



Teacher Externships Bringing Industry Standards to the Classroom

Presented by:

Beatriz Espinoza, Vice Chancellor Educational Planning and Services

Sonya Horn, Tech Prep/CTE Programs Specialist

Doug Ahlers, 3-D Animation Instructor, Sutter Union High School

CTE Goals

- ▶ Professional Development for Faculty
- ▶ Externship Process/Objectives
- ▶ Case Example – 3D Animation



Tech Prep/CTE Transitions

- ▶ North Central Counties Career Technical Education Consortium (NCCCTEC)
 - Collaboration
 - Business Partners
 - K-12
 - Community Colleges
 - University Partners



Tech Prep/CTE Transitions

▶ Teacher Externships

- How can we assist high school faculty improve relations with local businesses?
- How can we bring industry standards to the classroom?
- Initiative started in 2009–2010 academic year
 - 09–10 Sponsored 7 Instructors
 - Disciplines: Auto Technology; Culinary; Graphics Communication; Info Technology; Administration of Justice; Welding Technology
 - 10–11 Sponsored 8 Instructors
 - Disciplines: 3D Animation; Agriculture – Floral Design, Ag Mechanics; Autobody; Early Childhood Education; Health; Industrial Technology;



Externship Process / Objectives

- ▶ Teachers complete local application
- ▶ Teachers receive recommendation from their administrator
- ▶ Teachers contact/set-up externship with local business
 - 1-3 businesses
- ▶ Teachers shadow an industry for 3 days
- ▶ Teachers complete lesson plan and externship survey



Externship Process / Objectives

- ▶ NCCCTEC receives return on investment
 - Students receive lesson on current industry standard requirements
 - Teachers feel valued/supported in their efforts to bring relevant information to their students
 - Improved communication and potential partnerships for work based learning



Survey Results

Scale 1–5 (1 = Poor, 5 = Excellent)

- ▶ Planning and organization of the program
 - 2009–2010 – 4.3 2010–2011 – 4.5
- ▶ Planning and organization of the program
 - 2009–2010 – 4.4 2010–2011 – 4.5
- ▶ Personal goals and objectives of externship met
 - 2009–2010 – 4.7 2010–2011 – 4.9
- ▶ Quality of training from site
 - 2009–2010 – 4.6 2010–2011 – 4.5
- ▶ Learned new/useful information that can be used in lesson plans
 - 2009–2010 – 4.6 2010–2011 – 4.9
- ▶ Overall evaluation of the program
 - 2009–2010 – 4.6 2010–2011 – 4.8
- ▶ Interested in participating in the program next year
(5 = yes, 1 = no)
 - 2009–2010 – 5.0 2010–2011 – 4.8



Survey Comments

- ▶ “This program should be promoted to CTE instructors on a broad scale. Reconnecting, and at times just connecting with industry outside of the classroom, really builds dialogue toward a contemporary curriculum.”
Stu Mac Donald, Yuba City HS, Industrial Arts Instructor
- ▶ “My experience this week with American River College was one I will never forget, the Culinary Arts Program is certainly one of the best in the state.”
Kuulei Moreno, Wheatland HS, Culinary Arts Instructor
- ▶ “I now have experience working with the newest technology in graphics, 3D animation, and live video production. I plan to use this knowledge to make new lessons for my students, adjust existing lessons and provide exciting discussion with students to enhance their learning experience in my classes.”
Doug Ahlers, Sutter HS, 3D Animation Instructor




Sutter High School ROP 3D Animation

ROP Students

- ▶ Stats / student demographics
 - ▶ Recruits
 - ▶ Outcomes
- 

The next few slides are pictures taken during an externship in San Antonio, Texas at NewTek headquarters and the All-American Bowl Games in the Alamodome, January 2011.





Students learning the TriCaster system at NewTek headquarters, San Antonio Texas. This is the 2011 All-American Video Crew for the All-American Bowl games.



Rex from NewTek teaches green screen technology in preparation for the All-American Bowl Games



Student live video production crew at the All-American Bowl games.



Worlds smallest live production system (news truck) housed in a Mini Cooper at the All-American Bowl Games.




Worlds smallest live production system
at the All-American Bowl Games



Backdrop used behind announcers for the Sunday All-American Bowl games in San Antonio 2011. Designed by AJ Strauss using NewTek's 3D LightWave software.

The following slides are objects modeled using NewTek's 3D LightWave software. These are student projects which were printed as stills in photo quality.

