



Beebot/Robot Mouse

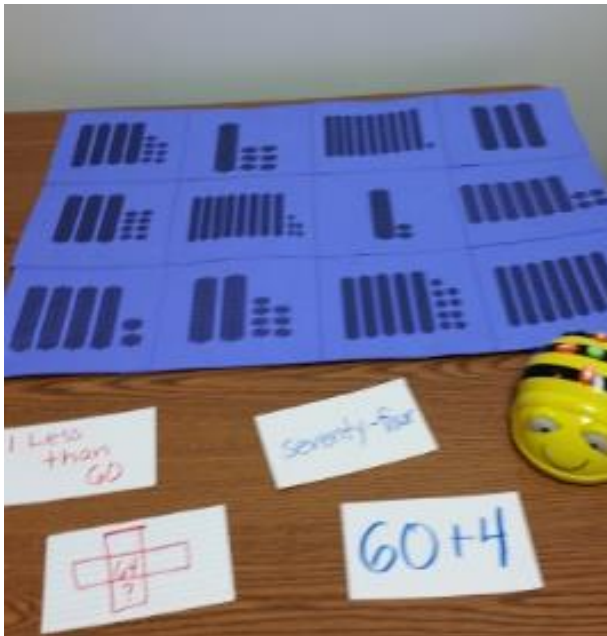
Explore coding with robots and how they can be used to practice skills in the classroom.



Directions:

1. Visit <http://cvesidealab.weebly.com/technology-toolkit.html> to learn what this tech tool is and how it can be used in the classroom.
2. Review the directions for using the Beebot/Robot Mouse and try it yourself.
3. Print out a template (from the site about) and create one and or create another lesson to use with your students.
4. Add an idea or something you learned to the PADLET.



















BEE BOT Measurement

Name _____

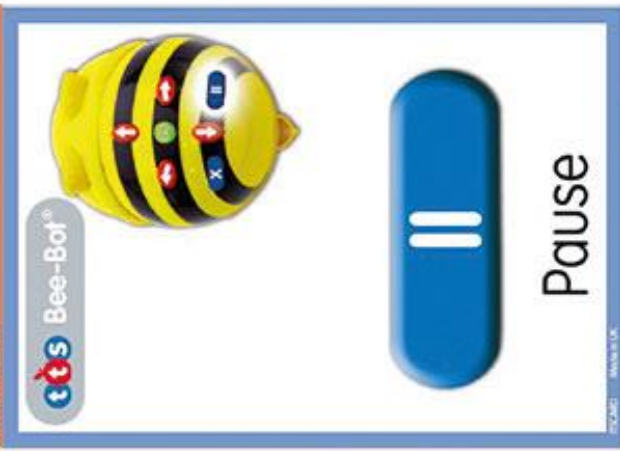
How many Bee Bot steps does it take to get from one animal to the other?
Estimate first and then measure.

	Estimate	Measure
 → 	_____ Bee Bots	_____ Bee Bots
 → 	_____ Bee Bots	_____ Bee Bots
 → 	_____ Bee Bots	_____ Bee Bots
 → 	_____ Bee Bots	_____ Bee Bots
 → 	_____ Bee Bots	_____ Bee Bots
 → 	_____ Bee Bots	_____ Bee Bots



Bee-Bot







iMovie

iMovie - lets you enjoy your videos and tell stories like never before (Browse your video library, share favorite moments, and create beautiful movies). Students can share/publish finished iMovie projects as movies to your camera roll.



Directions:

1. Visit www.cvesideallab.weebly.com/appyhour to learn what this tech too is and how it can be used in the classroom. You can also view examples of iMovie Trailers at the link above or using the QR codes.
2. Use the direction sheet to help you create one of your own.
3. Brainstorm ideas of how your students could use this tool in your classroom.
4. Add an idea or something you learned to the PADLET.



