



# TECH BYTES



Orange Board of Education

April 2018  
February 2013



National Poetry Month each April is the largest literary celebration in the world, with tens of millions of readers, students, K-12 teachers, librarians, booksellers, literary events curators, publishers, bloggers, and, of course, poets marking poetry's important place in our culture and our lives.

While we celebrate poets and poetry year-round, the Academy of American Poets was inspired by the successful celebrations of Black History Month (February) and Women's History Month (March), and founded National Poetry Month in April 1996 with an aim to:

- highlight the extraordinary legacy and ongoing achievement of American poets,
- encourage the reading of poems,
- assist teachers in bringing poetry into their classrooms,
- increase the attention paid to poetry by national and local media,
- encourage increased publication and distribution of poetry books, and
- encourage support for poets and poetry.

## Resources

<http://www.readwritethink.org/classroom-resources/calendar-activities/april-national-poetry-month-20478.html>

## Scholastic

<https://www.scholastic.com/teachers/collections/teaching-content/poetry/>

## Reading Rockets

<http://www.readingrockets.org/calendar/poetry>

## Lesson Plans

<https://www.poets.org/poetsorg/lesson-plans>

## Teach Hub

<http://www.teachhub.com/poetry-lesson-plans-national-poetry-month>

## National Poetry Resources

<https://elementarylibrarian.com/national-poetry-month-resources/>

## Busy Teacher

<https://busyteacher.org/7031-10-fun-ways-teach-poetry-classroom.html>

## Teacher Stuff

<http://themes.atozteacherstuff.com/818/poetry-teaching-ideas-activities-lessons-and-printable>

# COMMON CORE: Paths to 21<sup>st</sup>-Century Success



## INNOVATIVE PROBLEM SOLVERS

Investigating real-world problems and finding creative ways to solve them



## CREATIVE COMMUNICATORS

Exploring different points of view and using evidence to support and express ideas



## CRITICAL THINKERS

Analyzing complex topics and learning academic vocabulary to navigate different subjects

## INVESTIGATIVE EXPLORERS

Developing research skills and using technology to find solutions



## VERSATILE READERS

Learning about the world with challenging fiction and nonfiction texts



## RESOURCEFUL LEARNERS

Building a strong foundation of skills and expanding on those abilities every year

## 21<sup>ST</sup>-CENTURY COLLEGE AND CAREER SKILLS

Colleges and employers are seeking people to solve the problems of tomorrow. Here are **3 TOP SKILLS** students will need for college and career success in the 21<sup>st</sup> century:



## ADAPTIVE PROBLEM SOLVING

Versatile individuals who approach problems in creative ways



## COLLABORATIVE COMMUNICATION

Global thinkers who express themselves effectively and work with people all over the world



## DIGITAL FLUENCY

Tech-savvy workers who use technical and digital media skills in their everyday work



CENTER FOR  
TEACHING QUALITY  
TEACHERS TRANSFORMING TEACHING

[WWW.TEACHINGQUALITY.ORG/CORESUCCESS](http://WWW.TEACHINGQUALITY.ORG/CORESUCCESS)



<https://www.earthday.org/>

## Earth Day 2018: End Plastic Pollution

Close to 48 years ago, on 22 April 1970, millions of people took to the streets to protest the negative impacts of 150 years of industrial development.

In the US and around the world, smog was becoming deadly and evidence was growing that pollution led to developmental delays in children. Biodiversity was in decline as a result of the heavy use of pesticides and other pollutants.

The global ecological awareness was growing, and the US Congress and President Nixon responded quickly. In July of the same year, they created the Environmental Protection Agency, and robust environmental laws such as the Clean Water Act and the Endangered Species Act, among many.

Earth Day is now a global event each year, and we believe that more than 1 billion people in 192 countries now take part in what is the largest civic-focused day of action in the world.