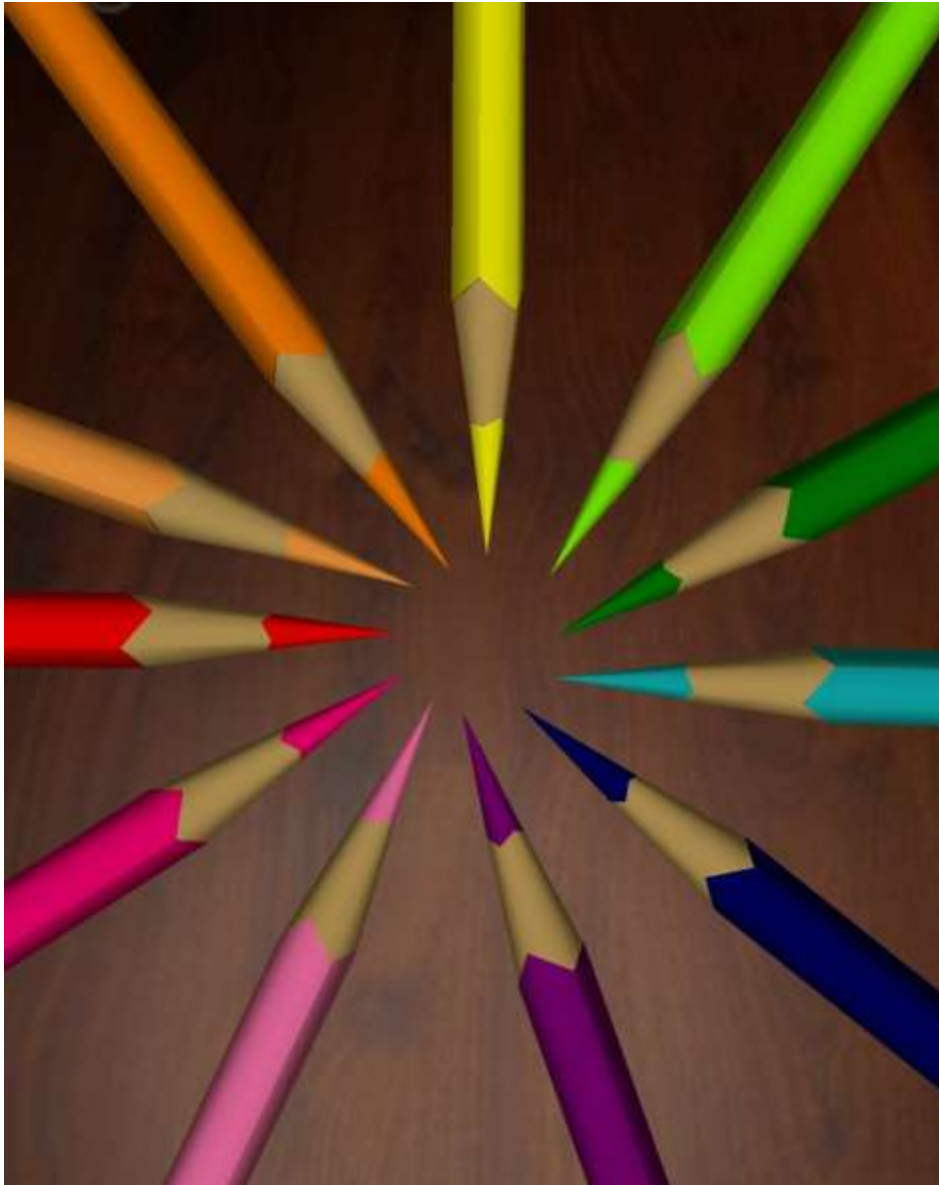




All students create a soccer ball as a class project. No, this is not a photograph. This soccer ball was created by Brenna MacDonald using NewTek's 3D LightWave software.

An IPOD created by
AJ Strauss
(first year)





Colored
Pencils by
Karissa
Tomm
(first
year).



Light Bulbs by AJ Strauss (first year).



Paint Can, Pens and Light Bulb
by
Eric Bryant (first year).

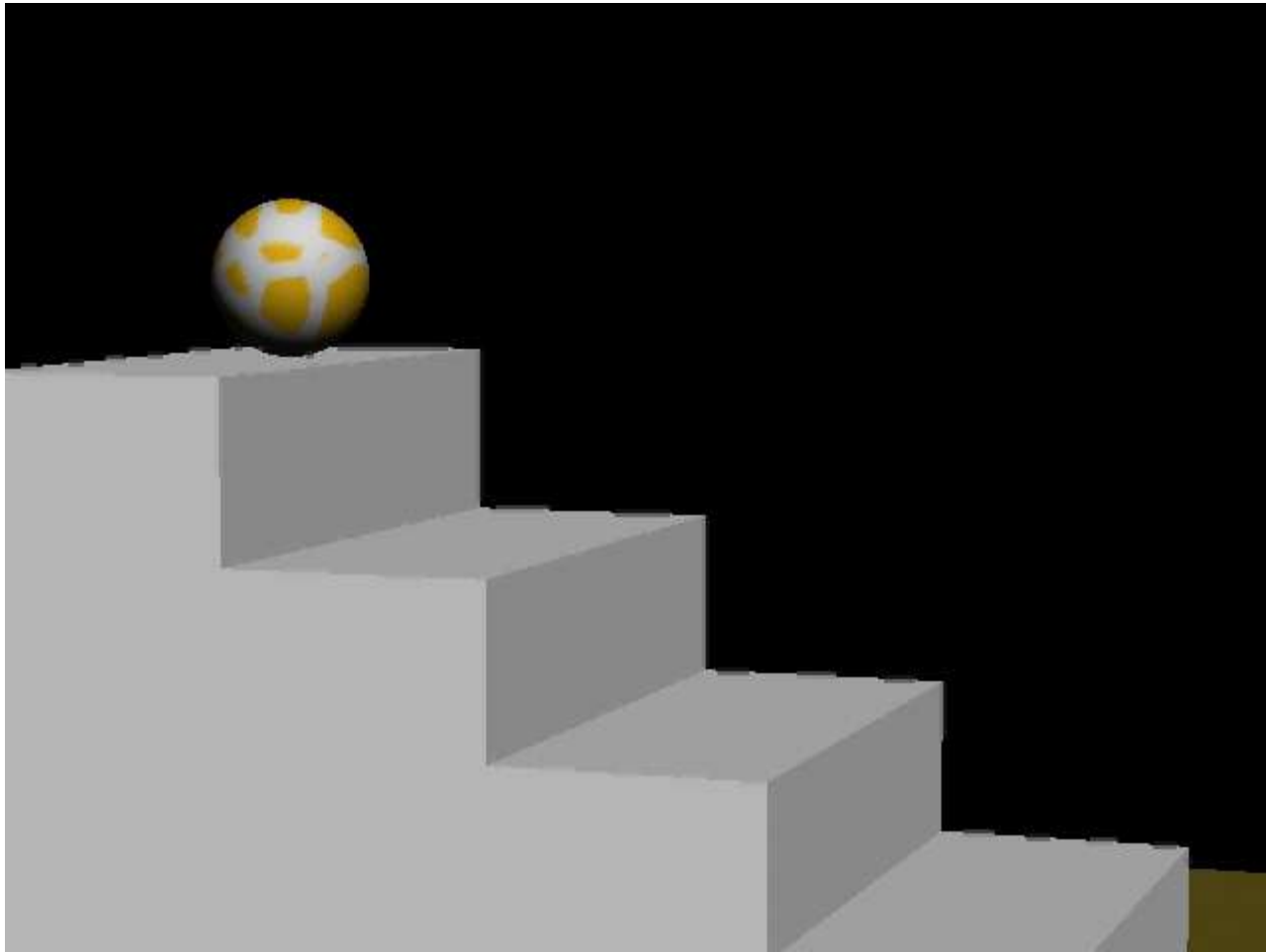


Piano by AJ Strauss (second year).

