



# TECH BYTES



Orange Board of Education

May 2017 / June 2013



## Five Best Practices to Help Students Analyze Their Own Data

<http://tinyurl.com/lphztcl>

As data becomes more ubiquitous in education, it should be shared with the most important stakeholder—students! The challenge is that data is usually prepared in a form meant for adults. Here are several things to keep in mind as you seek to involve students more in tracking their educational progress.

### Look for student-friendly data

Students often struggle to comprehend facets of data like scale scores and percentiles. However, they can easily understand strengths and weaknesses. In your data study, focus on showing them things that function as progress indicators. Ask students to recall certain lessons in which they demonstrated mastery and others in which they fell short. And, although this is common sense, never discuss data that compares the students with each other. Learning is not a competition.

### Goals and scales make data study easier

It is much easier for students to comprehend their progress if they know what they need to accomplish and how they will be assessed. So when introducing lessons, unpack the standards in kid-friendly language that makes the learning goals and expectations clear. This helps students understand when they've reached mastery and can make data study at a later date much more effective.

### Show students how to find their own data

Students can become more invested in data study when they don't have to wait for it to be presented to them. Set aside some time at the beginning of the year to show students places in which they can find their own data. That might be an online gradebook, or it could be as simple as keeping a portfolio of work and having them plot their grades on a graph. Giving students this kind of access encourages them to take ownership of their progress.

### Provide actionable steps for moving forward

Data study is useless if it isn't used to improve learning processes moving forward. So, in any data study session, make sure you provide the student with not only the data itself, but also ways they can use that data to progress through the curriculum.

# MEMORIAL DAY



Memorial Day is a federal holiday in the United States for remembering the people who died while serving in the country's armed forces. The holiday, which is observed every year on the last Monday of May, originated as Decoration Day after the American Civil War in 1868, when the Grand Army of the Republic, an organization of Union veterans founded in Decatur, Illinois, established it as a time for the nation to decorate the graves of the war dead with flowers. By the 20th century, competing Union and Confederate holiday traditions, celebrated on different days, had merged, and Memorial Day eventually extended to honor all Americans who died while in the military service.

## Resources

Livebinder

[http://www.livebinders.com/play/play\\_or\\_edit?id=15392](http://www.livebinders.com/play/play_or_edit?id=15392)

Teachervision

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

Edutopia

<https://www.edutopia.org/blog/memorial-day-teaching-resources-matt-davis>

The Teacher Corner

<https://seasonal.theteacherscorner.net/memorial-day/>

TeacherPlanet

<http://www.teacherplanet.com/node/428>



Cinco de Mayo—or the fifth of May—commemorates the Mexican army's 1862 victory over France at the Battle of Puebla during the Franco-Mexican War (1861-1867). A relatively minor holiday in Mexico, in the United States Cinco de Mayo has evolved into a celebration of Mexican culture and heritage, particularly in areas with large Mexican-American populations. Cinco de Mayo traditions include parades, mariachi music performances and street festivals in cities and towns across Mexico and the United States.

## Resources

Teach-nology

[http://www.teach-nology.com/teachers/lesson\\_plans/holidays/cinodemayo/](http://www.teach-nology.com/teachers/lesson_plans/holidays/cinodemayo/)

A to Z Teacher Stuff

<http://themes.atozteacherstuff.com/826/cinco-de-mayo-activities-printables-lessons-and-teaching-ideas/>

Teachers First

<http://www.teachersfirst.com/holiday/cinco.cfm>

The Teacher's Guide

<http://www.theteachersguide.com/cinodemayo.htm>

Teacher Planet

<http://www.teacherplanet.com/node/284>

## 10 Growth Mindset Statements



What can I say to myself?



INSTEAD OF:

TRY THINKING:

I'm not good at this.

I'm awesome at this.

I give up.

This is too hard.

I can't make this any better.

I just can't do Math.

I made a mistake.

She's so smart. I will never be that smart.

It's good enough.

Plan "A" didn't work.

