

# Assessing & Implementing Technology to Support Student Learning

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@yvonedtechtalk

The logo for SCARFE digital sandbox is centered within a white rounded rectangle. It features the word "SCARFE" in a green, sans-serif font, with a green L-shaped bracket to its left. Below "SCARFE" is the phrase "digital sandbox" in a bold, dark blue, sans-serif font, with a green L-shaped bracket to its right.

SCARFE  
**digital sandbox**

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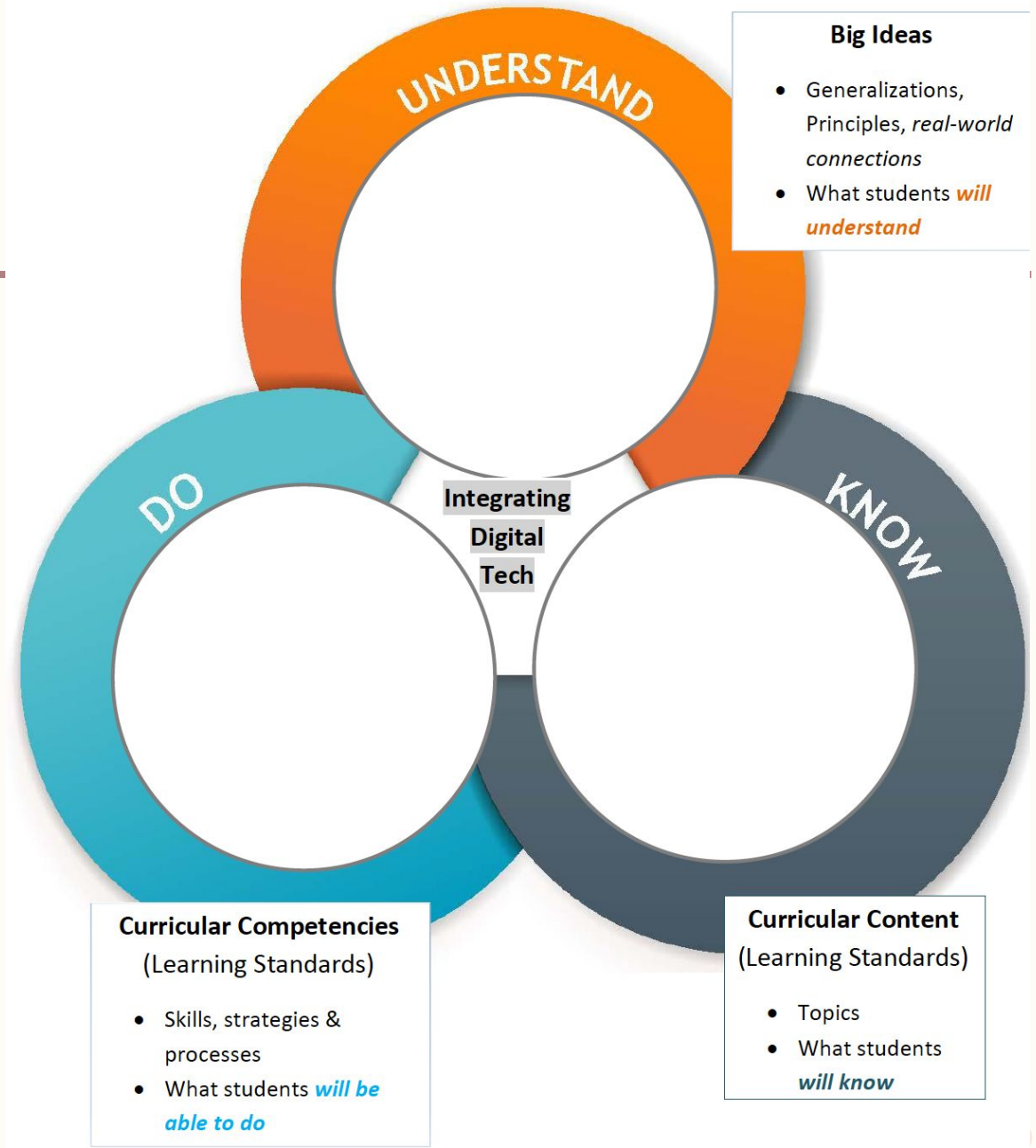
[scarfedigitalsandbox.teach.educ.ubc.ca](https://scarfedigitalsandbox.teach.educ.ubc.ca)

# Digital Technologies

- Evaluating,
- Selecting
- & Integrating

## BC Curriculum

### Digital Literacy Framework



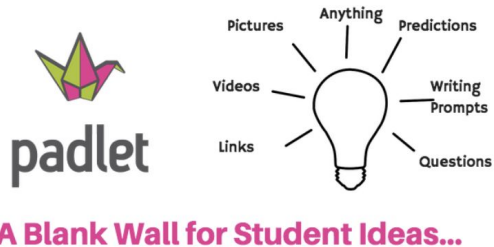
# What QUESTIONS do you have?