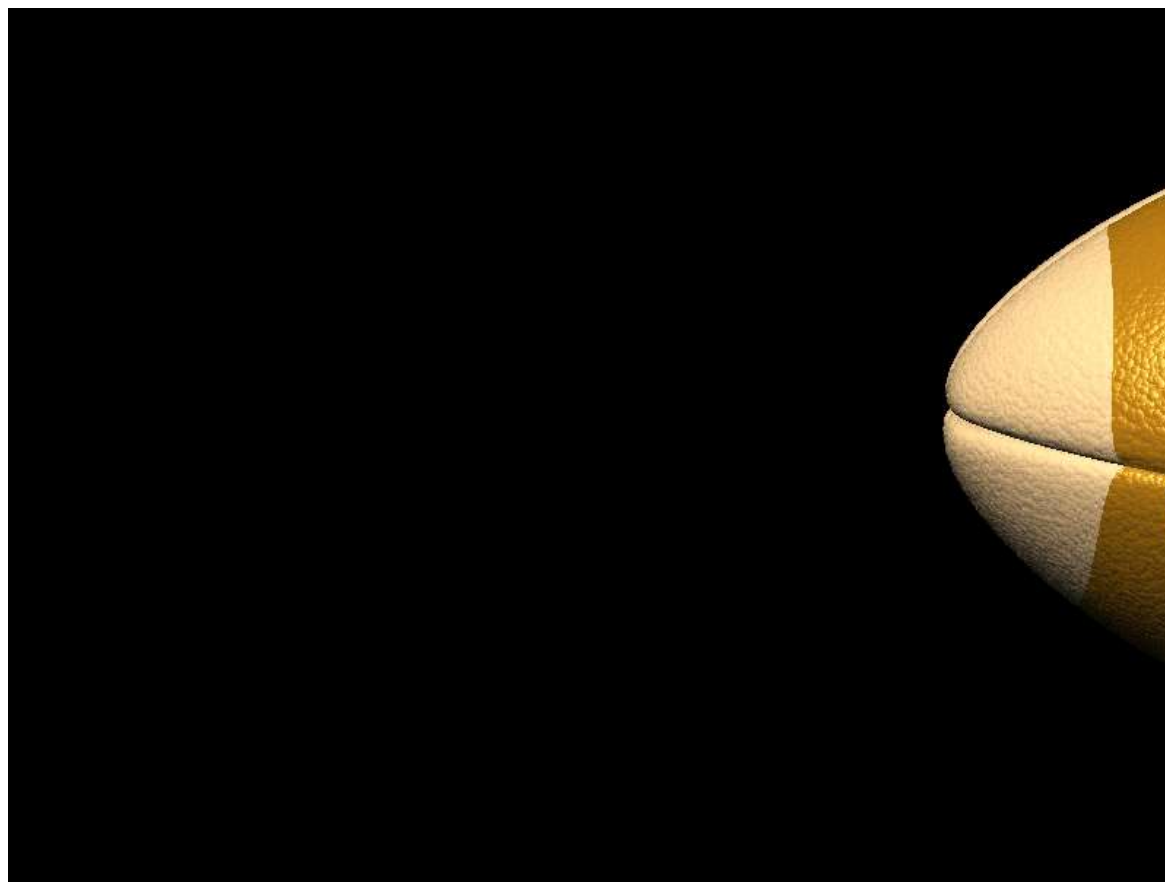
The following slides have short video clips of student projects created using NewTek's 3D LightWave software.



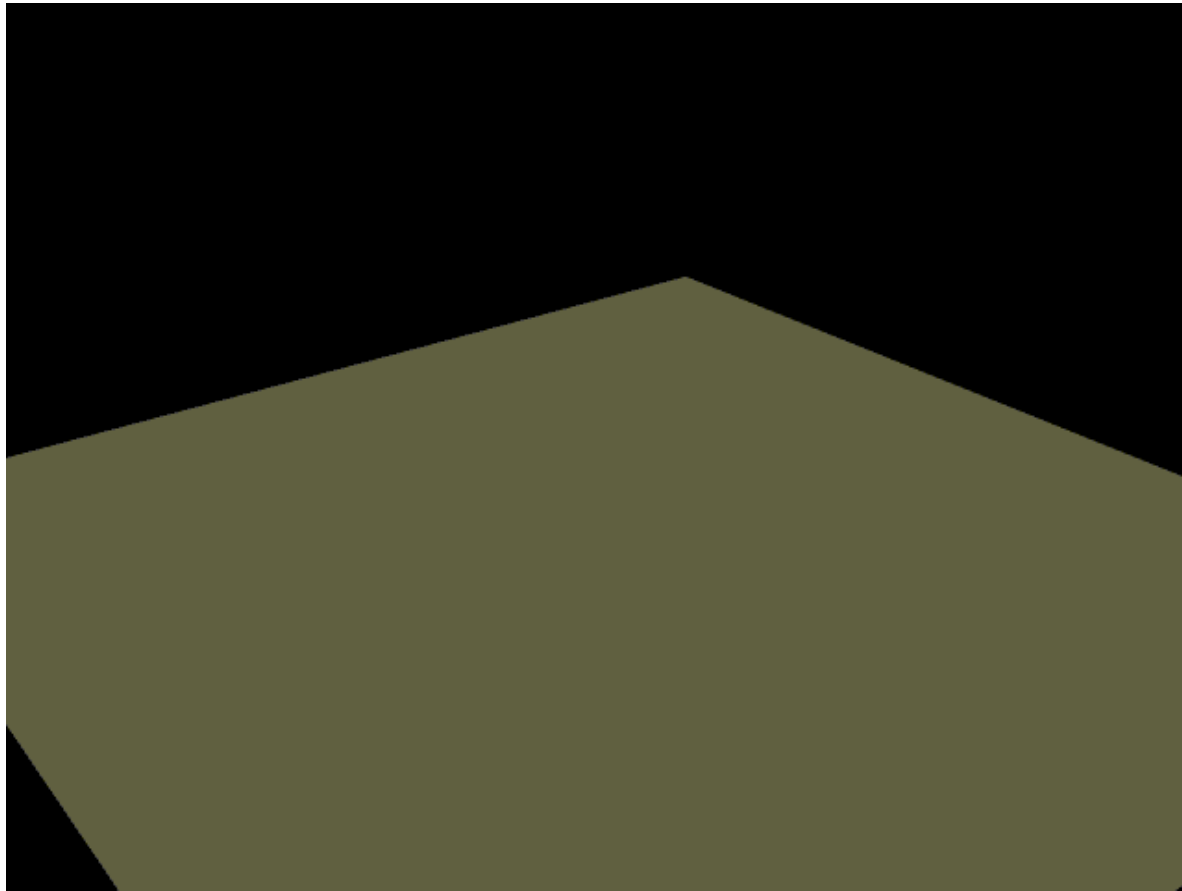
Water Under the Bridge Video by
Chris Bailey (first year).



