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PROFESSIONAL SUMMARY

Welcome to Beth Daniels Learning, where learning is a serious, joyful adventure. Pedagogical excellence, creative approaches, technology, energy, and the wisdom that comes from experience ensure that each client's vision comes to life. Interactive digital and hands-on content: curriculum development, learner-focused instructional design, learning games, professional development. Always equity-focused and aligned with standards, learning that engages, inspires, delights, and empowers – changing lives for a better world.

SELECTED CLIENTS: Beth Daniels Learning

2021 – present

➤ Carnegie Learning, Pittsburgh, PA

Writing, and editing for core mathematics curriculum materials.

- Write, edit, and revise teacher's guide for mathematics textbook lessons, grade 6 and Algebra 1.
- Develop specifications for over 130 math centers, cross-disciplinary activities, and performance assessments, grades 4-5.

➤ WEDU, Tampa, FL

Multimedia content development for local and national use.

- Develop virtual workshop content in STEM and English language arts for young children and families.
- Curate primary and secondary digital source materials for standards-based social studies learning, grades 9-12, addressing history and human geography; interactive timeline and interactive map.

➤ Six Red Marbles, Medford, MA/Austin, TX/Brattleboro, VT

Instructional design, writing, and editing for core mathematics curriculum materials.

- Write, edit, and revise teacher's guide and student book for mathematics textbook lessons, grades K-5.

➤ State of Minnesota Department of Education, St. Paul, MN

Review of grant applications for community-based after-school and summer enrichment programs.

- Review and score grant applications based on metrics for effective youth development programming; 21st Century Community Learning Centers and other statewide competitive grants.

➤ Pink Consulting, LLC, Minneapolis, MN

Professional development training for cultural competence and intercultural communication.

- Develop interactive online professional development addressing diversity, equity, inclusion, and intercultural development.

➤ LearningMate, Princeton, NJ

Mathematics curriculum development for online learning settings.

- Edit and revise interactive online mathematics lessons and workbooks for a virtual school, grades K-2.

Employment: TPT – Twin Cities PBS

2016 – 2021

➤ Senior STEM Content & Education Manager, Ready to Learn

Managed all aspects of educational content and pedagogy for Hero Elementary™, an award-winning Ready to Learn multi-media project focused on science and literacy for underserved children in grades K-2. Content and pedagogy development

- Developed curriculum and comprehensive pedagogy for multimedia learning environments.
- Co-author of equity-focused framework to guide development of media-based and in-person content.

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- Researched and developed innovative instructional framework integrating science and literacy.
- Designed 25 digital playlists, hands-on and digital learning resources for K-2 science topics.
- Developed content for children, educators, and families; PBS LearningMedia, PBS Kids for Parents.
- Adapted existing content for distance-learning for COVID-19 pandemic response.
- Wrote education portion of proposal that received a 5-year, multi-million dollar Ready to Learn grant.
- Provided new project ideas for further development of Hero Elementary.

Management and project team collaboration

- Managed educational content development; over 75 lesson plans and support materials.
- Managed education team: recruitment, hiring, supervision, and mentoring.
- Worked with national advisory board and presented periodic updates.
- Recruited and oversaw subject matter consultants, content partners, and educator advisory board.
- Collaborated with television producer, digital programs team, and community engagement team:
 - Trained writers for science and pedagogy; wrote content briefs, reviewed scripts and animation, 80 animated stories, 15 interstitials, 10 comic books.
 - Ensured appropriate science and literacy content and pedagogical design for 24 games.
 - Created professional development for educators and developed family science learning events.
- Worked with staff research associate to develop science performance assessments and rubrics.
- Reviewed and revised science assessments developed by project's research partner, WestEd.

Training and dissemination

- Presented educational foundations of the Hero Elementary Ready to Learn project to independent assessors at federal GPRA meetings, 2019 and 2020, receiving highest-quality ratings.
- Presented Hero Elementary content and pedagogy at international and national conferences.
- Trained community-based educators, trainers, staff, and content partners: content, pedagogy, equity.