Share anytime...

## Backchannel Chat

“Something all TCs and teachers need to become aware of and hopefully learn to manage & leverage” - SD43 administrator

- Harness the value of BYOD
- Engaging students in ‘culturally’ relevant practice
- Supports:
  - formative assessment
  - reflexive teaching
  - digital literacy & citizenship



 Mentimeter

# Why incorporate digital?

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- Development of Digital Literacy seen as essential;
- Research shows we must engage in the culture of our students in school;
- This IS part of the real world;
- Digital Technologies can be the 'change maker' for some learners...

## 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.



Interactive



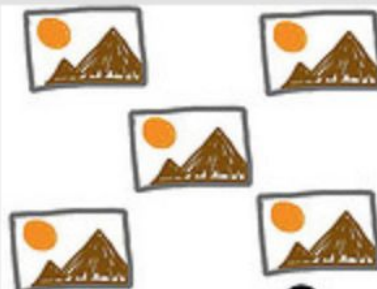
Writing



E-BOOK



PODCAST



5 Photo Story

Visual



Notetaking

Narrated



Art

Narrated Slideshow



ScreenCast

Puppet



Video

Quick Edit



Video



Geo Map

Simulation



or Game

Digital



Story

# Universal Design for Learning

Provide multiple means of:

- Engagement
- Representation
- Expression

cast.org

# 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.



# All Class Response

for the low to no tech classroom

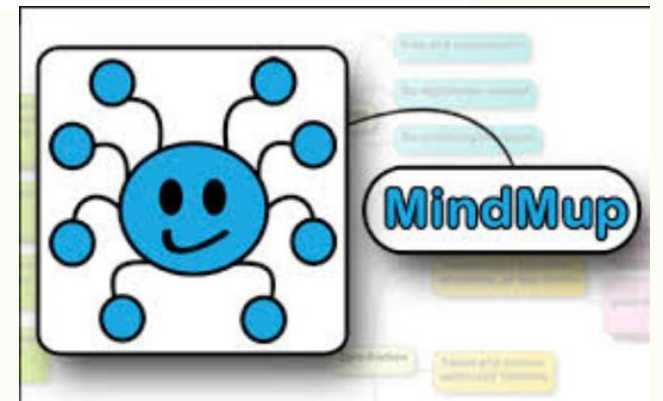
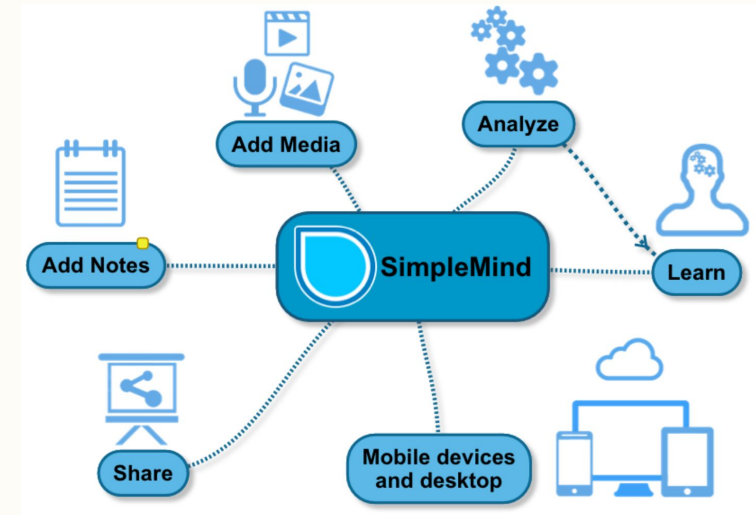


- Scan card for each student
- Each card has a unique number
- Each card has A, B, C, D side for multiple choice response
- Allows teacher to gather and save responses
- No student account or sign up needed



# Concept Mapping Software

- Makes thinking visible
- Connecting ideas = critical thinking
- Ability to embed media, images, links
- Various free options



- Français
- English

#### Grade Level

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

#### Subject Area

- ADST
- Physical and Health
- Language Arts
- 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](#)

#### Criteria

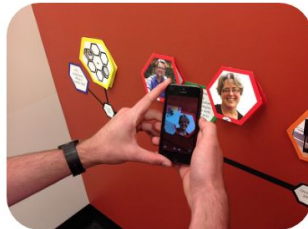
- Ease of Use
- Date Added



A Web Whiteboard

### AWW App

What is it? AWW stands for A Web Whiteboard, which is exactly what it is.



