

**If You Build It, They Will Come:
Using Technology to Engage Students in Learning**

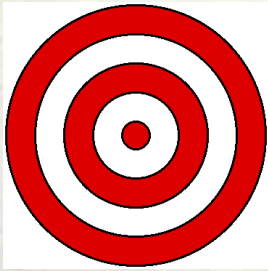
**Cutia Blunt, Teacher of the Gifted,
City Schools of Decatur**

**Heather Borowski, Instructional Technology Coordinator,
City Schools of Decatur**

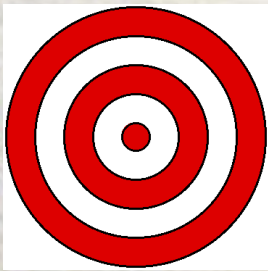
**Gary Falcon, Aptiris
Dr. Cynde Snider, DOE**

**March 22, 2011
G-CASE**

Learning Targets



I will learn three ways City Schools of Decatur uses technology to engage students in learning.



I will leave this session with at least one idea I am excited about implementing in my school district.

There's an App for that!

Using iPads and iPods in the Special
Education Classroom

Cutia Blunt, Teacher of the Gifted
City Schools of Decatur



iPads & iPod Touches

Advantages

- Devices are familiar to students
- Easy to add additional apps
- Can be used with all ages and in all content areas
- Portable
- Ease of use
 - Tactile experience
 - Appealing to visual, auditory, and kinesthetic learners

Disadvantages

- Expensive
 - iPad = \$500/each
 - iPod Touch = \$229/each
 - Plus cost of apps
 - Many are free!
- Fragile
 - Invest in good cases
 - Otterbox
- Educational value is sometimes questioned
- Syncing and organizing apps is very time consuming

Dragon Dictation

- Dragon Dictation is an easy-to-use voice recognition application powered by Dragon® NaturallySpeaking® that allows you to easily speak and instantly see your text or email messages. In fact, it's up to five times faster than typing on the keyboard.
 - iTunes description
- Free via iTunes Store
- App is available for iPad, iPod Touch, and iPhone

Dragon Dictation

- **Movie- Dragon Dictation video from YouTube**

Dragon Dictation

Advantages

- Transcribes voice-to-text with impressive accuracy
- 'Write' without writing
 - Physically unable
 - Strugglers
- Simple editing process
- Can be copied/pasted into other apps

Disadvantages

- Requires active Internet connection
- Records a maximum of 60 seconds at a time
- Must be in a quiet environment to receive best results
- May need to 'train' the app

'Read to Me' Books

- From App Store
 - Not available via iBooks app
 - Top Charts
 - Categories
 - Books
 - Price range = free to \$3.99
- From Barnes & Noble's Nook Kids app
 - B & N's website
 - Nook Books
 - 'Read to Me' Books
 - Price range = free to \$16.99

Apple's Special Education Site

- <http://www.apple.com/education/special-education>
 - Why Apple?
 - Mac
 - iPad
 - iPod Touch and iPhone
 - Profiles
 - Resources
 - How to Buy
- iTunes Store
 - App Store
 - Quick Links
 - Special Education
 - Communication
 - Hearing
 - Language Development
 - Literacy & Learning
 - Organization

iPad

APP STORE QUICK LINKS

Previous Apps of the Week

Previous Games of the Week

Apps Starter Kit

Games Starter Kit

Game Center

iWork

Special Education

Apps from iPad TV Ads

App Store On Facebook

App Store On Twitter

App Exploration

Dragon Dictation



'Read to Me' Books

- Any of the 'Books' folders
 - Books
 - Books - Disney
 - Books - Seuss
- Nook Kids app

Social Media Tools First Class “Communities”

Gary Falcon, Aptiris



Technology Use

Then (Mid-90s)

- First use of web
- Most experienced it first at school
- High startup costs limited access
- Adults and teens learned their way together

Now

- Access nearly ubiquitous
- Experimentation of online tools occurred at home
- Virtually free – no barrier to adoption
- Teens operating in isolation

What is Web 2.0?

Web 1.0

- Reference Materials
- Users as Consumers

Web 2.0

- Sharing of information
- Users as Authors

WEB 2.0 is about Participatory Culture

Henry Jenkins

http://henryjenkins.org/2006/10/confronting_the_challenges_of.html

1. Low barriers
2. Creating and sharing
3. Knowledge sharing
4. Contributions matter
5. Social connections
6. Valued contributions

Web 2.0 Examples

Blogs



Web 2.0 Examples

Wikis



Web 2.0 Examples

Microblogging



Share:  Status  Photo  Link  Video

What's on your mind?

Web 2.0 Examples

Tagging

africa animals architecture art asia australia autumn baby band barcelona beach berlin
bird birthday black blackandwhite blue bw california cameraphone camping canada
canon car cat chicago china christmas church city clouds color concert cute dance
day de dog england europe fall family festival film florida flower flowers
food football france friends fun garden geotagged germany girl girls graffiti green
halloween hawaii hiking holiday home house india ireland island italia italy japan july kids la
lake landscape light live london love macro me mexico mountain mountains museum
music nature new newyork newyorkcity night nikon nyc ocean old paris
park party people photo photography photos portrait red river rock rome san
sanfrancisco scotland sea seattle show sky snow spain spring street summer sun
sunset taiwan texas thailand tokyo toronto tour travel tree trees trip uk urban usa
vacation vancouver washington water wedding white winter yellow york zoo

How do we find information on the web?

