

TECHNOLOGY INTEGRATION

IDEAS

VSTE 2016



INTERACTIVE VIDEO ASSESSMENTS

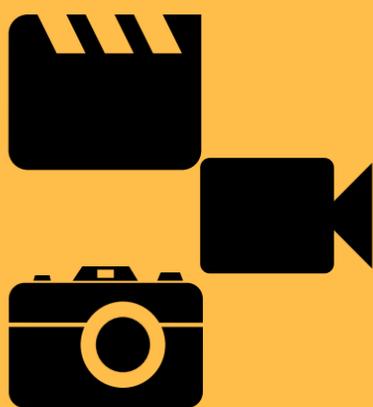
Use digital video more effectively as a learning tool and be able to assess what students grasped from the videos you show in class.

Playposit - sign up for a free account where you can create or edit pre-made video assessments where students are periodically stopped during the video to answer a quick comprehension question before they continue the video. With this site, you can print paper copies of video assessment questions, trim videos, etc.



STUDENTS SELF-DIRECTING AND SELF-ASSESSING DURING PROJECT BASED LEARNING

A group of Goochland teachers are using a new method when students work in groups. The goal of their method is to provide guidance in the classroom to help students be self-directed and self-assessing when participating in group projects with the simple use of a file folder. Ask me more about their adaptation of the SCRUM method, inspired by a group-work method used by software creators every day!



EDUCATORS DOING MULTIMEDIA!

Students (and you, probably) love videos, animations, and music. But you and your students don't have to be mere consumers of multimedia, you can be producers as well. Use this link to find several free, easy-to-use web tools for creating videos, animations, and music. The link will also show how it has been used in elementary classrooms with SOL-based lesson plans and provide many real-life student examples.

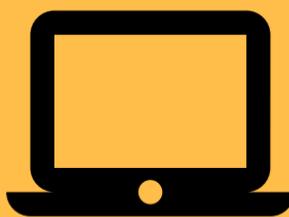
See me if you have a part of your curriculum where you'd like to incorporating multimedia created by your students!



GOOGLE ARTS AND CULTURE

Use Google Arts & Culture and Google Tour Builder to develop virtual field trips and interactive maps for your lessons! Learn creative ways to bring your students up close and personal to art, history, and culture around the world.

These sites should be used by the teacher and choose the locations/museums/art for your students to view beforehand. As it is art, there may be some that are less appropriate for students at the elementary level to browse on their own.



CODE, CREATE, THINK CRITICALLY

Using programs such as Scratch and Code.org, students learn to code and apply coding to their classroom content. With content material in mind, students can use programming to create games, interactive activities, and control robots to show off what they know, or test the knowledge of their classmates.

SOURCE:

<http://2016.vsteconference.org/>