

Richard Werner

Technology Staff Development and Curriculum Consultant

Richard Werner combines 28 years of classroom experience with software design skills derived from five years as a Technology Teacher Trainer in the Longwood School District. This unique combination of educational experience and software expertise allows Rich to gear his training to educators with the highest regard for technological skills and curriculum integration. Mr. Werner is experienced in a wide variety of software applications including the *Microsoft Office Suite*, *Macromedia Design Suite* and *Adobe Premier* and *Photoshop*. Over his career, Rich had been honored by the *Association of Suffolk County Supervisors for Educational Technologies (ASSET)*, *New York State Academy of Teaching and Learning* and *Who's Who of American Teachers*. A certified webmaster, his web designs have received awards from *Newsday*, the *International Association of Web Masters and Designers*, the *Teacher's Corner* and *USA Today* on 3 separate occasions. For further details, please visit Mr. Werner's website at www.wernerlearner.com.



Trainings and Consultations

Creating WebQuests (3 different trainings)

“WebQuest” is one of the hottest buzzwords in education today. This training will guide participants through the process of creating an on-line learning activity following the WebQuest format including an introduction, task, process, resources, evaluation and conclusion. A WebQuest provides students with an assignment and the on-line resources necessary to complete the task. Also included in the training will be the creation of an evaluative component in the form of a rubric. The multi-paged WebQuest will be converted to html format for publication on the World Wide Web. This training is offered on three levels (beginner, intermediate, advanced)

✓ *Creating WebQuests Using Microsoft Publisher (Beginner)*

This training follows the WebQuest format using Microsoft Publisher. Publisher allows for the creation of a multi-paged WebQuest with a navigation bar linking all components of the project.

- *Module 1—Defining a WebQuest*

Participants will complete the online activity entitled “A WebQuest About WebQuests” as a means of understanding the six components of of WebQuest (Introduction, Task, Process, Resources, Evaluation, Conclusion)

- *Module 2—Designing a Multi-paged Website*

Participants will create a multi-paged WebQuest template with a navigation bar and links to all six WebQuest components.

- *Module 3—Developing your WebQuest Idea*

Participants will rough out their WebQuest project and develop the initial components (Introduction, Task, Resources). This information will be added to their WebQuest template.

- *Module 4—Finding Hyperlinks for the Resources*

Participants will research links that they would like to add as WebQuest resources. These resources will be utilized by students to complete their task. The hyperlinks will be added to the Resource component of the WebQuest.

- *Module 5—Creating a Rubric as an Evaluative Tool*

Participants will participate in an activity that will outline the process utilized in creating an effective evaluative rubric. Using this knowledge, a rubric will be developed relative to the WebQuest using a Microsoft Publisher table.

- *Module 6—The Finishing Touches*

Participants will finish the Conclusion component of their WebQuest and add a “Teacher’s Page” designed to provide helpful information to other educators who might be interested in using the WebQuest. The final project will be uploaded to the World Wide Web.

Participant Outcomes

Participants will leave the training with a completed WebQuest that is posted to the World Wide Web and available for use by teachers. All html files will be saved to a floppy or CD for the participating teacher to use.

✓ ***Creating WebQuests Using Front Page (Intermediate)***

This training follows the WebQuest format using *Front Page* software. *Front Page* themes and direct html editing will allow for the inclusion of additional features such as html tables, hit counters and scrolling marquees.

- *Module 1—Defining a WebQuest*

Participants will complete the online activity entitled “A WebQuest About WebQuests” as a means of understanding the six components of of WebQuest (Introduction, Task, Process, Resources, Evaluation, Conclusion)

- *Module 2—Designing a Multi-paged Website*

Participants will create a multi-paged WebQuest template with a navigation bar and links to all six WebQuest components. Front Page themes will be utilized to add a professional appearance to the website.

- *Module 3—Developing your WebQuest Idea*

Participants will rough out their WebQuest project and develop the initial components (Introduction, Task, Resources). This information will be added to their WebQuest template.

- *Module 4—Finding Hyperlinks for the Resources*

Participants will research links that they would like to add as WebQuest resources. These resources will be utilized by students to complete their task. The hyperlinks will be added to the Resource component of the WebQuest.

