

# ICT in the classroom

#### Objectives:

- Using technology to promote collaboration and activity in the classroom environment



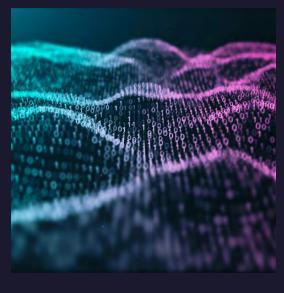




#### Agenda

Activities

Think-Pair-Share
Save the Last Word
Cooperative Graffiti
Mind maps
Quiz
Flipped Classroom
3-2-1 technique



Edmodo
Answer Garden
Padlet
Mindmeister
Kahoot,
Quizziz,
Socrative,
Study Shack
Ed Puzzle
O'Matic













#### Introduction

• This presentation aims to help educators improve their classroom management by using technological tools, while also fostering and empowering an environment of collaboration between the students themselves.





# Think – Pair - Share

Pair Share

 Think individually about a topic or answer to a question

- 2. Share ideas with your partner
- 3. Discuss with whole class





## Save the Last Word

- I. Choose a word that you associate with a particular subject
- 2. Share the word using a digital platform such as Answer Garden
- 3. Explain why we think other people chose their word
- 4. Explain why you chose the word





Cooperative Graffiti

I. Prepare Graffiti questions. Students are divided into groups to answer the questions.

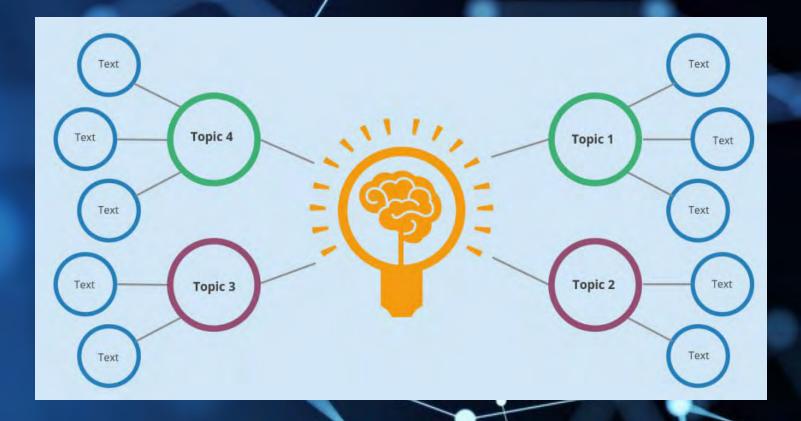
- 2. Distribute materials
- Using a different coloured marker for each group
- Responses can be recorded on a piece of paper divided as follows:
- Digital software such as Padlet can be used
- 3. Answer questions
- 4. Exchange questions and responses







# Mind maps



- Involves writing a central theme and linking ideas which are related.
- → Makes links between ideas easily seen
- -> Organizes ideas in a way which is easier to understand and easier to retain information
- → Can be done physical or online using MindMeister





#### The Flipped Classroom



Students practice applying key concepts with feedback IN CLASS

·· GOAL

Students prepare to participate in class activities



······GOAL

Students check their understanding and extend their learning

OUT OF CLASS



http://learningsciences.utexas.edu/node/320





GOAL



# 3-2-1 technique

Technique to improve feedback and results

- Three good points
- Two recommendations to improve
- One question



#### Edmodo

- Mimics "Facebook" app
- Students can share content between themselves
- Can use "#" to find certain topics







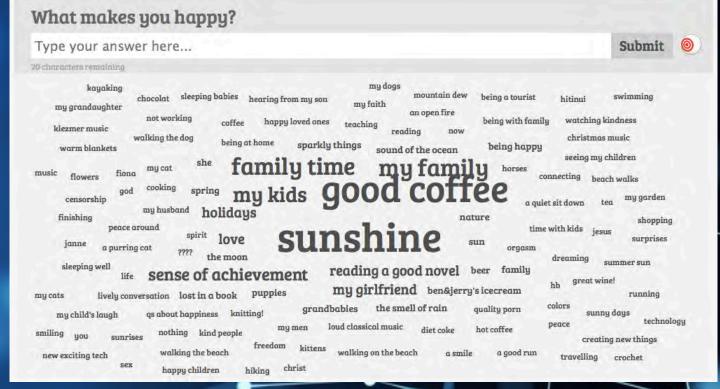






#### Answer Garden

- Brainstorming and collaborative exercise
- Answers that match increase in size
- Perfect to create discussions in class

