

## iPad possibilities - Transforming education; Connecting with the world

*"When I walk into a classroom and see all of the students playing a math app on an iPad, I think I'd rather see them using a worksheet"*

*~Chris Kennedy, YTEUBC Inspiring Educators Series Lecture, Sept. 24, 2013*

Technology use for technology's sake is not what we are striving for in education today. Transforming learning by providing opportunities that would not otherwise be afforded is a goal that, with emerging technologies and increased access, may be achievable. This transformation can be as simple as allowing for as-needed differentiation, as is the case when providing a student with the option to audio record, video record or 'screen capture' record his/her ideas. Such differentiation, in my experience, doesn't occur on a large scale when it is too much of a drain on teacher time.

What kind of applications fall into this 'Transformative' category? According to Murray and Olcese (2011), those that make use of the particular affordances of the iPad and allow for content creation and knowledge building - especially where this involves entry to a 'global community' through collaborative tools - meet the threshold. I would add that apps that provide for as-needed differentiation, personalization and access beyond the walls of the classroom also fall into this category. As a teacher who was able to connect her class with a research vessel several hundred kilometers off the Pacific Coast at the press of a button; who has tried to convince six year olds that the moon doesn't actually disappear during the day and who can get a lasting window into the mind of a child through audio, video or screen capture narration, I am forever in debt to my iPad!

Of course, the development of more interactive apps and the affordances of existing and still-to-be developed technologies appear to have the potential to revolutionize education, it is only through the critical review and selection of apps and technologies by educators that teaching and learning will truly change. Powerful technology does not replace solid pedagogy!

Reference:

Murray, O. & Olcese, N., (2011). Teaching and Learning with iPads, Ready or Not? - Springer. (n.d.). Retrieved September 24, 2013, from <http://link.springer.com/article/10.1007/s11528-011-0540-6#page-1>

June 2010:

Almost 30,000 applications are categorized by developers of iPhones, iPods and iPads under the heading of "education." Of these the majority are drill & practice.

(Murray&Olcese, 2011)

Affordances

iPad = multi-touch display, gps, accelerometer, rotating screen, Wifi, 3G, Bluetooth accesss, peer to peer sharing, long battery life, camera, video, shipped with essential app package...

# SCARFE Digital Sandbox - Come Play!

# PRACTICE

## Always explore with a critical eye and ask yourself key questions such as:

- Is the app intuitive? Is it free or inexpensive? (are there levels of pay required?)
- Is it interactive and does it support critical thinking, problem solving, collaboration, communication or content creation?
- Can you edit your work once you've started?
- Can you save your work and share it in a variety of ways that support your needs?

## My current TOP TEN!

Some are old favourites; others new... \*all are available on the App Store

**White Board Style Apps** allow for relatively simple content creation. You are virtually able to draw, write and share images as you record what you are doing. You can pause recording when you import a photo. When you resume recording, it will appear to 'appear' on screen! I find this category of app highly useful digital storytelling as well as for pre-, post-, and formative assessment. Each has camera, photo import, draw and text tools.

• **Explain Everything** – \$2.99 and worth it. Simple upload to a variety of popular services.

Online module for guided practice:  
<http://www.makingtechsimple.com/explain-everything>

• **ShowMe** – free and simple to use and has a community space where you can upload & share your videos.

### Sketchnotes:

• **Paper by 53** – free and fun to use. Create some beautiful sketch notes using a variety of tools including various pens, brushes and effects. Getting used to the 'feel' can take practice but the results can be impressive! I recommend using a stylus.

**Productivity Apps:** purport to make life easier by allowing you to create, annotate and organize your notes and files, share to the cloud for safe keeping, collaboration and easy access.

• **Evernote** – free

Download & synch on any of your devices.

**Avatars:** try **Chatterpix** or **Tellegami** to create Avatars that you can use in your own video productions or just to share your ideas in the moment!

**SRS** - student response systems can increase interaction and engagement. Terrific for formative and summative assessment... it's all in the questions you create!

• **Socrative** – free Teacher & Student Version of the App

Tutorials and video on their website

<http://www.socrative.com/>

An Online module for guided practice:

<http://www.makingtechsimple.com/socrative>

• **Plickers** – free - the low tech/high tech answer for student response. Print a set of cards and use your devices camera to scan them!

**Presentation apps:** both below include a bank of creative commons images so are perfect for busy teachers and for introducing students to creating presentations without the need to search the web for images.

• **Haiku Deck** – free

The zen of all presentation software – creates clean, simple, image rich Drawback (for me) – so far, there doesn't seem to be a way to embed video or hyperlink... luckily you can download to PPT and do this on your desktop though!

• **PuppetEdu (ShadowPuppet)** – free  
A presentation App with draw and voice record features

### Portfolio Apps:

• **Freshgrade** – free & Cdn housed data

This ePortfolio application supports teacher/student/home communication \*attend the mini-conference session by Karen Fadum from SD36 Nov. 24, 26