### HP Reveal – Augmented Reality Platform

HP Reveal (previously known as Aurasma) is an augmented reality platform accessible via the web, mobile app, or as a software developer's kit (SDK).



### Haiku Deck

Haiku Deck is a presentation tool that simplifies the task of preparing a slideshow.



ANIMOTO

### Animoto

Let this cloud-based video creation service seamlessly pair templates and music to your own choice of photos or videos for an elegant presentation.



### Prezi Presentation Tips: Dos and Don'ts

Prezi is a visually based presentation software that supports a non-linear storytelling approach to presentations.



### Digital Storytelling

Digital Storytelling is a new spin on an old tale.



### Stop Motion Studio

Stop motion animation can be created in many different ways.



### Piktochart – for creating attractive infographics

There are many applications you

# Multimedia Creation

- ★ Multimodal
- ★ Teacher presentation
- ★ Student expression & representation

# Transformative Tech

Developing multi-literate students through multimodal, technology-based teaching



## Math Science Music

Curricular Area(s): Arts Education (Music), Math, Science and STEM Core Competencies: Critical Thinking, Creative Thinking, Communication and Personal Awareness and...

March 8, 2018

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## NGAkids

Curricular Area(s): Arts Education (Visual Arts) Core Competencies: Critical Thinking, Creative Thinking, and Communication Grade(s): K-12 Tool Access: [www.nga.gov/education/kids.html](http://www.nga.gov/education/kids.html) Resource...

March 7, 2018

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## Teaching Tolerance

Curricular Area(s): Social Studies, Social Justice Core Competencies: Social Responsibility, Personal Awareness and Responsibility, Critical Thinking, Communication Grade(s): K-12 Tool...

March 7, 2018

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monthly

Popular Catalog Outside Nations

Benefit Central Catalog Outside Nations

## Websites & Blogs

Critical Literacy

Yvonne Home Find Friends

Critical Literacy (Critical Digital Literacy)

Timeline About Friends Photos More

DO YOU KNOW CRITICAL?  
If you know Critical, send her a message.


Intro  
Lives in Vancouver, British Columbia

Photos

Core Competency

Critical Literacy  
March 8, 2018 · 0 · 0

Try out this quiz to see if you can spot the FAKE NEWS!



BBC NEWS

BBC.COM  
**Quiz: Can you spot the fake stories?**  
The Magazine's quiz on fake news

You and 2 others 4 Comments

Like Comment Share

Critical Literacy <https://www.snopes.com/>

Wired and Wild

Case 10  
by Amanda, Carmen, Eduardo, Mathew

Images courtesy of Pixabay

Activities that Connect the Wild and Wired

Webcams allow students to observe events in real time (live stream)

- If doing a polar bear unit, you could watch polar bears in your classroom through Live Cam.
- Webcams in school yard of bird feeder or garden
- You could also use videoconferencing to communicate with other students, educators, and experts from distant places

Webcams allow students to observe events in real time (live stream)

For the less technologically informed among us, a walk through the halls of the Scarfe building at UBC may elicit a kind of cognitive inadequacy. Claesed in esoteric language like *Asynchronous Learning*, *MOCOC*, *Virtual Classrooms*, and *Augmented Reality*, one might think that the kind of learning going on at Scarfe is directed at informing a distant generation of learners who have little time for the archaic fundamentals of the 3 R's. What one finds when they open the door to these classrooms, however, is a running list of theorists, pedagogues, and perspectives that have been readapted, recycled, and redisplayed in a more contemporary and usable framework. In other words, when the layers of technological bubble are peeled back, the theory remains.

