

Tool Time #5: Leilani Johnson-Hagmoc

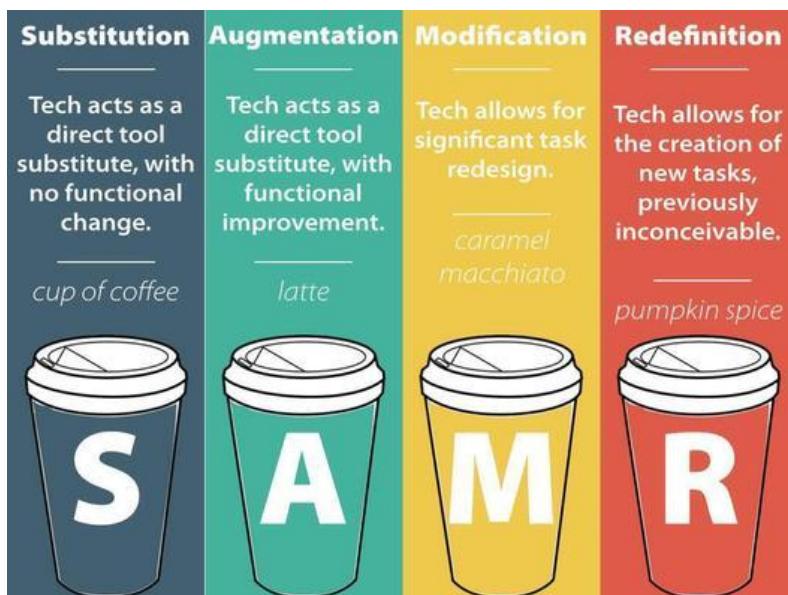
1. Find a Tool:

Spiral is an interactive platform that allows students to collaborate, gain teacher feedback, and discuss their ideas in real-time. There are 4 types of activities that are explained below. Each activity performs a different function that fosters social learning.



- 1.) Quickfire: Teacher can ask a question or quiz a student. Teacher can give real-time feedback to each student and ask them to revise their answer.
- 2.) Discuss: When a presentation is being shown in the classroom, students can ask questions, share pictures, or comment to one another.
- 3.) Clip: A teacher or student can upload a video and the video can be marked at specific places to stop and check for understanding.
- 4.) Team Up: A teacher can assign teams and have students collaborate on a presentation.

I wanted to find a social learning tool that is more robust than the ones I am already used to. Tools that I am familiar with is Socrative, Nearpod, WeVideo, and Google Slides. BUT, if all those apps made a baby it would be definitely be combined into the Spiral app.



Based on the SAMR Framework, I believe that Spiral reaches the transformative level of technology integration. One feature such as "Clip" provides a new way to watch video in education. Instead of watching a video, it can be interactive, where the teacher can predetermine pauses in the video to quiz or poll students. This type of check for understanding is fascinating, and is lacking in many YouTube videos. We can learn from videos, but for my middle school students their needs to be some break in their attention before they forget what they learned!

(SOURCE: <http://www.schrockguide.net/samr.html>)

Another fascinating aspect of Spiral is that in Quickfire mode, students can answer through different representations such as record an audio response or use a whiteboard to mark up the question. Really liking this tool so far!

2. Research and Evaluate:

- 1.) Formative Assessments and Feedback using Spiral:

<https://www.youtube.com/watch?v=aCcylmEJbis&index=3&t=0s&list=LLdpLo3YPSK8zizmqVzlnIBq>

- 2.) Introductory Spiral Tutorial (Quickfire demonstration from a teacher):

<https://www.youtube.com/watch?v=JtL90LxQ1ts>

- 3.) 4 different Functions of Spiral: <https://www.youtube.com/watch?v=YRqH2ZyPcX4>

- 4.) How to use Spiral for Collaboration (Social Learning):

<https://www.youtube.com/watch?v=YRqH2ZyPcX4&t=1s>

- 5.) How to use the Discuss Application:

<https://youtu.be/oKBgHoHr660>

Overall, there is not much teacher reviews about Spiral. This could be because this application is fairly new and is based out of London. The most recent video review was just in 2017. It seems like the company also recently registered their company number (Patent #?) in 2017 too. There is an impressive [Literature Review](#) located on their website, backing why Spiral is beneficial to use in the classroom. ([Scroll Down to See Hatch Evaluation](#))