1 What am I missing?

2 I'm on the right track.

3 I'll use some of the strategies we've learned.

4 This may take some time and effort.

5 I can always improve so I'll keep trying.

6 I'm going to train my brain in Math.

7 Mistakes help me to learn better.

8 I'm going to figure out how she does it.

9 Is it really my best work?

10 Good thing the alphabet has 25 more letters!

(Original source unknown)

@sylviaaduckworth

# TEACHING TIPS

## 101 Things I've Learned So Far In Teaching

<http://www.teachthought.com/pedagogy/101-teaching-tips-secrets-and-ideas-for-2013/>

The title is self-explanatory and the context is fairly clear. Well, actually it probably should've been title "101 things I think I think about teaching," because what I think I think changes almost daily. Here we are nonetheless.



<https://kids.usa.gov/teachers/calendar/may/index.shtml>

## FREE WEBINAR



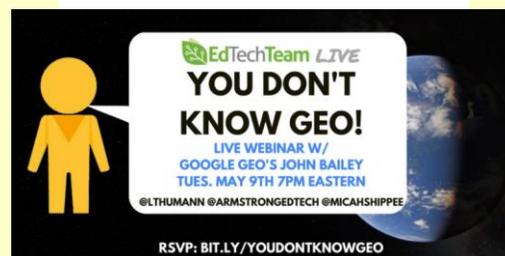
**Snapchat: Creating an Engaging Learning Experience**  
Tuesday, May 23, 2017 @ 5:00 pm - 6:00 pm EDT

When a group of Stanford students built and released Snapchat in 2011, it was a fun app that let you send pictures that vanished after a few seconds. With recent app improvements, some educators are finding ways to make learning fun for their students by incorporating Snapchat into their lessons. All teachers are invited to join educational technology adopter Shannon Holden as he explores all of the new features of Snapchat, and whether it is a smart idea to implement the app in the classroom.

Register here:

<https://www.anymeeting.com/AccountManager/RegEv.aspx?PIID=ED50DD80884F3F>

## GEO Webinar



Please join us for a free and insightful webinar with John Bailey, Program Manager for Geo-Education at Google, on the New Google Earth.

RSVP for Webinar: <https://nvite.com/edtechteam/86zgnp>



<https://xtramath.org/#/home/index>

XtraMath.com is a free web-based resource designed to help kids master basic math facts. The website is owned and operated by a Seattle-based nonprofit organization that is composed of a small staff of dedicated educators and volunteers.

The website, offers effective, efficient, adaptive and intrinsically rewarding supplemental math activities - entirely for free. Xtramath offers a variety of programs oriented toward parents, teachers and schools responsible for teaching basic math to K12 students.

XtraMath offers kids the opportunity to learn about addition, subtraction, multiplication, and division. Games, activities and tests focus on helping kids develop fluency of basic math facts, in order to a foundation for future math skills. As speed and accuracy are important elements of math fluency, games and activities focus on both.

Math problems and exercises adapt to a student's current level of math and continue to adapt as student's math skills improve. This adaptive format makes XtraMath a very powerful learning tool. Teachers and parents can monitor students/kids progress and receive progress reports via email. Parents also receive a code that their kids can use to access their records from any Internet enabled computer.



## **BEST FREE CODING WEBSITES FOR KIDS**

Coding is an integral skill for kids to learn, not because all kids should become software developers, but because coding teaches kids a new way to think and systematically solve problems. See, computers can't speak human and so, when given directions, they need to be told exactly what to do in it's simplest terms. When coding a game, for example, the computer wouldn't understand it if you told your character "jump". You have to break down what jumping actually means (go up x seconds, then go back down for x seconds). This approach helps kids break down concepts and understand the building blocks upon which all higher-level concepts are formed.

There are two parts to learning coding: learn the structure and learn the words. The lists of websites found at this link are broken up into those two groups. The first group lets kids "drag and drop" coding blocks together to create programs quickly to keep kids excited while teaching them programming logic. Then there are the "lines of code" websites where, now that you get the structure, it's time to learn a language that's universally used. So pick one or two websites to learn ONE language from, either for web developing, game design, etc, and don't switch to another until you go through the entire course or you find that it isn't working for you. Once you fully learn one programming language, it becomes easier to learn a second, then even easier learning the third, and so on.

<http://tech101kids.com/best-free-coding-websites-for-kids/>



<https://www.commoncraft.com/videolist>

Common Craft is on a mission to “make the world a more understandable place to live and work.” In reaching that goal, they have developed a section of videos on Internet safety, which will be highly beneficial to a more mature classroom.