We have a tendency to romanticize educational technologies by presuming that they somehow involve more intellectual content than they actually do. Likewise, as decades of superlative-filled advertising has shown us, the greatest, fastest, easiest, and quickest gadgets rarely (if ever?) live up to the hype. (One need only look at the dust-covered "Smart Boards" in classrooms scattered throughout the province to see symbolic evidence of this.) When the mutilated remnants of industry-changing technologies are brushed aside a teacher is left with two things: their experiences and the relationships they have with their students. All else is superfluous.

What this post is not is a wide-scale critique of all technology or a foreboding of an oncoming Orwellian dystopia. Perhaps disappointingly, there is no discussion of Terminator-like robots coming to take over the world. What the reader will notice is that the forces of change are much more subtle but equally pervasive in their ability to transform society.

This blog post is an attempt to refute the idea that technology for its own sake is beneficial to our students and practice, and that unexamined adoption of technology has severe ramifications for individual and societal well-being. It is also a critical look at our insatiable desire to want to redesign schools and teaching curriculum to reflect evermore technology

"Wired and Wild" or "Wired and Weird?": How Technology Changes Our Relationship with Nature, Ourselves, and Others

"All our inventions are but improved means to an unimproved end." - Henry David Thoreau

"Kids love AR simulations because they are like real-life video games. Teachers love them because they can differentiate instruction and engage even the most reticent learners in mastering any type of content while practicing digital age skills."

- Mitchell, R., & DeBay, D. (2012)

Core Competency

Students will be able to:

- transform their thinking into other ways of understanding
- consider other options
- make judgments and conclusions
- develop increasingly complex and independent thinking
- examine own thinking and other's thoughts as well as other information through observation, experiencing, and other forms of communication

Critical thinking includes decision making, issue analysis, problem solving, inquiry, and self-

Instagram

Search

Log In Sign Up

tell3c.tech Follow

21 posts 16 followers 20 following

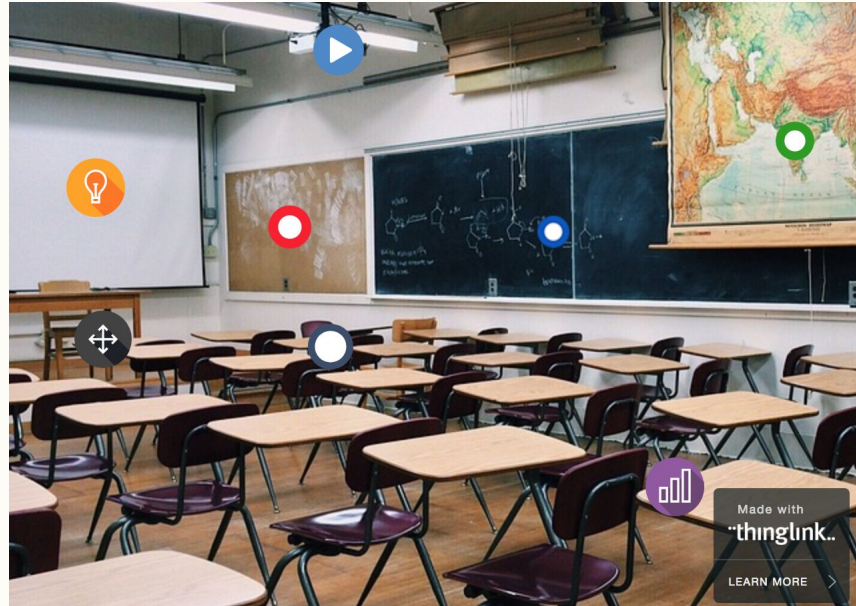
Ms. Cameron  
Follow me on my journey as I teach grade 6 at Xwi7xwa Elementary  
Resources posted here:  
[goo.gl/EFSKrk](http://goo.gl/EFSKrk)

POSTS TAGGED

Literacy through photography with ELLs

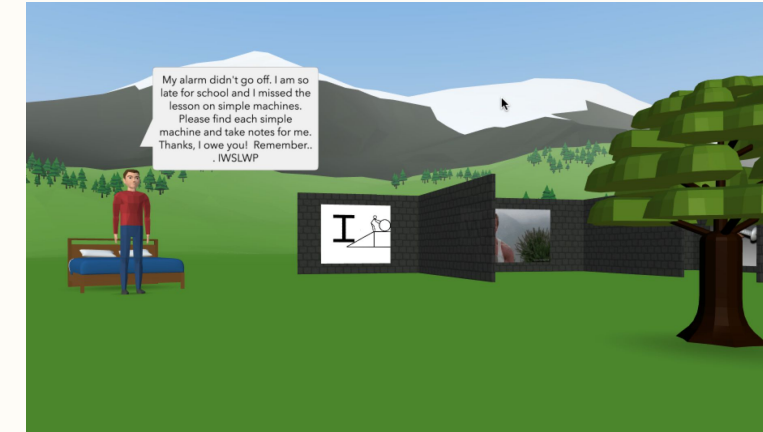
GOOD STUDENTS

Hi My name is Rohan and I am Saveend's Dad.



