

★ Essential

Suggested courses

- 1) **Home Pages** will guide participants through the creation of attractive and functionally designed Home Pages that are intuitive for students. Participants will be provided with best practices for creating banners and buttons, using tables, inserting images and exploring other features
- 2) **Course Basics** provides an overview of the layout and features included in a Canvas course. Users will learn about the Course Navigation Menu and individual components that can be used to deliver content and assess student performance. This introductory demonstration provides users with the background knowledge to begin their Canvas journey.
- 3) **Creating a Canvas Course** provides information on Homepage options and features, Course Navigation and Settings, the Rich Content Editor, Concept of a Module and Student View.
- 4) **The Student Experience** As admins and instructors it is always helpful to know what our students will encounter in Canvas. The Student Experience will provide the perspective of a student as they become oriented to the Canvas interface. We will demonstrate the course interaction as a student highlighting communication, assignments, assessments and progress tracking.
- 5) **Leveraging Modules** Leveraging Modules teaches participants how create flow within a course by organizing and structuring content with the Modules tool. Participants will explore how to create and manage content modules, leverage progress monitoring capabilities, and scaffold student access to course content.
- 6) **Content Pages** Pages serve as a media rich content delivery tool inside a Canvas course. During this session, participants will see examples of pages appropriate for different grade levels and content types. Participants will also explore resources to help them create engaging and dynamic pages which will engage students and drive student learning. In addition, participants will be shown how to embed valuable third-party tools to reduce distractions and focus learning inside Canvas.
- 7) **Assignments** explores of all the options and use cases for the Assignment tool in Canvas. Participants will create and manage Assignment groups, organize their Assignment index, and work to develop cohesive assignments for their courses. Participants will explore assignment settings, applications, and tools. Additionally, participants will learn how to utilize rubrics for assessing assignments.
- 8) **Managing Quizzes** Managing Quizzes explores the more advanced features of the quizzing tool. Participants will learn how to leverage question banks and groups to differentiate quiz content and assessment. Participants will gain greater control over quiz sessions through the use of the Quiz analytics and Quiz moderation tools.
- 9) **Accessibility** Explore Accessibility introduces basic concepts, approaches, strategies, and resources with regard to the creation, design, and delivery of Canvas courses that are accessible to all students, including those with disabilities. We will explore the Rich Content Editor tools and learn how to create accessible content with alt text, color contrast, meaningful links, and closed captioning.
- 10) **Canvas for Performance-Based Teaching** Ideal for instructors of World Languages, Fine Arts, and Vocational Studies, Canvas for Performance-Based Teaching seeks to meld observation and performance-based disciplines with Canvas. Learn about engaging students, adding audio and video content, organizing and offering resources in the classroom, and utilizing a variety of different tools for assessment.

★★ Best Practice

Suggested courses

★★★ Exemplary

- 1) **Group Work & Collaboration** introduces participants to collaboration features in Canvas, including discussions, group assignments, Collaboration tool, and web conferencing. Participants will see how these tools can be used to infuse interactivity and cooperation in their classes.
- 2) **Managing Assessments with New Quizzes** Managing Assessments with New Quizzes is designed to explore the grading and statistics options available when using the new assessment tool. Instructors will learn how to leverage Item Banks and create assessment questions that link to an Item Bank allowing for greater variability of question presentations. Participants will also learn how to allow extended time for students who have assessment accommodations. This session should be taken after Creating Assessments with Quizzes. Next.
- 3) **Data for Teachers**: Data for Teachers will highlight the analytics features available to teachers. Participants will learn how to use the reporting features to monitor student progress, interaction with the course content, and track mastery on key standards or skills.
- 4) **Course Communication Tools**: Student and Teacher communication is the backbone of effective classrooms. Numerous Canvas tools facilitate student dialogue for content analysis. Some of the specific tools highlighted in this Communication and Tools session are Calendar, Announcements, Discussions, and Chat. Trainers will share tools and strategies that can stimulate classroom debate, allow for brainstorming, and incorporate real-world content.
- 5) **Gradebook & Speedgrader** Explore the interface of the NEW Canvas gradebook from the instructor and student perspectives, which includes new course grade management features. Users will also experience the power of the SpeedGrader and how it can be used to provide timely and detailed feedback for students while making the grading process more efficient and enjoyable.
- 6) **Outcomes & Rubrics for Instructors** Outcomes for Instructors reviews best practices of utilizing outcomes and rubrics in Canvas assignments, discussions, quizzes, and as shared resources, along with specific applications of the Learning Mastery Gradebook and the Canvas Magic Marker app.