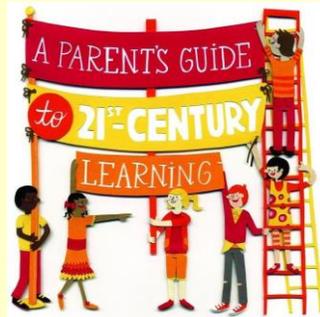


**CHROMEBOOK CLASSROOM**

<https://sites.google.com/site/chromebookclassroominthecloud/chromebook-training/chrome>



## Parent's Guide to 21st Century Learning



<http://www.edutopia.org/pdfs/guides/edutopia-parents-guide-21st-century-learning.pdf>

TO PREPARE FOR COLLEGE, careers, and citizenship, it's not enough to master academics. Students also need to acquire a set of skills that will last for a lifetime. To be able to solve problems in our complex, fast-changing world, students must become nimble, creative thinkers who can work well with others. These competencies – known as 21st-century skills – are summed up as the “4Cs” by the Partnership for 21st Century Skills (p21.org). They include the following:

**Collaboration:** Students are able to work effectively with diverse groups and exercise flexibility in making compromises to achieve common goals.

**Creativity:** Students are able to generate and improve on original ideas and also work creatively with others.

**Communication:** Students are able to communicate effectively across multiple media and for various purposes.

**Critical thinking:** Students are able to analyze, evaluate, and understand complex systems and apply strategies to solve problems.

The 4Cs don't replace academic learning goals. Students still need to become good readers and writers, even though they may be learning and publishing on new platforms. Using mathematics to solve problems, and seeing the world through the lens of the scientist are essential for today's learners.



## STEMWORKS

<http://stem-works.com/>

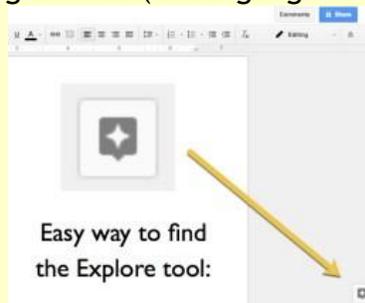
Welcome to STEM-Works, a resource for teachers, mentors, parents, STEM professionals, volunteers, and everyone passionate about getting children eager to learn about science, technology, engineering, and math.



<http://ditchthattextbook.com/2017/04/13/exploring-explore-how-google-works-for-you-and-your-students/>

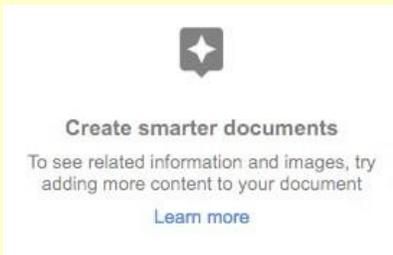
### Exploring 'Explore

Within the last year, they created the Explore tool. You might have seen it. It looks like a star and sits in the bottom right corner of your Google files. You can access the Explore tool in the "Tools" menu of the top menu bar in Docs, Slides and Sheets. Find Docs, Slides and Sheets in Google Drive ([drive.google.com](http://drive.google.com)).



### Using Explore in Google Docs

Explore reads the content you have on the page and suggests things to add to it. But for it to help, it needs some content on the page ... or it looks like this:



With content added it will make suggestions:

- Topics you could search more in-depth based on what I had written
- Additional images you could add
- Research that might speak to what you was writing about

Some features of the image suggestion in Explore:

- With images and research, you can click on the item to see it in detail.
- When you hover over it, it will display a “+” icon, which you can use to add it to your document.
- Click on the “More” button to see more images. From there, you can click and drag images onto your document.
- Suggested images are labeled for commercial reuse with modification. That means that Google has identified these as images licensed to be used with minimal restrictions.

When adding research to your document with the “+” icon, Google will also add a footnote citation to your document.

The Explore tool will also help you search the web, images and your own Google Drive from inside your doc. The Google Drive search tool especially helpful with finding all the relevant files you didn’t remember you had.