Made with thinglink..

LEARN MORE



My alarm didn't go off. I am so late for school and I missed the lesson on simple machines. Please find each simple machine and take notes for me. Thanks, I love you! Remember... IWSLWP

Thinking & Presenting... Beyond Video.

# Deep learning & real-world opportunities



# AR and VR

- emergent and immersive

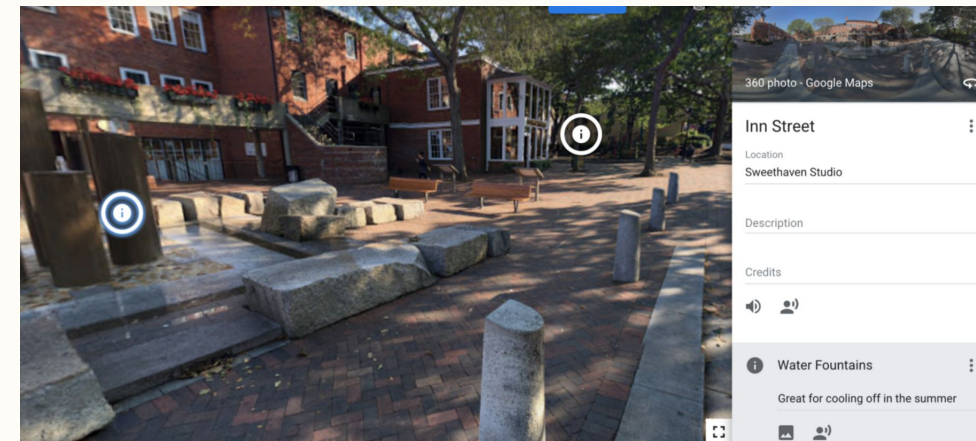
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## Take a Tour



## Create a Tour

- Thinglink
- Google Tour Creator
- Google Maps & Tour Builder



# Evaluating Digital Technologies

## ...When and WHEN NOT

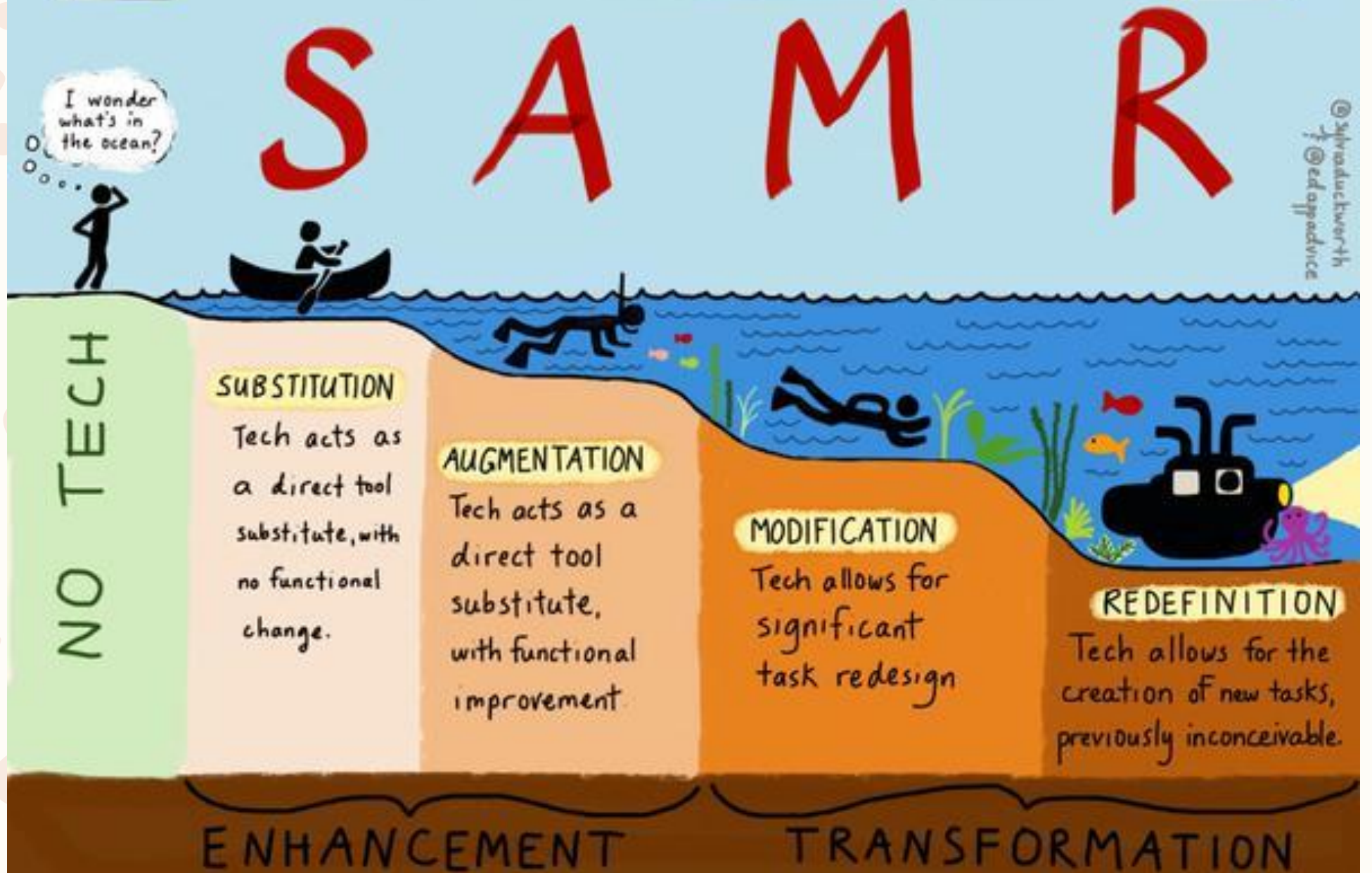
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Will it  
make a  
difference?

