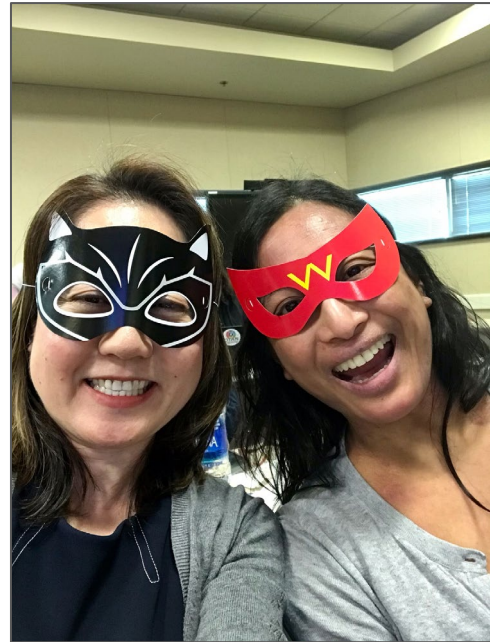
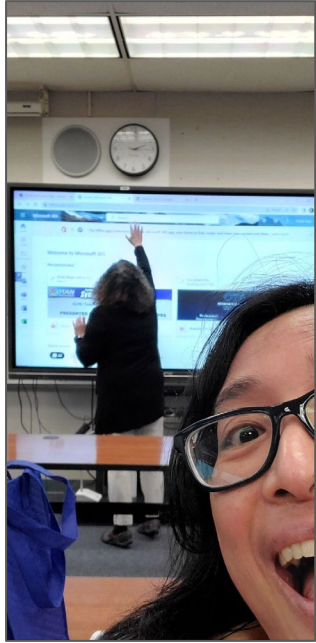
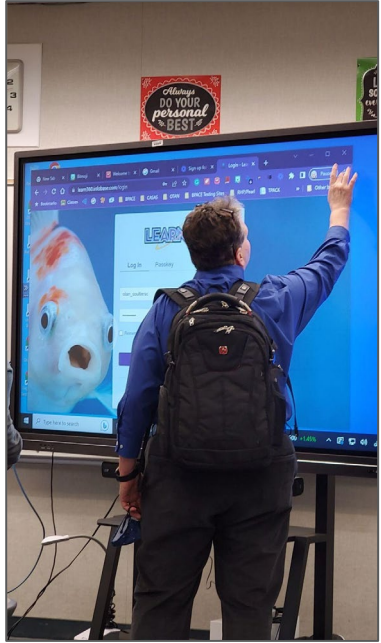


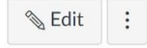
# DLAC Experience

- We're not alone!
- You like us, you really like us!





## Professional Development



Choose your professional development module below:

Foundations of Adult Ed Learning | [Gamification](#) | Tech Apps

Andragogy

The East Side Adult Education Program provides a welcoming learning environment and relevant skills-based program to meet the changing needs of the 21st-century global community.

Hi teachers!

Thank you for participating in the professional development on 2/9 and 2/10. I captured three of the professional development sessions and turned them into modules. If you would like to reference them in Canvas, please email me.

If you were not scheduled for a duty sheet for 1.25 hours, please email me.

At the moment, I only have the following items:

The screenshot shows a Canvas LMS course page for a module titled "Gamification". The module is expanded to show a list of items, each with a document icon, a title, a point value, and a status indicator (a green checkmark). The items are:

- Gamification Level 1 (1 pts)
- Trial 1 (1 pts)
- Gamification Level 2 (1 pts)
- Trial 2 (1 pts)
- Gamification Level 3 (1 pts)
- Gamification Element (1 pts)
- Gamification Lesson (1 pts)
- Why does Gamification matter? (1 pts)
- Final Trial (1 pts)
- Gamification Ending (1 pts)
- Survey (0 pts)

