

Office of Standards, Curriculum and Assessment Development
2018/2019 Professional Development Schedule
“Revitalize the Diné Language through Active Learning & Participation”
Digital Storytelling for Language Immersion Environment

*Dates	*Topic	Goals/Objectives	Who Should Attend
September 14, 2018 8:00 – 3:00 pm	Digital Storytelling #1: Da'neest'á Facilitator: Maggie Bernally, SES • <i>Introduction to Digital Storytelling</i> <i>Cultural Expert – Purpose of Storytelling through Time</i> <i>Digital Storytelling Trainer – How to get Started</i>	<ul style="list-style-type: none"> • Participants will be introduced to the process of digital storytelling. • Participants will become aware of and the purpose of digital storytelling. • Participants will understand the role of teachers in creating stories for students and to engage student in creating their own digital stories. Activity: Listen to storyteller as he/she inspires, engage and persuade with powerful storytelling Digital Storytelling trainer will lead participant through Digital Storytelling Process. Location: DODE Auditorium, Window Rock, AZ	Administrators, Diné Language and Culture Teachers, Curriculum Team, Parents, Community Members/Leaders, Students
October 12, 2018 8:00 – 3:00 pm	Digital Storytelling #2: Ch'iyaán Facilitator: Reuben McCabe, SES • <i>Digital Storytelling Trainer Support through Values and Principles</i>	<ul style="list-style-type: none"> • Participants will understand the process of digital storytelling and begin creating stories. Activity: Begin to create digital stories using the steps in Digital Storytelling process introduced in Digital Storytelling #1 training. Location: DODE Auditorium, Window Rock, AZ	Administrators, Diné Language and Culture Teachers, Curriculum Team, Parents, Community Members/Leaders, Students
November 16, 2018 8:00 – 3:00 pm	Digital Storytelling #3: Ahéhasin Facilitator: Dmitry Neezhoni, SES • <i>Digital Storytelling Trainer Support through Values and Principles</i>	<ul style="list-style-type: none"> • Participants will continue creating stories in accordance with theme “Ahéhasin”. • Participants will inspire students to creating their own digital storytelling to support student learning. Activity: Continue creating digital stories and share stories as they are completed. Location: DODE Auditorium, Window Rock, AZ	Administrators, Diné Language and Culture Teachers, Curriculum Team, Parents, Community Members/Leaders, Students
February 22, 2019 8:00 – 3:00 pm	Digital Storytelling #4: Baa Áahasin Facilitator: TBD • <i>Digital Storytelling Trainer Support through Values and Principles</i>	<ul style="list-style-type: none"> • Participants will continue creating stories in accordance with theme “Baa Áahasin”. • Participants will inspire students to creating their own digital storytelling to support student learning. • Participants will have created digital storytelling and share stories. • Participants will share their students’ creation. Activity: Sharing of participants and students stories. Reflect and feedback on project. Location: DODE Auditorium, Window Rock, AZ	Administrators, Diné Language and Culture Teachers, Curriculum Team, Parents, Community Members/Leaders, Students
February 6, 2019 8:00 am – 3:00 pm	Diné Language Proficiency Assessment (DLPA) (Revised ODIA)	<ul style="list-style-type: none"> • The Navajo Nation of Education considers the DLPA scores as part of the compliance process. MOA schools use DLPA to identify proficiency levels of Diné speakers. Location: DODE Auditorium, Window Rock, AZ	Individuals who will assist administering DLPA
March 6, 2019 8:00 am – 3:00 pm	Diné Language Proficiency Assessment (DLPA) (Revised ODIA)	<ul style="list-style-type: none"> • The Navajo Nation of Education considers the DLPA scores as part of the compliance process. MOA schools use DLPA to identify proficiency levels of Diné speakers. Location: DODE Auditorium, Window Rock, AZ	Individuals who will assist administering DLPA

* Subject to change.

* Please bring your laptops, jump drives, digital cameras, cords, ipads/tablets, connections needed for loading pictures and illustrations.

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