

LLED 360

Yvonne Dawydiak



@yvonedtechtalk

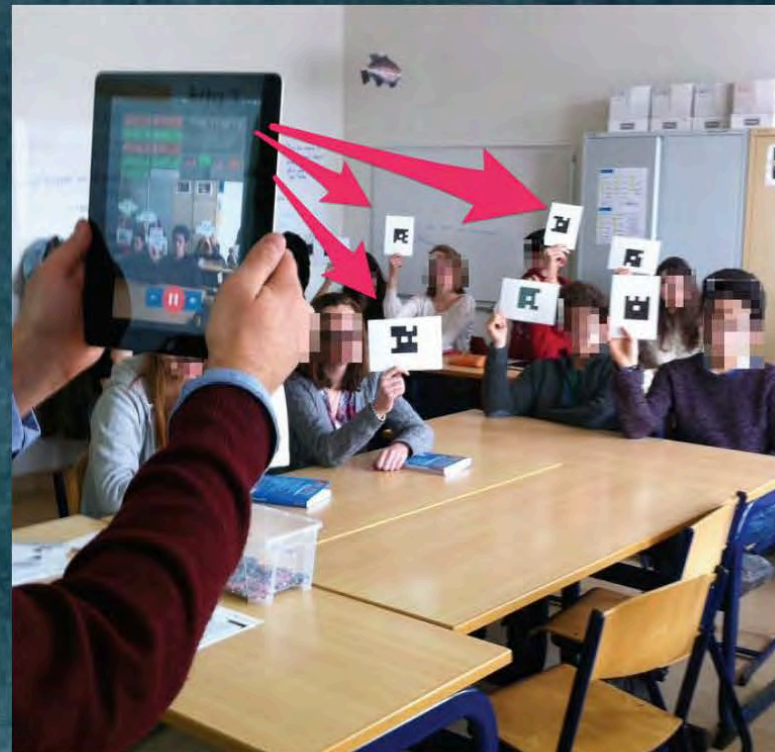
scarfedigitalsandbox.teach.educ.ubc.ca/

Selecting, evaluating and
utilizing digital technologies
and texts to support ALL
Learners

Plickers.com

Student response system

How do you PLAN to meet the needs of varied learners including ELL/EAL?



Universal Design for Learning affords multiple means of:

- REPRESENTATION to give learners various ways of acquiring information and knowledge
- EXPRESSION to provide learners alternatives for demonstrating what they know
- ENGAGEMENT to tap into learners' interests, challenge them appropriately and motivate them to learn.

5

STRATEGIES

To support & engage:
ENGLISH
LANGUAGE
LEARNERS



Practice

key

Vocab



2

INCREASE
OPPORTUNITIES
FOR
COMMUNICATION





HELP THEM
SEE
WHAT YOU ARE
SAYING

REINFORCE concepts
& Allow sts to
CREATE using VISUAL
representations!