SELECTED CLIENTS: Beth H. Daniels Consulting

2005 – 2016

- **McGraw-Hill, Chicago, IL**
Instructional consultation and design for core mathematics curriculum materials Everyday Math.
- **Curriculum Associates, North Billerica, MA**
Instructional design, writing, and editing for core mathematics curriculum materials, grades K – 8.
- **DoubleO Publishing Services (now DoubleInk), Cambridge, MA**
Instructional design, content writing, and project coordination for major K-12 education publishers.
- **Nashville Public Television, Nashville, TN**
Instructional design and pedagogy for online teacher professional development, English language arts, grades K-5; collaborate with PBS and TN Department of Education.
- **PBS/CPB, Arlington, VA**
Instructional design, consultation, and content writing for I ♥ Math video series (grade 6).
- **GBH, Boston, MA**
Re-design difficulty levels for Fetch! Lunch Rush, an engaging augmented reality mathematics app.
- **Radiant Features, West Hollywood, CA**
Instructional design and content review for PBS Math Club educational webisodes (grade 7).
- **Lion Television, New York, NY**
Instructional design and pedagogy for cutting-edge math learning games for middle school students.
- **Cornerstones Summer Programs, North Hennepin Community College, Brooklyn Park, MN**
Develop curriculum and manage program for youth ages 13-18; rigorous, experiential, community-focused, project based curricula for mathematics, science, history, college preparedness, and vocabulary.
- **Robbinsdale Area Schools, Robbinsdale, MN**
Develop multi-grade curriculum for positive racial identity development in a multicultural setting.

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- **Saint Paul Public Schools Foundation, St. Paul, MN**
Develop online PD courses for tutors of K-12 students: intercultural communication, tutoring best practices.
- **St. Paul Neighborhood Network, St. Paul, MN**
Quality assessment, coaching, and training for youth media and youth leadership program staff and youth.
- **Center for Youth Development and Youth Work Learning Lab, University of Minnesota**
Coaching and training for youth programs statewide; Youth Program Quality Assessment (YPQA), develop college level course, develop asynchronous online youth worker training.
- **Minneapolis Community Education and Minneapolis YMCA, Minneapolis, MN**
Develop programming for youth afterschool newspapers; train program staff; publish in English & Spanish.

Beth Daniels: Additional Selected PRIOR EMPLOYMENT HISTORY

- **PLATO Learning, Inc., Bloomington, MN: Sr. Instructional Designer** **2002 – 2005**
Responsible for the design of instructional courseware for learners ranging from young children to adults.
 - Managed instructional design and content of award-winning, standards-based online courseware: remedial mathematics (content for grades K-8) and reading comprehension courseware (grades 4-6).
 - Researched best practices, state, and national standards, to develop effective computer-based learning.
 - Supervised and trained a team of 12 instructional designers, including staff members and contractors.
- **wwwrrr, Inc., Minneapolis, MN: Interactivity Designer** **2000 – 2001**
Designed digital reading and language arts products; trained staff in learner-centered design and usability.
- **University of Minnesota, Twin Cities: Instructional Multimedia Designer/Developer** **1999 – 2000**
Provided instructional multimedia consultation services for professors and other University staff.
 - Trained University professors and staff to integrate educational technology into university courses.
 - Pioneered procedures for effective development of course websites.
- **MECC (Minnesota Educational Computing Corporation), Brooklyn Center, MN: Project Director, Learning Specialist, and Senior Programmer** **1991 – 1999**
Designed and developed educational software for learners ranging from young children to adults.
 - Developed reading and language arts, science, mathematics, and history software for pre-K through grade 10, including work on *Oregon Trail II*, *Princeton Review: Math Library*, and many other products.
 - Co-authored teacher's manuals and user guides to accompany educational software products.
 - Co-authored multicultural education guidelines for developing culturally inclusive educational software.
 - Designed usability testing lab; performed usability tests in the lab and in the field.
- **Minneapolis Public Schools, Minneapolis, MN: Title I Teacher** **1985 – 1989**
Over 4 years teaching students who qualified for instructional support in a large, urban school district.
 - Worked with diverse staff and students, grades 1-8, focusing primarily on reading and mathematics.