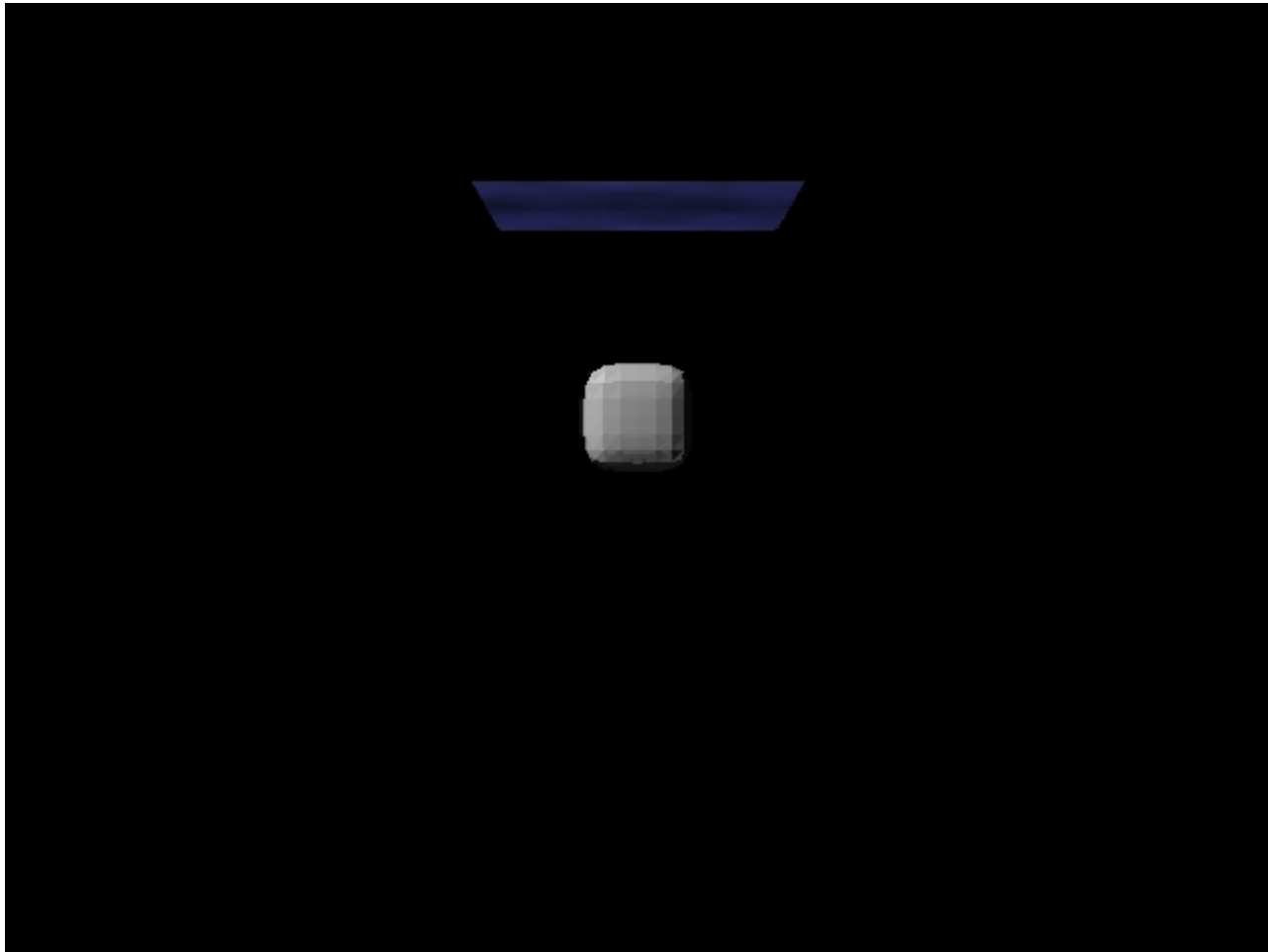
All Students Create a Bouncing
Ball during the 5th week their first
year.



AJ Strauss (first year).



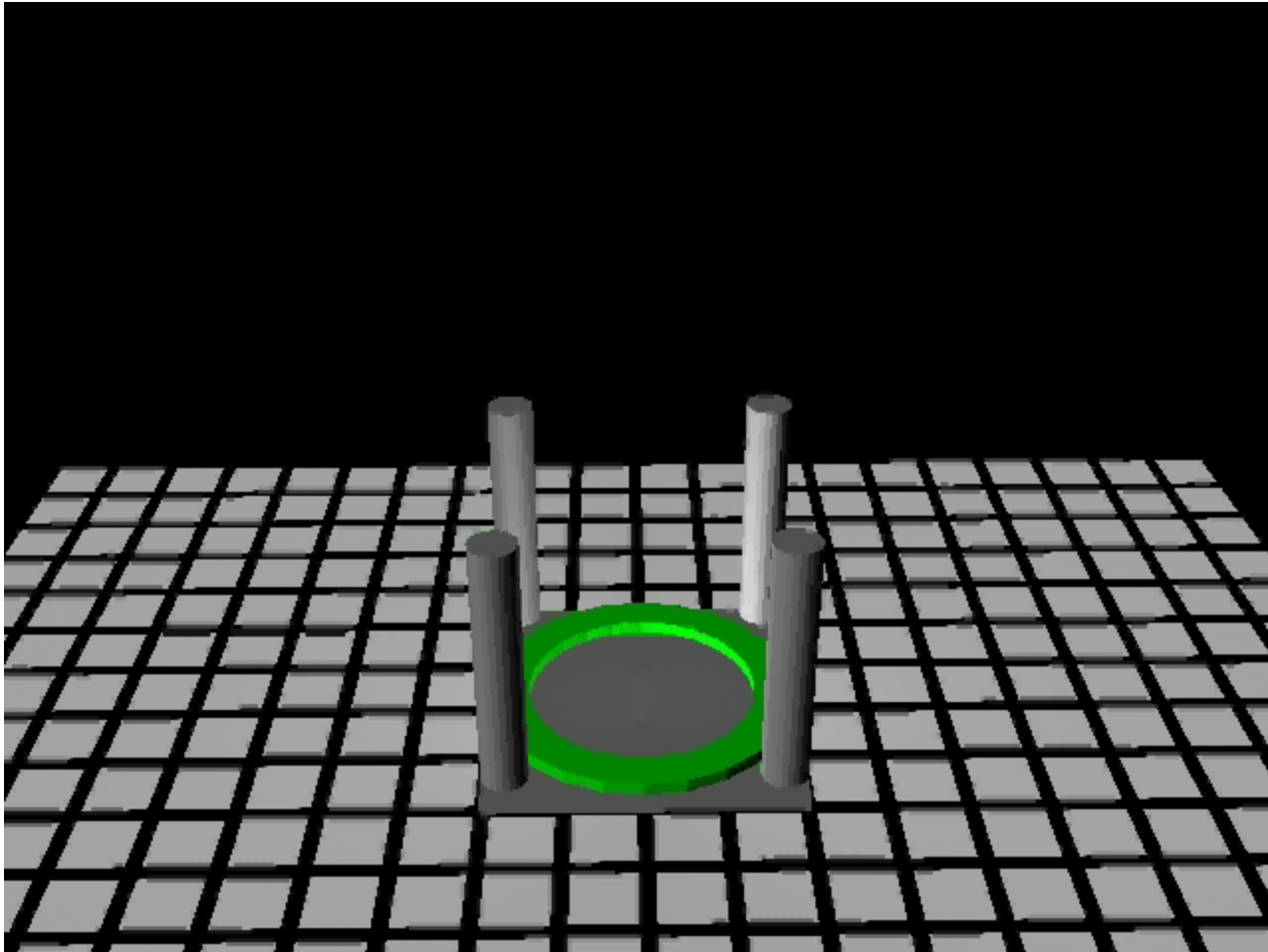
Jacob Hay (second year).



