T2T Conference 3/3/15

Incorporating Effective Technology into the Classroom

Tom Fisher [tefisher@uncc.edu](mailto:tefisher@uncc.edu)

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| Site/App Modeled/Displayed | Classroom Uses | Teacher Need to Knows | Student Need to Knows |
| Kahoot.it  [www.Getakahoot.com](http://www.Getakahoot.com) | Great app/site for use as a warm-up, closure activity, review game or any type of informal assessment. | You need an account. It’s free to use. It does NOT have an app it’s simply a site. Game is always at [www.kahoot.it](http://www.kahoot.it)  You create from the getakahoot.com site and also launch/control game from there. | Students need only a device that has internet capabilities no account necessary. Game is competitive but needs to stay fun and informative. Winning is fun but not at the cost of losing the privilege of playing the game. |
| Plicker  [www.plickers.com](http://www.plickers.com) | Same as above | You must have an account at the site BUT you also must have the app on YOUR device with a camera. You have to use the camera it is essential to the process. You need to really follow the demo on the site it can be involved, but once you understand it’s a breeze! Use cardstock for the plicker student cards (the site is free) BUT regular paper is a bit flimsy. | Students DON’T need anything! This is key to the process. All they need is the cardstock plicker card you give them. You assign numbers to students so the card is always for that student so I’d keep them organized, don’t give to the students to keep. |
| Remind 101  [www.remind.com](http://www.remind.com) | Constant contact with parents and students to keep them up to date on deadlines, assignments, and calendars.  Limited characters but files can be loaded and sent. It works as a one-way text message or email or both! | Teachers need the site and the app to use it most effectively. It is highly user friendly and once you establish it as a routine it is a great way to keep track of your classes. | Students can have the app or site BUT the app goes directly to their phone as a text message. Also with the app thy can use a “stamp” to inform you that they have read and understand your message. |
| Quizlet  [www.quizlet.com](http://www.quizlet.com) | Multi-dimensional website. You can use this site to introduce content create activities, give quizzes, and play games. Additionally the site also has language options for students who are ELL or have lower level reading scores. | Teachers must have accounts and create classes via the site. The site has an app BUT the larger the device (phone to desktop) the more you can do with the site. Teachers simply determine the content and Quizlet does the rest. Teachers can invite students via email or simply share a link for students to join in. The site requires preparation in order for you to get the most out of it. Unlike sites without student accounts Quizlet allows Teachers to monitor student use and growth with the content. | Students must have accounts to participate and can access the site anytime they wish. They can save “sets”, the teacher created content, in folders and access when they want to review it. Students should be made aware of expectations for using the site properly and the site will aide them greatly in learning and especially reviewing content. |
| Edmodo  [www.edmodo.com](http://www.edmodo.com) | Similar to Quizlet in having multi-uses. However, Edmodo is also like a Social Networking site for teachers and students. You can post messages about assignments or class activities. You can join networks of other teachers in like content areas and share or borrow from them as well. | Once again like Quizlet you must create a class and invite students or share a link for them to join specific classes. Teachers create folders and a library of materials to share and collect. Sites like “Schoology” and “Google Classroom” are very similar it’s all about what you like best. I prefer Edmodo because of the access to other like content area teachers and their materials. I love to steal…err I mean borrow ideas! | Once again just like Quizlet students need accounts and can access their favorite or needed materials at anytime, at school or at home. This makes it useful to have BOTH the app perhaps for school and have the site at home where you might spend more time working on activities posted or work shared. |
| Poll Everywhere  [www.polleverywhere.com](http://www.polleverywhere.com) | One of the first great apps/sites for easy warm-up or closure activities. The site has been working on upgrades to keep up with all the new options out there. The app added late last year allows regular account holders to present remotely and participants without accounts to sign in quickly. | Teachers should plan on making sure they have BOTH the regular account as well as the app for their mobile device. This is helpful in case of WiFi issues where you might need to resort to using 3G instead. | Students DON’T need the account but it’s nice to have the app in order to quickly participate by simply typing in the presenter’s assigned PollEv.com page. |

Additional Information—

* I appreciate all that were able to attend my 2 sessions. I hope that you definitely were able to take away something useful. Usually these sessions are meant for beginners and those not using or barely using so it’s a good idea to start with some of the most user friendly sites/apps like Kahoot and Poll Everywhere and graduate to account based sites like Edmodo and Quizlet. Perhaps in the future we will have a session based on JUST content-based apps/sites.
* Feel free to email me with any questions you have about the sites listed from sessions on 3/3/15. Additionally I can answer questions about other sites we DID NOT discuss as long as you send me the site/app name and your questions.
* Once you find your comfort zone with the general use apps/sites of your choice then it’s time to start looking into the real user-friendly content-based apps/sites that will help engage your content via technology.
* Have back-up plans (routines that can take the place), for instances if my Poll Everywhere or Kahoot could not be played I’d resort to my Response Cards that are already printed and laminated and ready to use. Post or read questions and students hold up cards instead of using tech.
* Lastly and most importantly don’t forget the non-negotiable items posted in Quizlet: 1—You must ensure EQUITY. If you cannot make sure all students have access to the tech then you cannot implement. We never leave students out or fail to provide them devices; 2—You must set CLEAR EXPECTATIONS. They know how to misuse it better than we know how to use the tech, don’t start using until you make it clear that if expectations for use are NOT met the consequence will be the loss of privileges. Keep it simple and consistent and you’ll get the results you and they want!

Thank you and keep up the great work you are all doing with our students!

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