



# TECH BYTES



Orange Board of Education

November 2015 13



## Speak Up 2015 is now open!

More than 500,000 students, parents and teachers will share their views on technology and learning to inform policy at the local, state and national levels as part of the 13th annual Speak Up National Research Project. Between now and December 18th, all K-12 students, parents, teachers, administrators and community members across the country have the opportunity to participate in the online surveys. Speak Up is an annual initiative of Project Tomorrow, a leading education nonprofit organization dedicated to improving student learning experiences through research and high impact school programs.

Speak Up is a free service to the education community. Schools and districts who register to participate receive both their survey data and the national data at no cost. More than 10,000 schools and 3,000 districts are expected to register and promote the online surveys. Speak Up is the only annual, national survey to ask students, educators and parents how they use - and how they would like to use - technology for learning.

“The questions on this year’s Speak Up surveys include new topics that reflect the current challenges and opportunities with digital learning today,” said Evans. “Speak Up is unique because we ask participants about the value they place on using technology and their expectations for digital learning as well as how they are using these technologies, both in and out of the classroom.”

This year’s surveys also include a new set of questions exclusively for science teachers. To explore teachers’ thoughts on the intersection of digital tools with Next Generation Science Standards, Project Tomorrow developed this special survey with the help of the National Science Teachers Association (NSTA).

Orange School District’s Password for Speak Up: 4510BE

<http://www.tomorrow.org/speakup/>



## Native American Heritage Month

November is Native American Heritage Month, or as it is commonly referred to, American Indian and Alaska Native Heritage Month.

The month is a time to celebrate rich and diverse cultures, traditions, and histories and to acknowledge the important contributions of Native people. Native American Heritage Month is also an opportune time to educate the general public about tribes, to raise a general awareness about the unique challenges Native people have faced both historically and in the present, and the ways in which tribal citizens have worked to conquer these challenges.

<http://nativeamericanheritagemonth.gov/>

Smithsonian Education

[http://smithsonianeducation.org/heritage\\_month/aihm/index.html](http://smithsonianeducation.org/heritage_month/aihm/index.html)

National Archives

<http://www.archives.gov/research/alic/reference/native-americans.html>

National Parks

<http://www.nps.gov/history/americanindian/>

National Endowment for the Humanities

<http://edsitement.neh.gov/feature/native-american-heritage-month>

Teaching History .Org

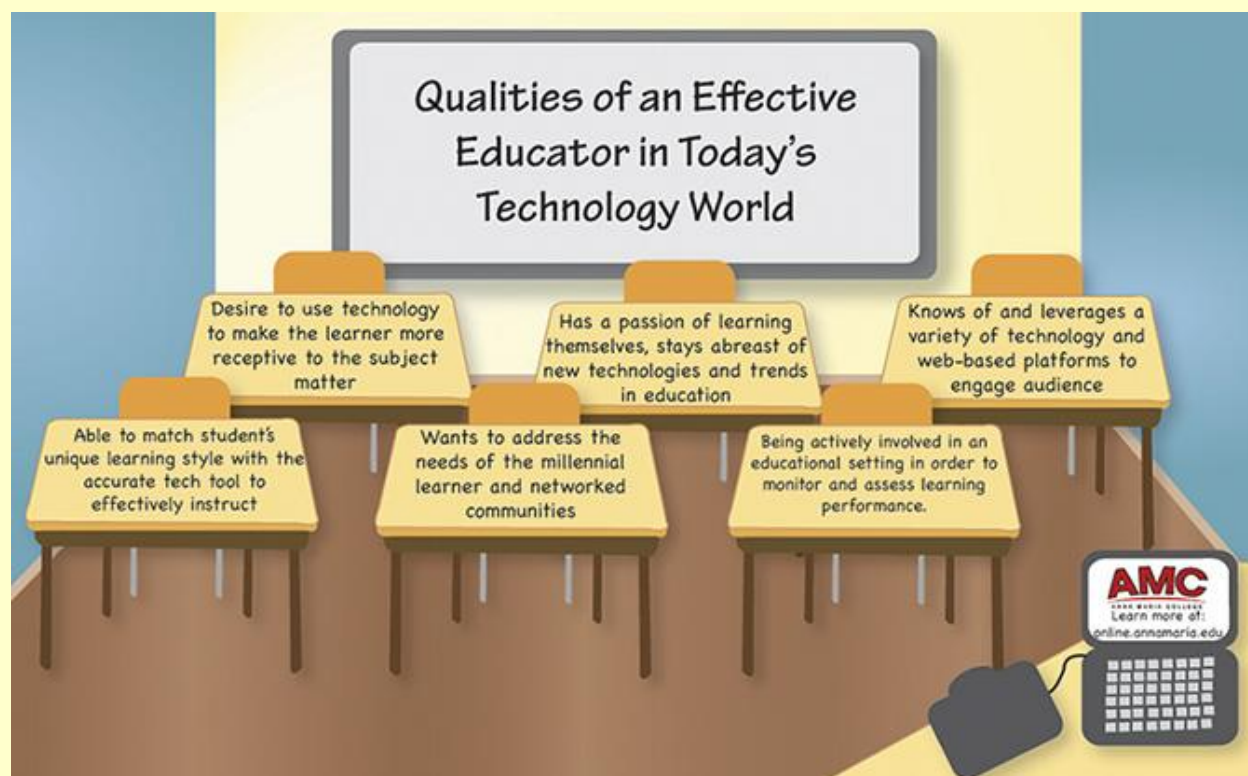
<http://teachinghistory.org/spotlight/native-american>