like to reference them

and turn in an extra

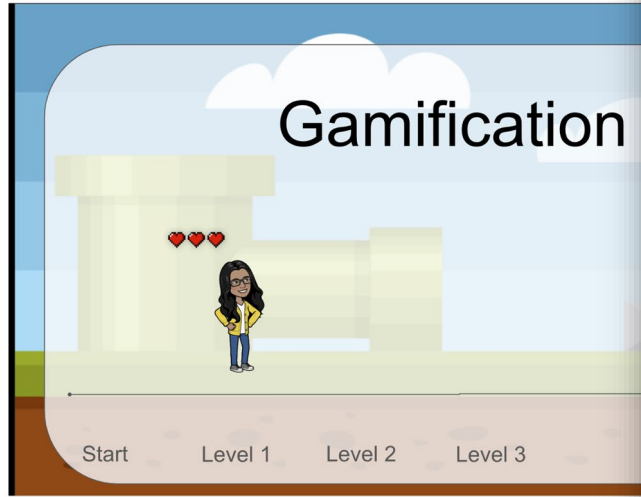
to me

to me

Hi Ma

Than

## Gamification Level 1



◀ Previous

## Gamification Level 1

The slide features a stylized game environment with a blue sky, white clouds, and a brown ground. A character with long black hair and glasses, wearing a yellow jacket and blue pants, stands on a light green platform. Above the character are three red hearts. The word 'Gamification' is written in large black letters. Below the character, a horizontal line marks the progression through 'Start', 'Level 1', 'Level 2', and 'Level 3'. The 'Level 1' marker is currently active. At the bottom, there is a navigation bar with a left arrow, the number '4' in a circle, a right arrow, and a vertical ellipsis.

### Level 1: What is gamification?

- Gaming-playing elements or mechanics are added to non-gaming environments
- Increase participation, motivation, engagement
- Used in various industries

Start   Level 1   Level 2   Level 3   Finish

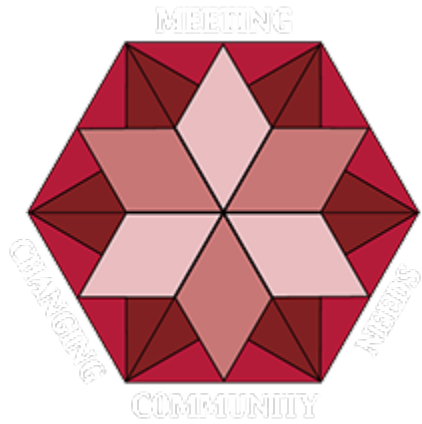
◀ 4 ▶ ⋮

Google Slides

◀ Previous

# Digital Leaders

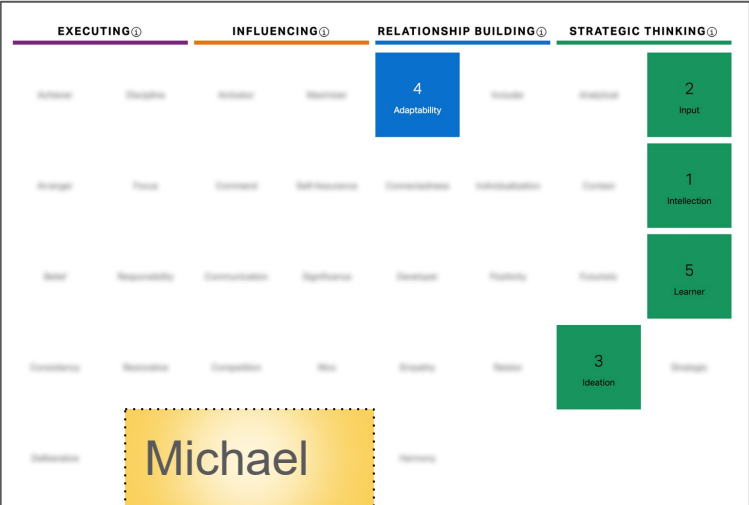
<b>When?</b>	<b>Purpose</b>	<b>Action</b>
May 2024/ Fall 2024	Based on faculty survey, determine what a digital leader looks like	Create a Google Forms  Create a checklist of prospective skills a digital leader should have
Fall 2024	Hybrid classes	Continue the ESL hybrid classes
Fall 2024	Find/ survey potential digital leaders	Identify potential digital leaders and reach out to them
Spring 2025	Train leaders	Digital Leadership Academy!  *Teachers can earn a “Digital Leader” badge
Fall 2025	Digital leaders are now available!	



