Objectives:

To Know:
- The different ways that Bitmoji classroom can be used to provide structure for students.
- The design techniques that lead to impactful online delivery.
- The skills needed to create your personalized online classroom from scratch.

To Understand:
- How structure positively influences student growth and achievement.
- How student choice increases engagement.
- How to ensure that digital tools are accessible for all learners.

To Be Able To:

- Implement a Bitmoji classroom structure that promotes connection and predictability.
- Create a content-specific lesson that allows for student choice.
- Utilize a range of online tools with a Bitmoji classroom.

Course Outline:

I. Effective Digital Instruction
- A. What is Bitmoji and how is it used as an effective teaching tool?
- B. Create your own Bitmoji
- C. Engage in Bitmoji
- D. Effective Digital Instruction
  1. Importance of structure, predictability, and choice
  2. Effective online approaches

II. What is Bitmoji?
- . Different ways to utilize the tool - daily, monthly, by subject, SEL, choice boards
- A. Limitations of Bitmoji
- B. Teacher resource group exploration - what is already out there?
- C. Create your own Bitmoji classroom

III. Constructive Bitmoji Classrooms
- . How can I embed content to make my tool user friendly?
- A. What are the different ways to share rooms with students?
- B. What tools can I utilize within my Bitmoji classroom? Forms/Sheets/Docs, EdPuzzle, Pixel Art
- C. How can we make sure these tools are accessible to all learners?

IV. Bringing Bitmoji to Life
- . Design a multi-day lesson for a specific topic
- A. Design a monthly plan that covers an entire unit
- B. Design a SEL component for your students
- C. Engage in and giving feedback on at least one of each type of lesson.
- D. Final reflections

Methods of Evaluating Student Performance:

Teachers enrolled in this course will engage with a variety of articles, videos, discussion boards and Bitmoji classrooms to understand how to effectively use Bitmoji classrooms and tools. They will explore a variety of teacher resource sharing groups in order to get ideas about the different structural and thematic ways to use Bitmoji classroom. They will complete assignments that ask them to reflect on their own classrooms goals and needs and then have them develop Bitmoji resources to meet those goals. In addition, teachers will evaluate their tools in terms of

accessibility and structure based on articles about best practices. Participants will also engage in each other's newly created units to give feedback, ask questions, and gain additional ideas.

Methods of Assessment:

In order to earn an A in class, a student must complete all of the assigned readings and assignments, participate in all discussion forums, and complete three of the four final unit tasks. The final unit tasks are: (1) designing a multi-day lesson for a specific topic; (2) designing a monthly plan that covers an entire unit; (3) designing a SEL component for your students; (4) engaging in and giving feedback on at least one multi-day lesson and at least one monthly plan.

In order to earn a B in class, a student must complete all of the assigned readings and assignments, participate in all discussion forums, and complete two of the four final unit tasks cited above.

Time Validation

Assignment	Time (in hours)
Read Article #1 (Bitmoji Classrooms: Why teachers are buzzing about them) and answer Google Form reflection	1.00
Engage with 30 different slides in a Bitmoji Exploration and reflect on a Google Form	2.00
Create a Bitmoji and Install the Extension	2.00
Introduction Assignment: Create Google Slide with Bitmoji	2.00
Read Article #2 (How teachers can buffer student stress from COVID-19: Ordinary Magic) and participate in the message board	2.00
Read Article #3 (From user experience to learner experience: Why usability matters in online learning) and answer Google Form to identify examples of Bitmoji classrooms that do and do not meet these requirements	2.00
Read Article #4 (The Menagerie, Myths, and Merits of the Bitmoji Classroom)	1.00
Engage with the Bitmoji Facebook Group Exploration and complete the Google Form	2.00
Identiy 3 lessons/units to turn into Bitmoji classrooms and write a proposal as to how Bitmoji could improve student engagement	2.00
Create 1 Bitmoji Room from scratch	2.00
Create 2 Bitmoji Rooms (from scratch or templates)	2.00
Watch a video on Embedding Content and embed at least five digital links	2.00
Watch a video on Effectively sharing Google Slides	1.00
Watch a videos on Additional Tools (Forms/Sheets/Docs, EdPuzzle, Pixel Art, Choice Boards) and embed at least 5 into their own Bitmoji Classroom	2.00
Find and customize 5 additional resources that compliment your lessons	3.00
Read Article #5 (From user experience to learner experience: How to prioritize accessibility in online learning)	1.00
Give Feedback on accessibility by participating in the Message Board	1.00
Final Unit Task #1 - Design multi-day lesson for a specific topic	4.00
Final Unit Task #2 - Design a monthly plan that covers an entire unit (one subject)	4.00
Final Unit Task #3 - Design SEL components for students	4.00
Final Unit Task #4 - Engage in peer Bitmojis and give feedback	4.00
Total Time	**46.00**