

Don't Use Technology In The Classroom

Learning
Reimagined
2020



Idea 0: Flipped Classroom Guidelines

- Carefully curate videos that are short and to the point
- Don't repeat assignments
- Focus on direct application the next day in class

Idea 1: Technology is a tool

- Try to start with the learning objective.
- Different tools are suited to different tasks
- Technology isn't needed if a simpler and easier way exists

Idea 2: Balance

- Emphasize social interaction
- You don't have to use tech in your classroom all the time

Idea 3: Be prepared to teach

- Always have a backup
- Always test your lesson
- Know your tool
- Technology does not replace teaching, it should augment it.
- Know your students

Practical Application - Lesson Plan Stems

- Easily Accessible Resources - Google Classroom, Schoology
- Live Review Games - Kahoot, Quizlet Live, Gimkit
- Interactive Presentations - Pear Deck, Nearpod
- Digital Escape Rooms - Google Sites + Forms

Your Tech Toolbox

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Creation Tools

- [Google Drive Suite](#) - web based office productivity suite designed for collaboration
- [Notion](#) - powerful note taking software that can display data in different views
- [Powtoon](#) - easy short animated video creator for elementary and middle school
- [Google Sites](#) - easy, minimal, free tool to make a great looking website very quickly
- [Canva](#) - designer to create graphics like brochures, posters, infographics, & flyers
- [Quizlet](#) - subject agnostic study tool organizing terms and definitions to make virtual flashcards, games, and more

Formative Assessment Tools

- [Quizizz](#) - assign quizzes in real time to your students
- [EDpuzzle](#) - assign videos to students, track watching, insert questions into video
- [Flipgrid](#) - get video responses from students
- [Plickers](#) - teacher scans physical student barcodes to get instant data
- [Google Forms](#) - flexible tool to collect any kind of data, great for quizzes or tests, especially with Chromebooks in lockdown mode
- [Google Classroom](#) - pair with other tools to communicate with your students

Gamification Tools

- [Kahoot](#) - multiple choice realtime quiz game using student devices
- [Quizlet Live](#) - turn any quizlet set into a live game (involves students moving around the classroom to make different groups)
- [Gimkit](#) - students love this strategy based twist on the standard quiz game
- [Classcraft](#) - transform your entire curriculum into a game
- [Minecraft: Education Edition](#) - a version of minecraft built for education by focusing on STEM learning through new features and immersive worlds
- [Flippity.net](#) - easily turn a Google Sheet into a jeopardy quiz show and much more