



Inspired iPad Innovation



Barry James
-Jemicy School

Introduction

- Barry James



 Jemicy School

Philosophy



- Establish enjoyable environment
- Provide real world experiences
- Scaffold
- Foster strengths
- Differentiate
- Collaborate and communicate
- Be flexible
- Show optimism

Journey



- Information Overload
- Chaos then Focus
- Mindfulness
- Vision/Pillars
- Approach and Purpose
 - Capture
 - Drill/Reinforce
 - Reference/Instruction
- Teacher led vs. Student Led

Student Expectations

- **Training**
- **Objectives**
 - ❑ To capture and create
 - ❑ To explore and excite
 - ❑ To learn and lead
- **Common Language**
- Demonstrations
 - Hug and hold
 - Training other students
 - Giving Directions



Research into Practice



Math/Science and Language

Experiential Observations

- Pros and cons of app
- Examples of classroom use



Math - Capture



Smart Notebook



Voice Thread



Visualize



Pic Collage



Explain Everything



Show Me



Corkulous



iMovie

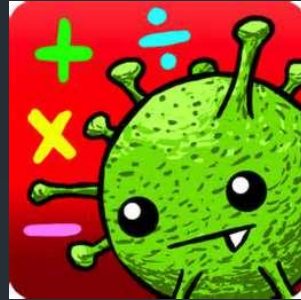
Math - Drill and Reinforcement



Math Bingo



Mathmateer
(Math Rocket)



