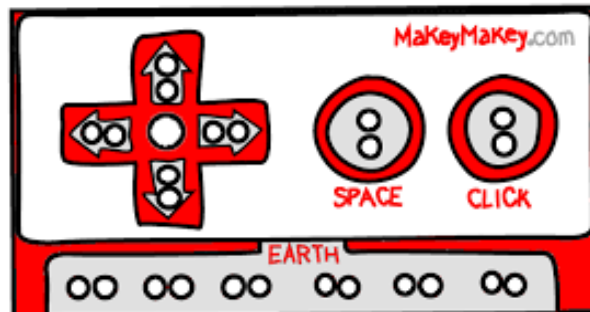




Augmented Reality: Make your drawing come to life! Color your picture only using [crayons or colored pencils. Use the **Quiver app** on the iPads to make your picture come to life. Once download is finish, hold the iPad steady when you get a blue square your picture will pop up in seconds. Touch and interact with your 3D picture!

Print Coloring Pages @ <http://www.quivervision.com/>



Makey Makey:

Get Connected! Make an everyday object come to life such as a banana. Hook the MakeyMakey board up to a laptop and make your object act like a keyboard. Don't forget to use the foil around your wrist. Follow the pamphlet directions and go to <http://makeymakey.com/> for more fun ways to use Makey Makey.

OZOBOTS



Ozobot is a little toy robot that blends the physical and digital worlds — and teaches kids programming. The company bills the Ozobot as the world's tiniest robot, but we figure there's got to be something smaller than these little guys with light-emitting diodes (LEDs) for brains. Use the cue cards, markers, and paper to make your ozobot move!

***Make a maze retelling the story, "If you Give a Mouse a Cookie!"**



STIKBOT and DO INK APP

1. Prepare a script for a mini movie explaining all about your biome including the weather, life forms, and food chain that occur there.
2. Create your mini movie using the Do Ink application and the StikBot Studio
3. Set up your movie scenes using the StikBot Studio and record your video with your stikBot actors using your voice and including everything you need in the commentary about your biome using an iPad.
4. Search for a background image(s) to save to your camera roll. Make sure it is copyright friendly! Or create your own and take a picture.

Do Ink App Directions

- **Open the DO Ink App**
- **Click the plus sign (Create New Project)**
- **Allow Green Screen to access your Microphone and Camera**
- **On first line select your video or pictures**
- **On second line select your backgrounds**
- **Trim and cut as needed**
- **Play with color hues (to brighten and darken)**
- **Save when finished**

StikBot Studio App

- **Open the StikBot Studio App**
- **Tap the Video Camera icon.**
- **Tap OK to allow access to the camera.**

Set your Scene

1. **Set your camera on a small stable location like a tripod for best results.**
2. **Set up your initial scene.**
3. **Tap the red face to take your first shot.**
4. **Make a small adjustment to your figure. You'll see a ghost image of your previous position so that you get the motion "just right".**
5. **Tap the red face to take your next shot. You'll notice that the ghost image is now gone awaiting your next stop motion movement.**
6. **Continue until you have completed your scene.**
7. **Once you've completed your scene, tap the video editor icon.**

***Once you have your desired scene completed, you can add sound effects, dialog, text, and items from your camera roll in the video editor.**

Voki



- **Link:** <https://www.voki.com/>
- **Grade Levels:** k-12
- Click on Try it's Free!
- Select any free avatar (without a star) and customize.
- Record your voice or type text to make avatar talk.
- Hit Save and get a shareable link.

***Activity:** Create an avatar based on a character from a story read in class or a historical figure for our school Wax Museum. Students will customize features, clothing, background images, and record their voice telling about their specific character or figure. Retelling events from a story or their influential past experiences.

Dot and Dash



1. Open the Wonder app or Blockly app on an iPad
2. Connect to either Dot or Dash
3. Select your robot
4. Personalize robot
5. Tap on Scroll Quest
6. Complete a Wonder Workshop
7. Use Controller to drive Dash around, use the record button to record different sayings, change speed etc.
8. Activity: Create an adventure for Dash and Dot describing their travels around the state of North Carolina.

Cozmo



- 1. Use the Cozmo App on the iPad**
- 2. Power Up Cozmo (Green on top)**
- 3. Connect to Cozmo**
- 4. Enter Password (if needed) under Cozmo**
- 5. Launch App and Play**
- 6. Use the cubes to give Cozmo energy**
- 7. Cozmo works best on the flat/floor type surface**

Robot Mouse

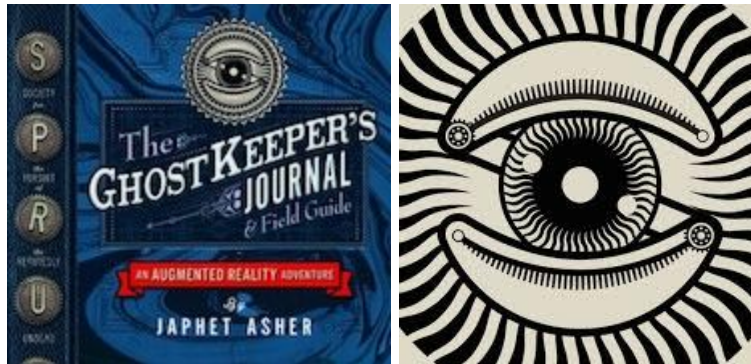


1. Connect all 16 grid pieces to form one large grid.
2. Create a maze by inserting the walls into lines on the board.

Follow the patterns on the activity cards to recreate each maze.

3. Use the cue cards to program Colby to maneuver through your maze to get the cheese.





Augmented Reality: The Ghost Keeper's Journal & Field Guide

Welcome to SPRUNG, the Society for the Pursuit of the Reputedly Undead, Namely Ghosts! Agamemnon White—SPRUNG Ghostkeeper and child prodigy—has gone missing. All that remains of him is his journal, which you now hold in your hands. Your task? To join SPRUNG, read Ag's journal, use the app to retrace his footsteps, and help rescue him. But beware: the moment you open this book, you will release the ghosts Ag trapped inside. It's up to you to recapture them and solve the mystery of his disappearance . . . without disappearing yourself! Powerful Augmented Reality effects include on- and off-page animations of text, illustrations, and characters, leading you through a gripping story that comes together as the book and game unfold.

- 1. Download the free ghost-o-matic application or get an iPad with the application already loaded on it.**
- 2. Follow the instructions on the app. As you read the book the adventure unfolds.**