PBL Showcase



Student Book
Trailer Examples

iMovie Trailer Directions

1. Open the iMovie app.
2. Click on the + button to start a new project.
3. Tap the Trailer icon to start your trailer.
4. Select a style for your trailer from the bottom of the screen, then click Create Trailer.
5. On Outline on the left side of the screen, enter the name of your book next to Movie Name. You can fill in a studio name and select a logo for the studio if you'd like. Everything on the Outline will appear in the final credits.
6. Once you have the Outline filled, click the Storyboard tab in the middle of the screen.
7. Before you begin, click Play and watch the stock storyboard so you get a feel for how long images stay on the screen. You need to plan what images are going in which shots BEFORE you start adding them to the storyboard. You can undo a picture right after you have added it to the storyboard. **Warning: once you enter the next picture on the storyboard, you cannot move or edit the previous picture without undoing all of the work on the current picture.**
8. Click the first shot in the storyboard, then go to Photos and select the picture you want to use in that shot. Continue to click pictures to fill in the other shots.
9. To change the title cards, click the blue lines in between the storyboard shots and enter your new text.
10. To edit a shot, click the shot in the storyboard and drag the image on the right side of the screen to adjust how it moves during the shot (zoom in or out, shift to another part of the picture). When you are finished, click Done.
11. To watch the movie at any point, click the play arrow on the right side of the screen.
12. If you need help, click the ? icon at the top of the screen.
13. When you are finished, click the back arrow at the top of the screen. On the next screen, click the upload button in the center of the screen and save the video to your Camera Roll.
14. Once the upload is complete, you can then upload the video to your Google Drive, One Drive, or email. Make sure you log when you finish.
15. After you have uploaded, please delete your movie (and any video/pictures you used to make it) from the Camera Roll and from iMovie. If you do not delete it, it becomes available for everyone else who uses the iPad.



OSMO - game system that will change the way your child interacts with the iPad by opening it up to hands-on play.



Directions:

1. Visit <http://cvesideallab.weebly.com/technology-toolkit.html> to learn about OSMO and how it can be used in the classroom.
2. Explore the games.
3. Brainstorm ways to use OSMO in your classroom.





Nearpod - an interactive classroom tool for teachers to engage students with interactive lessons. You can use it as part of your lesson (teacher-led) or as a flipped lesson (student-paced) that students do on their own. It can be used as an assessment as well.



Directions:

1. Visit www.cvesidealab.weebly.com/webed to learn what this tech tool is and how it can be used in the classroom.
2. Scan the QR Codes below to learn more.
3. Create an account and start creating your own lesson or browse the library for lessons already created.
4. Add an idea or something you learned to the PADLET.



Nearpod – How it works



Nearpod Tutorial
(PDF w/photos)

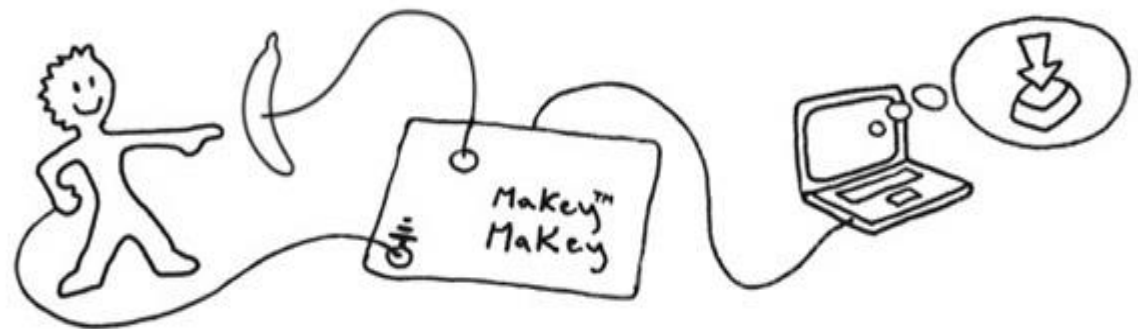


Makey Makey - an invention kit for the 21st century. Turn everyday objects into touchpads and combine them with the internet.



Directions:

1. Visit <http://cvesideallab.weebly.com/technology-toolkit.html> to learn what this invention kit is and how it can be used in the classroom.
2. TRY IT OUT! Explore using the kit.
3. Brainstorm ways to use it in your classroom.
4. Add an idea or something you learned to the PADLET.





Annotate, explain and present anything easily and quickly with **TouchCast** Studio. Add webpages, files, images, videos... nearly anything! A **Green Screen** is a background of which moving objects are filmed and which allows a separately filmed background to be added to the final image.



Directions:

1. Visit the links below to learn about these tech tools and how it can be used in the classroom.
 - www.cvesidealab.weebly.com/appyhour (Touchcast)
 - <http://cvesidealab.weebly.com/green-screen-workshop.html> (Green Screen Workshop)
2. Follow the direction and explore to create your own Touchcast video.
3. Brainstorm ways you could use this app for teacher created videos or way students could use it.
4. Add an idea or something you learned to the PADLET.

Touchcast



Greenscreen
Workshop





Seesaw is a student-driven digital portfolio that empowers students of any age to independently document what they are learning at school and share it with their teachers, parents, classmates, and even the world.



