

CLOUD BASED INSTRUCTIONAL RESOURCES FOR DISTANCE LEARNING

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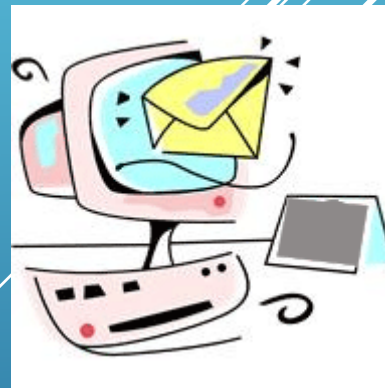
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INTRODUCTION

Technology has arguably advanced in the area of distance education to where it is the equal of face to face classes.



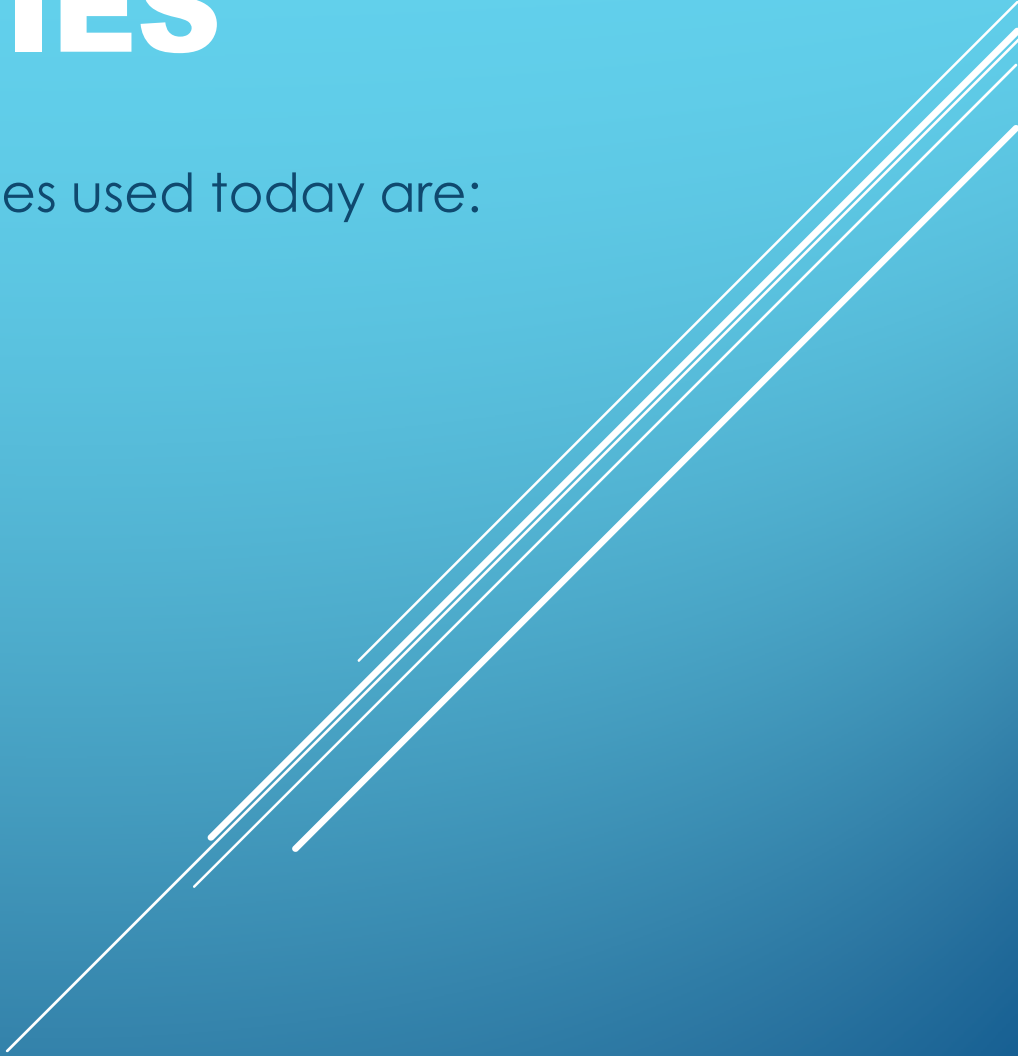
The Past



The Present

TECHNOLOGIES

Some common technologies used today are:

- Cloud Computing
 - Skype
 - E-books/Tablets
 - Online classes
 - Educational Games
 - Hyperstories
 - Screen casting
 - Streaming Video
- 
- A decorative graphic consisting of several parallel white lines of varying lengths, slanted diagonally from the bottom-left towards the top-right, located on the right side of the slide.

CLOUD COMPUTING

Some common technologies used today are:



SKYPE/FACETIME

Used for phone calls and video chat

Can also be used for:

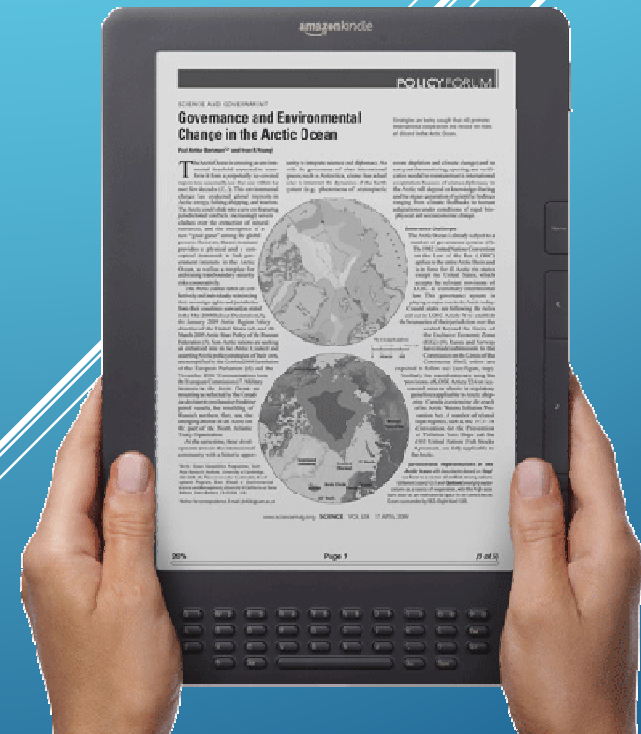
- Tutoring
- Virtual field trips
- Guest speakers



E-BOOKS/TABLETS

Used to read more than just Twilight books

Many schools are now using e-books, instead of traditional textbooks. Kindles (pictured), I-pads, and laptops are a few of the e-book readers currently available



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EDUCATIONAL GAMES

In addition to entertainment, games can be used for education.

Other Examples:

- Oregon Trail
- Jump Start
- Big Brain Academy
- Sim City



SCREEN CASTING

Examples: Adobe Flash and Camtasia

- Sometimes it is easier to show than to tell.
- We can record our computer screen to show people exactly how to do something.
- This is different than making a video, because we are just showing what is happening on our screen.

STREAMING VIDEO

Streaming video is different than screen casting because:

- Screen casting is limited to what is happening on your computer.
- Streaming video can be any video, including screen casting.

CONCLUSION

Technology enables distance learners to have the same quality education as students in traditional classrooms, but it is only a tool and must be combined with the knowledge and skills of an effective instructor.

Conclusion

You have completed the course.
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Page**