21st Century Skills and the iPad What's the connection?

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Setting Features

[General]: Multitasking Gestures

[General]: Accessibility: Physical & Motor: Assistive Touch

[General]: Enable Restrictions

[General]: Accessibility: Learning-Guided Access

[General]: Keyboard

Effective Classroom Practices

Classroom:

Expectations & Rules

Procedures & Routines

Continuum of strategies to acknowledge appropriate behaviors

Continuum of strategies to respond to inappropriate behavior

Active supervision

Multiple opportunities to respond

Activity sequence & Offering choice

Academic success & Task difficulty

iPad App Evaluation Guiding Questions

- For what age group(s) is the application appropriate?
- How would a teacher incorporate the application into the classroom?
- Does this app allow you to do something you were unable to do in the past?
- Does the app address more than one learning style (visual, auditory, kinesthetic)?
 - Can more than one user account be set up?
 - Does the app allow for progress monitoring of multiple users?
 - Can student data be sent to the teacher or parent via email?

App Name: _____

Educational App Evaluation Rubric

Purpose for App: _____

	4	3	2	1		
Relevance	The app's focus has a strong connection to the purpose for the app and appropriate for the student	The app's focus is related to the purpose for the app and mostly appropriate for the student	Limited connection to the purpose for the app and may not be appropriate for the student	Does not connect to the purpose for the app and not appropriate for the student		
Customization	App offers complete flexibility to alter content and settings to meet student needs	App offers some flexibility to alter content and settings to meet student needs	App offers limited flexibility to adjust content and settings to meet student needs	App offers no flexibility to meet student needs		
Feedback	Student is provided specific feedback	Student is provided feedback	Student is provided limited feedback	Student is not provided feedback		
Thinking Skills	App encourages the use of higher order thinking skills including creating, evaluating, and analyzing	App facilitates the use of higher order thinking skills including evaluating, analyzing, and applying	App facilitates the use of mostly lower order thinking skills like understanding and remembering	App is limited to the use of lower order thinking skills like understanding and remembering		
Usability	Student can launch and operate the app independently	Student needs to have a teacher show or model how to operate the app	Student needs to be cued each time the app is used	App is difficult to operate or crashes often		
Engagement	Student is highly motivated to use the app	Student uses the app as directed by the teacher	Student perceives app as "more schoolwork" and may be off-task when directed to use the app	Student avoids the use of the app and might complain when its use is required		
Sharing	Specific performance summary or student product is saved in app and can be exported to the teacher or for an audience	Performance data or student product is available in app but exporting is limited and may require a screenshot	Limited performance data or student product is not accessible	No performance summary or student product is saved		

Rubrics for selecting apps

Kathy Schrock's iPads for Teaching

CONTENT AND COMPONENTS OF THE APP	YES	NO	N/A
Curriculum connection: Are the skills reinforced connected to targeted skill/concept?			
Authenticity: Are skills practiced in an authentic format/problem-based environment?			
Feedback: Is feedback specific and result in improved student performance?			
Differentiation: Does the app offers flexibility to alter settings to meet student needs?			
User friendliness: Can students launch and navigate within the app independently?			
Student motivation: Are students motivated to use the app and select it to use often?			
Reporting: Is assessment/summary data available electronically to the student/teacher?			
Sound: Does the music/sound in the app add to the educational aspects of the content?			
Instructions: Are the instructions included helpful and the correct reading level for the student?			
Support page: Does the app's supporting Web page provide additional useful information?			
Navigation: Does the app use the touchscreen effectively throughout its use?			
Modalities: Are multiple versions of instructions such as text video, and audio, included?			

Rubrics for selecting apps

Kathy Schrock's iPads for Teaching

DOES THE APP ALLOW STUDENTS TO	YES	NO	N/A
Import a project from the computer version of the software?			
Screencast the creation process on the iPad/iPod as they develop it?			
Record a soundtrack with a the microphone on the iPad/iPod?			
Insert sounds, music, or photos located on the device into the creation?			
Export, email, upload, or network-share the final creation?			
Collaborate in real-time with others to develop the product?			
Utilize a Web-based version of the tool in addition to the iPad/iPhone app?			
Use the touchscreen to effectively draw, develop, type, and manipulate items?			
Access written instructions or tutorials (at the correct reading level) within the app?			
Provide various modalities of instructions, such as written, video, and audio?			
Visit a supporting Web page which provides additional information?			

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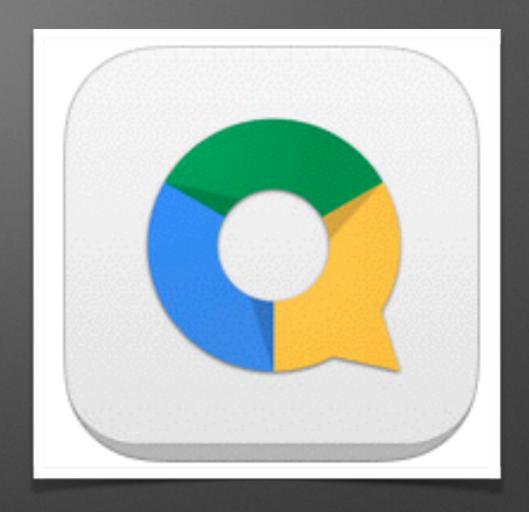
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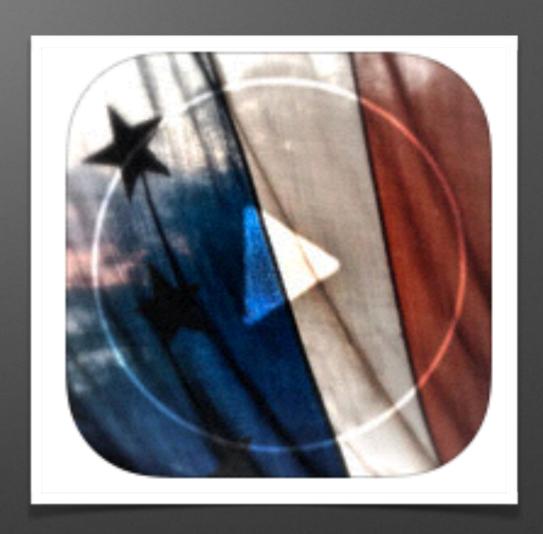
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*To add desktop version to connect iPad, there is a cost!

Not It (Free)



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Thank you!