Directions:

1. Visit <http://cvesidealab.weebly.com/appy-hour.html> to learn about Seesaw and explore ways to use it in your classroom.
2. K-3 (Fulton County School Account)
4-5 (Follow the Tutorial to create a free account and create a class)
3. Use the whiteboard app and record your voice to explain a math problem. Save it to your folder using the Teacher Class QR Code.
4. Use the Chatterpix or Telagami app to create a video. Save it to your folder using the Teacher Class QR Code.
5. Brainstorm ways to use Seesaw with your students.
6. View more ideas from other teachers or add your own ideas to the Padlet.





Plickers is a powerfully simple tool that lets teachers collect real-time formative assessment data without the need for student devices.



Directions:

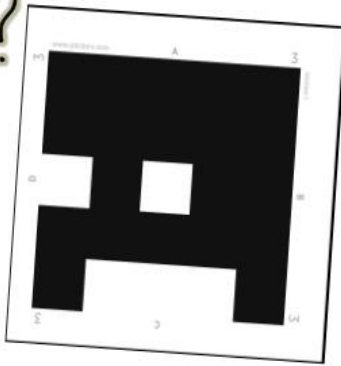
1. Visit <http://cvesidealab.weebly.com/appy-hour.html> to learn more about Plickers.
2. Make a copy of Plicker cards for your class.
3. Brainstorm how you can use this tool for assessing students.
4. Post to the Plickers Padlet.



pickers

How does it work?

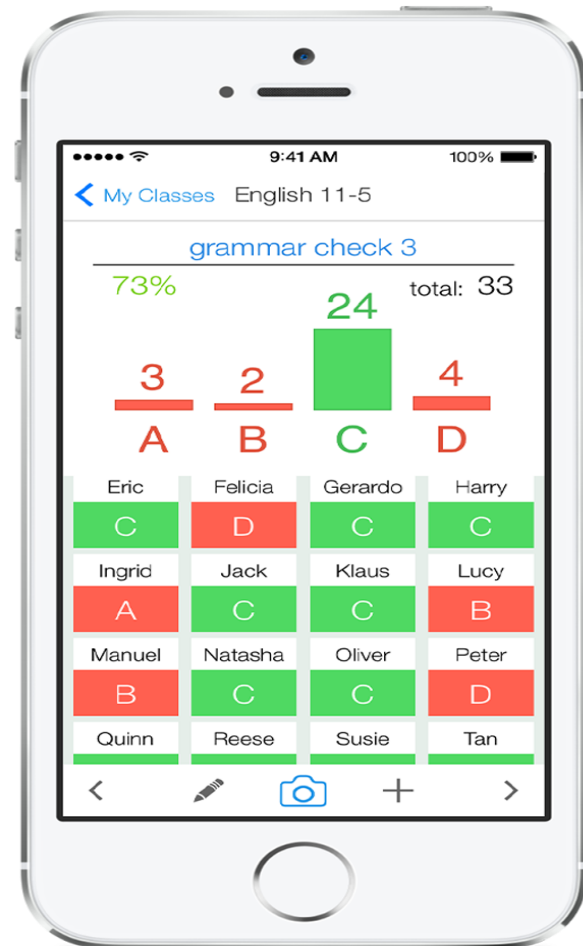
- Each student is given a card with a unique visual code.
- The code has 4 sides, each lettered A, B, C, and D.
- The student holds the card so that the letter they choose to answer the question with is at the top of their card.



pickers

Things to Note:

- The letters on the paper clicker are small so fellow classmates cannot see their selection.
- The app will only record each student's answer once, so you need not worry about a second scan skewing your data.
- Must have a wifi connection to project real time data.
- Modify pickers to work for primary/special needs students





Socrative is a web-based app is a great tool for assessment, quizzing and engaging children in learning activities. Quickly assess students with prepared activities or on-the-fly questions to get immediate insight into student understanding. Then use auto-populated results to determine the best instructional approach.



Formative, found at [GoFormative.com](https://www.goformative.com), is a free service for assigning questions to students and having them answer on their laptops or tablets in real-time. It is an assessment tool where students can type, draw, or submit images to demonstrate their understanding.



Directions:

1. Visit <http://cvesideallab.weebly.com/appy-hour.html> or <http://cvesideallab.weebly.com/web-ed.html> to learn more about these tools and how to create a formative assessment.
2. Brainstorm how you can use this tool for assessing students.
3. Create an assessment you can use with your students.