

LESSON 5: Oct 27 due Nov 3

As we move into the second half of the course, I am hoping to make a change of focus. My goal in the first half has been to create a common core of skills and know-how amongst the 10 of you. We have covered 26 of the 33 skills so far and have done projects in four apps to cement those skills.

But the goals in our schools need to be on

- using our growing tech know-how in meaningful educational ways with kids
- helping faculty colleagues at our schools gain skills, enthusiasm and know-how

HW 5.1 Required

Send an email to your partner about what you have liked or found frustrating about this course so far. **Please do NOT include me in the email.** Feel free to comment as you like about any of the four apps so far (Skitch, Book Creator, Puppet Pals, Inspiration/Kidspiration). Also tell your partner what you are contemplating for 7.2 which is due in 2 weeks and described again on the final page.

From page 16 of lesson 4 -- HW 7.2 is due November 10th and is to choose one of the apps from this course and to integrate into a curriculum unit in the next few weeks with your students. I am not trying to get to use tech for its own sake but I am asking you to "be a pioneer" and add to your pedagogical repertoire. I am quite conscious that "hardware is essential" and some of you teach in schools where your students do not have access..

HW 5.2 Required

Please answer any of these questions that are applicable and added to a new section of our Collaborative Doc called FACTORS THAT MAKE STAGES 2&3 EASIER. You should find this on page 17 of the Collaborative Doc (not this PDF).

- are you teaching any grades this year for which every single student has an iPad? Or are you teaching any grades where you have access to an iPad cart?
- if yes, what is the procedure for installing apps on the iPad?
- does your tech dept help you in your classroom if you need a "second person" to assist?
- if you have a cart will your tech dept install a new app once you request
- do you have an individual teacher budget designated for buying apps?
- does your school make it easy or difficult to add apps?
- do you use any faculty meetings where 1 or 2 teachers take the stage highlighting some app or technology project that worked in her/his class?

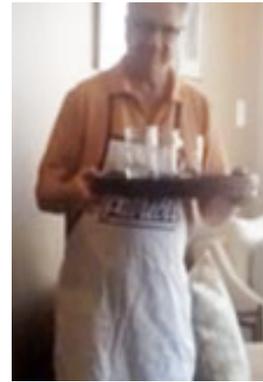


-- do you have a tech person who will meet with you on request to help you with tech questions or help you create a tech project

HW 5.3 Optional (my attempt to be a waiter in weeks 6-7-8)



In the last few weeks of our course, I would like to transition to helping you find apps are subject specific for your curriculum. Accordingly, I will be using the webpage of <http://teachingcompany.com/apps> to highlight and suggest apps for you and your curriculum. We will get there formally next week in Lesson 6, but you are welcome this week to look at this website and "place an order" as you would in a restaurant. For example: "Hey Steve, I would love to see a section of that deals with Apps for Teaching Poetry."



HW 5.4 Three More Skills onto Our Collaborative Document as We Head to 33

Read or watch the videos as you need to so that you make sure you have these four skills below. Whether you watch the entire video, part of the video or none of it is your choice. Just make sure you have the skill and check it off on the Collaborative Document!

iPad # 27 One Space Between Sentences or <http://tinyurl.com/icoreV27>

<http://youtu.be/FD0a6d7jwRw> (1.5 min)

Task: Use the trick that two spaces at end of a sentence makes the iPad auto-type a period followed by one space. If you are a person who still uses two spaces between sentences, it is time to change this habit which was the right way in the 1980s.

iPad # 28 Reader Mode -- 3+ Horizontal Bars

<http://youtu.be/bFOAnA3HInE> (3 min) or <http://tinyurl.com/icoreV28>

When using Safari, tap on Reader mode in the website address bar to read a website in full-screen reader mode (text only with adjustable letter size and no ads).

*Task: Go to nytimes.com, click an article and when you see **READER**, try it!*

iPad # 29 Using Bookmarks on an iPad with Google Chrome

<http://youtu.be/cMaqe5OqZyE> (7 min) or <http://tinyurl.com/icoreV29>

Task: Demonstrate that you can add, delete or edit bookmarks on this web browser which behaves differently from Safari.