Age group: Older Toddlers Preschoolers School Age (Grades 7-12) _____

Type: Regular Education Special Needs (Disability: _____) ELL Title 1

GOALS	<input checked="" type="checkbox"/> a. Approaches to learning (curiosity, attention, flexible thinking/creativity, persistence)	
	<input checked="" type="checkbox"/> b. Language/Literacy <input type="checkbox"/> c. Mathematics <input type="checkbox"/> d. Science <input type="checkbox"/> e. Social Studies <input checked="" type="checkbox"/> f. Social-Emotional (cooperation, collaboration, identifying emotions)	
HARDWARE	<input checked="" type="checkbox"/> a. Desktop or laptop computer (mouse and keyboard) <input type="checkbox"/> b. Desktop or laptop computer (touch screen) <input type="checkbox"/> c. Interactive whiteboard <input type="checkbox"/> d. Tablet <input type="checkbox"/> e. Multi-touch table or surface	
	Software Title: Spiral (1 = No 2 = Unsure 3 = Somewhat 4 = Yes)	
SOFTWARE	1. Educational	a. Learning versus focus on winning? <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4
		b. Content research and/or learning standards based? <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4
		c. Feedback informative/teaches? <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4
	2. Appropriate	a. Appropriate cognitive skill(s)/subject matter? <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4
		b. Set in interesting/appealing context? <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4
		c. Pre/non-readers can navigate? <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3 <input type="radio"/> 4
		d. Free from bias? <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3 <input type="radio"/> 4
	3. Child-Friendly	a. Simple/clear choices? <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4
		b. Multiple, positive opportunities for success? <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4
		c. After adult support, children can use independently? <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4
4. Enjoyable/Engaging	a. Enough activities with variety? <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4	
	b. Appropriate use of rewards? <input type="radio"/> 1 <input checked="" type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
	c. Realistic graphics and appealing to intended age? <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3 <input type="radio"/> 4	
	d. Activities match well to attention span? <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4	
5. Progress Monitoring/Assessment	a. Covers all the key areas the software teaches? <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4	
	b. Easy to use and interpret? <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4	
6. Individualizing Features	a. Can be customized for child's needs? <input type="radio"/> 1 <input checked="" type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
	b. Allows creation of new activities? <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4	
INTEGRATION	a. Initial training/professional development on integration included? <input type="radio"/> 1 <input checked="" type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
	b. Ongoing training/professional development opportunities? <input type="radio"/> 1 <input checked="" type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
SCORE	(Total Score ÷ 80) × 100 = <u>88</u>	<input type="checkbox"/> Purchase <input type="checkbox"/> Continue to Consider this Option
	(90-100 = A, 80-89 = B, 70-79 = C, 60-69 = D, <59 = F)	<input type="checkbox"/> Do Not Purchase <input type="checkbox"/> Consider other Options

Overall, this tool earned 88 points which is almost an A! I believe the most important components of this tool is that the interface is clear and easy to use, it contains a variety of activities, and learners can create their own presentations. Overall, the interactivity of this application is appropriate for the middle school brain who is always craving for social interaction and change.

3. Learn the Tool and [Create an Example](#)

4. Re-evaluate

Advantages	Disadvantages
You can seamlessly import students from Google Classroom. Also, whatever updates you post in Spiral will also show up in the Student Feed in Google Classroom.	There is no option to organize tabs into different classes or topics. Assignments just appear on one news feed.
In the quickfire mode, you can ask a question and the system can grade open-ended questions for you. A teacher just needs to type in keywords and the A.I. can grade the responses against the options that you chose.	In quickfire, there is a student-led and teacher-led option. I just don't know how these two options function? When I joined Quickfire as a student with the Launch code, I toggled with it on teacher mode, but could not figure out what's the difference?
You can lock the screen when you are showing a presentation so students don't click ahead of you.	
In either Clip or Quickfire mode you can ask students questions in multiple methods. There are multiple choice, poll, canvas (whiteboard), annotation or voice record your answers.	