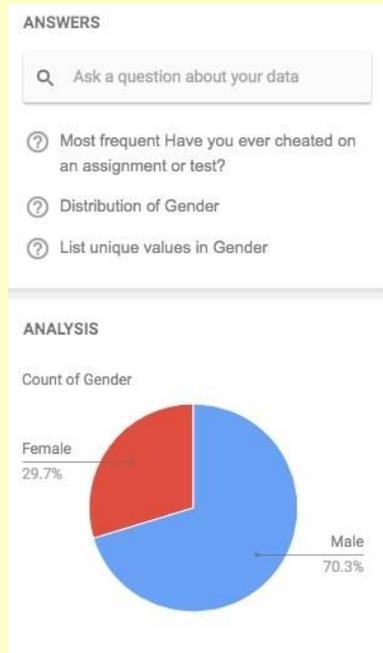
### **Using Explore in Google Slides**

Add text, images or whatever you need to a slide. Then click the Explore tool. It will suggest different ways to design your slide so you don’t have to. The Explore tool pairs wonderfully with SlideShot and DriveSlides, two Google Chrome extensions.

### **Using Explore in Google Sheets**

When you use Explore with a sheet filled with data, it will analyze the data and provide:

- charts for important parts of the data
- answers to questions you might ask about the data
- logical formatting of the data



searchteam  
[SearchTeam.com](http://SearchTeam.com)  
[Tour Video](#)

SearchTeam.com is a collaborative search and curation engine. SearchTeam allows collaborators to search together as a team for web pages, videos, pictures, reference materials, books and articles, and scholarly articles.

SearchTeam.com enables you to search together with your classmates and friends. SearchTeam combines search technology, semantics, real-time collaboration, curation and social networking into an innovative approach to search the Web.

In SearchTeam, collaborative search is conducted within a SearchSpace. Collaborators search the Web together, save and edit their results into the SearchSpace, and pick up next time where they left off. Results are organized into folders within the SearchSpace. Within these folders, collaborators can comment on search results, "like" them, post their thoughts, add search results, post links, or upload documents.

Users can log in using their Google or social media accounts and can pick collaborators from their contacts and social networks.

The general benefit of a collaborative search engine is that collaborators can search together, save search results, share and discuss them in one place. This could save time, avoid repeated work, and leverage group knowledge when working with colleagues on a business project, collaborating on a school group project, or sharing interesting things with friends and family.

Cited benefits and uses of SearchTeam include:

- Students collaborating on research in academic setting
- Students working together on group projects
- Planning travel or vacation with friends or family
- Researching a new innovation, a technology detail, or a competitive intelligence problem
- Investigating a new market direction or new market opportunities
- Professional as well as amateur genealogy research



## **THE FOUNDATION FOR BLENDED AND ONLINE LEARNING**

<http://www.blendedandonlinelearning.org/grant-program/>

### **2017 Innovative Educator Grant Program**

**APPLICATIONS ARE BEING ACCEPTED NOW THROUGH MAY 19, 2017**

The Foundation has opened the application window for its 2017 Innovative Educator Grant Program. The program identifies and supports school and classroom leaders developing practices or programs to overcome achievement gaps, drive engagement, and personalize learning for their students. One-time grants of up to \$10,000 will be awarded to winning proposals. All grants will be made payable to the applicant's school and may be used for technology, professional development, curriculum, and related materials.



# TECHNOLOGY HUMOR

© Randy Glasbergen  
www.glasbergen.com

© Randy Glasbergen  
www.glasbergen.com

TEACHERS LOUNGE



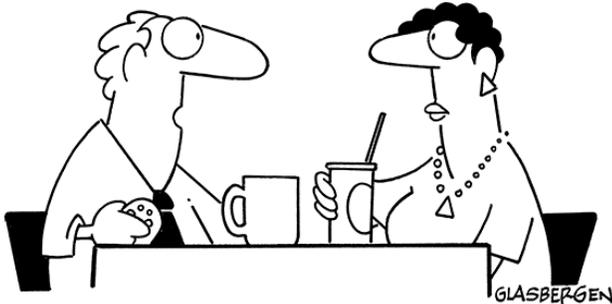
"You teach sex education...what does it mean if kids are blogging and twittering?"



"I told you we could find the answer on the Internet: *The Hudson River was named after the Hudson Brothers, Bill, Mark, and Brett, a lively music-comedy-variety act from the 1970's, loosely patterned after the antics of The Beatles, Monkees, and Three Stooges.*"

© Randy Glasbergen  
glasbergen.com

TEACHERS LOUNGE



"There's finally room in the school budget to upgrade our classroom equipment. I'm getting new chalk!"



"My term paper is almost finished. I updated my software, defragmented my hard drive, bookmarked an online dictionary, and installed new ink cartridges. Now all I need are some words and a topic!"