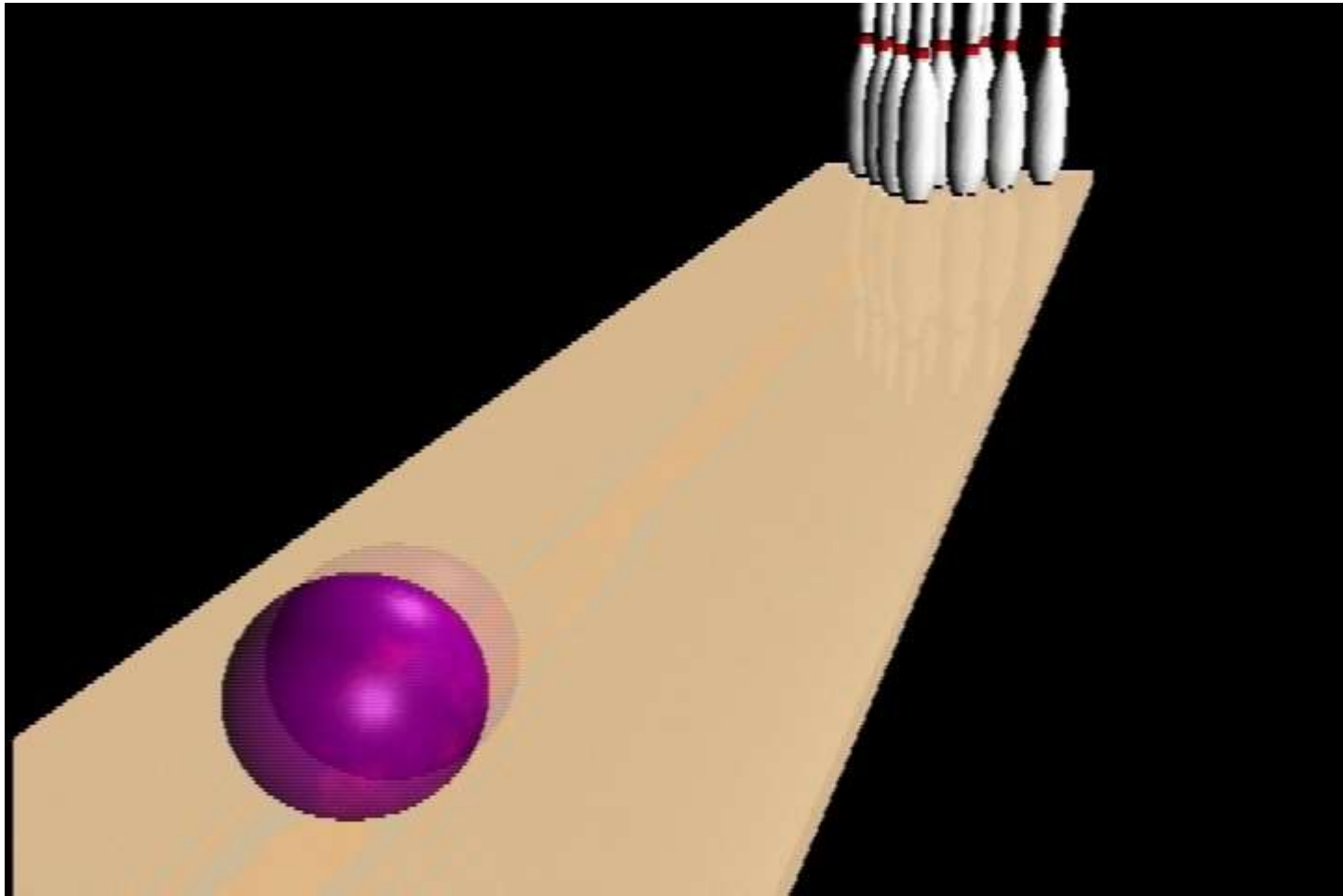
Jacob Hay (second year).



Jacob Hay (second year).



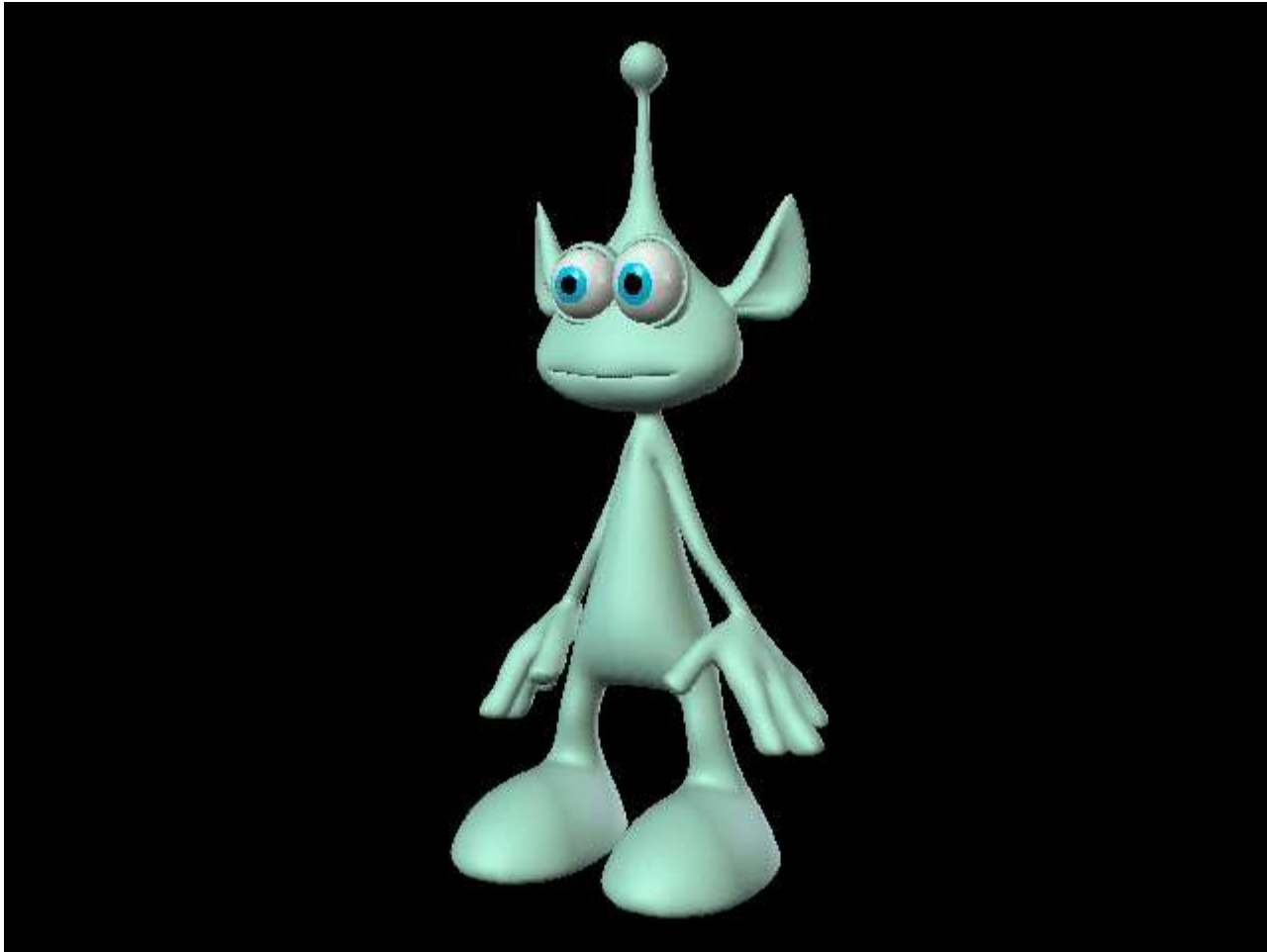
Jacob Hay (second year).



