

Online Learning Pilot Program Resources

Teaching Artist Resources:

1. [Online tools and distance learning materials](#) for K-12 teachers
2. [Tips and Tricks for Teaching in the Online Classroom](#)
3. [8 Lessons Learned from Teaching Online](#)
4. [How To Be a Better Online Teacher](#)
5. [Advice for newly remote teachers](#)
6. [How to Teach Online Courses](#)
7. [Courage to Love \(And Teach\) in the Time of Coronavirus](#)
8. [Comprehensive Guide to Educating Through Zoom](#)

Curriculum Development:

1. [Tips and tools for teaching remotely](#) by Richard Byrne from [PracticalEdTech.com](#)
2. [Evantobias.net](#): generative questions to consider as you design and plan
 - a. Music:
 - i. Save the Music Foundation [music education resources](#)
 - ii. [JamKazam](#) - Play music with others online in real-time
 - b. Visual Arts:
 - i. [NAEA Remote Learning Toolkit](#)
 - ii. [Distance Learning Tips for Visual Arts](#)
 - c. Literary Arts:
 - i.
 - d. Theatre:
 - i. [Teaching Theatre Online](#) - Dr. Daphnie Sicre, Loyola Marymount University
 - ii. [Online Theatre Teaching Strategies](#) - Michael Rohd
 - e. Dance/Movement:
 - i. [Dance Studies Association](#) resources
 - ii. [Movenet Media](#) - connects, educates, and entertains viewers by providing access to artists and their choreography.
 - iii. [Resources](#) for moving dance-based pedagogy online

General Online learning resources:

1. [PBS Learning Media](#) - Supplementary resources for art lesson plans
2. [National Association for Family, School and Community Engagement](#) - Resources for practitioners, educators and families during COVID-19
3. [Teaching Artist Guild Resources for Teaching Artists](#)
4. [National Guild for Community Arts Education Webgathering Platform Information](#)
5. [NafME - Recording of teaching music online webinar](#)
6. [Selecting the Appropriate Communication Tools for Your Online Course](#)
7. [Online Tools for Teaching & Learning](#)
8. [Discussion notes](#) from a National Guild Roundtable on how to transition arts programming online effectively and equitably.
9. [7 Things You Need for Better Video Calls](#)

Community Conversations:

1. National Guild's COVID-19 conversations:
 - a. [Human-Centered approaches in a time of crisis](#)
 - b. [Transitioning arts programming for shelter-in-place audiences](#)
 - c. [Community conversations](#)

2. Online groups:
 - a. [Creative Aging Network-National Guild for Community Arts Education Facebook group](#)
 - b. [Online Art & Design Studio Instruction in the Age of "Social Distancing" public Facebook group](#)
 - c. [Community Arts Ed COVID-19 Collective Problem Solving public Facebook group](#)
 - d. [Arts Ed Forum on COVID-19 Slack Forum](#)
 - e. [Slack forum for those navigating partnerships with K-12 schools: Arts & Ed Partnerships + COVID-19 Response](#)

Digital platforms:

Platform	Works On	Simultaneous Users	Pros	Cons
Facebook Messenger and Facebook Live	Android, iOS, Mac, Windows, desktop web	50 (Messenger) Unlimited (Facebook Live)	Fairly universal user-friendly platform. Free	No group chats. Facebook has a history of privacy and security problems. Breakout rooms are not available. Requires Facebook account
FaceTime	Apple Macintosh computers and iOS devices, including iPhone smartphones, iPad tablets and the iPod touch.	32	FaceTime app is preloaded on Macs and iOS devices. Free	Excludes non-Apple users. Doesn't offer a desktop-web option for using FaceTime in a browser. Breakout rooms are not available.
Google Hangouts	Android, iOS, desktop web.	25	Works everywhere and is popular in Google-centric crowds. A handy Chrome extension opens it in its own app-like browser window. If you use Gmail, Hangouts is conveniently built into your mail-window sidebar. Screen sharing is available. Doesn't require desktop users to download and install an app. External accounts can join a call without a gmail account (Meet).	Must have a gmail account to participate. (Hangouts) Breakout rooms are not available.
Google Meet	Android, iOS, desktop web.	100	Is an upgraded version of Google Hangouts with a business lens. External accounts can join a call without a gmail account (Meet).	Only accessible via Google Chrome web browser.
Skype	Android, iOS, PC, Mac, Linux computers, Xbox gaming consoles and Amazon Alexa devices.	50	Full-featured desktop software, but installing it is optional. A new Meet Now feature makes chats a snap, and participants don't even need Skype accounts. Screen sharing is available.	The desktop software can be a bit baffling to use. Skype gets a bit temperamental at times. Breakout rooms are not available.

			<p>Skype has several how-to videos on its YouTube channel.</p> <p>Free</p>	
Zoom	Android, iOS, Mac, Windows.	100	<p>It's reasonably easy to set up and use. No account needed for participants. Screen sharing is available. 1:1 calls are free; pricing available for multiple participants on a call. Breakout rooms are available. Zoom has several how-to guides on their website. Options to provide secure video calls.</p>	<p>Free chats are capped at 40 minutes. It has had a number of well-publicized privacy and security issues which have led to more robust security measures. Desktop users must download and install an app.</p>
Marco Polo	Android, iOS, Mac.	200	<p>Easy and efficient to use to send pre-recorded videos and photos. The video history functions serve as a type of digital scrapbook of moments shared. Free</p>	<p>There are no time limitations or timers for how long a video text can be, which can be a nice feature, but may also lead some users to talking too long per single message. Account needed to participate.</p>
Webex		200	<p>Service is charged for each host; there's no fee for participants. Easy usability. Good video and audio quality.</p>	<p>Breakout rooms are not available. Low quality screen sharing function.</p>