Education World

[http://www.educationworld.com/a\\_lesson/lesson209.shtml](http://www.educationworld.com/a_lesson/lesson209.shtml)

Teacher Vision

<https://www.teachervision.com/native-american-heritage-month/teacher-resources/6648.html>



***“Digital citizenship is character education in a networked world”***

**Media Smarts:** <http://mediasmarts.ca/digital-media-literacy-fundamentals/digital-literacy-fundamentals>



## **Great Public Schools: A Basic Right and Our Responsibility American Education Week: November 16-20, 2015**

<http://tinyurl.com/qjh6kop>

### **What is American Education Week?**

American Education Week—November 16-20, 2015—presents all Americans with a wonderful opportunity to celebrate public education and honor individuals who are making a difference in ensuring that every child receives a quality education. This year's theme is "Great Public Schools: A Basic Right and Our Responsibility," and will be reflected in special observances each day of the weeklong celebration:

Monday, November 16: Kickoff Day  
Tuesday, November 17: Parents Day  
Wednesday, November 18: Education Support Professionals Day  
Thursday, November 19: Educator for a Day  
Friday, November 20: Substitute Educators Day

Read more about the history of American Education Week,  
<http://www.nea.org/grants/61038.htm>

### **Online Toolkit: Fact Sheets**

Use these fact sheets to provide background information about American Education Week and its individual days.

<http://www.nea.org/grants/60966.htm>

American Education Week Fact Sheet (En español)  
Invite Parents to School Day Fact Sheet (En español)  
Education Support Professionals Day Fact Sheet (En español)  
Educator for a Day Fact Sheet (En español)  
Substitute Educators Day Fact Sheet (En español)



## Designing Digital Media for Teaching & Learning An Open Online Course for Educators

Course trailer: <https://www.youtube.com/watch?v=Ph43B9RdLLw>

Whether digital media sparks fear or intrigue, it is a fundamental part of students' lives and can enrich teaching and learning in and out of the classroom. This course will examine how the creation and consumption of digital media can enhance education by engaging and empowering teachers and students. Throughout this project-based course, you will learn how to use free web 2.0 tools to create, implement, and assess digital media.

You can enroll here: <http://digitalmediaeducation.org/>



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



### 4 Tech Tips for Parents to Embrace Digital Education

<http://tinyurl.com/plf3vsv>

Learning the ins and outs of the latest technology is a lot like learning to swim or ride a bike: The younger you are, the more naturally it comes. This is troubling news for parents who already feel two steps behind their digitally savvy children.