EDUCATION

University of Minnesota, Minneapolis and St. Paul, MN

- M.Ed., College of Education and Human Development, Department of Curriculum and Instruction
- Developed and taught graduate-level seminars addressing academic achievement gaps and informal learning strategies to improve educational outcomes for under-served youth.

Macalester College, St. Paul, MN

- B. A., core concentration in Psychology and Elementary Education; K-6 teacher certification
- Additional major in computer science
- Undergraduate coursework at Macalester College, Grinnell College, and New York University

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SELECTED VOLUNTEER EXPERIENCE

Education Minnesota: Minnesota Teacher of the Year Selection Panel

- Participate in Teacher of the Year selection process; judge applications, video statements, and interviews.

Encampment for Citizenship

- Board member, programming, communications chair of national organization for youth activism; summer programming for youth and adults, participatory program evaluation, website re-design/development.

Intermedia Arts

- Board member, secretary, Governance Committee (chair) of community arts organization.

Minnesota-NAME

- Board member, outreach coordinator, website coordinator, conference registration chair.

Phillips Community Television

- Board member, secretary of community-based youth media program; event planning, strategic listening campaign; participated in merger negotiations with Intermedia Arts.

Youth Community Connections

- Policy and advocacy network for out-of-school-time programming in Minnesota.

SELECTED CONFERENCES and PROFESSIONAL TRAINING

- National Summer Learning Association, Summer Learning Bootcamp, 2024
- YWCA of Minneapolis, It's Time to Talk About Race (co-facilitator), 2019, 2021, 2022, 2023
- Amplify Science: Lead with Phenomena and the Three Dimensions Will Follow, 2023
- ASCD, Foundations of Navigating Educational Change, 2021
- EdMedia + Innovate, 2021 (co-presenter)
- National Educational Telecommunications Association (NETA), 2020 (presenter), 2021 (presenter)
- NGSS-ESS Geoscience Webinar, 2021 (presenter)
- STEM for All Video Showcase, 2019 (co-presenter), 2021 (co-presenter)
- Ready to Learn GPRA, Arlington, VA 2019 (presenter), 2020 (presenter)
- National Science Teaching Association (NSTA) conference, 2016, 2017, 2018 (presenter), 2019 (presenter)
- STEM Learning: Young Dual Language & English Learners, National Academies, 2017
- American Evaluation Association, 2015
- Quality Matters, Minnesota Youth Work Institute, 2007-2009, 2011-2014 (multi-year presenter)
- Minnesota Minority Education Partnership, 2008, 2014
- FETC, educational computing conference, 2013
- Youth Program Quality Assessment External Assessor Reliability Training, 2007, 2013
- Digital Learning Object Academy, PBS, 2012
- Minnesota NAME Multicultural Education Conference, 2009 (presenter), 2010, 2011 (co-chair)
- National Association for Multicultural Education conference, 1995, 1996, 2010, 2011
- ASCD Conference on Closing the Achievement Gap, 2010
- Games for Change conference, 2010
- Johns Hopkins Summer Learning Conference, 2009 (presenter)
- Interaction Design and Children conference, Northwestern University, 2008
- *Closing the Achievement Gap* institute, Harvard Graduate School of Education, 2006

SELECTED PROFESSIONAL AFFILIATIONS

- ASCD/ISTE
- Association for Computing Machinery (ACM)
- Minnesota Education Equity Partnership
- National Council of Teachers of Mathematics
- National Association for the Education of Young Children (NAEYC)
- National Council of Teachers of English
- National Science Teaching Association

EDUCATIONAL MEDIA TITLES

Hero Elementary™. PBS Kids curriculum: animated television series, digital games, hands-on activities; grades K-2. Curriculum focus: science and literacy. Broadcast, streaming, and web-based; 40 episodes, 25 playlists.