- What are the benefits?
  - How will it enhance the lesson in a meaningful way?
  - Will students be creating with the digital technology?
  - How will students be building critical digital literacy?
- What are the barriers?
  - How accessible is the technology?
  - ...



# The SAMR Model for Technology Integration





# THE SAMR MODEL

# SAMR Model



## Class Task

Note taking

Research

Presentation

File sharing

Reading

Assessment

## Substitution

Notes taken using ios Notes

Using safari to copy and paste information

Make a keynote presentation on the iPad

Sent by email every lesson

Open PDF from email

Google form test

## Augmentation

Students choose their own notes app

Bookmark and share notes using the share button

Demonstrate understanding with Explain Everything

Shared Dropbox folder

Use dictionary & search document

Google form test with automatic marking script

## Modification

All students use Notability for all notes

Download and annotate with Notability

Combine audio, video and text in Movie Presentation

Showbie

Annotating documents in Notability & iBooks

Creative projects with Strip Designer, Showme & iMovie

## Redefinition

Teachers have access to all student's notes.

Collaborative Mindmaps

Nearpod Presentation

iTunes U

Interactive iBook

Creative Assignments with audio feedback in showbie

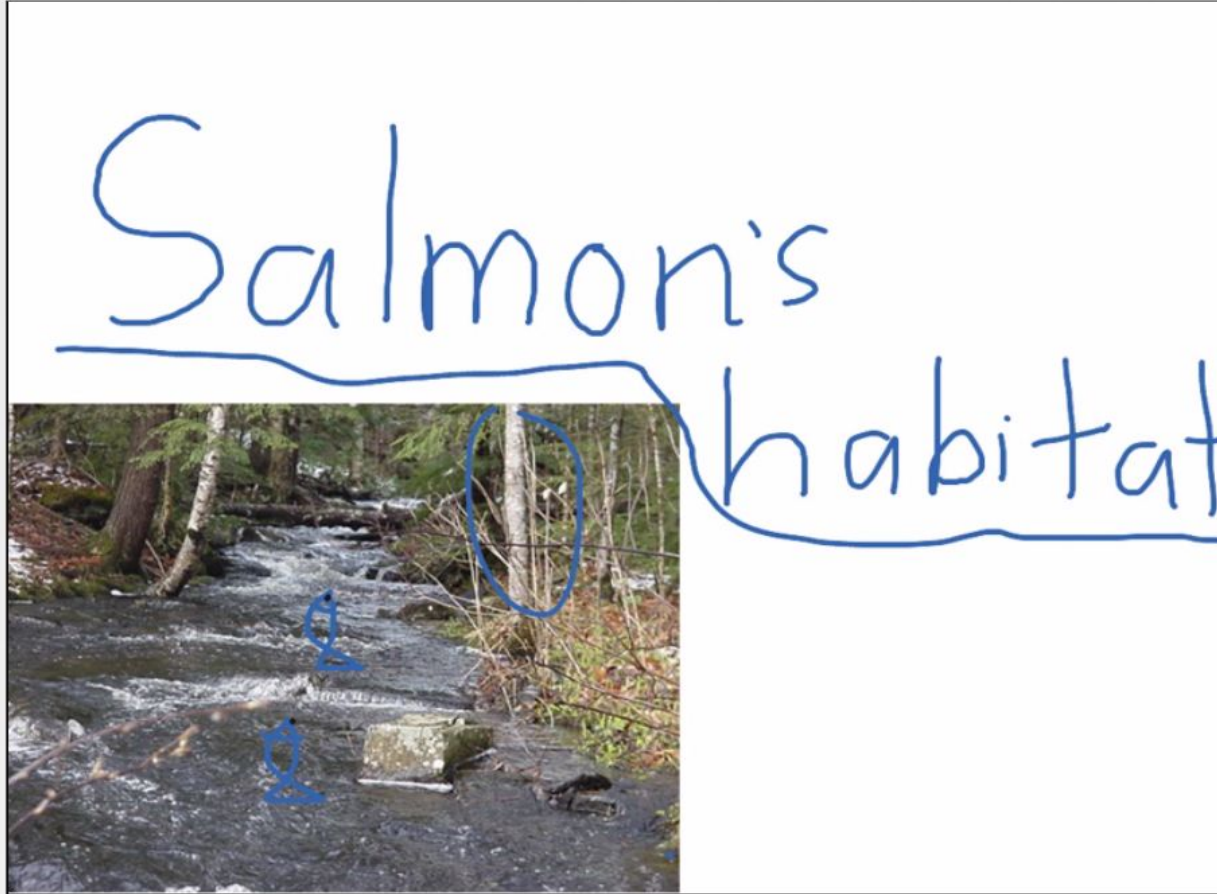
Let's look at an example

\_\_\_\_\_

I do... We do..

# Empower students to make choices

SHOW  