The good news is that keeping up with the digital pace is as simple as starting a conversation, says Monica Vila, founder and "chief technology mom" of The Online Mom, a website focused on helping parents embrace technology. "You're never behind the curve as a parent completely if you're involved," Vila says.

Vila and other tech-savvy parents and educators offer some advice to keep up with your child's technology, while also keeping your family safe from digital traps

1. Show and tell: If your child is using a device, program, or website you aren't familiar with, have them show you how it works.
2. Google it: It's a simple but often overlooked step to technical understanding and Internet safety, says Betsy Landers, president of the National Parent Teacher Association, and mother of three.
3. Keep tech public: If your children's computers are in their bedrooms, you should move them, says Heather Wolpert-Gawron, a middle school teacher from San Gabriel, Calif., who is creating tech webinars for parents at Tween Teacher.
4. Get excited: Computers, tablets, and smartphones bring students out of their shells and open up exciting new avenues for learning, Wolpert-Gawron says.

Entire article can be read at: <http://tinyurl.com/plf3vsv>



## Doodle 4 Google is Back

<http://tinyurl.com/qe56zy3>

From cave paintings to selfies, artists have always found creative ways of expressing themselves. Now, with the Google homepage as their canvas, we're asking students to do the same. Young artists can doodle with any materials to show what makes them unique, and the winner's artwork will be featured on our homepage for a day.

Now your students can enter the 8th annual Doodle 4 Google contest! The theme is "What Makes Me...Me" - a modern twist on the self-portrait, challenging students to submit a doodle that shows the world what makes them unique. Students can use any materials they want for their doodle—from ink to clay. The winner receives a \$30,000 college scholarship and a \$50,000 Google for Education tech grant for their school.





<http://questgarden.com/search/>

Quest Garden: This site is a search engine to thousands of webquests. You can search by topic, grade or subject. Webquests can be used on an interactive board for collaborative problem-solving or can be used in pairs or individually. If the webquest isn't exactly what you need, just use parts of it to create your own.



<http://www.purdue.edu/ziptrips/index.php>

Purdue zipTrips are virtual electronic field trips that bring Purdue University scientists into your classroom. Through the wonders of technology, students interactively visit labs, greenhouses, aquaculture facilities, Discovery Park, the veterinary school, and other amazing places that are off limits to your students even in a real-life field trip.

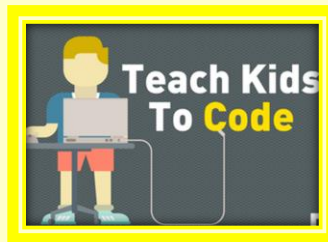
The centerpiece of each zipTrip is a live webcast featuring factual, unbiased scientific information presented in an entertaining way. Your students will be able to email questions during the show for the scientists to answer. And each trip includes supplementary online videos that feature the work of Purdue scientists.

There's nothing like Purdue zipTrips when it comes to introducing your students to cutting-edge research, scientific inquiry, and science careers. And best of all, it's free!



### Coding for Kids: Free Websites That Teach Kids Programming

Coding is an essential skill for grown-ups and children alike. Kids can use the sites below to learn how to build simple websites and games that will hone their skills in designing, logic and problem-solving while allowing them to express their ideas and creativity in different ways.



Free Coding for Kids Websites: <http://goo.gl/TekGnM>

Code.org - <https://code.org/>

This is a great starting point for coding novices

Scratch - <https://scratch.mit.edu/> - This web site is aimed at children ages 8 to 16 and has easy to use programming language that lets kids build almost anything they can dream of.

Stencyl - <http://www.stencyl.com/>

This software lets users create simple games for iOS, Android, Flash, Windows, Linux and Mac.