- *Module 5—Creating a Rubric as an Evaluative Tool*

Participants will participate in an activity that will outline the process utilized in creating an effective evaluative rubric. Using this knowledge, a rubric will be developed relative to the WebQuest using an html table.

- *Module 6—The Finishing Touches*

Participants will finish the Conclusion component of their WebQuest and add a “Teacher’s Page” designed to provide helpful information to other educators who might be interested in using the WebQuest. The final project will be uploaded to the World Wide Web.

Participant Outcomes

Participants will leave the training with a completed WebQuest that is posted to the World Wide Web and available for use by teachers. All html files will be saved to a floppy or CD for the participating teacher to use.

✓ *Creating WebQuests Using Dreamweaver (Advanced)*

This training follows the WebQuest format using *Dreamweaver*. *Flash* buttons, dhtml rollovers, direct html editing and real-time previewing will enhance the appearance and visual appeal of the final WebQuest.

- *Module 1—Defining a WebQuest*

Participants will complete the online activity entitled “A WebQuest About WebQuests” as a means of understanding the six components of of WebQuest (Introduction, Task, Process, Resources, Evaluation, Conclusion)

- *Module 2—Designing a Multi-paged Website*

Participants will create a multi-paged WebQuest template with a navigation bar and links to all six WebQuest components. Dreamweaver Flash Buttons and dhtml rollovers will add a professional appearance and interactive quality to the website.

- *Module 3—Developing your WebQuest Idea*

Participants will rough out their WebQuest project and develop the initial components (Introduction, Task, Resources). This information will be added to their WebQuest template.

- *Module 4—Finding Hyperlinks for the Resources*

Participants will research links that they would like to add as WebQuest resources. These resources will be utilized by students to complete their task. The hyperlinks will be added to the Resource component of the WebQuest.

- *Module 5—Creating a Rubric as an Evaluative Tool*

Participants will participate in an activity that will outline the process utilized in creating an effective evaluative rubric. Using this knowledge, a rubric will be developed relative to the WebQuest using an html table.

- *Module 6—The Finishing Touches*

Participants will finish the Conclusion component of their WebQuest and add a “Teacher’s Page” designed to provide helpful information to other educators who might be interested in using the WebQuest. The final project will be uploaded to the World Wide Web.

Participant Outcomes

Participants will leave the training with a completed WebQuest that is posted to the World Wide Web and available for use by teachers. All html files will be saved to a floppy or CD for the participating teacher to use.

Creating Educational Movies Using Windows Movie Maker II

Using a digital video camera, participants will go through the process of capturing video onto the computer using *Windows Movie Maker II*. The captured video clips will be combined into one project using transitions. Video effects, audio tracks and title slides will be applied to the video project to give it a professional appearance. Final projects can be saved as a video file, CD, DVD or streaming video. *Windows Movie Maker* software comes bundled with *Windows XP*. A digital video camera and a Firewire or USB 2.0 port on the computer are needed for this training.

Modules for this training:

- *Module 1—Capturing Video Using Windows XP*

Participants will take motion video using a digital video camera and then capture the video files on to the computer using the firewire or USB 2.0 port of the computer.

- *Module 2—Incorporating Video Clips into a Single Movie*

- Participants will create a timeline using video clips and incorporate them into a single movie using transitions to connect the clips seamlessly. Unwanted video can be edited out at this point.
- *Module 3—Adding Video Effects and Voiceovers and Music*
Participants will add voiceovers and music where desired in lieu or combined with the existing sound track. A wide assortment of video effects will be added to the clips on the timeline.
 - *Module 4—Saving the Final Movie*
Participants will save their final movie in the format they desire. This can include video for PowerPoint, the World Wide Web, Windows Media Player or CD/ DVD.

Participant Outcomes

Upon completion of the four training modules, participants will create a final movie from raw video footage using the computer and save this video in the desired format depending on their needs.

Creating Your Own Educational Software Using PowerPoint

Participants will utilize the features included in *PowerPoint* and *Windows XP* to create interactive software relevant to their specific classroom needs. Capturing video using the *Windows Movie Maker* software bundled along with *Windows XP* will be included in the training. Captured video will be imported into *PowerPoint* as a means of delivering educational content. Video content controlled through *PowerPoint*, combined with interactive features created by looping slides will result in custom designed, professionally looking and interactive educational activity. A digital video camera, a Firewire or USB 2.0 port on the computer, *PowerPoint 2002* or later and *Windows XP* are needed for this training.

