

# EE at the Zoo 2020

Fri, Apr 10

○  
Deadline to Register



Fri, Apr 10 - Fri  
Apr 17

○  
Complete 2 hours  
of online PRE-  
workshop course  
work



Sat, Apr 18  
8:30-12:30

○  
Face-to-Face  
Professional  
Development  
Workshop - Lee  
Richardson Zoo



Sun, Apr 19 -  
Mon, May 11

○  
Complete 10  
hours of online  
POST-workshop  
course work



Mon, May  
11

○  
Deadline to  
complete online  
POST-workshop  
course work



## ONLINE COURSE WORK INFORMATION

With our new “hybrid” professional development ~ you can enjoy interacting with instructors and peers for a reduced number of face-to-face hours, then complete additional hours online at your convenience

In addition to the face-to-face workshop hours a total of 12 online workshop hours will be required

12 online workshop hours will consist of 2 hours being completed prior to the face-to-face workshop and 10 hours being completed after the face-to-face workshop

Approximately, one week BEFORE the face-to-face workshop you will be sent instructions for completing the 2 hours of online PRE-workshop course work at your own convenience prior to the face-to-face workshop

AFTER the face-to-face workshop you will need to complete a 4 hour online Project Learning Tree OR Project Learning Tree Early Childhood course and complete the online environmental education teaching unit assignment which will take approximately 6 hours (this equals a total of 10 hours of POST-workshop course work). The 10 hours of online post-workshop course work will need to be completed during the three consecutive weeks following the face-to-face workshop (approximately 3 or 3.5 hours per week - at your own convenience). (instructions for logging into both the Project Learning Tree course and the KACEE online course will be provided to you at the workshop)

We promise to make it fun, relevant, and engaging and we're here to help if you have questions along the way!

Questions? Contact Ashlyn Kite-Hartwich at [akite@kacee.org](mailto:akite@kacee.org) or 785-889-4384