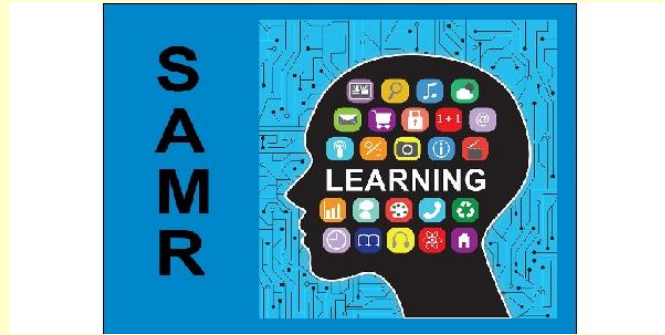
Khan Academy - <https://goo.gl/yfmrTv>

This site teaches students to do basic programming like how to build graphics, animations and interactive visualizations.

Code Monster - <http://www.crunchzilla.com/code-monster>

One box displays the code, the box next to it shows what the code does. This is a great way to learn commands.





Enhancement

**S**ubstitution

Technology acts as a direct tool substitute with no functional change.

**A**ugmentation

Technology acts as a direct tool substitute with functional improvements.

Transformation

**M**odification

Technology allows for significant task redesign.

**R**edefinition

Technology allows creation of new task , previously inconceivable.

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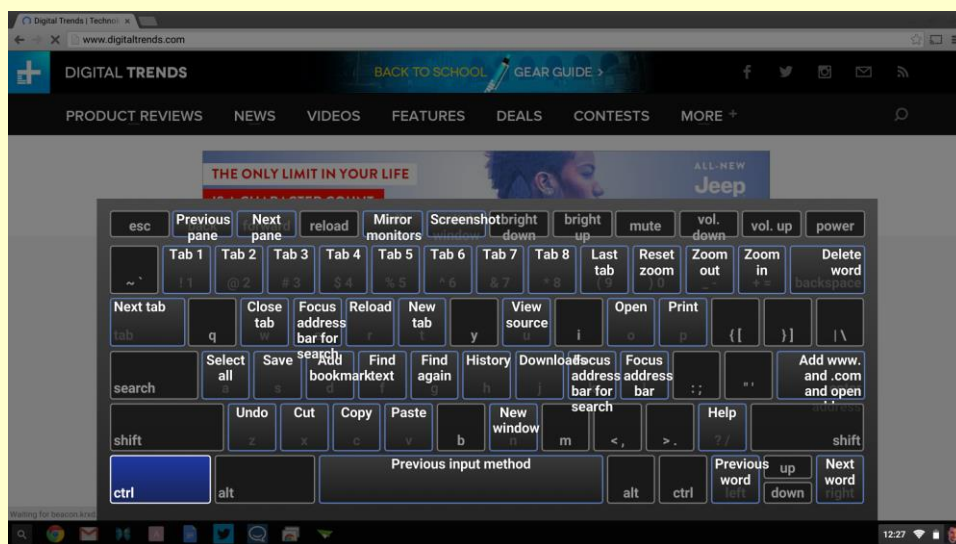
Model by Ruben Puentedura



## A Built-in Shortcut Map

We could fill up an entire post with Chrome OS's many keyboard shortcuts, but why bother? You can see all of them for yourself at any time almost instantly. Press **Ctrl + Alt + ?** on your keyboard to see a pop-up map with all of the keyboard shortcuts available. You can open this tool at any time, on any screen in Chrome OS.

To see modifier keys, just hold them down: hold down **Ctrl** to see all the **Ctrl + [key]** functions, hold down **Ctrl** and **Shift** for all the **Ctrl + Shift + [key]** shortcuts, et cetera. Remember that since all the apps and extensions in Chrome OS are running as a function of the Chrome browser, shortcut keys won't change from app to app like they do on Windows or OS X. To close the shortcut map, just press **Escape**.





## Technology Maximizes Common Core Success

<http://tinyurl.com/ovt54ln>

As controversial as the Common Core State Standards are, they do provide a clear benefit: They present a prime opportunity for educators to bring their classrooms into the digital age. Students are comfortable using these tools, and educators can leverage that knowledge to get them engaged in school.

That engagement also leads to increased achievement. Research shows that access to technology improves student learning. In one study, teachers saw more engagement, better independent work and an increase in project-based learning. Schools that implemented 1:1 tech initiatives were particularly effective at increasing learning outcomes for special needs and low-performing students.