### Resources

History of Earth Day

<https://www.earthday.org/about/the-history-of-earth-day/>

Preschool Activities

<https://www.kidssoup.com/activity/earth-day-preschool-activities-lessons-and-games>

Edutopia

<https://www.edutopia.org/blog/earth-day-lesson-plans-matt-davis>

Scholastic

<https://www.scholastic.com/teachers/collections/teaching-content/celebrate-earth-day/>

NEA

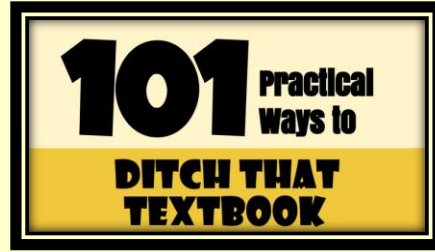
<http://www.nea.org/tools/lessons/Earth-Day-Curriculum-Resources-Grades-K-5.html>

TeacherVision

<https://www.teachervision.com/holidays/earth-day>

Lesson Plan Page

<http://lessonplanspage.com/earthday-htm/>



## 101 WAYS TO DITCH TEXTBOOK DEPENDENCE

<https://tinyurl.com/ya37dsvr>

If you're CONSTANTLY on the look-out for a great new idea for teaching. The plug-and-play ideas are the best ... something quick that you can apply to class tomorrow. If that's music to your ears, you're in the right place. Each entry in this ebook includes a quick explanation of each idea. Click the blue link to see a blog post with further explanation and other ideas.



### Celebrate Earth Day with a #skypebuncee Buddies project!

[https://education.microsoft.com/earthdaybuncee?\\_ca\\_chat=3Ea6q4ChTTr](https://education.microsoft.com/earthdaybuncee?_ca_chat=3Ea6q4ChTTr)

The Earth is what we all share, and what we all need to cherish and protect. With the #SkypeBunceeBuddies Earth Day project, we're connecting classrooms across the world to celebrate our Earth, the Global Goals, global connections. Join the project and connect with a Skype partner classroom. Then, have your students share their promises to protect our planet using Buncee and the Global Goals. Let's celebrate our beautiful Earth! If assistance is needed, please contact your technology coordinator.

# FREE WEBINAR



## Simple STEAM: Preparing Young Children for the Careers of the Future

Thursday, April 5, 2018 @ 3:00 pm - 4:00 pm EDT

Register:

<https://www.anymeeting.com/AccountManager/RegEv.aspx?PIID=ED53DB88884730>

The reality is that today's babies seem smarter and more tech savvy than ever! And their interests are becoming more sophisticated and their questions are getting harder. There is no way we will keep up if we don't go back to basics. We are raising children that will work in careers that don't even exist yet, spell words that are not in today's dictionary, and solve problems that we can't even imagine right now. What can we do today to raise children that are excited about the careers of the future?

In this edWebinar, Marnie Forestieri, Chief Learning Officer and founder at Amazing Explorers Academy® Early Learning Childhood Centers, will provide ideas for educators of children from ages three to six to support STEAM learning. Topics she will cover include:

Helping young children explore STEAM concepts with fun and engaging activities

STEAM learning opportunities in everyday activities and experiences

Preparing children for kindergarten

How to build crucial 21st century learning skills—including collaboration, communication, creativity and problem solving, curiosity, and critical thinking—with young learners

An introduction to a model that promotes lifelong learning skills

## Amplifying Student Voice with Technology

Tuesday, April 17, 2018 @ 4:00 pm - 5:00 pm EDT

Register:

<https://www.anymeeting.com/AccountManager/RegEv.aspx?PIID=ED54DA86854D3F>

Putting students at the center of the learning experience has a transformative effect on a classroom. Powerful learning happens when teachers can bring forward student voices and when they position students as the drivers of class culture and community. And technology can help you do that! This edWebinar will show you how.

This edWebinar is geared toward K-12 teachers in all subject areas. There will be time to get your questions answered after Dr. Chambers' presentation. Join us to learn more about using technology to enhance your students' voices.

