

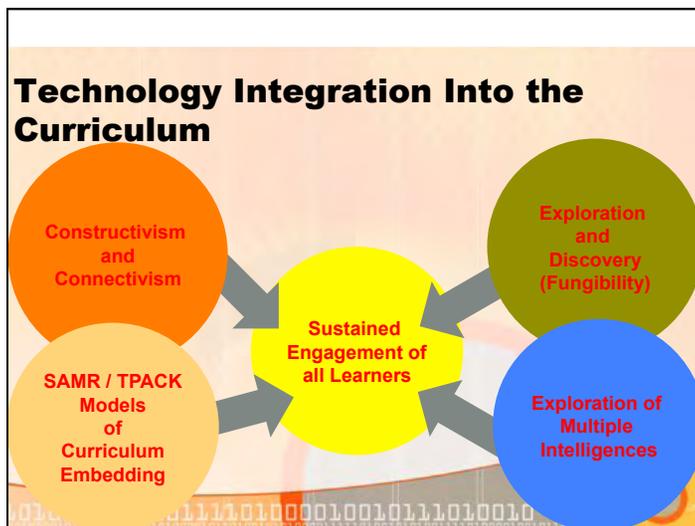


**School District #19 (Revelstoke)
Mobile Tech Project – Year One**



Project Goals

- *Project is intended to facilitate the examination, exploration, and development of an in-depth and wide-ranging understanding of the learning opportunities that mobile technology brings to students and their teachers.*
- *Support and enhance student learning through the incorporation of technology*
- *Using technology to support all areas of existing curriculum*



Project Phases

- *Phase One: Request for proposals from interested teachers*
- *Phase Two: Initial meeting of interested teachers*
- *Phase Three: Submission of proposals*
- *Phase Four: Review of project proposals / announcement of participating teachers*
- *Phase Five: Distribution of iPads to participating teachers and initial professional development session*

Project Phases

- *Phase Six: Deployment of iPad mini carts to the three elementary schools and Apple TV / video projectors*
 - 20 iPad Mini Units (32 MB)
 - iPad Storage / Charging / Transport Cart
- *Phase Seven: Continuing professional development throughout school year*
 - January 26 – Mobile Technology Project Meeting
 - February 20 – Professional Day (Half Day Session on eBooks)
- *Phase Eight: Review of first year of project and preparation for following year of project*
 - Sharing of mobile technology integration knowledge (lesson plan)
 - Reflection by participating teachers on project (brief report)

Current Project Scope

- *Project at the three district elementary schools by 18 teachers and administrators*
- *Individual and small teacher team exploration*
- *Project teachers and students will have access to the technology after its deployment in the elementary schools for the entire 2014-2015 school year and beyond*
- *Ongoing teacher professional development*
- *Technical support prior to and during the project*
- *Required technical infrastructure for the project as needed*
- *App purchasing budget for each school site*

How Can Mobile Technology Be Used in Learning?



How Can Mobile Technology Be Used in Learning?

- iPad can work anywhere in / out of classroom wirelessly (no cords)
- Bring the device to the user rather than the user to the device
- High level of portability / flexibility
- Use of any app / website within iPad (900,000+ apps)
- Brings the natural touch interface to everyone
- Multiple iOS devices can work together or separately as needed
- iPad can be both as a "me" (individual user) and a "we" (whole group) device
- Allows maximum use of iPad / iPod to enhance student and teacher learning
- Digital Storytelling
- Student Presentations
- Writing
- Notetaking / Word Processing
- Drawing / Mindmapping
- Group Reading
- Video Presentation
- Document Camera
- Interactive Whiteboard
- Student Polling / Quizzing / Exit Tickets
- Mathematics
- Mapping
- Photographs
- Interactive Games
- Team Teaching
- Etc

How Can Mobile Technology Be Used in Learning?

SAMR Model

Transformation

- Redefinition**
Tech allows for the creation of new tasks, previously inconceivable
- Modification**
Tech allows for significant task redesign

Enhancement

- Augmentation**
Tech acts as a direct tool substitute, with functional improvement
- Substitution**
Tech acts as a direct tool substitute, with no functional change

How Can Mobile Technology Be Used in Learning?

SD19 iOS Apps Listing in LiveBinders

SD19 Technology iPad / iPod / iPhone App Suggestions

Introduction	Digital Storytelling Apps	Text Entry Apps	Note Taking Apps	Voice Reassignment / Assistive Apps	Music Apps
Visual Library / Flipbook Resources Apps	Science Apps	Grade 5 Studies Apps	Phys. Ed. Apps / HACE Apps	Math Apps	
Free Math Apps	Language Apps	Intermediate to Secondary Mathematics Apps	Intermediate to Secondary Literacy Apps		
Intermediate to Secondary Reading Apps	Primary Reading Apps	Primary Literacy Apps	Primary Math Apps		
Primary Math Apps	Primary General Apps	Cross-Curricular Apps	Classroom Communication Apps	Audio / Podcasting Apps	
Video Editing Apps	Photo Editing Apps	Drawing / MindMapping Apps	Utility Apps	Reference Apps	Data Collection Apps
Programming Apps	Educational Game Apps	Apps TV Resources	Further iPad Resources		

Shake-a-Phrase Story Dice Rory's Story Cubes Ideas for Writing Write About This StoryRobe StoryKit I Tell A Story
 Little Story Maker Story Patch My Story Our Story Tappy Memories Demibooks Composer Book Creator for iPad Kid's Journal
 Word Mover Visual Poet Acrostic Poems Alphabet Creator Dink Doodlecast for Kids Art Maker Typedrawing Tales of Things
 Path On TypePic WordFoto Word Collage TagCloud CloudArt Visual Poetry Word Collage ComicBook! Comic Life
 Make Beliefs Comic Kabam! LifeCards ScrapPad Sonic Pics Pictell EDU 3D Hands Visual Talks VoiceThread Animation Desk
 MFB PickUp Motion HD GoVidCam Polomatic ArchFrame 360 Panorama PhotoSynth DMO Panorama GIFboom Ventagio
 Faces Make MaMa Art Lab Animation Creation HD! Animator Free RWYT Timeline

Examples of Using Mobile Technology in Learning

- *Examples demonstrate some of the broad range of possible uses of mobile devices (think great explorations)*
- *Knowledge creation*
- *Connections to curriculum*
- *Extension – beyond replication*