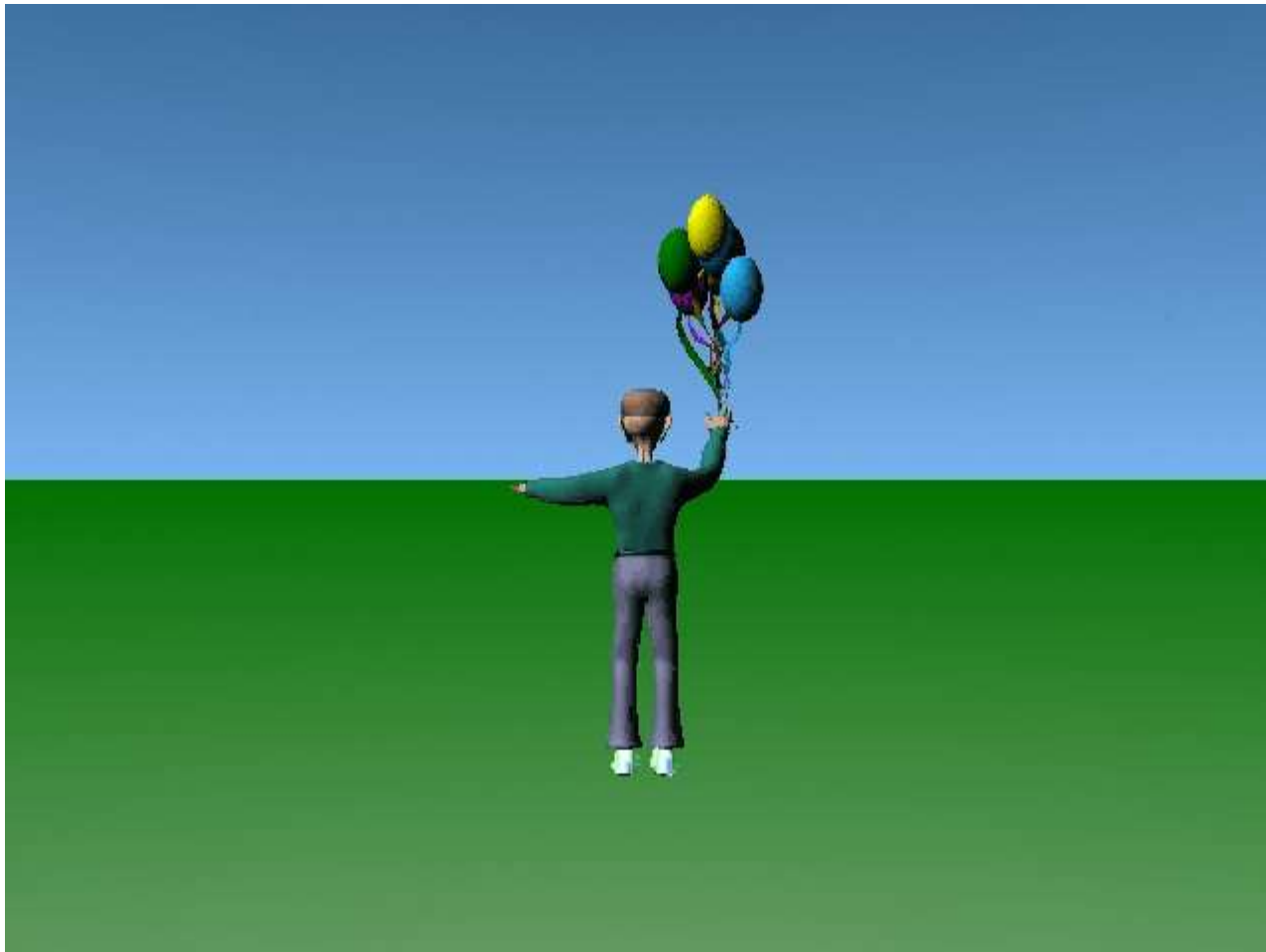
Kelsey Meyer (first year).



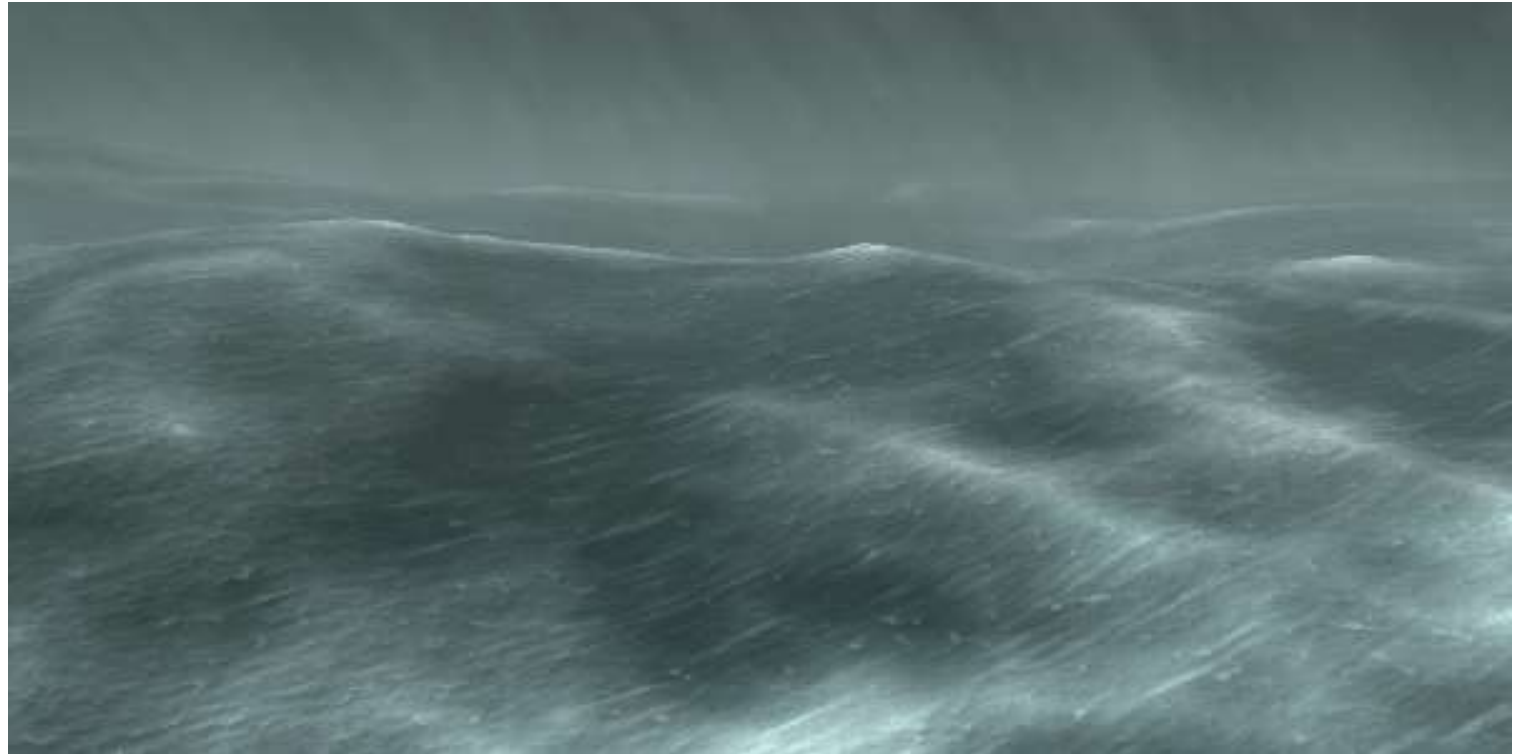
Luis Prado (first year).