VERB

VISUAL





Provide

REAL WORLD

Opportunities

Examples

Problems



5

Engage sts in
HANDS ON
learning

REPRESENTATION

padlet

REMAKE SHARE

Yvonne Dawydiak · 1m

Multimodal Teaching & Learning Resources

Add ideas to the columns below. Build upon what others have added by commenting

Reading/Textual

Listening/Auditory

Viewing/Visual

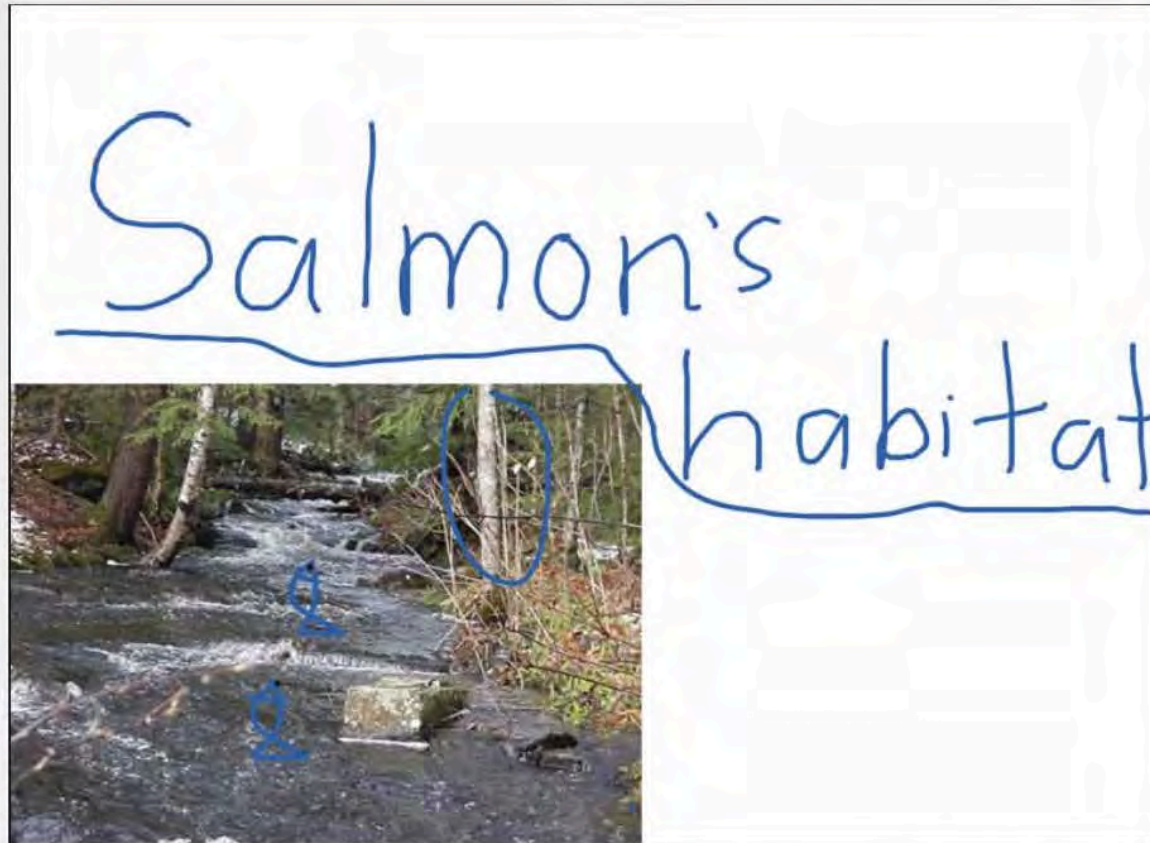
Doing/Kinesthetic



<https://padlet.com/sandbox/bridge>



EXPRESSION



Salmon Habitat By Nancy



by Yvonne Dawydiak

Science

Edit topics



Switch to older version player

♥ 0 ⌚ 0:50

ENGAGEMENT



Invite experts into your class...
and allow your students to become the experts

<http://www.projectnoah.org/education>

The Goal: Immersion... Deep Learning





AR and VR - emerging technology

- What is it?
- What are your experiences with it?
- What questions do you have?