Modules for this Training:

- *Module 1—Capturing Video Using Windows XP*
Participants will Capture video using Windows Movie Maker and save it in a format usable by PowerPoint (A digital Video Camera and recorded video for the educational project is needed for participants in this module)
- *Module 2—Editing Captured Video Clips*
Participants will create a timeline using video clips and incorporate them into a seamless video using transitions to connect the clips. Extraneous video will be edited out at this point.
- *Module 3—Adding Video Effects and Voiceovers and Music and Saving the Movie*

Participants will add video effects and voiceovers to enhance the educational content of their video. The final product will be saved in a compressed format usable by PowerPoint.

- *Module 4—Setting Up the PowerPoint Presentation*

Participants will select or create their slide background and add educational content. The video clips will be added to PowerPoint slides and controls for running, pausing and stopping the video will be added.

- *Module 5—Adding a Photo Slide Show*

Participants will learn how to create a slide show of photographs to enhance their presentation (Participants can add their own digital photographs or import photos from the Web).

- *Module 6—Creating Interactive Activities*

Participants will create a series of test questions and loop them in a manner that will allow feedback to be provided to the students as well as the opportunity to continue to other test questions.

- *Module 7—Saving the Final Project to a CD*

Participants will organize the videos and files into a folder that can be saved to a CD as a PowerPoint presentation. Correctly organizing files will assure that PowerPoint will run the videos from the CD instead of looking for them on the hard drive.

Participant Outcomes

Participants will leave the training with an educational activity saved on to a CD. Included in this activity will be video footage, audio, slide shows and interactive activities. The final project can be copied by the participant to other CDs so that they can be shared by other district teachers.

Webzines for Club Advisors

Student newspapers are a vital part of the educational process in most school districts for good reason. They provide valuable information to the public in addition to real life work experience for the student newspaper staff. With the advent of new technology and vastly improved Internet access, it is now possible to create Webzines that are online student newspapers. This training is designed to walk faculty club advisors through the process of creating professional looking Webzines. Training will focus on *Dreamweaver* for web design and also include the *Flash* buttons that come packaged with *Dreamweaver*. The goal of this training is to create an attractive design template using sophisticated graphics, rollovers and images where necessary. Students would be able to add information at a later date to complete the Webzine. Macromedia *Dreamweaver* is needed for this training.

- *Module 1—Creating a WebZine Opening Page*

Participants will create web folder for the WebZine as well as a newspaper home page using *Dreamweaver*. A navigation bar will be set up using the *Flash Buttons* that come packaged with *Dreamweaver*.

- *Module 2—Creating Rollovers and Adding Images*

Participants will be guided through the process of inserting images in a separate folder as a means of organizing the website. Rollover images will be added to add interactivity to the WebZine.

- *Module 3—Creating a Template for other Pages of the WebZine*

Participants will set up a *Dreamweaver* template that will can be applied to subsequent pages of the WebZine. Sections of the template will be designated as editable to include student work and other sections will be set up as non-editable to insure a consistent look.

- *Module 4—Applying the Template Linking to Additional Pages*

Participants will create additional pages allowing for a multi-paged WebZine. The template created in Module 3 will be applied to each new page to assure consistency of appearance. Links will be applied to all pages to allow easy access to information.

Participant Outcomes

Participants will leave the WebZine training with a CD containing the web folder created using *Dreamweaver*. Included in the folder will be the html files as well as image files saved and organized in a separate directory. This project will be ready for the input of information into the editable regions by students at a later time.

Creating and Maintaining a District Website (Consultant Service)

School district websites have gone from a luxury to an absolute necessity in recent years. A design template for a district website home page and editable templates for the addition of subsequent information on other pages will be set up. Three components of the *Macromedia Design Suite* will be utilized in the creation process. *Dreamweaver* will be used to create the actual website and html code. *Fireworks* will be utilized to create the graphics and navigation bars necessary for the website and *Flash* will be employed to create professional looking animations. Included in the website will be rollover images for the navigation bar and image swaps for links to important district information and individual school websites. Optional additions include streaming video designed to bring the district website to life. The final result will be a professionally designed website capable of transmitting relevant information to the entire school district. Please see www.wernerlearner.com for further information.