

Tech Jam for Students

[Resource: TIE Conference](#) - April 7-9, 2019

Student Resources:

1. [Goose Chase](#). Scavenger hunts to reinforce key concepts in core areas as well as develop success skills for life. Adventurers will be given a mission and participate in a goose chase that will incorporate teamwork, collaboration, communication, problem solving, critical thinking, and working under pressure. [Library of Pre-Made Missions](#) [Scavenger Hunt in the Classroom](#)
[Kristin Mulder Resources](#)
2. [STEAM2 Adventures](#) from NICERC (National Integrated Cyber Education Research Center). Offers great Explore adventures designed for middle school involving volcanoes, roller coasters, electricity, alternative energy and more.
3. Virtual Reality and Augmented Reality using [Google Expeditions](#). VR lets you explore the world virtually while AR brings abstract concepts to life—allowing teachers to guide students through collections of 360° scenes and 3D objects, pointing out interesting sites and artifacts along the way. ([VR Expeditions List](#))
4. [GoNoodle](#). Use movement and mindfulness to burn energy, improve focus, play, have fun, learn, and build team cohesiveness. Research proves that fit kids perform better in school and that physical activity can help with focus and mental functioning.
5. 3D Puzzle Adventure Escape Room (Promethean). Observations and personal experience are a testament to the engagement level that exists with the Escape Room experience. The adventure requires and develops 21st century learning skills. The experience also gives team members a great opportunity to reflect on their personal strengths and weaknesses in regard to critical thinking and teamwork and provides unique insights about what leadership can look like.
[Free BreakOutEdu Games](#) [Classroom Escape](#)
6. [Sessions/Topics](#). Additional topics can be found by exploring the sessions from the TIE conference page. ([Speakers](#)) Tools and topics to investigate include Pear Deck (Tara Johanneson), Visual Literacy (Kristin Mulder), and Getting Graphic with Free Apps such as: (Do not download without permission)
 - a. [cooltext](#)
 - b. Fotoflexer
 - c. [Pixlr](#)
 - d. [Caltopo](#)
 - e. [Remove.bg](#)
 - f. [Rasterbator](#)
 - g. [What3words](#)
 - h. [gifmaker](#) (Karl Martin)
 - i. [Scratch](#) (Stephen Tafoya)
 - j. [Mind, Brain & Education Power Strategies](#) (Sally Crowser)
7. Computer Science Drop-Ins. Hands on demos of Micro:bit, Cyber:bot and Boe-bots are intriguing. The NICERC website has resources for further investigation.
8. [Creative Commons](#) - Various resources categorized by rights
9. [Screencastify](#) and [Screen-Cast-O-Matic](#) - Screen recorders and video editors
10. Google tone for sharing URL's

11. Zamzar to convert video files
12. Flockdraw - online tool for group brainstorming
13. Positive Digital Footprint - some tools: haiku deck, twitter, vine, Prezi, Projeqt, eMaze, VoiceThread, Slides.com, Google slides, Timeglider.com, AuthorStream.com, Scribd, Animoto. Be diligent about citing sources correctly.
14. [Rubistar](#) - Create your own rubric. Ask your coach to create a solid rubric and let your decide how to get there!
15. Symbaloo
16. [Genius Hour](#) - How would you like to incorporate this?
17. Storyjumper, voki, bitstrips, 21 Things for Students, Code Fred, free rice, johnnyappl.com, sumdog, words with friends at friend.edu, science detectives, homestyler, floorplan, thinglink, zondle.
- 18.

Teacher Tools:

OER - betterlesson.com, oercommons.org

Schmoop and SparkNotes - book reviews

Kahoot and Socrative

Google Forms - I need an awesome video on Enter URL and provide comments.

Guru.org

Teacher Notes:

The TIE Conference was once again rich with ideas and concrete tools that beg to be integrated into learning experiences to challenge, engage, and empower our learners. The keynote session titles beautifully summarized powerful philosophies that if embraced with passion, will serve our youth well:

- Reminaging Education: Teachers as Learners and Students as Leaders
- Curiosity as a Catalyst
- The Revolution: It's Time to Empower Change in Our Schools.

Plans to implement and share those philosophies are outlined below.

1. **Community and School Board.** I will be an advocate for transforming schools to provide customized and innovative learning opportunities for youth so that they are empowered to

embrace both failures and successes as opportunities to grow and to develop 21st century skills. Timeline: Ongoing. Last month I visited with two community members who are “pro-transformation” to encourage them to run for the open seat for Area 3 for RCAS.

2. **Southwest Middle School.** I will be an advocate for innovative approaches to education by sharing information and ideas with associates. Timeline: Immediate. Email sent to administration 4/9/19: *“Thank you for giving me the opportunity to attend TIE. As always, I left excited about ideas, philosophies, and tools to strengthen the learning environment for our future leaders. I look forward to implementing ideas with my own learners and would also be happy to share more in any of the following formats:*
 - a. *A brief meeting with either or both of you*
 - b. *A presentation to staff during end-of-year in-service days modeling a customized approach*
 - c. *Brainstorming about a quarter-long class for 6th graders that could serve as a foundation for systemic change, allowing children to discover, investigate, and teach others to use technology tools to transform and strengthen learning.”*
3. **Learning Teams in the Learning Lab/Discovery Center.** Inspired by keynote speaker Emily Graslie, I will state more learning objectives with questions that promote curiosity. “I wonder....” will be used to stir curiosity and develop a culture that promotes a **discovery center** mindset over a **classroom** mindset. I will continue to transform activities in ways that incorporate immersive, active, and customized learning. I will prioritize implementing TIE resources by hosting a Tech Jam with learners who will be empowered to explore and experiment with various tech tools shared at the TIE Conference. Additionally, I will lobby to create a tech team of student leaders to promote the implementation of these tools outside of the walls of our learning lab and into our greater learning community. A few of the resources to be explored are included below. (Timeline: Tech Jam will take place before the end of April)

Sunday, April 7

Mind, Brain and Education Research: Power Strategies for Teachers and Students
Reimagining Education: Teachers as Learners and Students as Leaders

Monday, April 8

Curiosity as a Catalyst
Student Engagement Through Virtual Reality and Augmented Reality
Open Education Resources: A Growing Collection of Free Content for Your Classroom ([Creative Commons](#))
Creating 360° VR Content For Your Classroom
3D Puzzle Adventure Promethean Escape Room

Tuesday, April 9

Send Your students On a Digital “Goose Chase”!
What’s your app-titude? Discover the best-loved apps for teaching and learning in the Microsoft store
GoNoodle: Movement and Mindfulness for Kids
The Revolution: It’s Time to Empower Change in Our Schools
Exhibit Hall: Various booths including TIE, NICERC, and SD Public Broadcasting