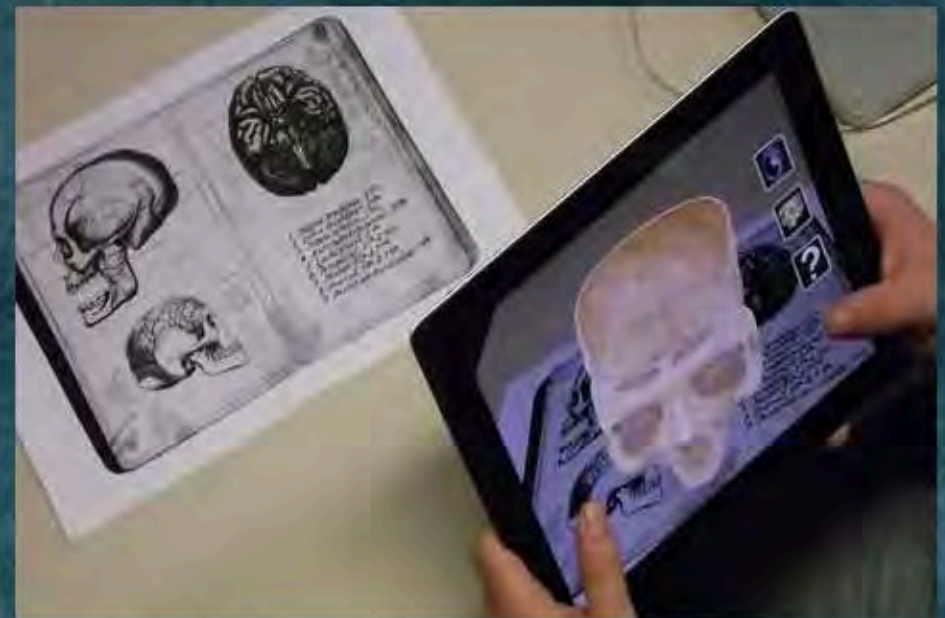
MindMup2 - <https://www.mindmup.com/>



The image shows a screenshot of the MindMup2 website homepage. The background is a dark grey with faint mind map outlines. At the top left is the 'MINDMUP' logo. The top navigation bar includes links for 'HOME', 'NEWS', 'TUTORIALS', 'MINDMUP GOLD', and 'CONTACT', along with social media icons for Facebook, Twitter, and YouTube. The main heading reads 'MindMup 2' in a large white font, followed by 'FREE ONLINE MIND MAPPING' in a bold white font. Below this is the tagline 'Create, share and publish mind maps, hassle-free!'. Two buttons are visible: a blue 'GET STARTED' button and an orange 'MORE INFO' button. In the bottom right corner, there is an inset image showing a colorful mind map with a central blue smiley face icon and several smaller blue nodes connected by lines. A speech bubble next to the mind map contains the text 'MindMup'.

What is Augmented Reality?

“Augmented reality is characterized by the incorporation of digital information including images, video, and audio into real-world spaces. AR aims to blend reality with the virtual environment, allowing users to interact with both physical and digital objects.”



By Hagustin - Own work, CC BY-SA 3.0,
<https://commons.wikimedia.org/w/index.php?curid=24775750>

Experiencing the realities of another person





Shakespeare 360
hook:

“It wasn’t just fun;
while we were
reading the play,
the students
connected with
the places they
had visited”

*Thomas Onion,
Secondary TC 2017*

Testing the equipment (sitting down)

1. Download the YOUTUBE App (or try the free 'Cardboard App')
2. Select a video or image
3. Select the 'cardboard icon'



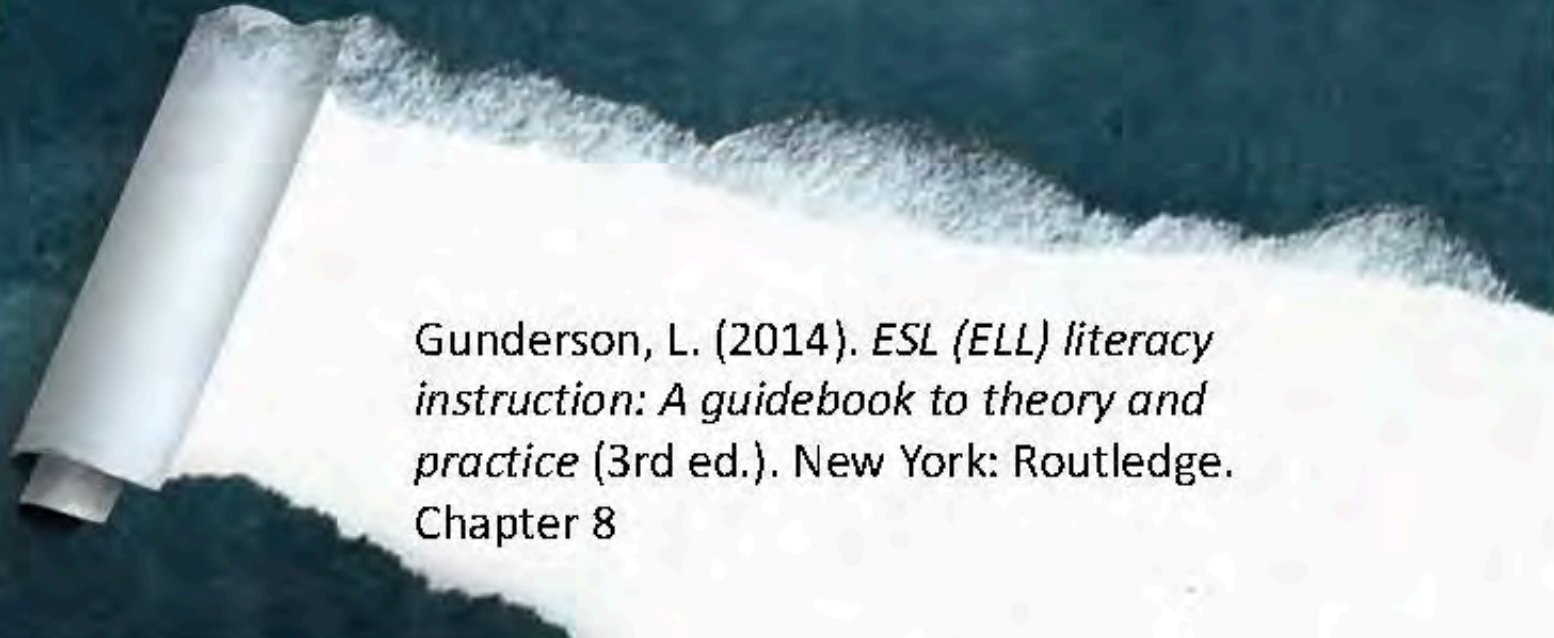
allows you to view the video or image as a 'split' screen