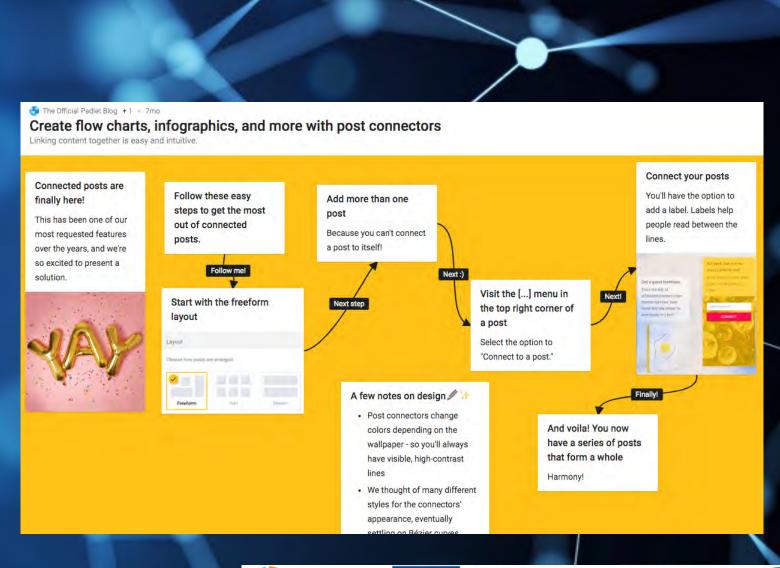






#### Padlet

- Flow chart app
- Allows online collaboration between students by:
  - Text
  - Images
  - Links
  - Documents
  - Videos
  - recordings





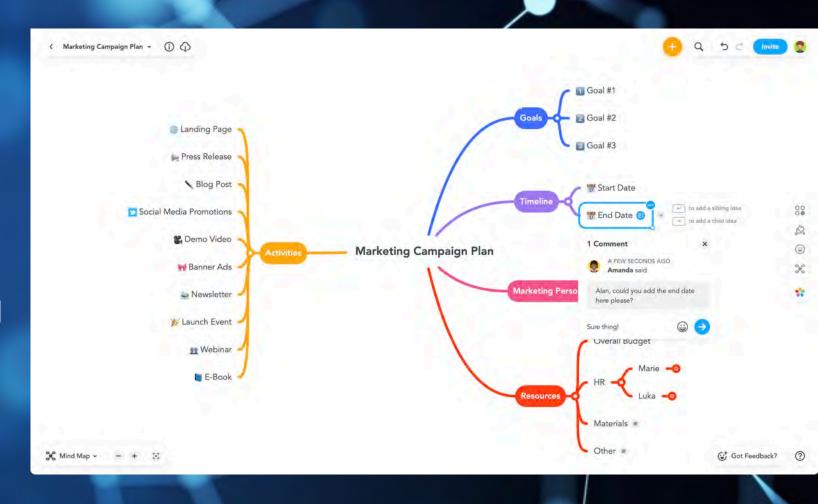






#### Mindmeister

- Similar to Padlet, but is more effective when building mind-maps
- Provides a way to visualize information better using real time collaboration







# Quiz-Kahoot, Socrative, Study

# Shack

- Quiz apps — very useful due to flexibility through phone/pc app

- Provides instant feedback and results for teachers.





Skip

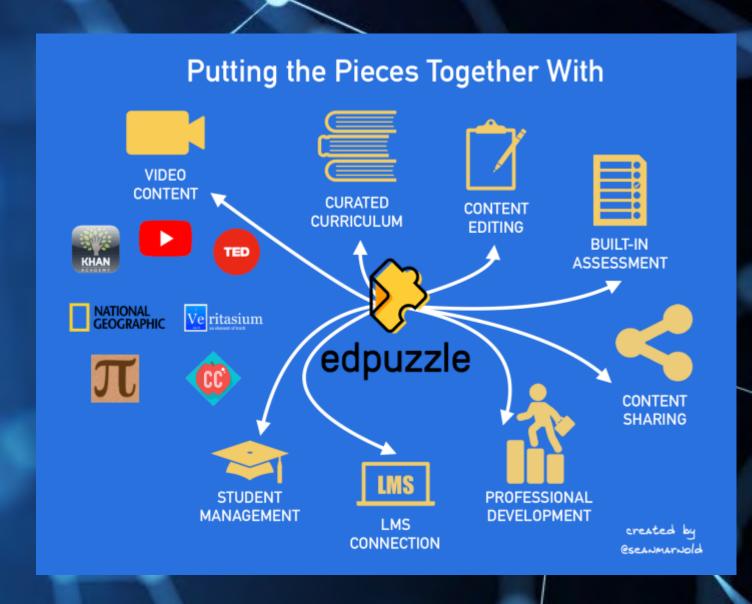
Reaching Every Student's Unique



the European Union

#### Ed Puzzle

- Web based tool to edit online videos
- Able to add interactive content to target specific learning objectives.
- Own / existing videos can be uploaded along with URLs