Math Evolve



Math Board



Tan Zen

Math - Reference



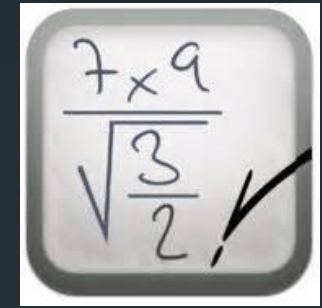
Khan Academy



Wolfram Alpha

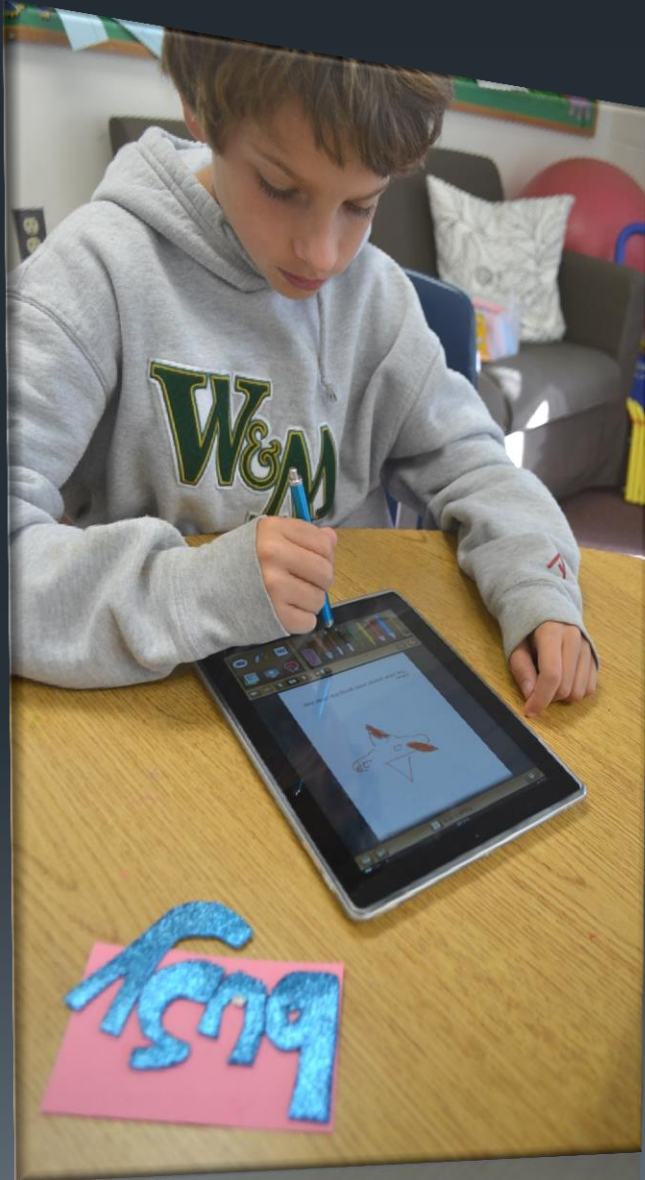


Mathination



My Script
Calculator

Language



Experiential Observations

- Pros and cons of app
- Examples of classroom use

Language - Capture



Visualize



Book Creator



Toontastic



Kids Journal



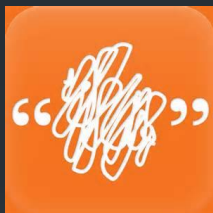
Show Me



Explain
Everything



Voice Thread



Scribble
Press



Writing Pad



Doodle Cast

Language - Drill and Reinforcement

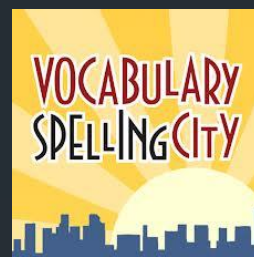
3/10/2014



Dolch Words



Spell Board



Spelling
City



Word Bingo

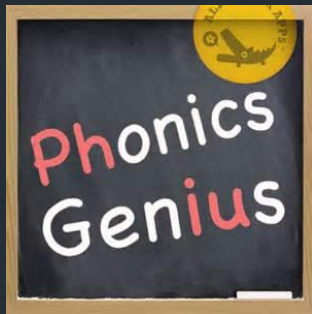


Letter School



Reading
Raven

Language - Reference



Phonics
Genius



Sound
Literacy



SMART
Notebook



Dragon
Dictation

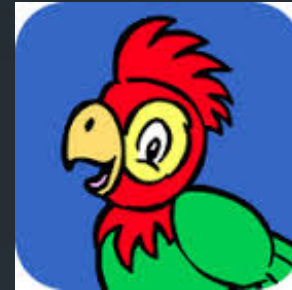
Language - Fluency



Fluency Finder



Read to Me



Learning A-Z

Portfolio

- Evernote
- Drop Box
- Google Docs
- Book Creator
- iMovie
- Explain Everything
- Notability



Harry Walker

EVALUATION RUBRIC FOR IPOD/IPAD APPS

| DOMAIN | 4 | 3 | 2 | 1 |
|------------------------------|--|---|---|---|
| Curriculum Connection | Skill(s) reinforced are strongly connected to the targeted skill or concept | Skill(s) reinforced are related to the targeted skill or concept | Skill(s) reinforced are prerequisite or foundation skills for the targeted skill or concept | Skill(s) reinforced in the app are not clearly connected to the targeted skill or concept |
| Authenticity | Targeted skills are practiced in an authentic format/ problem-based learning environment | Some aspects of the app are presented in an authentic learning environment | Skills are practiced in a contrived game/simulation format | Skills are practiced in a rote or isolated fashion (e.g. flashcards) |
| Feedback | Feedback is specific and results in improved student performance | Feedback is specific and results in improved student performance (may include tutorial aids) | Feedback is limited to the correctness of student responses and may allow students to try again | Feedback is limited to the correctness of student responses |
| Differentiation | App offers complete flexibility to alter settings to meet student needs | App offers more than one degree of flexibility to adjust settings to meet student needs | App offers limited flexibility to adjust settings to meet student needs (e.g., few levels such as easy, medium, hard) | App offers no flexibility to adjust settings to meet student needs (settings cannot be altered) |
| User Friendliness | Students can launch and navigate within the app independently | Students need to have the teacher review how to use the app | Students need to have the teacher review how to use the app on more than one occasion | Students need constant teacher supervision in order to use the app |
| Student Motivation | Students are highly motivated to use the app and select it as their first choice from a selection of related choices of apps | Students use the app as directed by the teacher | Students view the app as "more schoolwork" and may be off-task when directed by the teacher to use the app | Students avoid the use of the app or complain when use of the app is assigned |
| Reporting | Data is available electronically to the student and teacher as a part of the app | Data is available electronically to student on a summary page and may be screenshot to share with teacher | Data is available electronically to the student, but is not presented on a single summary page | The app does not contain a summary page |

Logistics and Settings

- Set Roles/Leadership
- Time Allotment
 - Development, implementation, and review
- Background info (emails and clean up)
 - Lock Feature vs. Mute
 - Camera/photos
 - Updating
 - Ownership



Future

- Training
- Community connection with philosophy
- Mentoring
- Portfolios (long term projection)