1. Carefully place in headset with the screen towards you

- a. Depending on your phone and the headset, you may be able to control the video, start, stop etc using the button on the headset OR you may need to press play before loading into the headset.

“Teachers are faced with the need to identify, evaluate, and integrate potentially valuable digital literacy tools in their curricula in order to scaffold classroom instruction and prepare learners for literacy skills mediated by digital technologies that they will need in their prospective workplaces.” (Gunderson, 2014 p. 239)



Gunderson, L. (2014). *ESL (ELL) literacy instruction: A guidebook to theory and practice* (3rd ed.). New York: Routledge.
Chapter 8

SAMR

REDEFINITION
MODIFICATION
AUGMENTATION
SUBSTITUTION

Let's Practice...

- **MindMup** (Concept mapping, powerful connections!)
- **ThinkMap** (visual thesaurus)
- **instaGrok** (visual, educational search engine)

Discussion:
It's more about the 'use'
than the 'app'

How might you use it?

- Substitution?
- Modification?
- Augmentation?
- Redefinition?

TECH for Teachers and Students

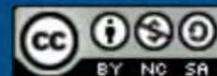
Handoff: Students' interests drive the learning experience with teacher guidance and the flexible choice of tools and technologies to achieve an authentic and exemplary product.

Choice: Teacher sets broad goals for student learning and offers a choice of tasks using a specified range of available tools.

Enhanced: Teacher integrates multiple tech tools to create an enhanced learning experience for students.

Traditional: Teacher designs the task using traditional pedagogy with technology supports.

Created by: Jen Roberts @JenRoberts1



For more information please see *Power Up: Making a Shift to 1:1 Teaching and Learning* by Neebe and Roberts.

Where to next?



plickers

BC Digital Literacies Framework

6 Characteristics of B.C.'s Digital Literacy Framework

Digital Literacy is the interest, attitude and ability of individuals to use digital technology and communication tools appropriately to access, manage, integrate, analyze and evaluate information, construct new knowledge, and create and communicate with others.





To filter select one of the categories below.

Start typing to search...