# Three Questions Every Teacher Should Ask About Edtech

Thursday, April 12, 2018 @ 4:00 pm - 5:00 pm EDT

Register:

<https://www.anymeeting.com/AccountManager/RegEv.aspx?PIID=ED54D981834B39>

Choosing the right edtech tool for students can be challenging. Students have varying needs and interests and one-size-fits-all models of edtech adoption don't allow for personalization. The goal of this edWebinar is to equip educators with skills and resources to ask important questions about edtech effectiveness and demand more from innovators.



## April Webinars

No matter what subject or grade level you're interested in, Infobase has got you covered with award-winning resources in a wide range of core-curriculum, high-interest areas. We encourage you to sign up for a webinar (or a few!) to discover how you can get the most out of our new and notable databases, streaming video subscriptions, and teacher resources.

Space is limited. There is no charge to attend. Click on the links below to reserve your webinar seat(s) now.

Can't attend? Register now, and you'll automatically be emailed a recording of the webinar, after the live session ends, to view at your convenience!

All webinars will be held from 2:00 p.m. to 2:30 p.m. Eastern time unless otherwise noted. After registering, you will receive a confirmation email containing information about joining the webinar

Monday 4/9/18

**Reintroducing THE WORLD ALMANAC® FOR KIDS**

Tuesday 4/10/18

**Engage Younger Students with THE WORLD ALMANAC® FOR KIDS ELEMENTARY**

Wednesday 4/11/18

**Help Your Teachers Deliver Unlimited Creativity with THE MAILBOX® SCHOOL & DISTRICT**

Thursday 4/12/18, 10:00 a.m. - 10:30 a.m. (ET)

**Fight Fake News with Infobase's WORLD NEWS DIGEST: Trusted since 1940**

Thursday 4/12/18

**Boost Critical Thinking Skills with Infobase's ISSUES & CONTROVERSIES**

[Additional Webinars](#)

[Register Now!](#)

Space is limited. There is no charge to attend. Click on the link above to reserve your webinar seat(s) now.



Sutori

<https://www.sutori.com/>

Sutori a tool to create interactive stories. Cooler than a slide, more dynamic than an essay. Imaginative and user friendly. Do you use multiple tools in your classroom? Embed anything, from a Google Doc to a Quizlet, onto a Sutori! Sutori helps improve writing skills, reading proficiency, web research abilities and independence of thought. Working with others promotes teamwork and the joy of learning together.

Teachers can create classes and then send students codes to access shared timelines and to create their own. The timeline template walks users through the creation process, and the timelines are easy to edit and share. There are a number of features available, including text, images, videos, “Did You Know” call-out boxes, click-to-reveal text links, and multiple-choice quiz questions. The site has both free and paid features. For free, teachers and students can create up to 200 stories and use community stories created by other teachers and students.



## Tech-ing Wisely In the K-2 Classrooms

**12 Amazing Classroom Resources for PreK-2 We Found on PBS  
LearningMedia**

<https://tinyurl.com/y94ku58b>



<http://www.wiredsafety.com/>

Wired Safety provides advice for keeping young people safe online at various ages from age 8 and under through the teenage years.

## G Suite for Education



Many teachers use rubrics when they help the student know what teacher to provide detailed and assessing. With the Orange Slice teachers can move rubrics into the digital age.



grading written assignments. is expected, and allow the consistent feedback when Teacher Rubric Add-on

First you create a rubric by inserting a table into a Google Doc and filling in the rubric values. Then simply paste that rubric into any Google Doc you wish to grade, run the Orange Slice Add-on to do the assessment, and the completed rubric and grade will be displayed in the Doc. Teacher Rubric works seamlessly with Google Classroom.

For an overview of how to utilize Orange Slice Teacher Rubric, check out this short five minute Youtube tutorial.

[https://youtu.be/\\_KtzCnvqPYs](https://youtu.be/_KtzCnvqPYs)





## Enough With the Screen Time Scare! How to Be Sensible About Children's Device Use

<https://tinyurl.com/y78ho92k>

When the American Academy of Pediatrics released its most recent set of guidelines for children's media use, much of the list reflected the organization's long-standing recommendations of limiting digital play time for toddlers to maintain a "healthy media diet." However, one change particularly stood out: The academy no longer suggests that children under two years old avoid screen time entirely. Exceptions, the group stated, could be made for video chatting services like Facetime or Skype.

