

# Tech Tools

## That Add Flavor

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Ensuring a bright future for every child

MISSISSIPPI  
DEPARTMENT OF  
EDUCATION

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## Mississippi Department of Education

### VISION

To create a world-class educational system that gives students the knowledge and skills to be successful in college and the workforce, and to flourish as parents and citizens

### MISSION

To provide leadership through the development of policy and accountability systems so that all students are prepared to compete in the global community



Ensuring a bright future for every child

## State Board of Education Goals FIVE-YEAR STRATEGIC PLAN FOR 2016-2020

1. All Students Proficient and Showing Growth in All Assessed Areas
2. Every Student Graduates from High School and is Ready for College and Career
3. Every Child Has Access to a High-Quality Early Childhood Program
4. Every School Has Effective Teachers and Leaders
5. Every Community Effectively Uses a World-Class Data System to Improve Student Outcomes
6. Every School and District is Rated "C" or Higher



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## Session Norms

- Silence your cell phones
- Please check and/or reply to emails during the scheduled breaks.
- Be an active participant.
- Do not hesitate to ask questions.



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## Session Goals

- Look at specific instructional tools and ideas for implementation.
- Go over helpful tips for implementing technology.
- Discuss the phases of implementing technology.
- Questions and Answers



## Technology

*"I wonder when this computer fad  
will end, and we can go back to  
using pencil and paper."*

*-T.G.*

# Instructional Tools and Ideas



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## Instructional Tools and Ideas

- QR activities (requires mobile device and Wi-Fi)
- Voki avatar (web-based)
- Fake text (web-based)
- Kahoot! or Quizzizz (web-based)
- Plickers (requires one mobile device)
- ReadWorks Digital



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## QR Activities

- A QR is a scan code that can be used with a scanner app on a mobile device or tablet.
- Create QR codes online: [www.qr-code-generator.com](http://www.qr-code-generator.com)
- Link your QR code to a website, text, e-mail, pdf, etc.

**Tip:** Download and test the QR reader and all codes (while on the school Wi-Fi).



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## QR Activities – Try it!

1. Access your App store or Google Play from your mobile device.
2. Download a free “QR Scanner” or “QR Reader.”
3. Open the App.
4. Allow it to access your device’s camera.
5. Scan the QR code to the right. →



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## QR Activities – Ideas

- QR SCANvenger Hunt
- Back to School Open House – teacher information, link to class website, etc.
- Center activities – task cards
- Interactive Word Wall
- Check work with a key



## Voki Avatar

- [www.voki.com](http://www.voki.com)
- Book character
- Historical figure
- Inventor studies
- Describe setting

**Tip:** Use only the free components.



## Fake Text



- <https://ifaketextmessage.com/>
- Interview a book character about his her motivation and feelings.
- Demonstrate a conversation between characters.

### Tips

- Save onto Word document.
- Require paper draft of interview or conversation.

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## ReadWorks Digital

- <https://digital.readworks.org/>
- Leveled passages with text-based comprehension and writing questions.
- Teacher can differentiate passages.
- Students can access and complete online.



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## Kahoot! or Quizzizz

- Create game show-type quizzes that are motivating.
- Requires 1-1 devices, unless playing in teams.
- Will generate and email a spreadsheet of scores.
- Create: [create.kahoot.it](https://create.kahoot.it)
- Play: [kahoot.it](https://kahoot.it)


 The Kahoot! logo features the word "Kahoot!" in a bold, white, sans-serif font with a slight shadow effect, set against a solid purple rectangular background.

Try it!

1. Open your Web browser on your mobile device.
2. Type [kahoot.it](https://kahoot.it)



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## Plickers

- Create formative assessments.
- Requires only one device.
- Printed code sheets.
- Scan with phone or tablet.
- Will generate a spreadsheet of scores.



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# Helpful Tips



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## Helpful tips

- Create a master Google account with bookmarked pages, ie. [mrsvglbertsclass@gmail.com](mailto:mrsvglbertsclass@gmail.com) and/or use a Google site to add quick links.
- Make index cards and anchor charts for student login information.
- Expect “Murphy” and have a Plan B (and a Plan C).



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## Helpful tips

- Don't be afraid of new tech tools.
- Ask Siri, Alexa, or Cortana.
- Use the "help" button.
- Practice, practice, practice!
- *When all else fails, ask a student for help; they probably already know how to do it.*



# Phases of Implementing Technology

## Phases of Implementing Technology



1. Know your resources and capabilities.
2. Create a plan for your lesson/activity.
3. Pre-teach.
4. Test your activity.
5. Implement your activity.
6. Evaluate and give feedback.

## 1: Know your Resources and Capabilities

- Check the hardware that is available.
  - Computers/Laptops/Chromebooks (how many)
  - Tablets or Mobile devices
  - Headphones
- Software and Apps – the programs installed on the device.
- Internet capabilities – Wi-Fi, blocked sites, etc.
- Personal knowledge – start with what you know.

## 2: Create a Plan for your Lesson/Activity

- Identify which **standard(s)** will be achieved.
- Create your **lesson plan** with all the components (*your district may have a template*).
  - Hook & Build Background
  - Modeled & Guided Practice – “I do, we do”
  - Independent – “you do” (with teacher support and monitoring)
  - Assessment & Feedback – rubric, checklist, graphic organizer, etc.
- Decide on any skills/concepts that should be **pre-taught**: saving a file, naming a file, entering a login, etc.



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## 3: Pre-teach

- Management tasks
  - Opening a file
  - Saving a file
  - Naming a file
  - Entering URLs
- Etiquette
  - How to hold/carry a device
  - What to do if something inappropriate appears
  - How to engage in polite interactions with peers



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## 4: Test your Activity

- Consider ALL possible problems, for example:
  - Blocked websites
  - Broken websites
  - Forgetting usernames/passwords
  - Trouble spelling websites
  - Student background knowledge
- *One thing is for sure: technology WILL fail but foreseeing problems before they happen will result in greater success.*



## 5: Implement your Activity

- Test it ONE MORE TIME.
- Support and monitor throughout the activity.
- Include an early finisher or extension task.
- Make notes during and after the activity.
  - What went well?
  - What needs adjustments?
  - What do you need to remember for next time?

## 6: Evaluate and Give Feedback

- Evaluate the students and give meaningful feedback.
- Evaluate the activity and determine ways to improve it for the next year/class.
- Evaluate yourself to encourage constant professional learning.



## Questions and Answers



## Strong Readers = Strong Leaders

- Statewide public awareness campaign promotes literacy, particularly among PreK-3 students
- Campaign aims to equip parents and community members with information and resources to help children become strong readers
- Visit [strongreadersMS.com](http://strongreadersMS.com) for more information!



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