Mentoring Program

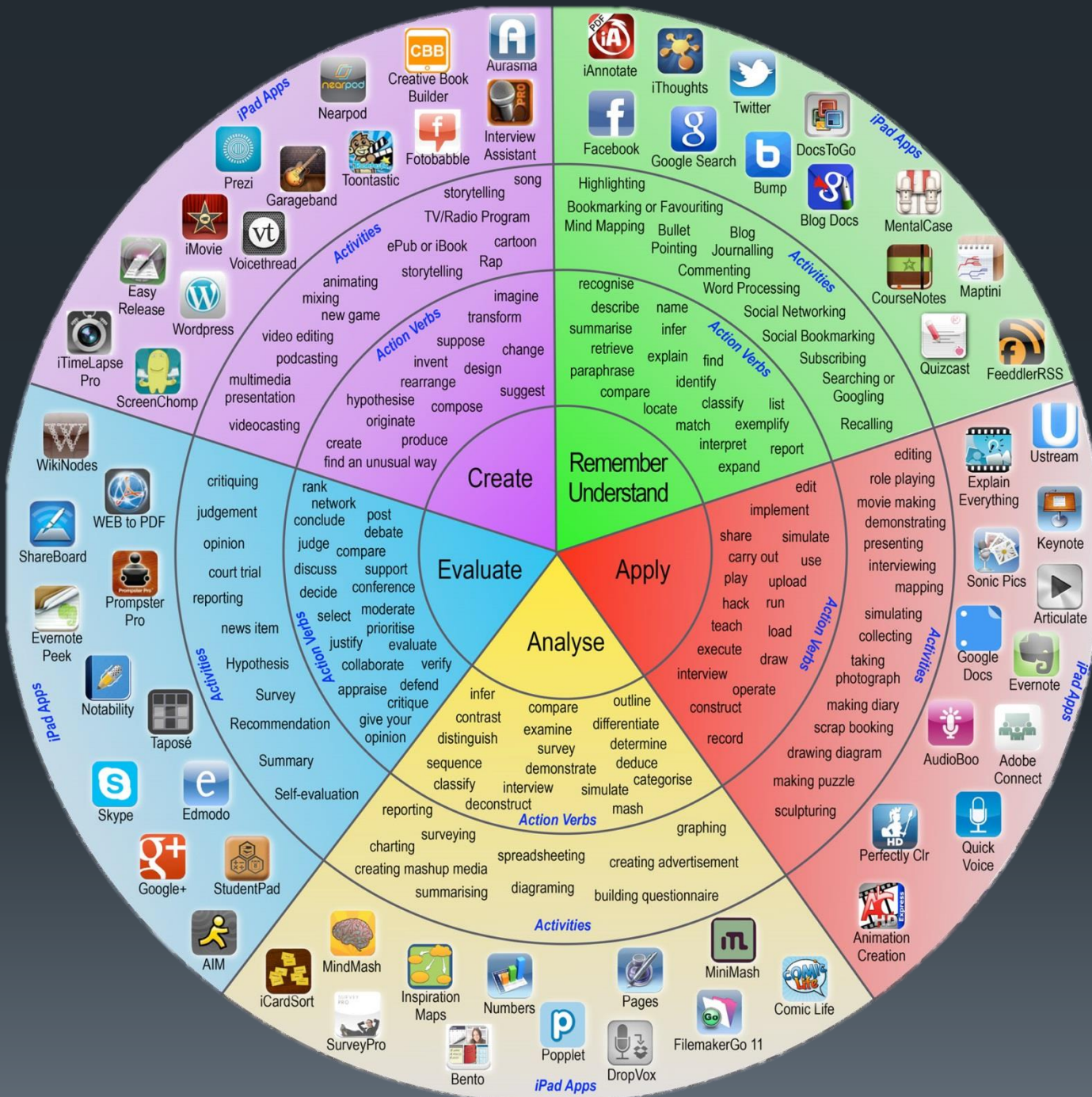
Continual

- Exploration and guidance
- Appropriate use of iPads in the learning environment
- Set goals with mutual review/discussion



Collaborative

- Reinforce the Jemicy philosophy
- Appropriate evaluation of apps
- Reinforce collaboration



Reference/Articles

- www.21innovate.com
- Flip Board app
- Edudemic.com
- Mind Shift Blog
- <http://bridgingapps.org>
- More on the Citation Handout



Questions??

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