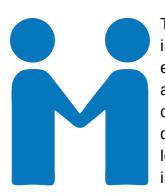


SPRING NEWSLETTER 2019



Mentorship for ALL Educators @TheMentoree



The Mentoree began as a collaborative inquiry into the impact of a 1:1 self-directed mentorship experience on professional learning and student achievement. Through a phased approach, we created a community that supports 1:1 selfdirected mentorship experiences as professional learning to strengthen teacher efficacy and impact student achievement.

Today the Mentoree is a collaborative community that promotes professional learning and efficacy through mentorship. Explore 1:1 self-directed mentorship opportunities and engage in personalized learning experiences with educators in a supportive and caring environment through face to face and virtual connections.

The Mentoree offers teachers at any stage in their careers access to 4 unique offerings. Choose from our weekly OnEdMentors podcast, our openly accessible mentorship community OnEdMentors Connect, an Mpact experience to further your own professional learning, or have one of our Motivators speak at your event. Learn more and get involved...

tweeps: @TheMentoree web: email:



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@TheMentoree

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Our Sponsors













Announcing the NEW dHL Foundation



DIGITAL HUMAN LIBRARY foundation

We are thrilled to announce to launch of the NEW Digital Human Library Foundation website! On September 1st we released a new website for the Digital Human Library Foundation - our not-for-profit organization creating connections-based learning opportunities for K-12 teachers and students through a variety Social Innovation Projects informed by Research.

The focus on the work happening at the Foundation will be to continue developing our Social Innovation Projects, while providing new opportunities for teachers and students to partner with Digital Human Library to create new projects. We have few other exciting projects in the works so stay tuned for future announcements coming soon!

What is Education for Social Innovation?

Education for social innovation is about recognizing and acting on the power we have for making a positive difference in the world. By giving you and your students opportunities to experience how positive change happens, and more importantly how you can be both designers and leaders in creating change, we raise our awareness through empathy, creating new opportunities for choice and voice in ways that affect positive change in the world right now.

Digital Human Library has partnered with individuals, organizations, and businesses to design social innovation projects to engage you and your students as experiential learners and change-makers! We hope you will join us to explore the theme of social innovation in your classroom to support the development of global competencies and inspire you and your students to be leaders in your own learning.

Social Innovation Projects









sites.google.com/view /walkwithusproject

akgtcanada.com

globaledsschat.com

thementoree.com

What to Learn more?

Visit the Foundation website: digitalhumanlibrary.org | Contact us: digitalhumanlibrary.com/about/contact

Get Inspired!



Celebrating the Launch of our New and Improved Virtual Tours/ Virtual Reality Catalogue!

For over 8 years dHL has been offering K-12 classrooms FREE access to our Catalogue of hundreds of virtual tours and virtual reality experiences. Today, we are thrilled to announce that over the summer we have curated over 1000 new and exciting VT/ VR experiences to enhance classroom learning and provide students with an immersive digital window to the world.

What is a Virtual Tour (VT)?

A Virtual Tour (sometimes referred to as a virtual field trip) is a simulation of an existing location, usually composed of a sequence of videos, 360° images, panoramic images and/or still images. It may also use other multimedia elements such as sound effects, music, narration, and text. Virtual tours are designed to create a tele-tourism experience.

What is Virtual Reality (VR)?

Virtual Reality (VR) is a three-dimensional computer generated 'virtual' environment that users explore and interact with in an immersive way. The feeling of being present in these environments requires the use of a VR headset. Some examples include: Oculus Rift, Samsung Gear VR, HTC Vive, Google Daydream View, or Google Cardboard. *These headsets remove vision of the real world and provide video to each eye allowing for depth of vision. This technology is then supported by head and body tracking to connect the virtual world to what the user is seeing. (OISE 2018)

New Virtual Tours/ Virtual Reality Catalogue

In order to access our New Virtual Tours/ VR Catalogue you will now be required to log in to Digital Human Library. When you you log in to dHL, you will now have the option to choose our FREE Video Conferencing Catalogue or our Virtual Tours Catalogue. Browse our FREE tours of subscribe for just \$20 per year to access over 1000 educational virtual tours in all curriculum subject areas!

Questions? Contact us!

Featured Sample Tours!

Google Arts and Culture

Discover online collections and exhibitions about the artists, locations and history of street art. Start your journey by exploring the map. To continue the experience, follow the Street Art Project link.

https://artsandculture.google.com/project/street-art

Blacktip Reef

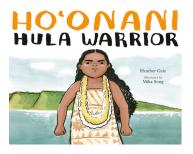
Blacktip Reef, replicating Indo-Pacific reefs, is a breathtaking, coral-filled exhibit bright with colour, light and movement located in the heart of National Aquarium.

https://aqua.org/Experience/Blacktip-Reef

Get Inspired!

Meet Our Newest Experts!

Meet a few of our new talented Experts and organizations available to connect and collaborate with your K-12 students. Curious? Register and login to dHL to browse our full Video Conferencing Catalogue where you will find hundreds more!