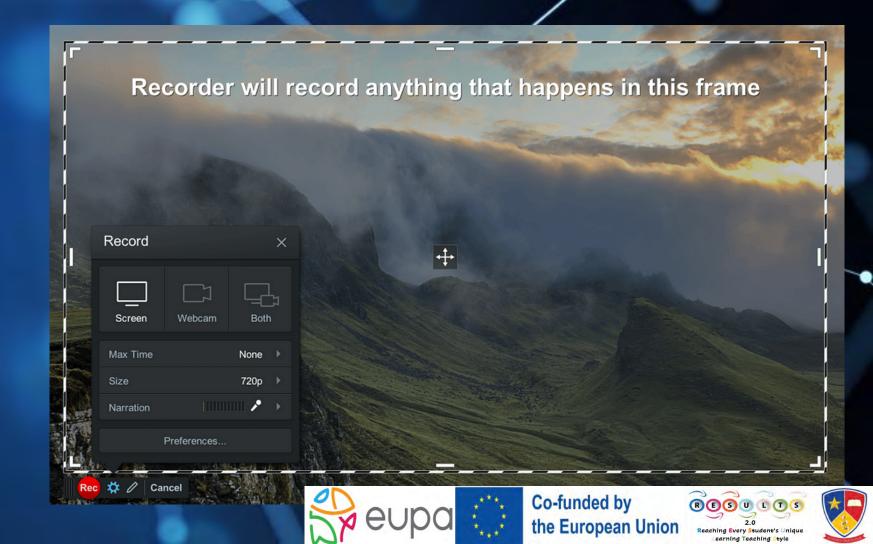






### Screencast O'Matic

- Screen-recorder App
- Helps to create / edit / communicate with videos and images
- Can be used for flipped and blendid learning, video messaging, student assignments and feedback.





Some Photos from our trip



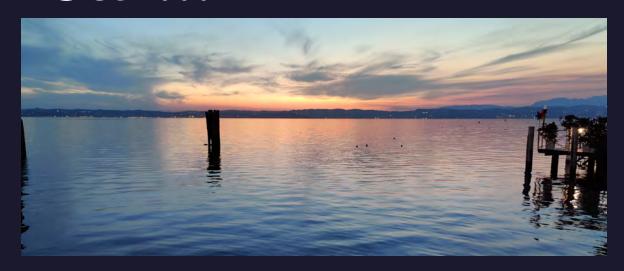




#### Class work

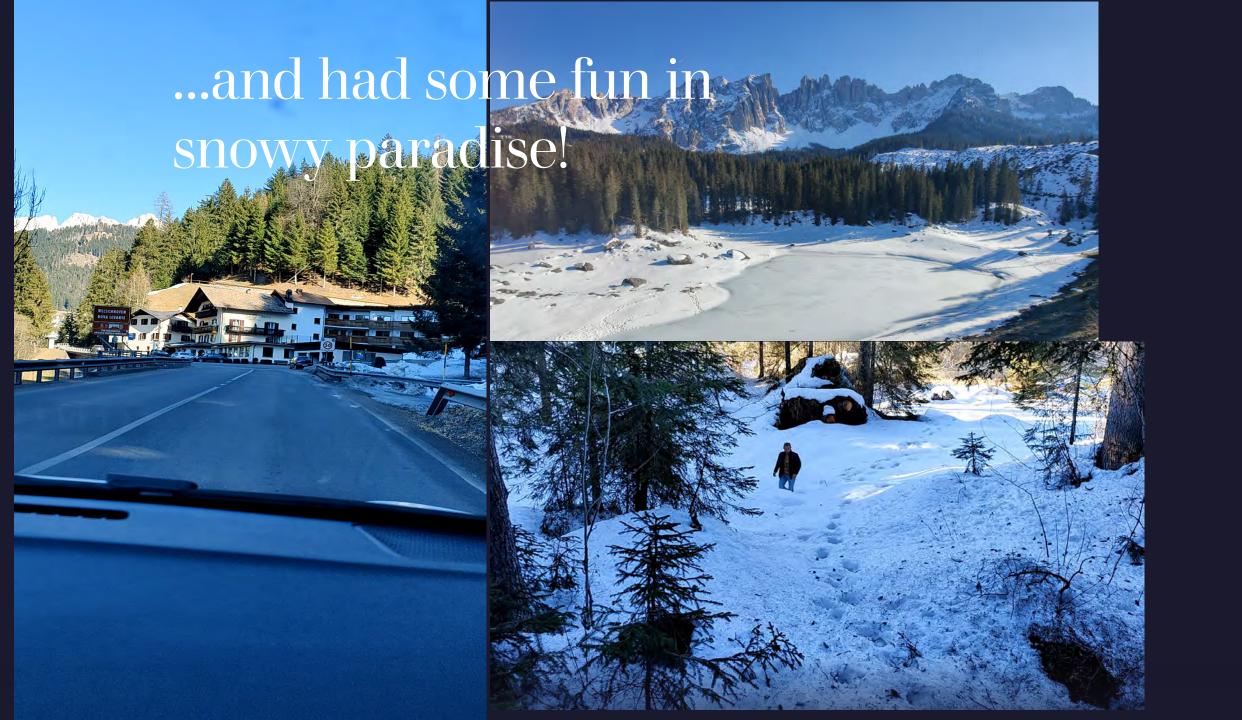


# Then we got a car...









#### Thank You

Randall Cassar & Daniel Henderson