WEB 1.0

- Immediate access to information
- The “Magic Box”



WEB 2.0

- Peer Recommendations



facebook.

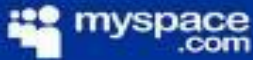


Social Networking: The Threat and the Opportunity

What is Social Networking?

The Facebook logo, consisting of the word "facebook" in white lowercase letters on a dark blue rectangular background.

- Over 150 Million users worldwide (January 2009)
- Majority are teenagers and young adults.

The MySpace logo, featuring three stylized human figures in white on a dark blue background, followed by the text "myspace.com" in white.

- More than 110 Million users worldwide (Jan. 09)
- 1 in 4 Americans is on MySpace, in the UK it's as common to have a MySpace as it is to own a dog

The LinkedIn logo, with the word "Linked" in black and "in" in white inside a blue square, followed by a small trademark symbol.

- Professional network of over 80 Million Users
- Used for hiring, networking, industry discussions

The Flickr logo, with the word "flickr" in blue and "r" in red, followed by a trademark symbol.

- A popular Web site for users to share personal photographs and is widely used by bloggers as a photo repository
- Over 3 Billion photos (November 2008)

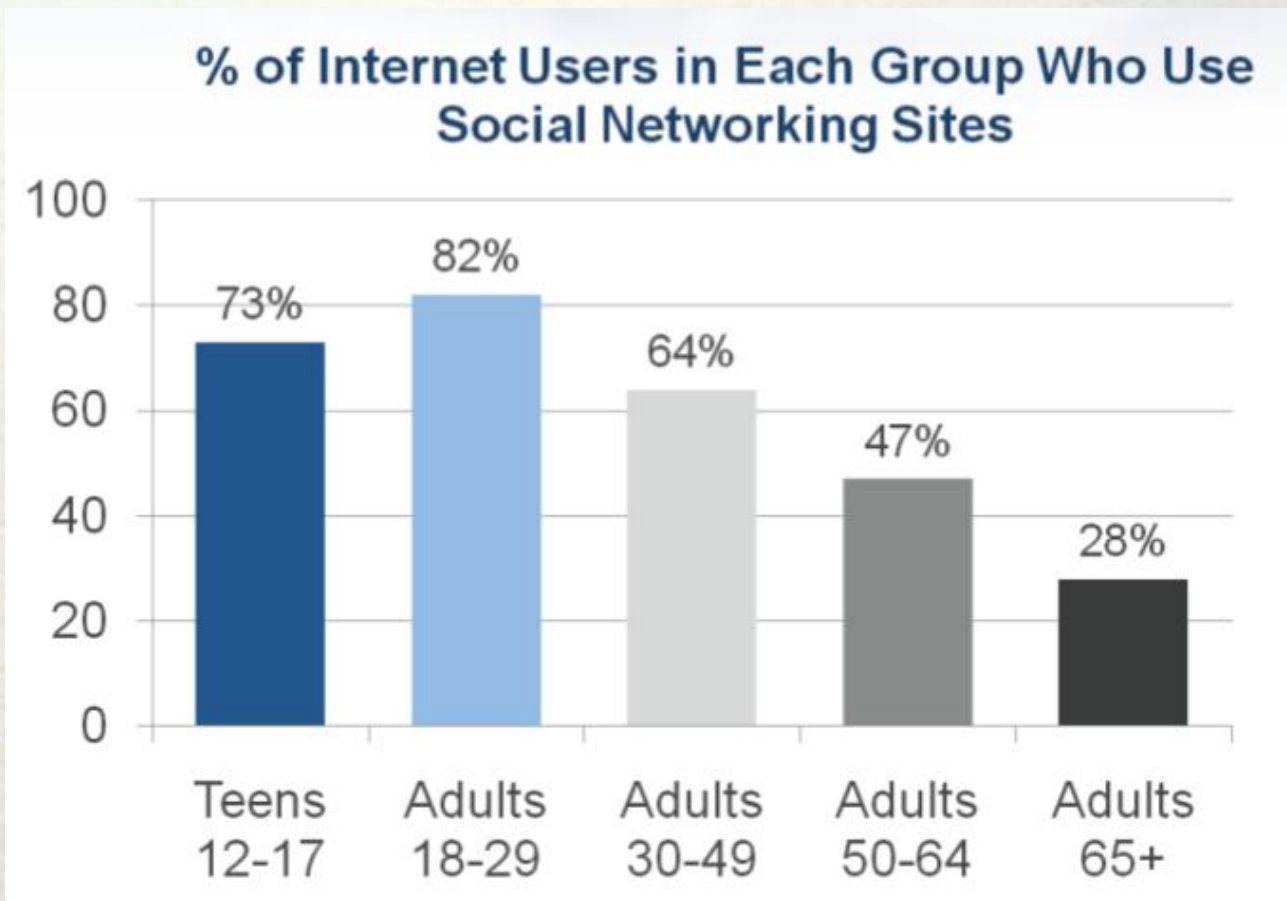
The Options are Growing Rapidly.....