Please remember to add a short phrase

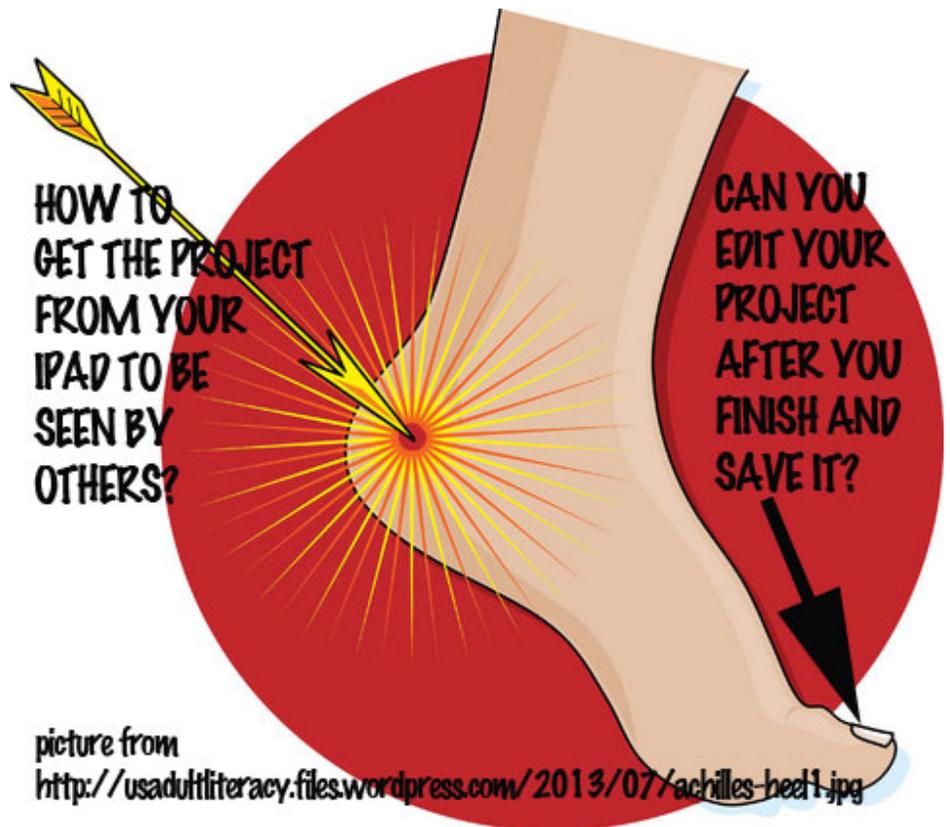
or even just "OK" to our collaborative document for each of these iPad skill videos. Just look at our collaborative document which you can access easily via <http://teachingcompany.com/f14> and go to the skill section.

Next Topic --- Achilles' Heel & Toe ;-)

For each app, there are two common and very important characteristics:

1) Achilles' Heel? How can the project be moved or seen from another device or from the web? Example: Book Creator can export to Google Drive or Dropbox or iBooks so it has a good heel

2) Achilles' Toe? Is the app "one and done" or can it be edited/changed after it is finished? Example: Puppet Pals is "one and done" so if you make a mistake you need to redo; accordingly, we would say Puppet Pals has a poor toe



Please keep the heel and toe metaphors in mind as you look at apps over the next few years.



Here is a chart of the four apps we encountered in the first four lessons

	Achilles Heel • <i>Can the project be moved to another iPad or possibly a computer?</i>	Achilles Toe • <i>Can the project be altered once finished?</i>
Skitch	You can easily save your picture into the camera roll (photo library). You can then email your picture to someone or upload it to a GD or Dropbox folder.	If the picture is in the camera roll (photo library) you cannot change it. But there is also a Skitch library and if you take a picture out of THAT location, you can change it!
Book Creator	You can turn your book into a video which then goes into your camera roll (photo library). This video can then be easily posted on YouTube or moved into a GD/Dropbox folder. Alternatively, you can export your book to iBooks where it can be viewed but not modified. You can also export your book into your GD account and then move it to a folder.	100% changeable
Puppet Pals	Exports a video that goes into your camera roll (photo library). This video can then be easily moved into a GD/Dropbox folder or uploaded to YouTube	0% changeable -- Puppet Pals is "one and done"
Inspiration or Kidspiration	Can be emailed to another iPad or computer that can run it if it has Inspiration or Kidspiration. Or can you take snapshots of the screen.	100% changeable as long as you use the document (and not the screen snapshot)

Our next app is called TinyTap and it is so incredibly flexible and interesting that I believe it is an essential app for you to look at. I really love this app and hope that you will find it exciting and useful! Like the four previous apps, TinyTap can be used by any teacher of any subject in grades K-12. Please do not be put off by the fact that it was originally designed with tiny kids in mind. It is our first app in this course that lets us make our own game. I could easily use it to make a game about Calculus, Physics or US History.

