UNIVERSITY OF WISCONSIN SYSTEM
UW

Call for Participants –
Canvas Certified Educator Program (Higher Education Track)

(Applications Due Friday, March 5, 2021)

Program Overview

The UWSA Office of Learning and Information Technology (OLIT) is pleased to issue this call for participants for the new Canvas skill mastery certification program offered by Instructure, the parent company of the Canvas learning management system.

This professional development program for educators includes a series of six courses designed to strengthen knowledge and use of Canvas through hands-on experiences that lead to certification of their skill in using the Canvas platform. Participants need to have a working knowledge of using Canvas, as this program does not support learning the basics of Canvas.

Through a combination of developing deep working knowledge of Canvas and connecting tools to pedagogical best practices for online and blended learning, participants will have the opportunity to align their learning outcomes to improve student success.

Upon successful completion of each of the six, sequential courses in the program, participants will receive a digital micro-credential provided from Digital Promise (digitalpromise.org). Participants will also earn a "Certified Educator in Higher Education" badge (see badge to the right) by Badgr (info.badgr.com) signifying their successful completion of the full, higher-education program.

Program Description

Courses are entirely run by Instructure's Canvas Learning Services team, not by UW System Administration. Earning the program certification requires successful completion of four core and two elective courses taught in Canvas by Instructure's Canvas Learning Services team. Each of the following courses takes approximately six weeks to complete. The estimated time commitment to complete a course and a reflection activity is 16-22 hours per course.

Core 1: Frameworks for Technology in Education - This course explores the impact of technology on student learning and the classroom and how Canvas can help educators improve student achievement, motivation, and engagement. This course includes the following learning outcomes:
- Apply technology integration framework components when using Canvas to design, facilitate, and reflect on learning experiences
- Implement best practices when building in Canvas
- Create learning experiences with a strong understanding of your context, content, and technology

Core 2: Engagement Strategies - This course examines the ways that Canvas can help enrich teaching practices. By leveraging strategies that enhance engagement, motivate learners, and create a progression toward learning goals, educators can maximize their impact on student achievement. This course includes the following learning outcomes:

- Define engagement
- Measure engagement
- Use engagement data to inform the selection, design, and facilitation of instructional practices for increased engagement
- Leverage Canvas to increase engagement that supports instructional delivery methods

Core 3: Personalized Learning - This course investigates the power of personalized learning and the tools provided by Canvas to create opportunities for student voice and choice within the learning environment. Making the shift to a student-centered approach means thinking differently about the role of the learner from receiver of learning to active participant. This course includes the following learning outcomes:
- Design and facilitate student centered learning experiences
- Identify three core elements of personalization
- Select and apply priority practices that promote personalization
- Apply project-based learning as a approach to increase learner agency
- Leverage Canvas to create learner centered learning experiences with personalized learning practices

Core 4: Transformational Practices - This course evaluates digital learning tools that enhance learning in Canvas as part of its dedication to open standards. This course includes the following learning outcomes:
- Select, evaluate, and recommend digital tools and resources that enhance teaching and learning and are compatible with the school technology infrastructure
- Create learning experiences that promote 4 C's foster increased engagement: Critical Thinking and Problem Solving, Creativity, Collaboration, Communication
- Create reflective questions to evaluate and select tools
- Employ strategies for recommending tools

Electives: Two optional, two-week, self-paced courses are selected by participants based on their interests and needs. Electives are available on the following topics: Effective Assessment, Limitless Learning, Cultural Connections, and Inspired Leadership.

Within each course, participants experience first-hand the journey of moving through a learning progression. The arc of learning will provide frameworks, models, and instructional practices anchored in research to build awareness of what it takes to create responsive learning environments.

Participants will gain the following benefits from participating in the program:
- learn to create engaging and responsive learning environments in Canvas
- leverage technology to effectively align and target learning goals
- gain a deep understanding of the interdependence between context, content, and instructional practice for integrated learning experiences
- assess learning shifts from instructor-directed learning practices to student-directed personalized learning practices
- networking and collaboration opportunities with your UW System colleagues

One UW System cohort of 37 participants will launch Monday, March 29, 2021. To qualify for the program, applicants must:

- have reviewed this Call for Participants and understand the program expectations
- have a full-time faculty or teaching academic staff appointment at a UW System institution (except UW-Madison) during the Spring 2021 semester
- already know the basics of Canvas
- demonstrate a keen interest in taking full advantage of Canvas in teaching your courses
- be a champion for the appropriate use of technology in teaching and learning.

At the completion of each of the program's six courses, and with the support of the UW System Learning Technology Development Council, participants will share a short, written or video reflection detailing their key takeaways, evidence of mastery through modeling, and/or "ah ha" moments developed in each course. The reflections build upon program coursework and will be used to communicate best practices for teaching and learning and to develop teaching and learning support materials that will be available broadly among UW System institutions.

Scholarships covering the full cost of the program ($2,000 per participant) will be awarded to each of the selected program participants.

Program Application Process

The application process is very simple and requires applicants to submit a completed survey available at https://uwsystemadmin.qualtrics.com/jfe/form/SV_3IwuM04nwiiUy7r by **Friday, March 5, 2021.** Applications will be reviewed with input from the Learning Technology Development Council Representatives (see https://www.wisconsin.edu/systemwide-it/councils/ltdc/members/). **Scholarship awards will be announced by Friday, March 12, 2021**

Payment for the program by OLIT is completed at the beginning of the course series and cannot be refunded. Registrations for the program may not be transferred to others. For these reasons, we urge applicants to be not only enthusiastic to participate but also to carefully consider their ability to accommodate the time commitment outlined in the program description above.

Questions about the program may be directed to Renee Pfeifer-Luckett, Director, Learning Technology Development for the University of Wisconsin System Administration (e: rpfeifer-luckett@uwsa.edu; t: 608-265-9559).