

Ready, Set, Integrate!

Create A-DREAM Classroom

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Create A-DREAM Classroom

A – Achievement Focused

D – Doable

R – Replicable

E – Engaging to 21st Century Learners

A – Accessible

M – Multi-sensory

Instructional Technology Strategies

1. Non-linguistic Representations
2. Collaborative Writing
3. Retelling
4. Video
5. Interactivity

Non-linguistic Representations

“Enhance a student’s ability to use mental images to represent and elaborate on knowledge.”

Robert Marzano

- Physical models, pictographs, kinesthetic activities, graphic organizers (mind-mapping, webbing), generating mental pictures
- Need to picture something in your mind’s eye before you can talk about it.
- It is the first step one takes to solidify a concept.

Non-linguistic Representation Tools

- [Befunky](#) – apply special effects to your photos
- [Big Huge Labs](#) – Photo Utilities ([sample](#))
- [Kerpoof](#) – free web based multi-media software
- MS Paint
- [Animoto](#) – creates a video from your pictures and music
- [Webspiration](#) – web based visual thinking software
- [Thinkfinity](#) – Free educational resources (Graphic Organizers)
- [Bubbles](#) – web based brainstorming application
- [Gliffy](#) – Online Diagramming software
- [Timerime](#) – Create online time lines
- [Search Cube](#) – visual search engine
- [Quintura](#) – Visual Search Engine
- [Visuwords](#) – graphical dictionary

Collaborative Writing

The term collaborative writing refers to projects where written works are created by multiple people together (collaboratively) rather than individually. This allows for the editing and reviewing of a text document by multiple individuals either in real-time or asynchronously.

- Collaborative groups draw upon the strengths of all their members
- Facilitates built-in peer review
- Plan visuals, plan what to say

Collaborative Writing Tools

- Blogs – [Life Around the World](#)
- Wikis – [Cornwall Hill](#)
- VoiceThreads – [Sample](#)
- Photostory
- PowerPoint – [Choose your own Adventure](#)
- [Google Docs](#)
- [Writeboard](#) – collaborative writing software application
- [Zoho Writer](#) – online word processing application

Retelling

Restating a concept that has been learned in a way that will solidify comprehension and allow the teacher to quickly spot and correct misperceptions.

- Helps students “own” the knowledge – forces them to organize the information in order to make sense when they are telling it to someone else.
- Examples:
 - Have students create their own tall tale to determine if they understand the parts of a tall tale.
 - Students can create a PowerPoint on the causes of World War II

Retelling Tools

- Podcasting – Audacity – [Gcast](#)
- [KidPix](#)
- [PowerPoint](#)
- Graphic Organizers
 - Use [Webspiration](#)/Inspiration to diagram the plot of a story
 - Use [Bubbl.us](#) to show the causes of a war
- Alternative Book Reports
 - [Bio-Cube](#)
 - [Character Trading Cards](#)
- [VoiceThreads](#)
- [CLOZE](#) (examples + directions on the web)

Incorporating Video

- It allows for differentiation
- It increases student engagement
- Incorporate video in PowerPoint presentations to add variety to the lesson
- Embed video in electronic graphic organizers to create an interactive activity
- Best Practice tips:
 - Use short segments
 - Provide a focus
 - Download video if possible
 - Follow up with an activity

Incorporating Video Tools

- [DE Streaming](#)
- [Learn 360](#)
- [WGBH](#)
- [Annenberg](#)
- PBS
 - [Nova](#)
 - [Nature](#)
- [Make your own](#) with Flash Video Recorders (Flipcam)
- [National Archives](#) videos
- [National Geographic Videos](#)
- [NASA eClips](#)
- Animated Video
 - [Brainpop](#)
 - [Visible Body](#)
- [Safari Montage](#)

Interactivity

The interactive classroom is one in which students participate as equal partners in an ongoing discovery process.

- Interactivity in the classroom:
 - promotes a more active learning environment
 - facilitates the building of learning communities
 - provides greater feedback for students and/or teachers
 - increases student motivation
- The interactive classroom involves real-time, dynamic give-and-take between the classroom environment and the learner.

Interactive Tools

- [Interactive PowerPoints](#) – Directions on website
 - [Self-Correcting Excel](#)
 - [CLOZE](#)
 - [Thinkfinity](#)
 - [Phases of the Moon](#)
 - [All Systems Go](#)
 - [Virtual Manipulatives](#)
 - [Box and Whiskers](#)
 - [Into the Book](#)
 - [Starfall](#)
 - [BBC](#)
 - [PBSKids](#)
 - [Shodor Foundation](#)
 - [Coin Toss](#)
 - [VoiceThreads](#)
 - [Math Dictionary](#)
 - [Writing Fun](#)
 - [Typing with own passage](#)
 - Slates
 - Wireless Keyboards
 - Headphone/Microphones
 - Student Response Systems
 - [Polleverywhere.com](#)
- Use [Trackstar](#), [PortaPortal](#), [I Keep Bookmarks](#), [Filamentality](#) as a means to organize your interactive Websites.

Integration Basics: A 3-Step Plan

Decide what students should do:

- **Prior** to going to the computer
 - [Write a storyboard?](#)
 - [Learn how to understand search results?](#)
- **At** the computer
 - Fill in a data collection sheet
 - [Consider using task cards](#)
- **After** the computer activity
 - Turn in materials with name on it
 - Give a presentation
 - [Use a rubric](#)

Ticket out the door...

Which strategy will you use on Monday?

- *Pictures (non-linguistic representations)*
- *Writing (collaborative writing)*
- *Retelling*
- *Video*
- *Interactivity*