## East Side Adult Education

- Copious Funding
- Piles of Hardware
- A Strong History of Digital PD
- Recalcitrant Faculty
- A Rising Tide





# Harnessing Strengths-Challenges





IDEAL 101  
Distance Education

**Innovator**

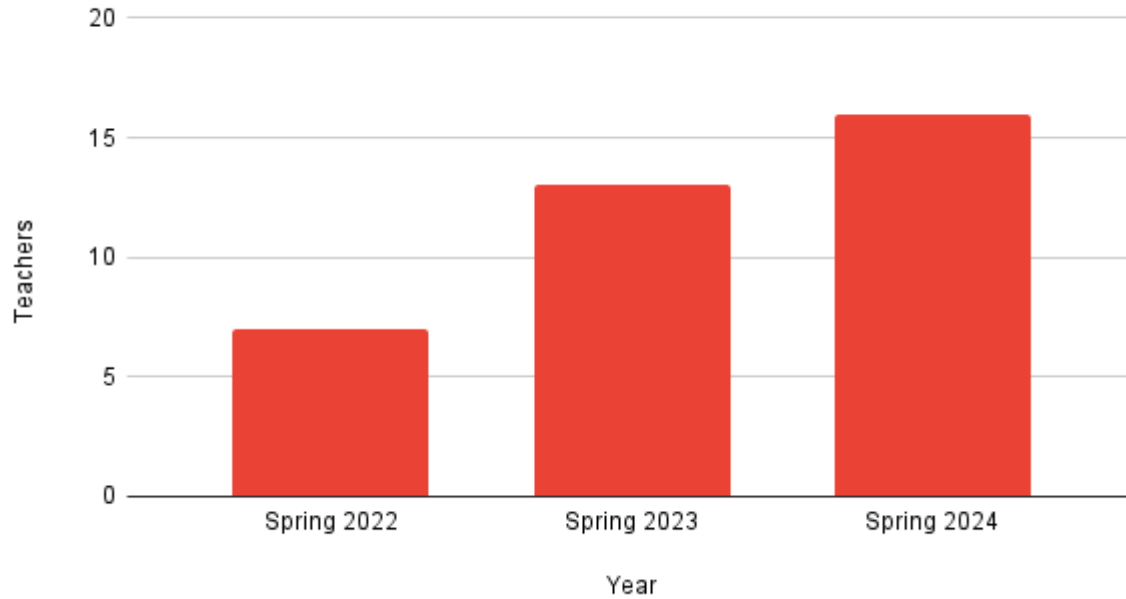


## Lessons Learned and Applied

- Onboarding
- Instructional Delivery Models
- Intake and Formative Assessment
- Adult Education Peers