A Day in the Life of a Teenager at Home



Social Networking on the Public Web



Source: Pew Internet Project,
2009-2010 Data

What are Teens Sharing?

- **82% of profile creators have included their first name in their profiles.**
- **79% have included photos of themselves.**
- 66% have included photos of their friends.
- 61% have included the name of their city or town.
- **49% have included the name of their school.**
- 40% have included their instant message screen name.
- 40% have streamed audio to their profile.
- 39% have linked to their blog. 29% have included their email address.
- **29% have included their last name.** 29% have included videos.
- **11% of profile-owning teens post their first and last names on publicly accessible profiles.**
- **2% have included their cell phone numbers.**

The Reality of Online Exposure

- 32% of online teens have been contacted by strangers online
- 23% of teens who have been contacted by a stranger online say they felt scared or uncomfortable because of the online encounter
- 68% of girls have had a negative experience on a social networking site

So Why Bother?

- Students perceive differently
- Students work (and play) differently



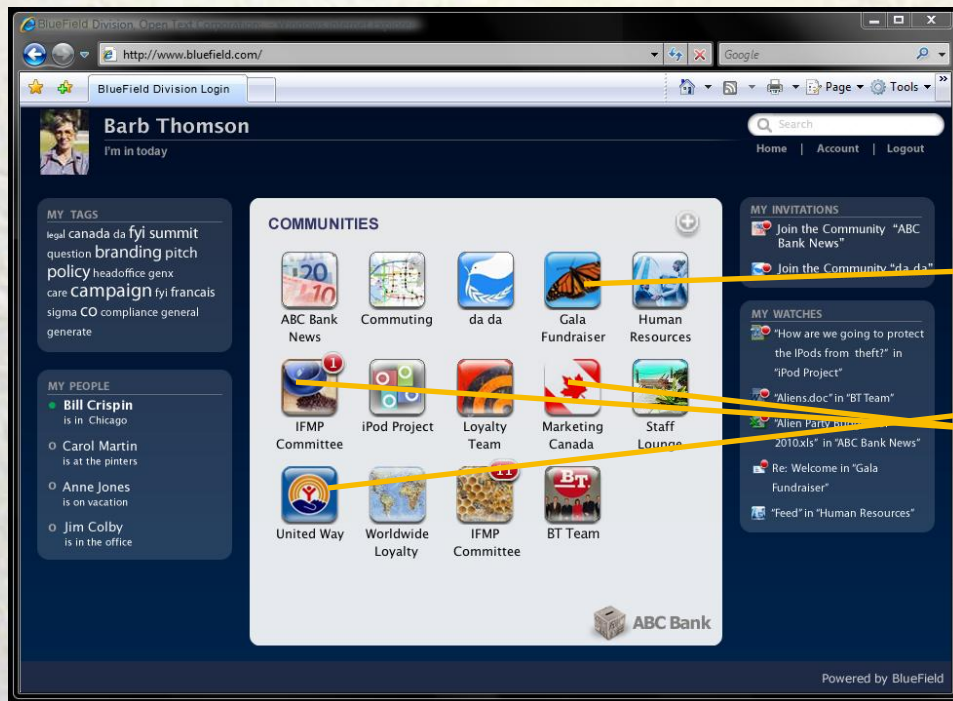
Social Media and Learning

- Movie- Nora Bergman, Decatur High School Reading Teacher

The Social Networking Wish List...

- Protect student identities
- Control access
- Manage content
- Enable permissions
- Foster responsibility
- Develop judgement
- Enable the “social school”

And by the way...



New Suite of Social Networking Tools

- Private; Secure
- One integrated suite, not pieced-together point solutions

▪ permissions

▪ presence

▪ *discussions*

▪ watches

▪ **scanning**

▪ notification

▪ tagging

▪ rating

▪ *wikis*

▪ blogs

▪ search

▪ *shared bookmarks*



▪ podcasting

▪ workspaces

▪ profiles

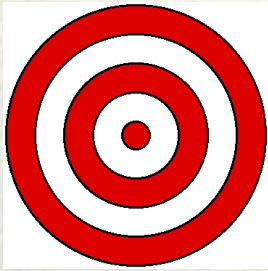
From the Field

Movie- Chris Billingsley- Decatur High
School History teacher

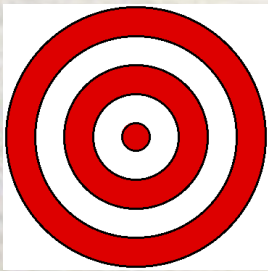
Demo

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If You Build It, They Will Come:

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This session focused on using safe social networking communities and other student-friendly technologies to improve the achievement of all students, including students with disabilities. Student-friendly technologies that engage students in their learning were demonstrated and discussed.

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