ME!



Salmon Habitat By Nancy



by Yvonne Dawydiak

Science

Edit topics



Switch to older version player

♥ 0 ⌚ 0:50

<https://www.showme.com/sh/?h=6Eb2oTo>

Zones of  
Regulation MY  
example

# Salmon's habitat



➤ Find a resource

- consider goals, objectives & context

➤ Evaluate the potential

- consider students varied needs

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You do...

Where to next?





To filter select one of the categories below.

Start typing to search...

Show all

### Grade Level

- k-3
- 4-7
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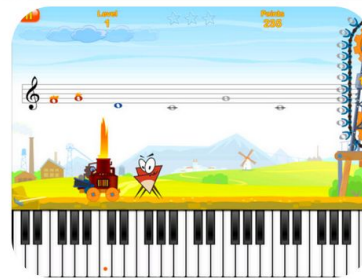
- Free
- Paid

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 [...]



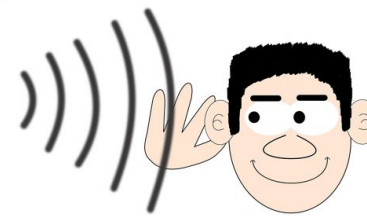
### Noteworks – Music sight reading

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 [...]



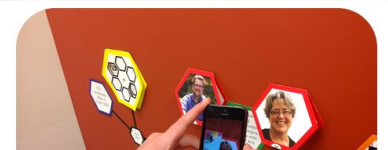
### Ear training apps

Ear training is a skill that enables musicians to identify different



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

The Young Person'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 [...]



# Scarfe Digital Sandbox

# Thank You!

- Please continue to take risks & experiment!
- Get in touch with any questions or comments:
  - by email  
[scarfe.sandbox@ubc.ca](mailto:scarfe.sandbox@ubc.ca)
  - Eric in the foyer  
Wednesdays at noon



**Gearing up For  
Practicum Sessions  
Twice Weekly  
RSVP on the  
Sandbox**

**(Janis, Yvonne, Ed library)**