

Digital Technology Resources for the 'Sandbox'

(subject headings are only a guide!)

Not subject specific:

<https://icardsort.com/>

Evaluating digi tech in teaching/learning:

- SAMR model resource post
- TECH model resource post
- SECTIONS model resource post

Math and Science

Math Simulations <http://www.geogebra.org/>

Phet - simulations of physical phenomena

<http://phet.colorado.edu/en/for-teachers/tipsForUsingPhet>

Gizmos to explore Math and Science <http://www.explorelearning.com/>

Virtual Dissections <http://www.animalearn.org/links.php#.VGk6socUoeU>

Cell Biology Animations <http://www.johnkyrk.com/>

Social Studies:

A variety of SS simulations (many US curric based, but you might find some ideas or a few that work for Canadian Curric)

https://docs.google.com/document/d/1cdO_6ueaucMpWHY-XLXRVxTEfCjZMI6H1DhsQ4m0vk0/edit

Flight to Freedom <http://ssad.bowdoin.edu:9780/projects/flighttofreedom/intro.shtml>

Virtual Timeline creator TimeToast <https://www.timetoast.com/>

Telling stories with maps <http://storymap.knightlab.com>

Computer Programming / Coding - really! it's more accessible than ever and gaining popularity

Scratch (programming game) - <http://scratch.mit.edu/>

Alice - storytelling approach <http://www.alice.org/index.php>

Gamestar mechanic - http://gamestarmechanic.com/teachers/what_is_gamestar

Art exploration

Create your own portraits <http://www.picassohead.com/>

High Def. Artwork images online for teacher use <http://www.artstor.org/index.shtml>

Weavesilk online 'drawing' with a tech twist <http://weavesilk.com/>

MOMA interactives

<http://www.moma.org/explore/multimedia/interactives/57/interactives-online-projects>

Play with line and light <http://neave.com/imagination/>

Paint online <http://artpad.art.com/artpad/painter/>

Jackson Pollack inspired <http://jacksonpollock.org/>

Try this one if you're feeling creative <http://bomomo.com/>

Watch artists in action <http://www.artisancam.org.uk/>

Tech ED

Please look into '[makerspace](#)' or 'tinkering' or 'hacking' - I think this is one of the most authentic ways to potentially harness the value of digital tech in your already very hands on classrooms. The maker movement is all about inventing, designing, etc. Squishy Circuits is a very rudimentary example of this type of learning space. There are circuit boards and a variety of kits that can be purchased. Several districts have been exploring 'making' and have purchased kits.