The new guidelines not only recognize the increasing ubiquity of these apps and their use in connecting classrooms and families, but also that all screen time is not created equal.

It's an important idea, and one that should be considered as educators and parents go about creating their own guidelines and practices for children's screen use. Digital devices are tools. They are not inherently good or bad. Rather than setting time limits on screen time, we should set limits on certain kinds of screen-based activities.

Think of devices and their uses on a spectrum. On one end sit activities that are 100 percent passive, like watching a movie. On the other end sit activities that are much more active, like Skype, Facetime, or other communication tools. In the middle, we have software, games and apps of varying educational quality.

While telling a child that he or she is limited to 30 minutes of screen time may have worked for our generation—whose only screens were likely televisions after school—the rule makes far less sense with today's learners. [Read more....](#)



<http://www.controlaltachieve.com/2016/05/taming-twitter.html>



### Robozzle

Who it's for: Ages 6+ (and adults)

Platforms: Web browsers, iOS, Android, Windows phone

Pricing: Free (browser), free to \$2 (mobile)

Find out more: Browser game, iTunes, Google Play, Windows store

Robozzle tasks you with guiding a robot through a series of mazes using limited commands. The levels range from those suitable for younger children right up to puzzles that will make seasoned coders scratch their heads.

### Lightbot and Lightbot Jr.

Who it's for: Ages 4-8 (Lightbot Jr.), 9+ (Lightbot)

Platforms: Web browsers, iOS, Android

Pricing: Free (browser), \$3 (iOS/Android)

Find out more: Browser game, iTunes, Google Play

The goal is to make your robot light up all of the blue tiles on a 3D grid. The twist is that you have to do this in one run by programming your robot with a series of instructions.



## **6 Sensational STEM Blogs for Your Students (and You) to Follow**

<https://globaldigitalcitizen.org/6-best-stem-blogs-students>

As STEM becomes more embedded in the educational consciousness, it's not surprising that more and more blogs on the subject are cropping up all over the Web. Teachers and students will always need tools, resources, and advice on the subjects that interest them. The STEM blogs we're seeing today have all that and more just a click away.

The following 6 STEM blogs are some of the best out there. As your STEM journeys continue both in and out of the classroom, you'll find the information and resources they provide indispensable.

**STEMJobs**—This blog provides educators across the country with the tools and resources for implementing high-caliber STEM programs guaranteed to engage and inspire. Their student portal has some great tools and information related to STEM careers.

**It's Okay to Be Smart**—Joe Hanson is the writer and host of the PBS Digital Studios series this blog is based on. It is, as he says, all about “science and other interestingness.”

**TeenLife: STEM**—This STEM blog is part of TeenLife, a directory of various education-based programs for students in grades 7-12. They produce a series of annual guides that will also be of interest to STEM students.

**TED Blog**—From minds across the nation and around the globe, TED's got it all. Students will find a wide range of STEM-related videos with a quick search in their massive video archive.

**Edutopia: STEM**—Edutopia is already a powerhouse in education, and their own STEM blog is packed full of interesting articles. Explore STEM-related videos as well.

**WeAreTeachers**—This is actually a series of blogs that also happens to feature STEM blogs in its list. In addition to solid STEM content, there are also free resources you can download, many of which relate to STEM subjects.



It's where students learn information landscape by literacy. The virtual educators equip their students with the tools to evaluate and interpret the news and learn how to determine what news and information to trust, share and act on.

how to navigate the challenging mastering the skills of news classroom's 12 core lessons help

Leading journalists, along with First Amendment and digital media experts, guide students through the platform's interactive multimedia lessons. These e-learning experiences use real-world examples of news and information that test students' emerging skills and lead them to mastery.

Sign up today and get Premium access to the checkology® platform at no charge for use throughout the 2017-18 school year.