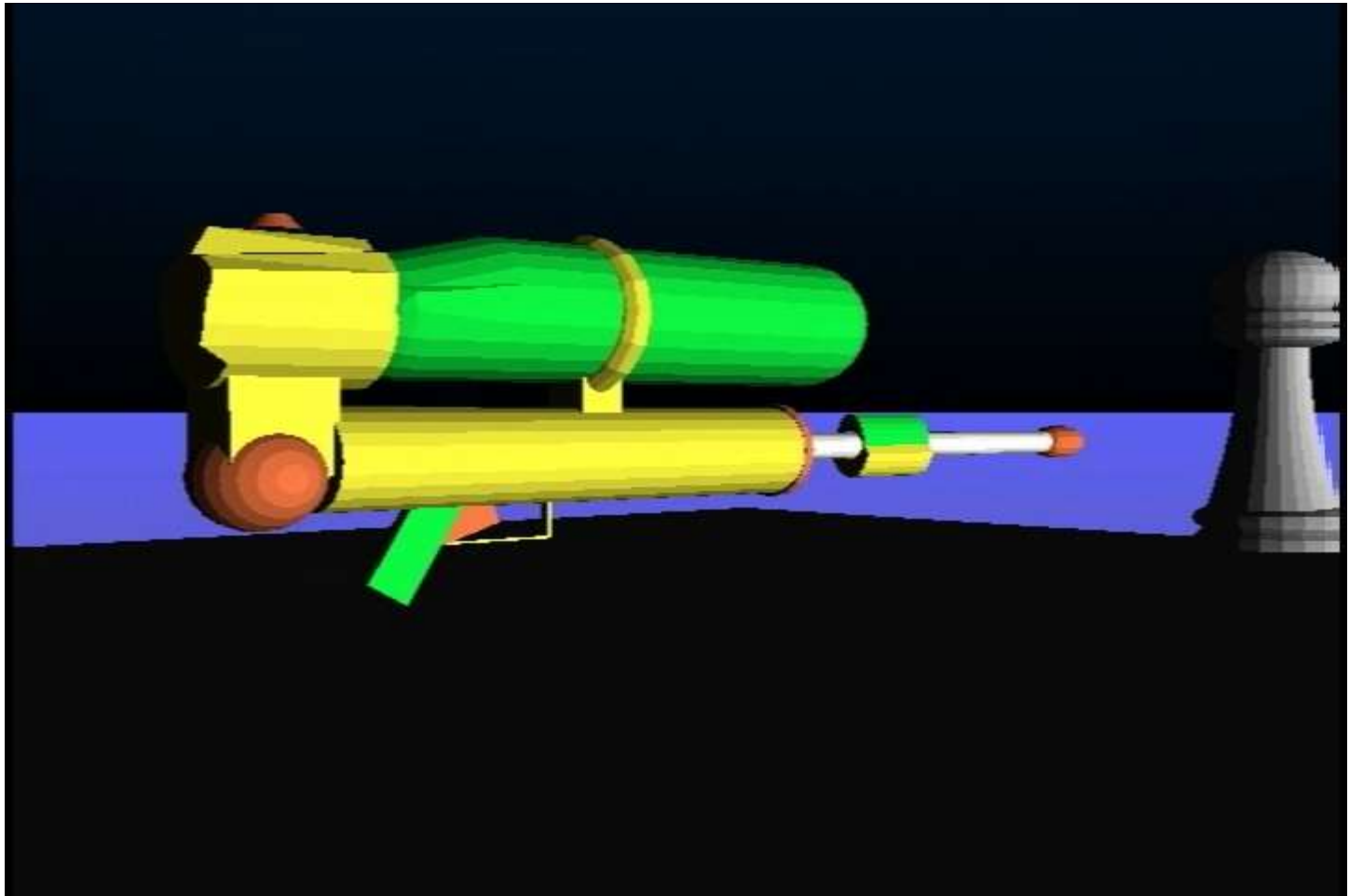
David Whitmore (second year).



