

# BootUp Support

## PD Workshops

for Teachers & Instructional Coaches

K-2nd Educators



24 hours total

3rd-6th Educators



24 hours total

Instructional Coaches & Specialists (who teach K-6) complete both PD strands

## Coaching

for Teachers

### On-Site Support (Model Teaching, Coaching)

Year 1



25 hours

Year 2



25 hours

Year 3



10 hours

\*During the pandemic we are offering virtual **Model Teaching, Practice Sessions**, and/or **Lesson Planning Sessions** for small groups or individual teachers.

## Instructional Coach Course

for Instructional Coaches

### Instructional Coach Course (ICC)

for selected District Instructional Coaches



1-2 hour asynchronous course before each PD session



16 hours Total

Instructional coaches take on increased facilitation and coaching responsibilities as they work through Instructional Coach Course, co-facilitating larger portions of PD. By third year, instructional coaches are asked to lead all PD with support from BootUp.

amazon

future >>  
engineer

BootUp  
Professional Development™

## K-2nd Grade Educators

A

### Projects 1-3

- Communities of practice
- Why teach coding?
- What does elementary coding look like?



3 hours

B

### Projects 4-6

- Assessment
- Integration examples
- Project-based learning



3 hours

C

### Projects 7-10

- Fostering an inclusive culture



3 hours

D

### Projects 11-14

- Communicating about computing
- Differentiation
- Project-based learning



3 hours

E

### Projects 15-20

- Collaborating around computing
- Reflection



3 hours

F

### Projects 21-25

- CS Practices and Concepts



3 hours

G

### Projects 26-30

- Affinity spaces
- CSTA Standards



3 hours

H

### Projects 31-40

- Rhizomatic learning



3 hours

SCRATCH Jr

## 3rd - 6th Grade Educators

A

### Projects 1-3

- Communities of practice
- Why teach coding?
- What does elementary coding look like?



3 hours

B

### Projects 4-6

- Assessment
- Integration examples
- Project-based learning



3 hours

C

### Projects 7-10

- Fostering an inclusive culture



3 hours

micro:bit  
Extensions (optional)

D

### Projects 11-15

- Communicating about computing
- Differentiation
- Project-based learning



3 hours

E

### Projects 16-20

- Collaborating around computing
- Reflection



3 hours

F

### Projects 21-24

- CS Practices and Concepts



3 hours

G

### Projects 25-27

- Affinity spaces
- CSTA standards



3 hours

H

### Projects 28-30

- Rhizomatic learning



3 hours

SCRATCH