SMART PHONE: AN EDUCATIONAL TOOL

A smartphone is a mobile device that functions like a computer, featuring a touchscreen interface, internet access, and an operating system capable of running apps. It is not limited to communication and social media but can perform various tasks akin to a computer, such as document editing, spreadsheet work, and video conferencing.

Smartphones are versatile tools with capabilities comparable to laptops. They can be employed for research, lesson planning, content creation, and more. Understanding your phone's functionalities and potential is crucial.

Phones are not just communication devices; they can be harnessed for educational purposes. This training focuses on utilizing smartphones as STEAM resources. It explores how simple tools on phones can enhance STEAM learning in classrooms.

Our Smartphone affords us an opportunity to leverage technology in both teaching and learning, we will learning about some of the platforms:

Educational apps

Educational apps are digital tools that offers a dynamic and interactive approach to education. These apps go beyond traditional learning methods by incorporating multimedia

elements such as videos, animations, quizzes, and interactive simulations.

Apps makes learning and teaching more enjoyable. As technology continues to evolve so does the way we learn and teach.

There are alot of advantages in using educational apps so also there are disadvantages.

If teachers rely too heavily on apps, they may not be able to adapt their lessons to the needs of individual students. Therefore, it is important to use apps as a supplement to traditional teaching methods, not as a replacement. We can use apps in a way that enhances our teaching and helps our students learn better.

Please check the RESSOURCES TABS ON THIS APP

CLASS ACTIVITY

- Identify AI that can make you more efficient and effective with your students.
- Do you have ideas, that has worked in your classroom and open to sharing your expertise with the world? You can you start your blog, podcast, or YouTube channel today!
- Create a lesson plan/ Note using YouTube as a resource. Use YouTube to gain new ideas and approaches in teaching specific STEAM concepts.
- Create a VR HeadSet for Virtual Tours and Scientific Simulations for your students.

- Connect with Other career professional globally leveraging online platforms

E-LEARNING PLATFORMS

Edx
Alison
MIT Open course ware
Coursera
Udemy
LinkedIn Learnings
FutureLearn
Udacity
Moodle
Acumen Academy
Digital Harbor Foundation

E-BOOKS AND DIGITAL LIBRARIES

World Readers
Junky Books

SOCIAL MEDIA LEARNING PLATFORMS

<u>WHATSAPP</u>
<u>FACEBOOK</u>
<u>TELEGRAM</u>
<u>LINKEDIN</u>
<u>GROW WITH GOOGLE</u>
<u>STREAM YARD</u>

GOOGLE EDUCATION

The Google for Education initiative is a comprehensive program that provides educators with a suite of powerful tools and resources to enhance their teaching practices and improve student learning outcomes.

Google Classroom the flagship platform of the initiative, offers a digital learning environment that streamlines assignments, communication, and collaboration between teachers and students. Educators can create and distribute assignments, provide timely feedback, and monitor student progress, all within a centralized and user-friendly platform.

<u>Google Workspace for Education</u> (formerly known as G Suite for Education) empowers educators with a set of productivity and collaboration tools, including Gmail, Google Docs, Sheets, Slides, and Drive.

Google for Education Teacher Center provides self-paced online courses, certification programs, and workshops that focus on integrating technology effectively into teaching practices.

Google Forms: Allows educators to create surveys, quizzes, and assessments for students. Responses are automatically collected and can be used for feedback, assessments, and data analysis.

Google Sites: Enables educators to create simple websites for class projects, portfolios, or sharing resources with students.

Google Earth: Provides access to interactive maps, satellite imagery, and geographic data. It can be used to explore the world and integrate geographical concepts into lessons.

Google Expeditions: Offers virtual reality (VR) experiences for classrooms, allowing students to take virtual field trips to various locations worldwide.

Google Arts & Culture: Provides access to high-resolution images of artworks and historical artifacts from museums worldwide. It offers educational resources for art and culture studies.

Google Jamboard: An interactive digital whiteboard that allows collaboration and brainstorming in real-time, either in-person or remotely.

Google Meet: A video conferencing tool that supports online meetings, webinars, and virtual classrooms. It allows educators to host live sessions and interact with students in real-time.

YouTube for Education: Provides access to educational content on YouTube, including educational channels, documentaries, and tutorials.

OPEN DISCUSSION

HOW WILL YOU LEVERAGE TECHNOLOGY IN TEACHING AND PROMOTING STEAM EDUCATION

SHARE NEW IDEAS AND ACTIONS IN EFFECTIVE USE OF YOUR SMART PHONE IN THE CLASSROOM

WHAT ARE THE NEW TECHNOLOGICAL TOOLS YOU WILL START EXPLORING?

WHY IS IT IMPORTANT NOW?

HOW WILL YOU DO IT ?

WHAT IMPACT WILL IT HAVE IN YOUR CLASS?

Creativity is seeing what everyone else has seen, and thinking what no one else has thought."

ALBERT EINSTEIN