Show all

Grade Level

- k-3
- 4-7
- 8-12
- Post Secondary

Subject Area

- ADST
- Physical and Health
- Language
- Fine Arts
- Social Studies
- Science
- Math
- Not Subject Specific

Resource Type

- Lesson Planning
- Open Educational Resources
- Assistive Technology
- Presentation
- Assessment
- Simulations
- Video Tutorials
- AR & VR

Licensing

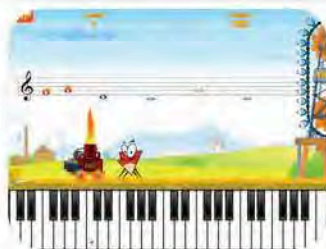
- Free
- Paid

Sort by [Description](#)



PhET Simulations

PhET Simulations is a research-based interactive tool that you can use to teach and learn physics, chemistry, math, biology and other sciences. As a teacher, you can select from the current simulations collections based on your subject. You can design your own simulation or modify the current ones to better meet your course requirements. With [...]



Noteworks – Music sight reading

Noteworks is a fun sight-reading game filled with musical notes and



Squishy Circuits

Squishy Circuits is a hands-on way for students to explore electrical circuitry using simple, readily available materials including dough (conductive and non-conductive playdough), LED lights and batteries. Students can construct their understanding of electric circuits and even design and create their own inventions. Through a play based approach students can discover simple, parallel and series [...]



A Young Person's Guide to the Orchestra (Game and Music piece)

The Young Perosn's Guide to the Orchestra is a powerful animated web-based fun adventure game that introduces young students to the sounds of different instruments. This game is based on the Benjamin Britten's Young Person's Guide to the Orchestra music piece. It introduces students to the sounds of different musical instruments. Although it is relevant to students of [...]

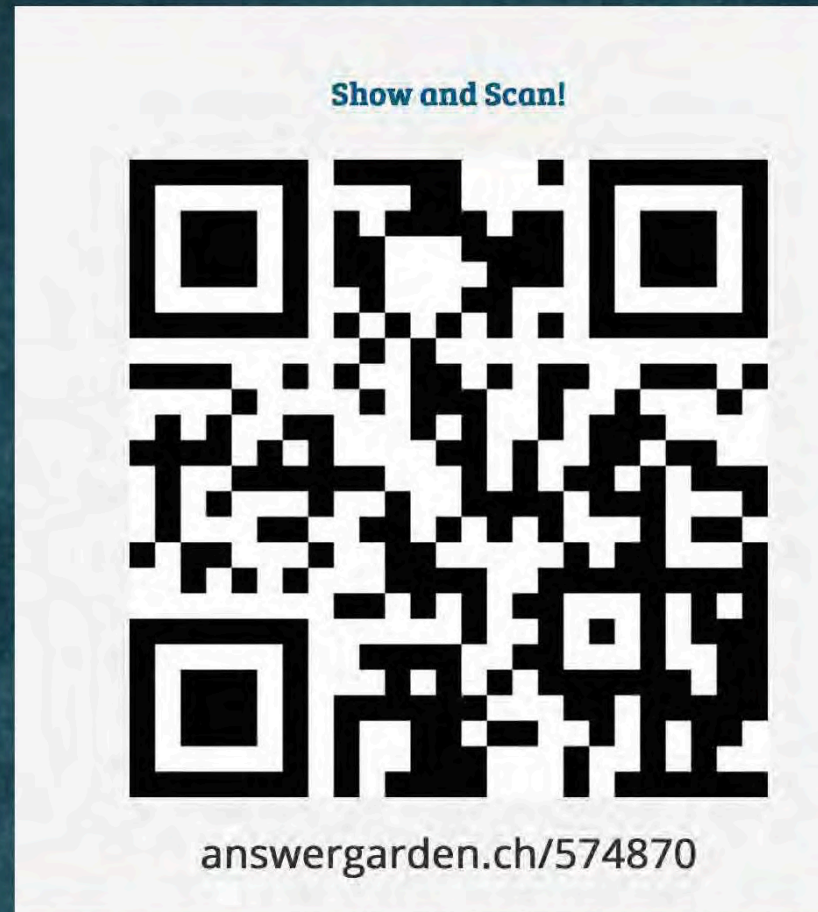


Ear training apps

Ear training is a skill that enables musicians to identify different



<https://answer garden.ch/574871>



Share something you learned or tried



a place of mind

THE UNIVERSITY OF BRITISH COLUMBIA



creativecommons.org

Remember to attribute!

<http://scarfedigitalsandbox.teach.educ.ubc.ca/6433-2/>