

# Technology Smackdown

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<b>TEAM Rubric</b>	<b>Motivating Students, Presenting Instructional Material, Activities and Materials, Questioning, Thinking, Problem Solving</b>
<b>CCSS</b>	Based on Subject
<b>NETS</b>	<ul style="list-style-type: none"><li>• Facilitate and Inspire Student learning and creativity</li><li>• Design and Develop Digital Age Learning Experiences and Assessments</li><li>• Model Digital Age Work and Learning</li></ul>
<b>PLC</b>	<ol style="list-style-type: none"><li>1. What is it we want our students to learn?</li><li>2. How will we know if each student has learned it?</li><li>3. How will we respond when some students do not learn it?</li><li>4. How can we extend and enrich the learning for students who have demonstrated proficiency?</li></ol>

## Objectives:

- TLW edit a screenshot using Skitch.
- TLW create a new presentation style using Tackk.
- TLW recall basic facts when using Arcademics.
- TLW communicate with colleagues and other classes using Skype.
- TLW create new apps using AppsBar.
- TLW compare historical times to the present using What Was There?
- TLW justify decisions made while using iCivics.
- TLW evaluate student responses using Pear Deck.
- TLW develop questions to ask using Today's Meet.
- TLW develop inquiry-based learning opportunities using Wonderopolis.

## Agenda:

Bellwork:

- Go to the following link and take this short survey.
- <http://bit.ly/1GqNAcR>

Resources:

- Skitch - a screenshot editing tool that allows you to annotate on top of any image you have captured on your computer. Great for showing students examples.
  - i. <https://evernote.com/skitch/>
- Tackk - a presentation tool that is in the form of a digital flier. Great for creating teacher webpages and presentations for class. Easy to use.
  - i. <http://www.tackk.com>

- Skype - a video conferencing/chat tool that allows educators and classrooms to communicate with one another. Check out the Mystery Skype!
  - i. <http://www.education.microsoft.com>
- What Was There? - used in conjunction with Google Earth. Allows you to see places in historical photos, as they once were, in addition to seeing how they currently are.
  - i. <http://www.whatwasthere.com/>
- iCivics - a virtual civics game sponsored by Justice Sandra Day O'Conner. Allows students to simulate courtroom and national leader decisions based on the Bill of Rights, etc.
  - i. <https://www.icivics.org/>
- Pear Deck - a BYOD tool that allows the teacher to connect with students on their devices, show the students the teacher's screen, and ask real time questions and get student feedback.
  - \*Requires a Google account.\*
  - i. <https://www.peardeck.com/>
- Today's Meet - a back channel where students can post comments and questions while a lecture is going on, so that the main conversation can continue. A way to give every student a chance to be heard.
  - i. <https://todaysmeet.com/>
- Wonderopolis - an inquiry learning site where students can submit questions that they would like to know the answer to, or simply browse the plethora of already submitted questions to learn more about a topic.
  - i. <http://wonderopolis.org/>
- AppsBar - create your own app using this tool!
  - i. <http://www.appsbar.com/>
- Arcademics - an online gaming platform that pits students against their peers. In order to play the games, students have to answer questions based on math, spelling, computer skills, etc.
  - i. <http://www.arcademics.com>

Closure:

- Padlet – “1 Heart and 1 Share”
  - <http://padlet.com/wellerk/technologysmackdownclosure>
- Evaluation form