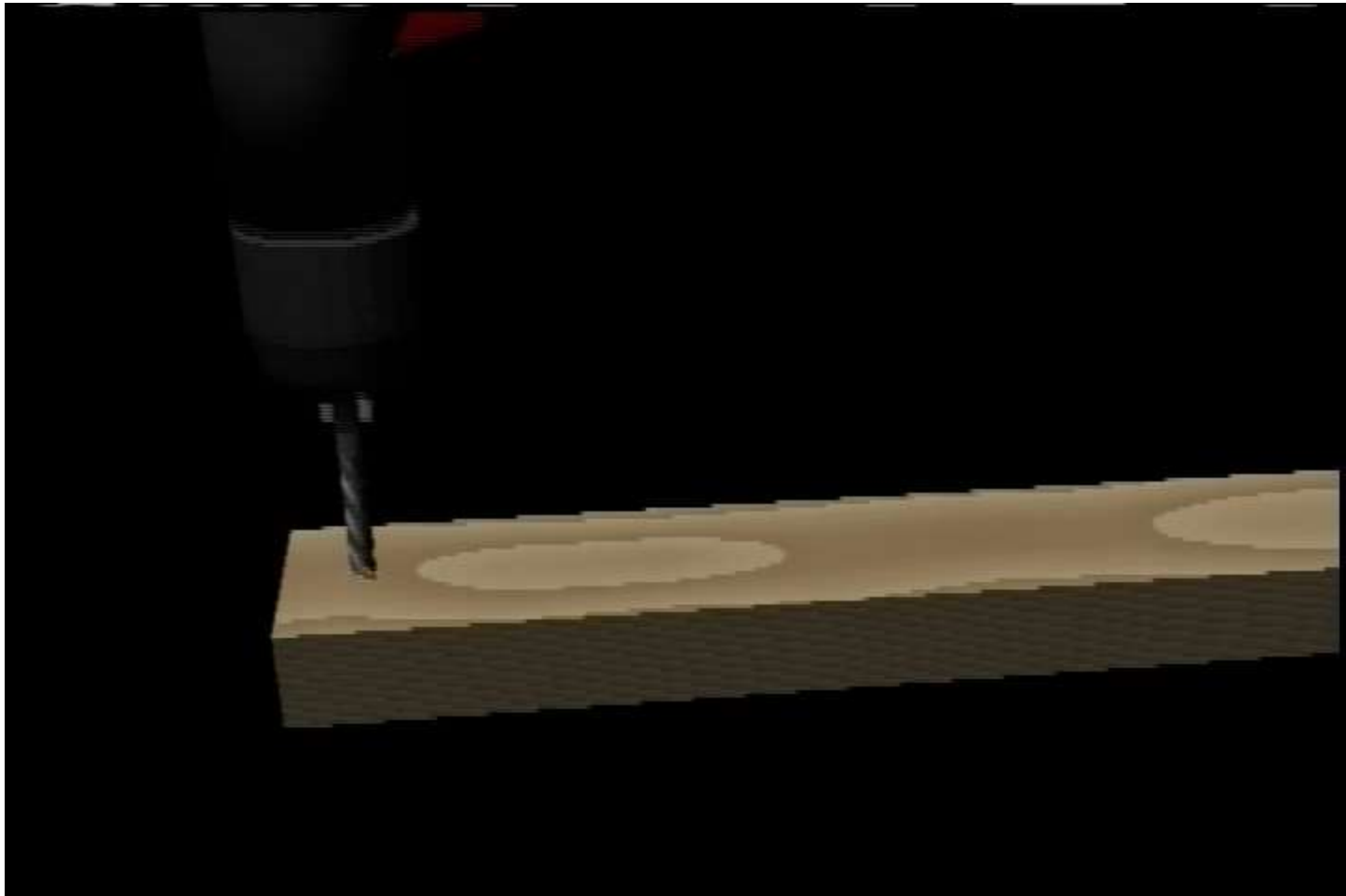
Amy Zamagni (first year).



Mackenzie Kimball (first year).
Look familiar? Think “The Guardian”
starring Kevin Costner.



Reid Melani (first year).




Bryce Meyer (first year).




AJ Strauss created this TriCaster animation for the All-American contest during his second year of 3D animation.

AJ Strauss

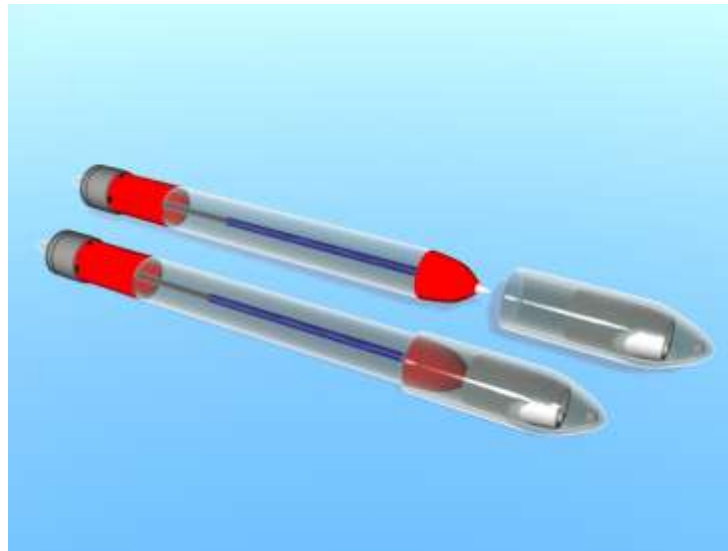
- 4 year pathway including 2 years of Graphic Communications and 2 years of 3D Animation.
 - Tri-County ROP student of the year.
 - National video contest winner.
 - All-American Video Crew member.
 - AJ was awarded a paid internship at NewTek during June, 2011.
 - He is now attending UC Davis majoring in media studies.
- 

Teaching Tips for a Creative Technology Class:

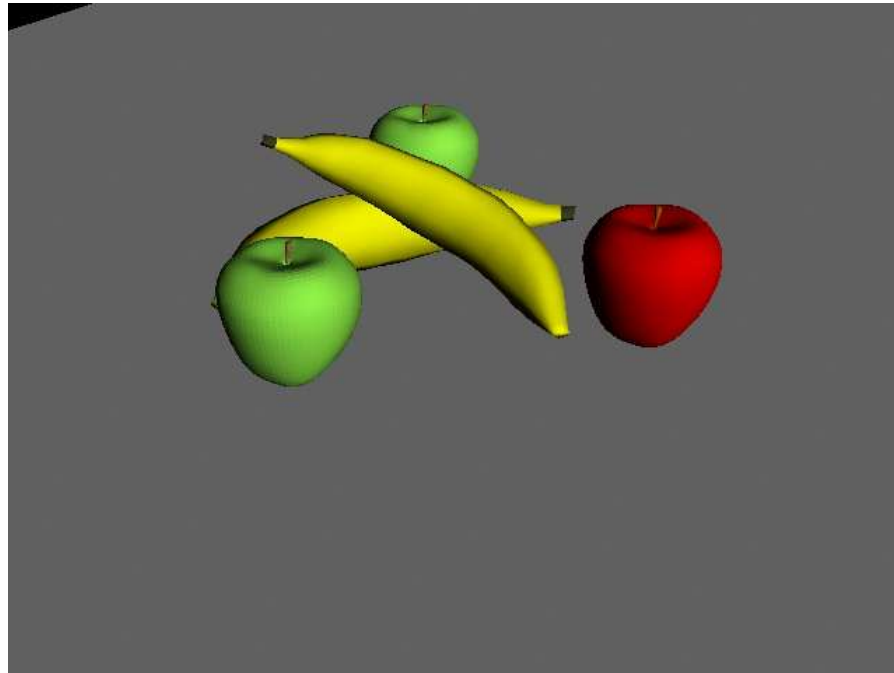
- Develop a partnership with industry.
 - Become a facilitator.
 - Lose the structure to allow for creativity.
 - Allow students to explore.
 - Allow students to succeed.
 - Allow students to fail.
 - Allow students to learn to learn on their own.
 - Create independent and creative minds.
 - Remember high school's purpose. This is a time for students to explore their interests.
- 

Summary

- ▶ Professional Development for Faculty
- ▶ Externship Process / Objectives
- ▶ Case Example – 3D Animation



Questions?



Contact Information

- ▶ **Beatriz Espinoza**
 - Vice Chancellor Educational Planning and Services
 - bespinoz@yccd.edu
 - (530) 741-6793

- ▶ **Sonya Horn**
 - Tech Prep/CTE Programs Specialist
 - shorn@yccd.edu
 - (530) 634-7785

- ▶ **Doug Ahlers**
 - 3-D Animation Instructor, Sutter Union HS
 - dahlers@sutterhigh.k12.ca.us
 - (530) 822-5161 ext. 223

