

# MEDIA RESOURCES CENTER Tech-ifying your Classroom

### Idea #1: Use Classroom Response Systems



Classroom Response Systems, or "clickers", have been used for well over a decade to assess student learning while in the process of instruction. The concept is the same for almost all systems: you pose a question, the students SOCPATIVE use a device to respond, you get instant feedback about how the students are understanding the material. The main differences between the different products exist in what devices the students use to respond, and what question types are available.

Examples/Resources: socrative.com, polleverywhere.com, TurningTechnologies, tophatmonocle.com

### Idea #2: Use QR Codes

A QR code is a barcode that you can easily create to hold a variety of information. The most common use is to link to a website or document, but you could also link to translations of exhibit cards, supplemental videos, or résumés. Barcode readers are freely available for virtually every smartphone or tablet.



**Examples/Resources:** <u>the-grcode-generator.com</u>, Handouts, Surveys, Attendance, Alternative versions of in-class materials (language, accessible, etc.). Apps: RedLaser (iPhone/ Android), QR Reader (iPad)

#### Idea #3: Make videos interactive



YouTube has a wealth of useful videos for instruction. The difficulty in the classroom becomes how to best harness the potential of the visual medium. The primary reason television never supplanted teachers is that, typically, video watching is a passive experience. Technology now makes it possible to make that same exercise an active

experience. Pause the video, and pose questions that either assess understanding, or prompt discussion. Or, video "annotations" can present the viewer with a directional choice (choose-a-path).

Examples/Resources: <u>blubbr.tv</u> (not mobile compatible), Classroom Response Systems, YouTube editor (beta)

#### Idea #4: Use Collaborative Tools

The Internet makes it possible for multiple people to edit a single document simultaneously. The possibilities here are too numerous to present a comprehensive list, but here are a few ideas:

Write a screenplay, conduct brainstorming/mind-mapping session, delegate group project tasks, design a PowerPoint, storyboard a video, write music, review/proofedit a document, whiteboard

Examples/Resources: Google Drive, MS Live, mindmeister.com, symphonical.com, celtx.com, twiddla.com



### Tech-ifying your Classroom (con't)

#### Idea #5: Use Social Media

There are those who view social media sites as a panacea for education, and there are those who see them as the devil's playground. As always, the truth lies somewhere in between. Social media can add a much deeper, richer experience to lecture classes, can create class relationships where there were none, and provide tools for communication and collaboration. Use #hashtags on Twitter for your course, use Twitter as a virtual "chatroom" with Tweetchat, and enable social bookmarking and research with Diigo.



Examples/Resources: Twitter.com, tweetchat.com, Facebook.com, diigo.com

### Idea #6: Use a Virtual Whiteboard

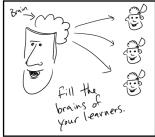


Image via articulate.com

Using a virtual whiteboard gives you the ability to record your notes to then share with others who can play back your written notes (and sometimes audio) in real-time. Virtual whiteboards are not the same as an "Interactive" whiteboard (like SMARTboard), which are limited to a specific piece of hardware. Your iPad, tablet, or laptop makes an excellent virtual whiteboard and is an *essential* part of any hybrid online/F2F course.

Examples/Resources: MRC Virtual Whiteboard guide, <u>Twiddla.com</u>, <u>awwapp.com</u> iPad Apps: <u>Doceri</u>, <u>Ask3</u>

## Idea #7: "Flip" the classroom

One element of the Flipped Classroom is the concept where you as the instructor take on the role of a guide, rather than just a lecturer. Your students then take on the responsibility of participating in the instruction. A good flipped classroom guide will design opportunities for the students to create rich media projects, interactive presentations, and more. All of those experiences will result in a more tech-rich environment, but puts less pressure on the instructor to do all the creating! Save your lectures for recorded videos in Blackboard.

**Examples/Resources:** Article from <a href="mailto:EmergingEdTech.com">EmergingEdTech.com</a>, <a href="mailto:7 Things You Should Know...">7 Things You Should Know...</a> from Educause, Video series from the <a href="mailto:University of Utah (YouTube)">University of Utah (YouTube)</a>.

### Idea #8: ??????

There are many other ways you can use technology to make your classroom more engaging and interactive. If you have a specific goal you would like to reach, but need assistance in making it happen, please contact us to help you design a custom solution.