Keeping Your Tech Toolbox Current

New tech tools are so frequently popping up, it's hard to keep up with which are worthwhile. In this session, experienced tech users will learn four new tech tools for their toolbox. Tools range from use in the 3-5 classroom, library, professional use, and family engagement- there's something for everyone!

Presentation link: https://bit.ly/3jmqpqH

Slide 1: Welcome
0:00-0:30

Hello! Welcome to today's session- Keeping Your Tech Toolbox Current: Four Tech Tools for the Classroom, Library, Professional Development, and Family Engagement. This session is for experienced tech users.

Slide 2: About Me
0:30-3:30

Thanks for joining me today. A little bit about me- I'm a fourth grade teacher- I've been teaching fourth grade for 6 years- and a graduate student in Old Dominion University's Library Science program studying to be an elementary school librarian. I've always been passionate about both technology and reading in my classroom, so the library will be a perfect combination of the two.

I'm also a cat mama to two perfect rescue cats, Pepper on the left and Loki on the right. No- he's not named after the Greek god Loki- his name stands for Little Orange KItty.

Finally, I'm a maker, and the owner of a small business called Allison's Wonderland. I make functional macrame pieces like shelving and hangers, and decorative pieces like earrings, keychains, and stickers. It's been a fun side hustle that's allowed my creative side to flourish! I sell at pop-up markets and love meeting all kinds of people during my sales.

Slide 3: Learning Objectives
3:30- 4:15

In this session, our learning objective is to discover a few different tools that you can use in a variety of settings, whether it's in your library or in your 3-5 classroom with students, professionally with colleagues, and for engagement opportunities with families. You may be

familiar with some of these tools already, but we'll be exploring some new ways to use them with students. Hopefully today you'll leave this session with a couple new tools in your tech toolbox to try out this year.

Slide 4: Entrance Ticket/Participants Response
4:15- 7:00

To begin, please use the QR code, or the link provided below if it's easier. Respond to the prompt on the Padlet: What are some favorite tools already in your Tech Toolbox? Take about 3 minutes to respond. You may give more than one answer, and no need to include your name. To add a response, use the plus sign in the bottom right hand corner. I'll be walking around if anyone needs some help! After, turn and talk with the people around you and share some of your favorite tech tools.

Slide 5: Canva Intro
7:00- 8:00

The first tool we're going to learn about is Canva. Canva is your all-in-one design tool. It's a website that allows educators and students to create different products, ranging from presentations and infographics, to designing posters, brochures, and even design social media posts of their own. Before I show you some great examples of what you can create through Canva, I want to quickly talk about the limitations. One downfall of this tool, for students, is that while it has a ton of beautiful templates to modify, there is a bit of a learning curve to get your design to look top notch. It will take some tinkering with- so it's not something a student can just throw together. Additionally, there are a TON of free elements to Canva, but some of the Pro paid features are the most appealing. Overall, don't let these limitations stop you from exploring Canva.

Slide 6: Canva Use: 3-5 Classroom & Library
8:00- 10:00

In a 3-5 classroom, Canva is an excellent tool for a research project and infographic product. As shown here in the Honeybee infographic, students can use research websites such as PebbleGo, or even a group of links curated by the teacher, to research a topic, and then create an infographic on what they've learned. The elements of design for their infographic can be modified using one of the many infographic templates, or they can start from scratch. There's a ton of photos, shapes, graphics, and videos to use in the free trial. For this infographic, everything was created by me from scratch- the hexagons, bees, and comb were images in the free graphics. I added the facts and title using the text feature. Canva will even suggest color pallets to match your chosen image that keeps everything looking super cohesive. The free version of Canva allows you to download your product as a PNG, JPEG, or PDF. Students can create their product, download it, and turn it in using a digital platform.

One idea, and probably one of my favorites, for using Canva in the library is creating book reviews or summaries using Instagram posts. Students can review or write a brief

description of the book they've read, or even just write about an aspect of the book that they really liked, and include a photo of the book cover. On my example, I've also added a starred review, and the author can put their name on the post to really personalize it like I did here. Ideally, all of the Instagram posts would be on a real school-monitored Instagram account that students can peruse to find their next read, suggested by their peers. This is a great way to allow students to share what they've been reading and will promote creativity. Students might also be encouraged to read more so they can be published on their school's Instagram account!

Slide 7: Canva Use: Professional Use & Family Engagement
10:00- 13:00

Staff and administration can use Canva for professional development sessions or for classroom presentations. While very similar to Google Slides and Powerpoint in terms of functionality, Canva offers tons of more complex templates with many more layouts than Slides and Powerpoint do. Here on the left side I've included an example of a classroom presentation for the first week of school- Classroom Rules. The templates for presentations on Canva are very visually appealing.