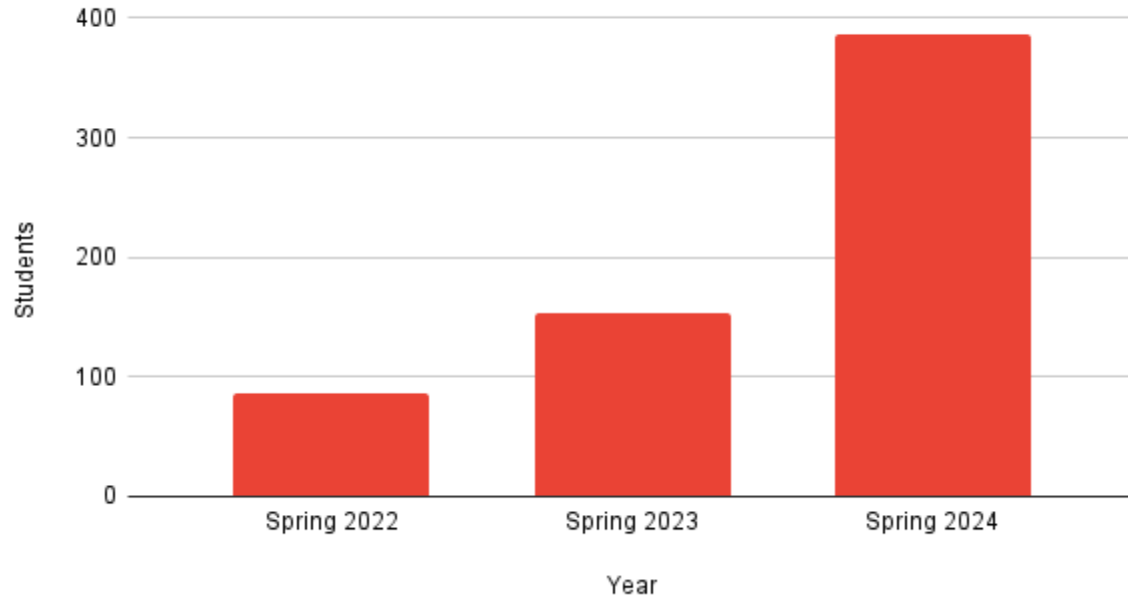
## Teachers vs. Year



**Growth in Teachers Using Canvas**



## Students vs. Year



**Growth in Students Using Canvas**



182

Students with No Activity in Last 30 Days

44% of 417 Enrolled Students

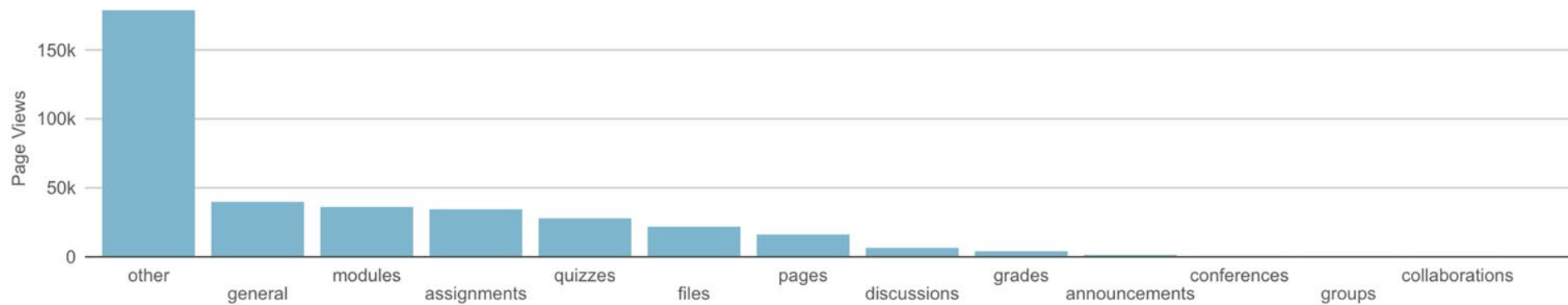


32.10

Average Days Since Last Course Interaction



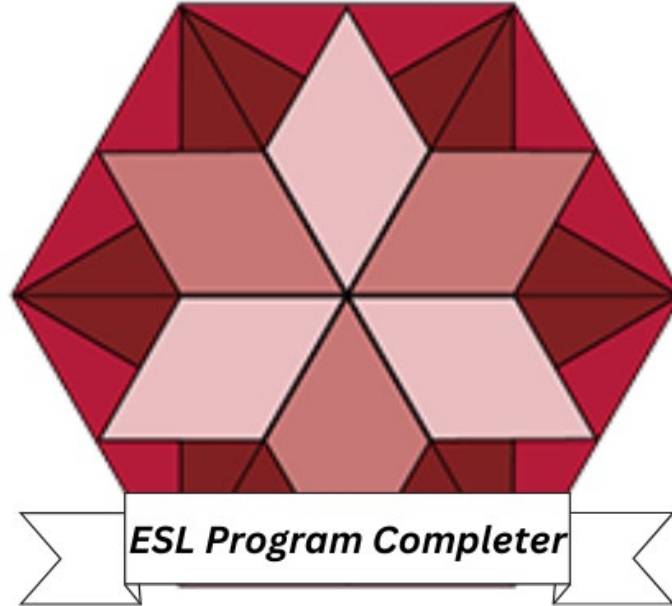
## Activity by Category





# Canvas Badges for Adult Education

**EAST SIDE**



*ESL Program Completer*



# English as a Second Language Program Completer



Share



Offered by  
[East Side Adult Education](#)

Fulfillment of the National Reporting System for Adult Education, Educational Functioning Level Competencies for English as a Second Language: Level 6 Advanced.

Awarded to **Michael Delaney** ( [delaneym@esuhsd.org](mailto:delaneym@esuhsd.org) )

Issued on: May 8, 2024 at 8:00 AM

## Badge Details

### EARNING CRITERIA

Recipients must complete the earning criteria to earn this badge

A score of 235 or better on the CASAS Listening and Reading Student Test of English Progress and Success, and a Passing Score on the CASAS Functional Writing Assessment

[View External Criteria](#)

### ALIGNMENTS

This badge is aligned to these frameworks

[English Language Proficiency Standards for Adult Education](#)

#### Description

The English Language Proficiency (ELP) Standards for Adult Education (AE) are intended to address the urgent need for educational equity, access, and rigor for adult English language learners (ELLs). States are adopting challenging academic content standards for adult education with the goal of ensuring that adult learners are adequately prepared for careers and postsecondary education.