Operation Investigation. Science education app for children ages 5-8 and their families. Use the Superpowers of Science to investigate characteristics of animals.

I <3 Math. Series of engaging animated videos, grades 5-8. Curriculum focus: mathematics. Web-based.

PBS Math Club. Series of engaging live-action videos, grades 5-8. Curriculum focus: mathematics. Web-based.

Doc Squad. Animated and live-action videos, grades 5-8. Curriculum focus: mathematics and literacy. Web-based.

Meerkatcher Math. Series of educational games, grades 4-7. Curriculum focus: mathematics. Web-based.

PCI Reading Program. Interactive curriculum for students of all ages who have autism and cognitive disabilities, content for grades K-2. Curriculum focus: literacy. CD-based.

PLATO Foundational Mathematics. Award-winning interactive curriculum for older learners, content for grades K-8. Curriculum focus: mathematics. Web-based and CD.

Reading Explorations. Award-winning interactive courseware, grades 4-6. Curriculum focus: literacy, reading comprehension. Web-based and CD.

K-3 Skills Inventories: Math and Reading. Pre-assessments keyed to lessons and objectives in existing courseware, grades K-3. Curriculum focus: mathematics, reading. Web-based and CD.

VersaTiles Online Phonics. Engaging practice modules for phonics skills, grades K-2. Curriculum focus: reading foundational skills. Web-based.

Princeton Review: Math Library. Industry-leading set covering pre-algebra, algebra I, algebra II, geometry, and trigonometry; grades 8-12. Curriculum focus: mathematics. CD-based.

Big Science Ideas: Systems. Theme-based interactive simulations, grades 4-8. Curriculum focus: science. CD-based.

Oregon Trail II. Award-winning industry leader; interactive simulation of US westward expansion, grades 4-7. Curriculum focus: social studies. CD-based.

Multimedia Access Tool for Africa Trail. Allows access to rich media resources from Africa Trail, a simulation of a contemporary bicycle trek through Africa, grades 5-9. Curriculum focus: social studies. CD-based.

TesselMania! Deluxe. Apply principles of transformational geometry to create artistic patterns, grades 3-12. Curriculum focus: mathematics, art. CD-based.

Quilting Bee. Use symmetry and transformational geometry to design simple quilt patterns, grades preK-2. Curriculum focus: mathematics. Apple //e.

Rescue in the Outback. Historical simulation of the Burke and Wills expedition in Australia, grades 4-8. Curriculum focus: social studies. Apple //e.

On Stage. Animated story-construction tool, grades preK-2. Curriculum focus: literacy. Apple //e.

Pizza to Go. Engaging interactive simulation of simple machines, grades 3-6. Curriculum focus: science. Apple //e.

Dogsled Ambassadors. Interactive adventure, exploring culture and history of Alaska by dogsled. Curriculum focus: social studies. Apple //e.

Freedom! Historical simulation of the Underground Railroad in the mid-1800s, grades 5-9. Curriculum focus: social studies. Apple //e.

Grammar Madness. Interactive practice of parts of speech through stories that students complete, grades 4-6. Curriculum focus: literacy, grammar. Apple //e.

Sequences and Series. Tool for experimenting with mathematical sequences and series, grades 6-8. Curriculum focus: mathematics. Apple //e.

Estimation Activities. Interactive games to sharpen elementary students' estimation skills, grades 3-8. Curriculum focus: mathematics. Apple //e.

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CURRICULA and CONTENT for CHILDREN and YOUTH

Hero Elementary Community Outreach Curriculum (Co-developer). Afterschool and summer program based on *Hero Elementary* hands-on and digital science and literacy programming. Grades K-2.