<https://checkology.org/>



<http://blog.whoosreading.org/websites-to-find-free-audio-books/>



## 15 Ideas to Google-Fy Student Projects

<http://blog.whoosreading.org/15-ideas-to-google-fy-student-projects/>

Google is a valuable tool for the classroom, allowing students to learn digital skills while engaging with exciting tasks and projects. Use these ideas to enhance offline projects or as projects on their own—in either case, students will have fun flexing their creative muscles with technology.

### GOOGLE SLIDES STUDENT PROJECT IDEAS

1. Vision Board
2. Jeopardy Review Game
3. Digital/Ebook
4. Weather Tracker
5. Art Gallery
6. Create Your Own Adventure

### GOOGLE DRAWINGS STUDENT PROJECT IDEAS

7. Flow Charts
8. Timelines
9. Sort Key Terms
10. Posters

### GOOGLE DOCS STUDENT PROJECT IDEAS

11. Media-Rich Research Paper
12. Scavenger Hunt

### GOOGLE MAPS STUDENT PROJECT IDEAS

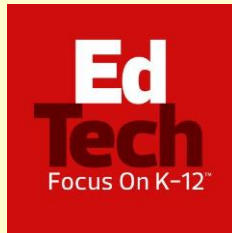
13. Custom Map

### GOOGLE DRIVE PROJECT IDEAS

14. Color-Coded Resource Organization
15. Brochures

Details for each project: <https://tinyurl.com/yb8kays9>

# Administrator's Resource Center



## To Improve Outcomes, We Need to Take a Critical Lens to Instructional Design

### To Improve Outcomes, We Need to Take a Critical Lens to Instructional Design

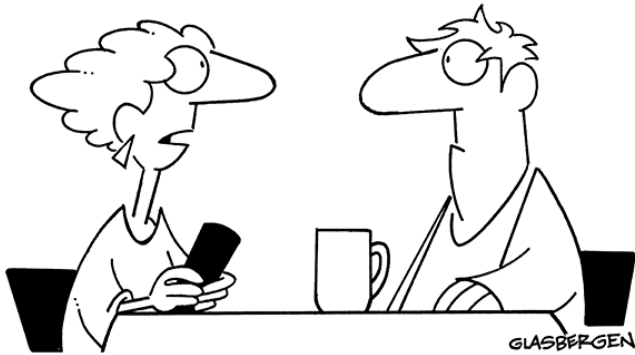
No one can deny the fact that we are seeing some pretty exciting changes to teaching, learning, and leadership. Advances in research, brain science, and technology are opening up new and better pathways to reach learners like never before. This excitement in some cases is leading to change with supporting evidence of improvement. In other cases, money is being dumped on the latest tool, program, idea, or professional development without ensuring that instructional design is up to par in the first place. Pedagogy trumps technology. It also goes without saying that a solid pedagogical foundation should be in place prior to implementing any innovative idea.

Let's start by looking at practice from a general lens. To transform learning, we must also transform teaching. When looking at the image below where does your practice or that of your teachers lie? What immediate changes can be made to improve learning for your students tomorrow? [Read more....](#)

Transformed Approach High Agency	➤	Traditional Approach Low Agency
"Facilitate" learning	➤	"Deliver" Instruction
Student-centered	➤	Teacher-centered
Learning anytime/anywhere	➤	Classroom learning
Personalized, differentiated	➤	Standardized approach
Do to learn	➤	Learn to do
Application focused	➤	Content focused
Develop thinking	➤	Looking for the right answer
Integrating curriculum	➤	Teaching segmented curriculum
Active learning opportunities	➤	Passive learning opportunities

# TECHNOLOGY HUMOR

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glasbergen.com



**"You have the right to remain silent. Anything you say may be used against you on Facebook, Twitter and YouTube!"**

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## COMPUTER REPAIRS



**"Your bluetooth needs root canal."**

© Randy Glasbergen / glasbergen.com



**"It's a Broadway musical adapted from a YouTube video based on a Twitter tweet inspired by a Facebook comment about a text message."**

© 1999 Randy Glasbergen  
www.glasbergen.com



**"The screen is all shaky—even when I shop online, I get the cart with the wobbly wheels!"**