Next Topic --- Creating your Own Game

TinyTap lets you create your own "touch and tap" games where you ask questions with your voice and the student answers by tapping on a spot on the screen.



First, take a look at this game I created last Halloween using TinyTap. It is posted on the web at

<http://tinytap.it/games/g3br/play/>

and so you know right away that this app has a good heel (easy to share with others). The web address above is NOT the instructional video that shows you how to use TINYTAP. Instead it is the GAME that I made last Halloween.

After you create your game, you are given a web link that is usable on Mac or PC laptop/desktop or iPad. I made mine into an easier [tinyurl.com](http://tinyurl.com/tinytap34) which you may choose to do so as well with yours -- <http://tinyurl.com/tinytap34> -- since my brain can remember the one in green easier than the one in yellow.

The game you create will consist of these three types of slides. You can have as many of each type that you want or you don't need that type at all.

Type 1 in TinyTap: An **Ask a Question** slide

Type 2 in TinyTap: A **Create a Sound Board** slide

Type 3 in TinyTap: A **Cut a Shape Puzzle** slide

Type 4 in TinyTap: A **Play a Video** slide

Type 5 in TinyTap: A **Say Something** slide

I chose to have one slide showing 3 of the 5 types above, but your own games can have whatever mixture of types that you want. By the way, TinyTap has a medium Achilles' toe, since some components (but not all) can be changed when done.

Type 5 in TinyTap: A Say Something Slide

My first TinyTap screen is type 5 -- picture and narration only. After you hear my voice, it goes automatically to the second screen. Notice the icon at the BOTTOM

RIGHT  that will take you quickly to the next page. This first slide with the computer pumpkin is an example of a SAY SOMETHING slide. It has one voice narration and nothing more.



Type 1 in TinyTap: An Ask a Question Slide

My second screen is type 1 -- it contains three questions in sequence from the narrator (me) that challenges the student to tap or click on the screen. Please try to get the question WRONG by tapping on the incorrect location. This second slide with the picture of the SETTINGS screen is an example of an ASK A QUESTION slide.

One audio question is about "lock the screen."

A second audio question is about "keyboard shortcuts" on the iPad.

A third audio question is about "making text larger" on Notepad.



If you get my question wrong, you get a voice message from me with a hint. Eventually, you get enough hints so that you get it right!

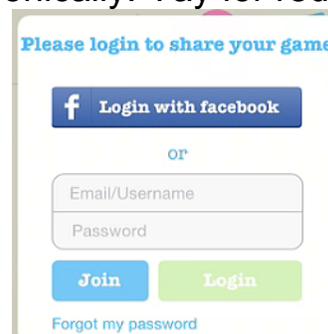
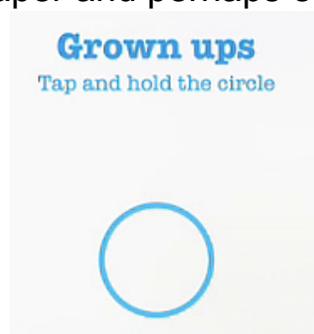
My second screen has two audio questions, but as I said, you can click the page turner at the bottom right if you want to go to the next page.

Type 2 in TinyTap: A Create Sound Board Slide

My third screen is VERY DIFFERENT from the first two screens. It is not "ask a question and tap to get it right" but rather it is "tap and learn." I have put "something to learn" under the 13 cookies on the right side of the screen. This third slide with the binary cookies is an example of a CREATE A SOUND BOARD slide. It has 13 "hotspots" on the 13 binary cookies on the right hand side.