DREAMS: Destiny Rules Everything Around Me. Positive racial identity development curriculum for public school district. Grades 4-12.

Greater Ybor City (Co-developer). Field research and activities to explore the culture and history of Ybor City or any local community. Lesson plans, discussion questions, teaching tips. Grades 6-12.

Tech Youth Interactive (in development). Informal learning program. Young people design digital learning games. Incorporates research, game design, tech skills, and collaboration. Grades 7-11.

Encampment Summer Program (Co-designer). Multicultural, residential, social justice summer program for teens, including experiential learning, youth-led evaluation, and intergenerational weekend. Grades 9-12.

Encampment Youth Participatory Evaluation. Training and support for youth who are evaluating their summer program on empowerment and social justice. Grades 9-12.

Cornerstones Summer Program. Academic enrichment and college preparation program at a local community college; science, English language arts, math, social studies, and youth development. Grades 6-12.

Afterschool News. Afterschool newspaper program; youth collaborate to develop story ideas, interview classmates and teachers, take photos and write articles online. Grades 4-8.

Afterschool Chess. Teaching chess, teamwork, leadership, and positive youth development. Grades 4-8.

PROFESSIONAL DEVELOPMENT CURRICULA

Transformative Transmedia Framework for Early STEM Learners (Co-developer). Training for developing equity-focused, culturally responsive STEM learning materials for children from marginalized groups.

Foundations of Intercultural Development (Co-developer). Introductory training in intercultural development and intercultural communication; online for tutors of K-12 students in a large, urban school district.

Tutoring Basics (Co-developer). Interactive online training for volunteer tutors of K-12 students.

Professional Learning for the Tennessee State Standards (Co-developer). Interactive, digital-based professional development based on Common Core State Standards, grades K-5. Content and pedagogy for teaching reading and English language arts. With classroom video and interactive problem solving.

Dilemmas in Youth Work: Self Study (Co-developer). Professional development for youth workers, based on a signature program of University of MN Extension. Animated case studies and online tools.

Youth Engagement Matters: Self Study (Co-developer). Professional development for youth workers, based on a signature program of the University of MN Extension.

Quality Matters Online: Self Study (Co-developer). Professional development for youth workers, based on a signature program of the University of MN Extension.

Deliberate Practice Matters Online (Co-developer). Cohort-based professional development for youth workers, based on a signature program of University of MN Extension.

Leadership Matters Online (Co-developer). Cohort-based professional development for youth work managers and supervisors, based on a signature program of University of MN Extension.

Youth Work Matters Online: Session 1 (Co-developer). Professional development for youth workers, based on a signature program of the University of MN Extension.

Youth Work Matters: Introduction to Youth Work (Co-developer). Community college course (3-credits) based on a signature program of the University of MN Extension.

Differentiating Instruction: Foundations (Co-developer). Professional development for K-12 teachers; hybrid approach combined web-based and face-to-face learning in the early 2000s.

Understanding PRRS: A Problem-Based Approach (Co-developer). Case study simulation of hog farm infected with PRRS, a viral disease. Interactive learning community, for a graduate course in veterinary medicine.

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SELECTED PRESENTATIONS and CLASSES TAUGHT

A Framework for Developing Equity-Focused STEM Content for Young Children. (Daniels, B., Ellington, R., Orozco, F., Parente) Conference presentation of paper. EdMedia+Innovate, 2021.

Inspiring ALL Geoscience Learners Nationwide with PBS (Coddington, Daniels, Hicks, Morgan) Webinar presentation on PBS learning resources for earth and space science. 2021.

Developing an Equity Framework for Media Production and Education (Daniels, B., Ellington, R., Orozco, F., Parente, C.) Conference presentation on developing equitable, diverse, and inclusive media. NETA, 2021.