Finally, Canva is a great tool to create products for family engagement. On the right is an example of a weekly classroom newsletter. These could be sent out via a digital platform like Seesaw or Remind, or printed out and sent home. Just like for infographics and presentations, Canva has a plethora of templates of classroom newsletters.

Turn and talk with the people around you- how might you use Canva in your classroom, library, professional development, or as a family engagement tool? (1 min)

Can I answer any questions? (2 min)

Slide 8: Hyperdocs Intro
13:00- 14:15

Hyperdocs are an all-in-one experience for students to learn at their own pace, using a mashup of multimedia types such as audio, visual, and text tools. Learners navigate and interact with the multimedia links at their own pace, while teachers can monitor and check-in when necessary. Hyperdocs encourage the use of the 4 C's (collaboration, creativity, communication, and critical thinking). The design of the Hyperdoc is up to the creator and depends on the needs of the user- it doesn't have to be linear, it can be the learner's choice in direction- and can be tailored completely to the students' needs for differentiated instruction. Hyperdocs support a blended classroom and integrate Bloom's Taxonomy seamlessly.

One limitation of Hyperdocs is the complexity of putting it together. First, the creator must decide whether they want their material to be linear or more free exploration. Next, the creator should find a plethora of resources to support the learning at hand. Finding all

the resources and putting them together may take time, but is well worth the while. In the next few examples, I'll show you how impactful Hyperdocs can be for all types of learners.

Slide 9: Hyperdocs Use: 3-5 Classroom
14:15- 19:15

One idea to use Hyperdocs in the 3-5 classroom is to support specific learning targets. In this case, I have provided an example of a 4th grade SOL on electricity. For this lesson, I would start the activity as a whole group lesson- instructing students do the hyperdoc one piece at a time. To begin the learning experience, or the hook, students would respond to the first prompt, writing what they already know about electricity. Next, I would instruct the students to, on their own, watch the introductory video, and complete the 3-2-1 activity. After introducing the topic together and discussing the 3-2-1 activity as a group, I would allow the students to then use the HyperDoc as a self-paced learning activity. Students could then navigate through the Hyperdoc at their own pace, exploring the different multimedia options curated by the teacher in the Hyperdoc to cater to the learning pace that they need for the topic.

Let's open this Hyperdoc and look at some of the different multimedia options included. (Open Hyperdoc and explore links and activities- 3.5 min)

Slide 10: Hyperdocs Use: Library & Professional
19:15- 25:00

Hyperdocs can also be used in the library. In this example that I've provided, the librarian can use a Hyperdoc for a book club. In a Hyperdoc used for book club or novel study, there can be many different activities such as introductory activities and making predictions, discussion questions throughout the novel, and opportunities for students to create their own questions, or different reading and writing activities to support and enhance understanding of the book. Pax is a novel I'd use in 4th or 5th grade. Let's take a look at the Pax activity. While we explore, notice how this Hyperdoc does not just include questions on the book itself, but also explores different reading standards such as tone, mood, character traits, problem and solution, etc. Book club Hyperdocs are an excellent extension activity. (Open Pax Hyperdoc to explore- 2 min)

The final Hyperdoc example is one that can be used for professional development, in this case- staff orientation. Just like we know students have different interests and learning styles, adults do too! In this Hyperdoc, new staff can explore some of the important tools that they'll be required to use during the school year such as the gradebook, substitute assignments, tech support, and curricular resources. Staff can work through the Hyperdoc at their own pace, exploring the tools that they need to learn more about. This is an excellent option for beginning of the year staff development, or during the year for professional development opportunities.

Are there any questions about Hyperdocs? (2 min)

Slide 11: Layered Reality Intro
25:00- 26:30

Layered reality is a broad term that is an umbrella for many different tools- QR codes, virtual reality, artificial intelligence, etc. Today, we're going to explore one of those tools- virtual field trips and classrooms- and quickly look at a possible use of QR codes. Layered reality ties the outside world with the virtual world, allowing opportunities for learners to visit places and gain resources and experiences that they may otherwise not have access to for a myriad of reasons- cost, location, age, lack of resources or technology, among others.

One limitation of Google Arts and Culture virtual field trips is that while there are a ton of field trip options, every place imaginable, of course, isn't an option. Additionally, the facts provided may be catered to older learners- 4th grade and up. Some of the learning opportunities would be better as teacher led for the purpose of understanding the text, rather than an independent exploration.