---

[New Educational Functioning Level Descriptors for English as a Second Language](#)



#### Description

In the National Reporting System for Adult Education (NRS), the Educational Functioning Level (EFL) descriptors are intended to guide teaching and assessment for adult learners. The descriptors for English as a second language (ESL) are divided into six educational functioning levels: Beginning ESL Literacy, Low Beginning ESL, High Beginning ESL, Low Intermediate ESL, High Intermediate ESL, and Advanced ESL.





## **2023-2024 Pilot**

- Teachers: 3
- Department: ESL
- Levels: IL, IH, AL



## 2023-2024 Data

- Unique Users: 99
- Learning Hours: 228
- Assessments Taken: 841
- Assessments Passed: 319
- Assessment Pass Rate: 38%



## Strengths

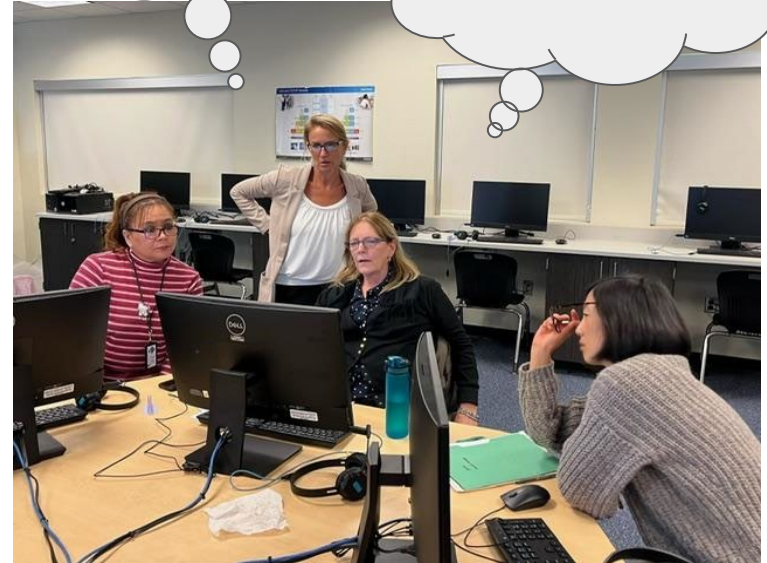
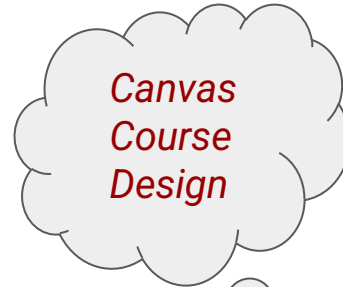
- Student ease of navigation
- Student recognition of value
- Teacher's ease of use
- EL Civics Integrations
- Integration with Hybrid/HyFlex pilot in ESL



## Is HyFlex a Viable Model?



# OTAN Coming to East Side



# Moving from Traditional to Blended Learning

	Mon	Tue	Wed	Thur	Fri
<b>Flipped Classroom Model</b>	<b>In-person instruction + Online instruction</b> <ul style="list-style-type: none"><li>• Students use face-to-face time with the teacher and with peers to engage in deeper discussions, collaborative projects, and critical thinking exercises.</li></ul>				<b>Asynchronous Canvas Course</b> <p>Students practice:</p> <ul style="list-style-type: none"><li>• Receptive Skills: listening, reading</li><li>• Productive Skills: writing, grammar, pronunciation, vocabulary</li></ul>

# Hybrid Class Survey Results - April 2024

Survey Summary (91 respondents from BH to AL):

- ★ 43% of the students think hybrid classes work better for them.
- ★ 57% of the students need help to do the online homework.
- ★ 44% of the students need to learn typing.
- ★ 50% of the students are very comfortable using Canvas.
- ★ 57% of the students think their computer skills have improved since the online classes started.
- ★ 48% of the students want to continue to take hybrid classes in Fall.

# What We've Done to Improve ESL Online Instruction

## 2021 - 2022

- Canvas Teacher Training
- Burlington English Teacher Workshop
- "Tech Support" position created

## 2022 - 2023

- Canvas Teacher Training
- OTAN Adult Education Digital Learning Guidance PD
- Chromebooks purchased for each class
- Chromebook User Guide for ESL Students
- Cambridge One Workshop for Ventures

## 2023-2024

- Canvas Teacher Training
- Burlington English Teacher Workshop
- New EPSON Projector Training
- One more "Tech Support" position added
- OTAN Blended Learning Teacher Training
- ESL Hybrid Class Piloting
- Program-wide Technology PD