

Navigator Series 1, 2 and 3

Audience: 3-12 Teachers, Principals

Time: 60 minutes per series

PROCEDURES

- 1) Review the *Facilitator Tips* document for information on set-up and materials preparation prior to the session.
- 2) Distribute materials at computer workstations and bring up the D3A2 demonstration site at the instructor workstation.
- 3) Explain to participants that the *Navigator Series* uses demonstration data. This experience will be followed up with an analysis of their own data using a similar path of inquiry.
- 4) Instruct participants to work individually or in pairs through the *Navigator Series* selected. Circulate and answer questions that arise. Share questions and responses with the entire group as appropriate. Give a five-minute time warning when it appears that most of the group has progressed to the second to last step in the directions.
- 5) Check over answers with the group using the *Navigator Series, Facilitator* version. Identify any misinterpretations that may have occurred in the reading and analysis of the data and clarify any confusion regarding navigation within D3A2. Use the instructor workstation as necessary to demonstrate or explain correct responses. Reference the *D3A2 Quick Guide* and *Quick Reference Card* as needed.

COMMENTS TO FACILITATOR

The Module III *Facilitator Tips* document provides information that is critical to consider when planning for this work session.

Quick Reference Cards can be laminated for durability and reuse.

LEARNING OBJECTIVE

Participants will practice navigating, reading and analyzing data in a visual format.

DESCRIPTION

The *Navigator Series* is designed to provide a risk-free environment for exploring the three reporting functions within D3A2. Each series is followed by a *Guided Inquiry* activity involving analysis of their test data.

MATERIALS AND RESOURCES

- *Navigator Series 1, Series 2, and Series 3*, one per participant
- *Quick Reference Card*, one per participant
- *D3A2 Quick Guide*, one per participant
- *D3A2 User Manual*, one per every five participants
- Pens/pencils
- Computer lab, projector, screen

VARIATIONS & EXTENSIONS

Use a video segment as an opener to put “nervous” participants at ease. Make a comparison of their upcoming experience with the video. Example: *Squirrels Complete Insane Obstacle Course*, <http://www.youtube.com/watch?v=c6bnLQaQwxA>

NOTES