Building STEM Superheroes in K-2 Learning Spaces (Daniels, B., Fields, M., Jensen, E.) Conference presentation on the *Hero Elementary* educational outreach program. NETA, 2020.

A Transformative Transmedia Framework for Early STEM Learners (Daniels, B., Ellington, R.) Conference presentation on developing equitable, inclusive multimedia science content for young children. NSTA, 2019.

Do It, Talk It, Write It: Incorporating literacy and digital media to promote meaning making for young learners (Daniels, B., Orozco, F., Shanahan, T., Shea, L.M.). Conference presentation focusing on research-based methodologies for integrating science and literacy learning for children in grades K-2. NSTA, 2019.

Equity, Science, and Universal Design for Learning. (Daniels, B.) Conference presentation addressing how equity-focused teaching and Universal Design for Learning support young children's science learning. NSTA, 2018.

Youth Participatory Evaluation + Quality. (Daniels, B., Pine, N., Tashoma, D.) Conference presentation on youth participation in program quality assessment and planning; co-presented with youth. University of MN, 2014.

Designing for Active Learning: Quality Matters Toolkit. (Daniels, B.) Conference presentation introducing participants to the Active Learning toolkit. University of MN, 2011.

Project Based Learning Environments (Daniels, B.) Training for community college and high school educators addressing project based and experiential learning. North Hennepin Community College, 2009.

Preparing Youth for College Success (Daniels, B., Davis, M.). Conference presentation: summer programs that prepare young people in grades 7-12 for post-secondary education. Summer Learning Conference, 2009.

Infusing Culture into Curriculum (Daniels, B., Davis, K.). Conference presentation introducing concepts of culturally responsive teaching. MN-NAME, 2009.

Lights, Camera, Action Plan! (Daniels, B.) Conference presentation training youth development professionals to utilize action planning as a means of continuous program quality improvement. University of MN, 2009.

The Gift of Time. (Daniels, B.) Conference presentation addressing youth program quality and the importance of planning, for after-school program managers. University of MN, 2008.

Closing the "Achievement Gap" (Cogshell, N., Daniels, B., Davis, M.) Graduate seminar; students explore how youth development practice can improve achievement for under-served youth. University of Minnesota, 2008.

"Learnability" Testing in Learner-Centered Design. (Asdi, A. K., Daniels, B.) Conference presentation and facilitated discussion about learner-centered design and usability. CHI200, 2000.

User Centered Design and Usability Testing. (Daniels, B.) Training for multimedia development staff; principles of user centered design, learner-centered design, and usability testing. wwwrrr, 2000. University of MN, 1999.

Global Constructs: Multicultural Issues and MECC Software (Daniels, B., Neima, C., Sharp, J., Wood, D.). Training educational media developers and other staff on concepts of multicultural education. MECC, 1998.

RESEARCH and PUBLICATIONS

A Framework for Developing Equity-Focused STEM Content for Young Children. (Daniels, B., Ellington, R., Orozco, F., Parente) Conference Proceedings. EdMedia+Innovate, 2021.

A Transformative Transmedia Framework for Early STEM Learners. (Daniels, B., Ellington, R., Orozco, F., Santiago, A., 2021). Journal of Educational Multimedia and Hypermedia.

3 Ways Kids Can Be Heroes in Real Life. (Daniels, B., 2021). PBS Kids for Parents.

Use the Superpowers of Science to Play and Learn. (Daniels, B., 2020). PBS Kids for Parents.

Quality Matters Toolkit: Designing for Active Learning. (Daniels, B., Griffin-Wiesner, J., Love, S., Moore, D., 2011). Center for Youth Development, University of MN Extension.

Quality Matters Toolkit: Structure and Planning. (Daniels, B., Jasken Baker, A., 2010). Center for Youth Development, University of MN Extension.

High Priority Youth Outcomes for Quality OST Programs. (Daniels, B., 2007). Youth Community Connections.