Yes you will need to CREATE A LOGIN with TINYTAP in order to SAVE your project and generate a URL for the GAME. They have a funny screen (on the left) to prove that you are a grown up. The screen on the right is the SIGN IN screen. Please make sure you record your TinyTap login and password in two places when you JOIN, perhaps on paper and perhaps electronically. Yay for redundancy!



Here are some screen snapshots for the steps when working with TinyTap.

The tools at the bottom of each page



Sample using the tools on the left type in font & color



You can move text around, change its size by pinching and undo one or more moves with the icon at the bottom left. The color you choose is located in the black semicircle located at the exact middle of the palette.

When you click the camera, you get these choices and if you choose CREATION PACKS you get hundreds of clip art items categorized by theme.



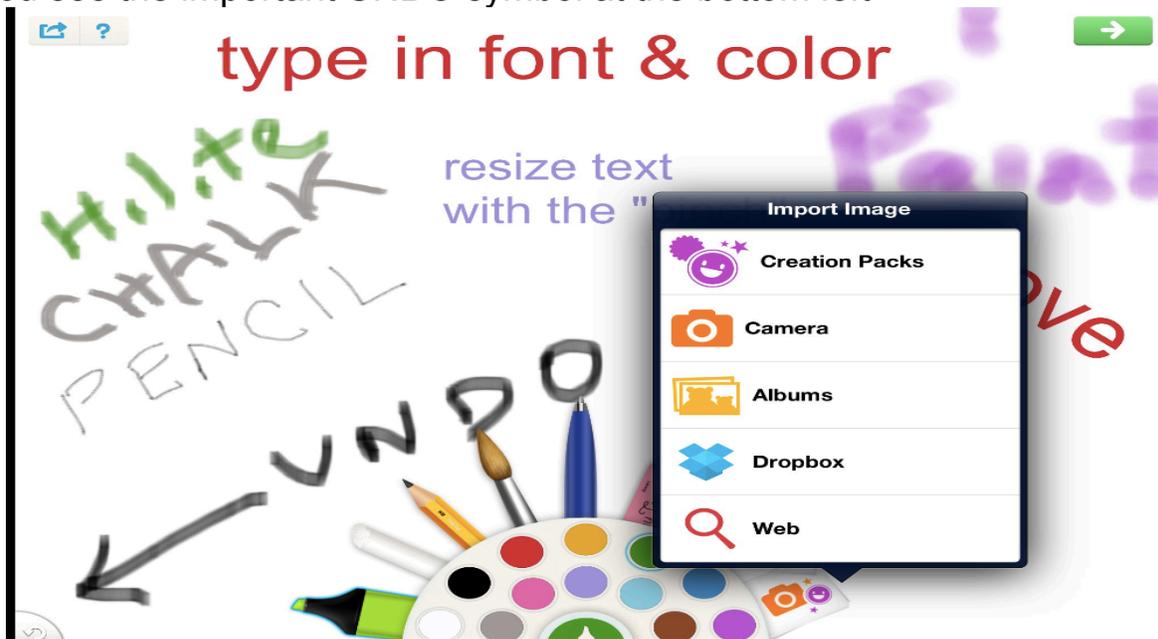
Here is the 15 minute teaching video by me about TINYTAP. Please watch this either before or after you read through this PDF, whatever works better for you:

http://youtu.be/rbASwRfA_-Y same as <http://tinyurl.com/tinytap33>



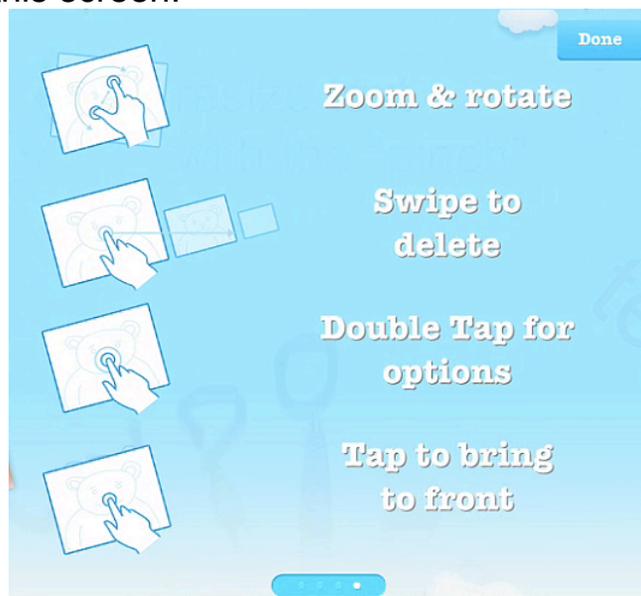
summercore

Here you see the important UNDO symbol at the bottom left



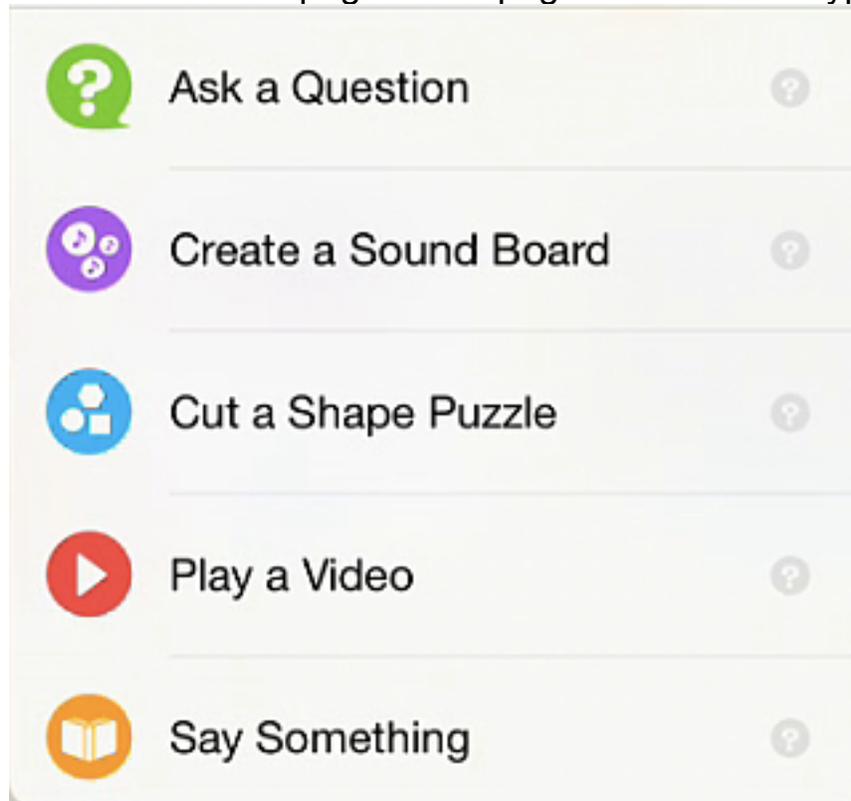
The green arrow at the upper right means NEXT SCREEN where you can record your voice. At the upper left, the arrow in the open box lets you SAVE or email your drawing. But you will need to have or created a TinyTap account!

When you use the clip art from the Creation Packs, each item you get is an OBJECT and you can do the following 4 things to any of these objects. When you double tap on an object, you get this screen:





Once you have the graphics page that you want and you proceed to the next screen, it is time to record audio onto that page. Each page can be 1 of 5 types:



The ASK A QUESTION type means you ask questions with your voice and the student answers by tapping on the graphic

The CREATE A SOUND BOARD type means that you are putting "hot spots" onto the screen so that the student will hear something different based on where he/she clicks.

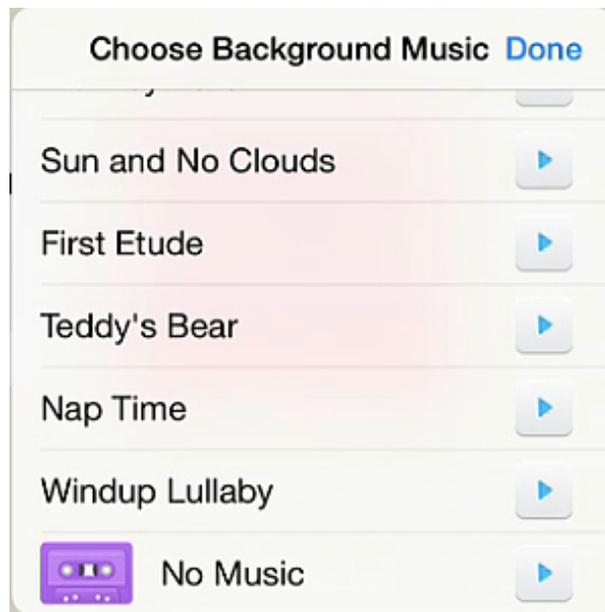
The CUT A SHAPE PUZZLE type means that you have a puzzle (like a USA map) with some states cut out. The student has to put the states back.

