



## Let's Go Ohio 2025: Learning That Sticks: Hands-On Learning In A Digital Age

### Course Description:

This professional learning series, Let's Go Ohio 2025, features dynamic presentations from the 2025 Let's Go Ohio Symposium. Each session showcases innovative strategies, tools, and insights designed to support educators in enhancing teaching and learning.

### Special Thanks:

Special thanks to the ESC of Central Ohio for organizing the Let's Go Ohio Symposium and to all of the presenters and educators who helped make this event a success.

### Contact Hours: 1

### Prerequisites:

No prerequisites



[www.teachercampus.org](http://www.teachercampus.org)

## Resources:

[Let's Go Ohio Summer 2025 Symposium Website link](#)

[ESC of Central Ohio](#)

[Link to Presentation: Learning That Sticks: Hands-On Learning In A Digital Age](#)

## Learning Objective:

\*Identify effective strategies for integrating technology into instructional practices to enhance student engagement and learning outcomes.

\*Evaluate the impact of digital tools and platforms on teaching efficiency, collaboration, and personalized learning in diverse classroom settings.

## Course Structure:

This course consists of two parts.

1. Watch the recorded session to learn about the skills you will need to complete the course.
2. Learning Artifact - an activity to apply knowledge or reflect on practice in your setting, required for course credit.

**Learning Artifact:** Participants will make [a copy of this Google Document](#), answer the prompt, and then submit the document as their Learning Artifact.

## Standards:

### **Ohio Educator Standards**

4 Teachers plan and deliver effective instruction that advances the learning of each individual student.

5 Teachers create learning environments that promote high levels of learning and achievement for all students

### **ISTE Educator Standards**

2.1. Learner Teachers



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continually improve their practice by learning from and with others and exploring proven and promising practices that leverage technology to improve student learning. Teachers:

2.1.b. Pursue professional interests by creating and actively participating in local and global learning networks.

2.1.c. Stay current with research that supports improved student learning outcomes, including findings from the learning sciences.

## 2.5. Designer Teachers

design authentic, learner-driven activities and environments that recognize and accommodate learner variability. Teachers:

2.5.a. Use technology to create, adapt and personalize learning experiences that foster independent learning and accommodate learner differences and needs.

2.5.b. Design authentic learning activities that align with content area standards and use digital tools and resources to maximize active, deep learning.

2.5.c. Explore and apply instructional design principles to create innovative digital learning environments that engage and support learning