Heather Gale, Children's Non-Fiction Author



Marie-Pierre Lessard, Nomad Tours Quebec



Margaret's Legacy Holocaust Education



Karla Moeller, Ask a Biologist

AKGTC CIRCLES OF FRIENDSHIP GOALS:

- help students develop greater intercultural understanding, empathy, and respect, especially for Indigenous cultures (TRC 63.3)
- create a Social Studies learning resource for K-8 classes created BY Canadian students and FOR Canadian students
- increase experiential connections-based learning across Canada,
- model the use of the Kids' Guide map as a learning tool

A Kids' Guide to Canada LIVE Student Webcasts

Circles of Friendship: Canada Jays Connecting K-8 Classes Throughout the Land

During 2019-2020, the Kids' Guide to Canada team are creating CIRCLES of FRIENDSHIP and LEARNING across the country.

Each Circle of Friendship contains five to eight Grade 3-8 classes from a different province or territory in Canada. A class' participation typical lasts 1-2 weeks when the Canada Jay "flies in" to their classroom looking for help to explore the local community. While the Canada Jay is visiting with them, the students are asked to introduce Jay to the sites and sounds and smells of their local neighbourhood community.

Participating classes are also invited to lead a 10-15 minute live webcasts hosted by the National AKGTC team. Webcasts allow classes to share the Jay's discoveries and adventures in their home community. All webcasts will be recorded and can be viewed by all K-8 classes across Canada. <u>Learn more...</u>

















Virtual Co-operative Education Catalogue

All of the work we do at Digital Human Library (dHL) focuses on connecting students with others to build relationships for the purpose of learning in ways that leverage openly accessible digital technologies. And dHL's newest offering - our Virtual Co-op Catalogue - is designed to do just that. We wanted to provide a service that will support high school students as they learn to make more informed decisions about their future career paths.

What is Virtual Co-op?

In virtual cooperative education (sometimes referred to as e-co-op), students complete all or part of the placement component of their program remotely – that is, they work in online environments using computers and/or mobile devices and the internet. The placement supervisor (community partner) may be located in their local community or in another community, city, or province or country.

Students participating in Virtual Co-op are integrated into a regular co-op program for the classroom component and use technology at school and/or at home to complete all or part of their placement components. Instructional approaches should vary and be adapted in relation to the individual and the diverse backgrounds and abilities of students in the classroom. Learn more: Virtual Co-op Fact Sheet for Educators

In the coming months will be reaching out to Ontario Districts interested in piloting our Virtual Co-op Catalogue. Please <u>contact us</u> if you are interested!

Stay tuned for updates about the launch of our Virtual Co-op Catalogue Pilot coming soon!

It was so incredible to be connected to so many people from countries around the world. Everyone was generating so many ideas to help solve the issue of climate change. And to be connected to climate change experts who asked us questions and shared their research made it the best experience I've ever had as a student.

~ Ahmed, Grade 10

Why Use Digital Human Library?

Support K-12 student inquiry with access to hundreds of industry leaders, experts and organizations in every curriculum subject area.

Offer students the opportunity to learn by introducing them to new people, places, and experiences.

Create opportunities for students to build relationships and competencies by connecting with global learning partners.

Provide students with a better understanding of their learning as it applies in the world beyond the school, while also helping them develop the skills they need to be successful.

Why? Because building relationships with others is how we learn.



New Programs Coming Soon!



TeachSDGs Expert Collection

Last year Digital Human Library (dHL) and TeachSDGs announced a new partnership that will unite the 17 Sustainable Development Goals (SDGs) with new dHL Experts. Our partnership brings together community organizations and businesses committed to the SDGs, with K-12 teachers and students learning, responding, and acting on the SGDs in their classrooms. These relationships not only bring together education, community and business, but create authentic opportunities for students to learn with the world, not just about it. Stay tuned!

Get Your Badge

Download your badge to display on your website, blog or socials! Find your badge on the Teacher or Expert section of the dHL website.



Volunteer With Us

The important work we do at Digital Human Library would not be possible without our 40+ incredible volunteers and B.Ed student interns. As dHL continues to grow, so does our need for volunteers. If you are looking for opportunities to make a long-lasting, positive difference in the lives of students then we need you!

Learn more:

https://www.digitalhumanlibrary.org/volunteer/ https://www.digitalhumanlibrary.org/internship-opportunities/

"Working with and for the incredible dHL provided me with opportunities to build invaluable skills and relationships. Never before would I have thought I'd be the one creating experiences and activities for thousands of teachers and students across Canada. Watching my work come to life was more than I ever could have asked for!"

~ Aniya Kaeja, Intern 2016

Update Your dHL Profile!

It's that time of year again! Please update your dHL profile.

Be sure to check your profile description, contact information, profile picture and social media links. Including a profile picture improves the appearance of your profile and will result in more connections!

THANK YOU TO OUR SPONSORS