The PLAY A VIDEO type means you can add a slide that contains a video. The video can be trimmed easily so that the student watches just a designated portion.

The SAY SOMETHING type means the student is listening to your voice while looking passively at the picture. This is best for the opening slide.

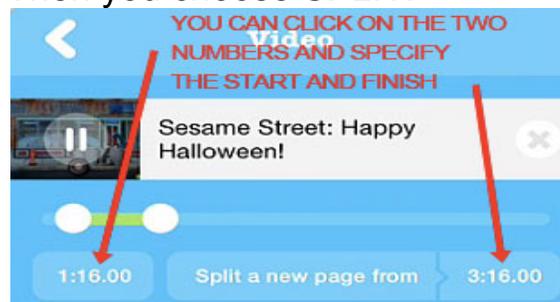
Yes you can add music (but not your own). It is very funny that the icon is a tape cassette, something most people under age 20 have never heard of!

The music is BACKGROUND MUSIC that goes on continuously for the entire game. You do not play music for separate slides. Note that the last song is NO MUSIC so you can turn it off if you want.



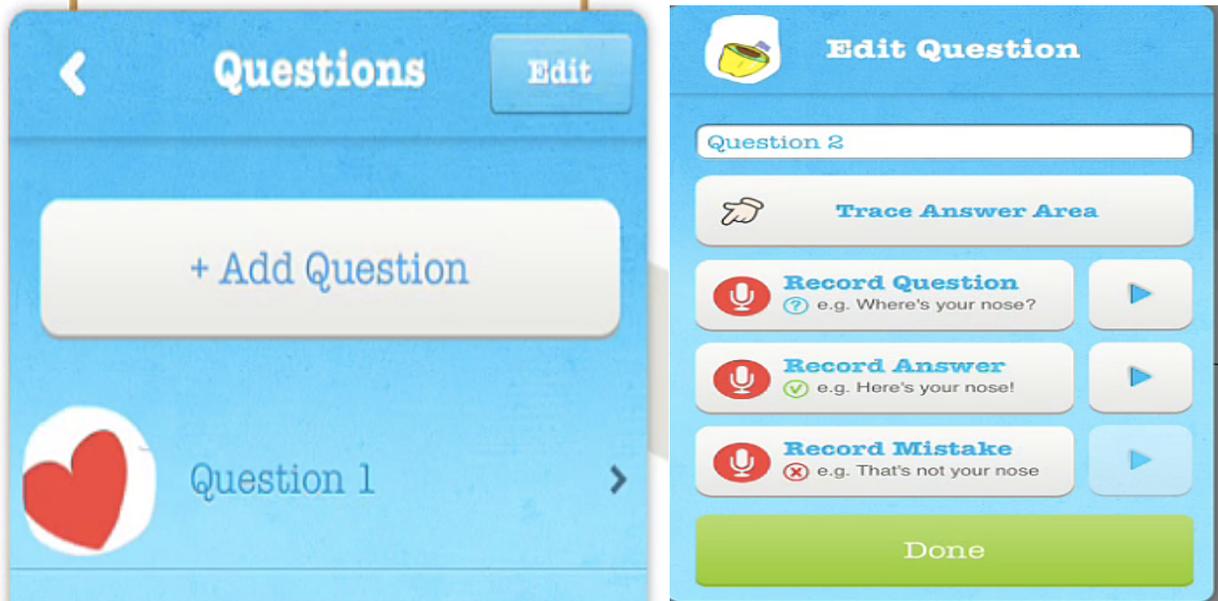
Other features of TinyTap:

- You can change the order of the slides.
- You can modify slides even after the game is done.
- You CANNOT alter the graphic on any slide. If you don't like the graphic, you can delete the slide but you cannot alter the graphic.
- When you include a video, you can CROP IT so only a portion plays. TinyTap calls this SPLIT A VIDEO and the screen lets you click on the digital numbers on the left or right and adjust them. Then you choose SPLIT.





