SJCSD Instructional Technology

Bits and Bytes

November Focus: Virtual Field Trips

In 2010, Project RED conducted a national study to identify the factors that make some U.S. K-12 technology implementations perform dramatically better than others. Research findings identified nine key implementation factors linked to educational success. Virtual Field Trips is listed as one of these factors. More specifically, the study explains that regular use of Virtual Field Trips (at least monthly) is utilized in our nation's top schools.

Our Instructional Technology Department has created a Virtual Field Trips Resource List. This will be located on our Instructional Technology Website throughout the year. Additionally, we have created our own Virtual Field Trip at Guana (GTM) Research Reserve. Students in grades 3-4 will have the opportunity to participate in our virtual field trip which will address both science and ELA Florida standards and include many interactive activities utilized through Edmodo. If you would like your class to participate, please click here and choose a day/time. We will send out more details later this month.

Our Monthly newsletter features interactive elements using Zappar.

To view the interactive content follow these quick and easy steps...

• Download the Zappar free app
• Scan the zapcodes located throughout this newsletter.

A ZAPCODE LOOKS LIKE THIS

APP SMASH OF THE MONTH

TELLAGAMI

+

iMOVIE

Step 1: Create an Avatar using the Tellagami app. Record your voice explaining a topic.

Step 2: Save the avatar video to the camera roll. Open iMovie and insert your video to a movie template. Add background pictures, title slides, and other video clips to your movie.

Step 3: Save the movie to your camera roll, then use your white charging cord to upload the movie to a computer.
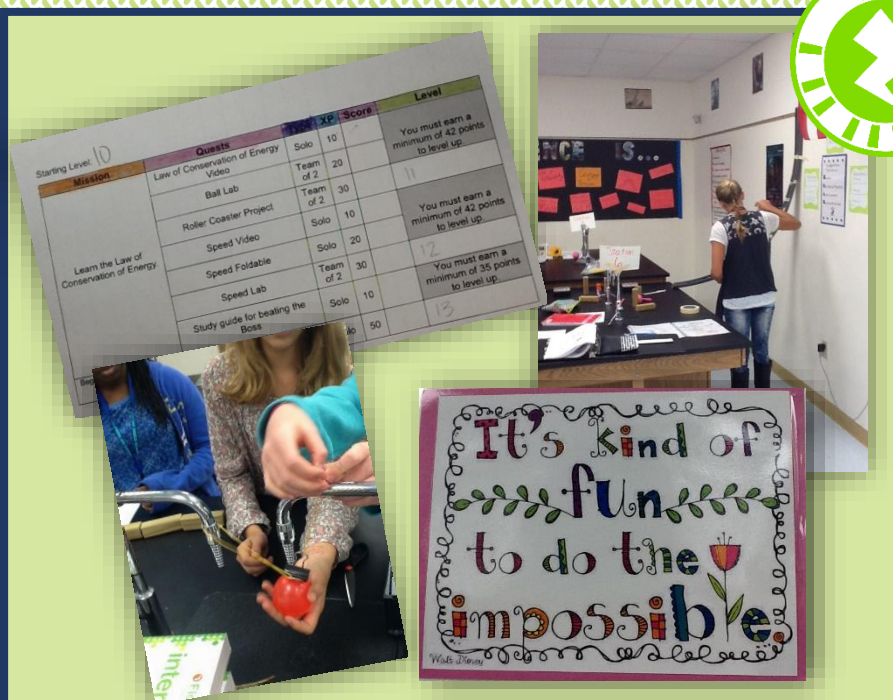
Mrs. Birbal uses Gamification and Flipped Learning to engage 6th grade students at Pacetti Bay Middle School.

WHAT'S HAPPENING IN MRS. BIRBAL'S CLASSROOM?

Mrs. Birbal has figured out the secret to unlocking the potential of a sixth grader…they like to be challenged, and they need to move around. Both of these are apparent in Mrs. Birbal's sixth grade science classroom at Pacetti Bay Middle School.

Mrs. Birbal uses Gamification and Flipped learning to engage and excite her students about science. At night, students watch a video featuring Mrs. Birbal as she explains concepts that they will explore further during class. At the beginning of the next class period, students take an Edmodo quiz about the video content. Students then earn points in order to "level up" in their game called Scitopia. Students level up by demonstrating mastery of learning goals, and earn health points through their behavior and responsibility in class. Since direct instruction primarily takes place at home, class time is now available for project and problem based learning activities.

So how do the students like it? They love it! Not only that, they were able to relate their projects and labs back to the concept they were learning. Every single student was not only engaged, but enthusiastic about science.

Students aren't the only Mrs. Birbal fans…the Pacetti Bay teachers recently nominated her as Teacher of the Year for 2014-2015. We couldn't agree more!

Download the free Zappar app and scan the code to see student interviews, pictures, and clips from Mrs. Birbal's Classroom.

NOVEMBER SCOOP IT!

[Click here](#) to access some great EdTech articles.

"We need technology in every classroom and in every student and teacher's hand, because it is the pen and paper of our time, and it is the lens through which we experience much of our world." – [David Warlick](#)

Report: Teachers Better at Using Tech than Digital Native Students

By Dian Schaffhauser | 10/22/14

It's time to give up the notion that "digital natives" are more tech savvy than their teachers. According to a recent study of middle school science students and teachers, the teachers tended to have greater technology use.

According to lead investigator Shiang-Kwei Wang, an associate professor in instructional technology at the New York Institute of Technology, the purpose of the study was simply to investigate technology experiences inside and outside of school for both groups and to uncover barriers preventing them from using technology in school. The primary questions were threefold: Do school-age students fit the digital native profile? Do school-age students surpass their

"School-age students may be fluent in using entertainment or communication technologies, but they need guidance to learn how to use these technologies to solve sophisticated thinking problems," Wang noted.

UPCOMING EVENTS

[Global Virtual Field Trip LIVE from the Tower of London](#): Monday November 10th @ 1:00pm

[FETC Registration (reduced pricing)-](#) Register by November 14th

Technology Task Challenges

Each month, our newsletter will feature a technology task challenge. Teachers who would like to participate, should join our Edmodo group and turn in the assignment.

Teachers who successfully complete the challenge will be entered in a drawing for a gift card.

November Teacher Challenge

Materials Needed: Teacher Laptop, Mobile Device

Description: You will create a Plickers account and get quick formative assessment feedback from students.

Assignment: Click below and complete the task. Join our Task Challenge Edmodo group (code: 4myeat). Post a screenshot of a Plicker results graph, or of your students holding their cards.

Click Here for more details. Click here to view our archived Teacher Task Challenges.

Congratulations to Kristin Westberry, Winner of our October Teacher Task Challenge. Kristin will receive a $25.00 gift card to Office Max.

Contact Us

Call 904.547.3947 for more information about our services and resources

Lindsay Burke

lindsay.burke@stjohns.k12.fl.us

Kristin Harrington

kristin.harrington@stjohns.k12.fl.us

Brock O'Shell

brock.oshell@stjohns.k12.fl.us

http://blogs.stjohns.k12.fl.us/instructionaltech/

Stay tuned for next month's edition of Bits and Bytes featuring...

- Coding in the Classroom Resources

- World Book Timelines Task Challenge