Slide 12: Layered Reality Use: 3-5 Classroom
26:00- 30:00

The first couple of examples that we'll look at are virtual field trips. I've connected a couple learning standards to the field trips- a 3rd grade SOL of learning about ancient Greece, and a 4th grade SOL about the Moon. Each field trip takes students on a guided tour through the chosen location. For the virtual field trips provided, students will visit the two locations and get a 360 view of the area by clicking and dragging. They can look up and down, and all around. While being submerged in Greece's ancient cities, or on the Moon's gravity-free surface, students will learn invaluable information on the topics. Google Arts and Culture is just one of the websites that provides virtual field trips. Let's explore! (Open Greece and explore- 1.5 min; open Moon and explore- 1.5 min)

Slide 13: Layered Reality Use: Library & Family Engagement
30:00- 35:00

Another layered reality experience is library use. During the COVID-19 pandemic, my amazing school librarian created an awesome virtual library with tons of mini libraries depending on topic, month, theme, etc. Virtual libraries are excellent for students who may not have access to a plethora of books or those who are avid readers and want more! In the virtual library that I've included here, the librarian created a Black History Month themed virtual library. Students can click on each book on the shelf and hear a read-aloud of the book. Let's look at this library a little closer and check out some of the other virtual libraries she created. (Open virtual library & explore- 1 min)

Finally, I've provided an example of how layered reality- in this case, a QR code- could be used as a family engagement tool. This is a flyer for our virtual math night. Families are able to use the flyer, digitally or in print, to scan the QR code and respond to the event. Using QR codes instead of paper invites reduces paper waste and offers an instant RSVP with no risk of a student losing the paper itself. QR codes can also be used in conjunction with the

earlier Canva example for sending home weekly class newsletters- the QR code could link to a survey, event invite, or even a family activity.

Turn and talk with the people around you. How might you use virtual field trips, libraries, and QR codes in your school setting? (1 min)

Are there any questions I can answer? (2 min)

Slide 14: FlipGrid Intro
35:00- 36:30

The final tool I'm going to share today is FlipGrid. From being a student response forum, a family engagement tool, to even being global connection site, FlipGrid offers countless opportunities to share and interact with others, near and far. FlipGrid is a free website for video discussions. The creator makes a "grid" with a prompt or assignment, and instead of writing the response, the learner records a video of themselves. FlipGrid has cross curricular learning opportunities, and even allows students to interact with learners around the world. Creators can choose from a variety of premade FlipGrid activities, or can easily create their own.

One limitation of FlipGrid is the video time. The maximum time for a video response is 10 minutes. If the creator wants a response that may be longer than 10 minutes, the learner must create multiple videos, which isn't as cohesive or productive.

Slide 15: FlipGrid Use: 3-5 Classroom
36:30- 41:30

One of the MANY different ways to use FlipGrid in a 3-5 classroom is for number talks. I've included an example for an estimating number talk. In this grid, students have a photograph to look at (the jars of candy), and a prompt to respond to (estimate how many candies are in the middle jar). Number talk is an excellent warm-up or closing activity which should only take the learner 2-5 minutes to complete. It's a great way to quickly check in with students' understanding without having to meet with each student individually.

Next, FlipGrid can be used for accountability. The bottom photograph on the slide shows a snip of a student from my class a few years ago. Here, she had completed a math problem and shown her work on a whiteboard, and is using FlipGrid to explain her work. This encourages students to use math language, and allows teachers to understand any misconceptions a student is having- instead of simply seeing a wrong answer on a paper and trying to guess what the student didn't understand, the teacher can see the students' thought process unfold.

Math isn't the only way for students to use FlipGrid, of course! Here I've provided a reading example, one that connects to a 4th grade SOL- read and demonstrate comprehension of fictional texts, narrative nonfiction texts, and poetry. For this grid, students would read

Rosie Revere, Engineer using the Epic program, and then respond to the prompt about character traits and feelings. (click to show the details of the Grid and what options the creator has to work with- 1 min).

Lastly, FlipGrid provides opportunities for professional use. There is a whole section on FlipGrid for professional development, where teachers can learn and respond from other professionals. Additionally, FlipGrid is a great platform for a virtual Meet & Greet. The staff can introduce themselves, pose a question, and the responders can record a video with their response.

Turn and talk with those around you- how might you use FlipGrid in your learning environment? (1 min)

Are there any questions I can answer about FlipGrid? (1.5 min)

Slide 16: Closing & Questions
41:30- 44:00

To review, we've learned 4 new tools for a variety of purposes- classroom and library use, professional use, and family engagement. Canva is used to design products, Hyperdocs are used for self-paced learning experiences, layered reality allows students to visit places they may not be able to otherwise, and FlipGrid is a response forum designed for collaboration and communication. All of these tools are fantastic to keep in your tech toolbox, and to cater to all different types of learners. What remaining questions do you have that I can help with?

Slide 17: Exit Ticket/Participant Response
44:00-45:00

I am so thankful that you joined me today, and I hope that you all are leaving here with at least one new tool in your tech toolbox. I'd love if you would please use the QR code, or the link if it's easier, to respond to the Jamboard exit ticket prompt before leaving: what is one takeaway from today's sessions? What is one tool that you intend to use? To respond, use the sticky note button on the left side of the screen.

Have a wonderful day!