If you choose to make an ADD A QUESTION slide then you get these options below. You can have multiple questions on each slide. For each question, you can record your voice for the question PLUS you can record a message when the user gets it right PLUS a different audio response when the user gets it wrong.



Specs for this assignment that I will call **HW 5.5: Create a review quiz for your students on something that you teach coming up in the future.** Since TinyTap creates a URL that contains your finished product, it will be easy to give this URL to others. Your finished product must contain 3 or more slides with at least 1 of each type: Ask a Question + Sound Board + Say Something.

*If you have a different, creative idea for using TinyTap, please go for it!
This app is very open-end and maybe you can do something more creative than a review quiz.*

HW 5.5: Send by REPLY ALL email the URL of your TinyTap creation to your partner(s) as well as to me.

Finally HW 5.6. Look at the TinyTap creation of your team partner(s) and send him or her a note about what you liked. No need to cc me. I would like each team to develop your own synergy and relationships.

By the way, I made the observation that TinyTap has an A+ Achilles' Heel since it publishes to the web with a URL you can share with anyone. In terms of the Achilles'



Toe (my metaphor of course), it is B+. You can add questions or modify questions but you cannot alter the background graphic. You may have to delete a slide you have created and redo it if you want to change. You can however, re-arrange the order, so it is a pretty good (but not perfect) Achilles' toe.

Here are some samples from TINYTAP samples. They will work on your iPad or laptop since TINYTAP generates a URL for the web.

(used with permission from people who have taken this course previously)

Dutch Direct and Indirect Verbs (Dorien DC)

<http://www.tinytap.it/games/g5eb/play/>

Spanish Verbs (Amanda NC)

<http://www.tinytap.it/games/g5g8/play/>

The Nervous System (Bobbie MD)

<http://www.tinytap.it/games/g5hk/play/>

The String Family (Emily VA)

<http://www.tinytap.it/games/g5gw/play/>

French Clothing (Lucy MD)

<http://www.tinytap.it/games/g5fj/play/>

Geometry Review (Morgan LA)

<http://www.tinytap.it/games/g5fn/play/>

Have a good week,



phone = 781-953-9699
skype name = stevebergen (no spaces)
Email = sbergen33@gmail.com

p.s. Roses are Red, Violets are Blue -- Please Don't Forget 7.2

Below is HW 7.2 as presented in Lesson 4 and now posted on our Collaborative Doc -- when we talk or email exchange this week, I am hoping I can get each of the 10 of you to commit to something!



HW 7.2 is due November 10th and is to choose one of the apps from this course and to integrate into a curriculum unit in the next few weeks with your students. I am not trying to get to use tech for its own sake but I am asking you to "be a pioneer" and add to your pedagogical repertoire. I am quite conscious that "hardware is essential" and some of you teach in schools where your students do not have access. So here are various options so that you can start thinking about what would work for you.

- integrate one of the apps from this course into your curriculum creating a rubric of specs for your students, setting the bar high as an in-class or HW assignment (stage 2/3)
- announce to your students that you will give an extra credit project for those 3 or 4 students who want to help you produce a review project with an extra session or two using this one specific app on the curriculum topic of ??? (stage 1/2)
- pick one student and meet with him or her individually. Tell that student that you are thinking of using this app next year (2014-15) in your class and that you want to see what a student's project might look like in regard to one of the curriculum units in your class. Help get the student going with that app (stage 1)
- pick one faculty colleague who knows less about the iPad than you and help get him/her going with one of the apps from our class and what he/she might produce. (stage 1)

Note that this last option above is intended to provide flexibility to those who do not teach students or do not have time to include a unit in your curriculum.

The key idea for **HW 7.2** is to get you seeing how students/colleagues do with something you have already encountered in this course. For each app in this course (Skitch, Book Creator, Puppet Pals, Inspiration/Kidspiration) each of you has worked through the learning curve to get up to speed. Now -- like Piaget observing his own kids -- I want you to formulate a "pioneering experiment" in which you are able to observe your students/colleagues and what they encounter and accomplish. You will be asked in **HW 7.2** on the week of November 10 to reflect via writing or audio/video how the pioneering experiment went.