But mere access to technology is not enough. According to the ISTE Standards, the use of digital tools in the classroom must be grounded in thoughtful pedagogy. It is technology's capacity to allow for differentiated and personalized learning, formative assessment, and a shift to higher-order skills, such as creativity, critical thinking and problem solving, that makes it a true game changer for education.

This focus on pedagogy is what makes the ISTE Standards a useful framework for students, teachers and leaders to apply as they implement the Common Core and embrace digital age instruction. Take a look at the infographic below to see how using both sets of standards together leads to greater student achievement and learning outcomes.

# Technology maximizes Common Core success

## Implementation will require critical investment

### Billions of dollars

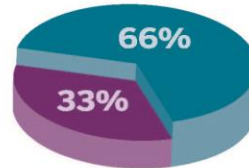
Estimated implementation costs at the state level



#### Key takeaway:

CCSS implementation will require a significant technology infrastructure investment. Do everything you can to maximize it.

### Use of technology infrastructure

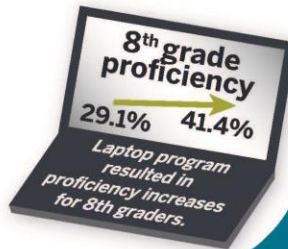


Amount of time available for learning  
Amount of time dedicated to CCSS assessment

## Regular access to technology improves learning

### Impacts of technology integration

One-year study showing learning improvements



#### Key takeaway:

Leverage technology to improve CCSS outcomes for students.

## Use technology to improve results



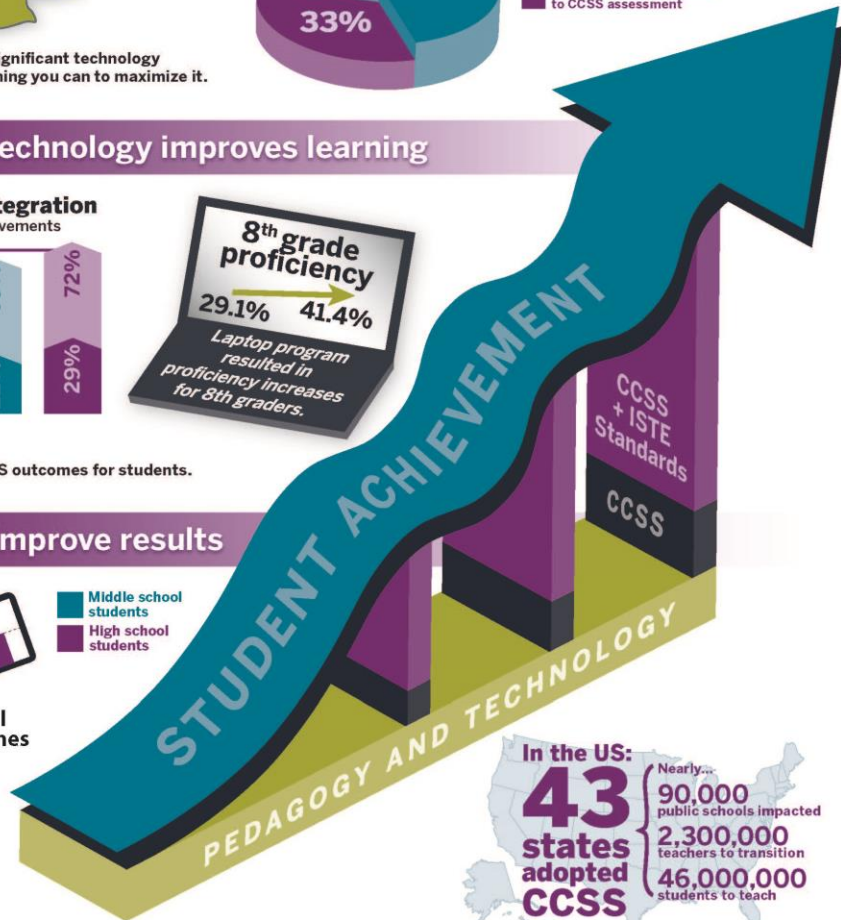
Home access to broadband



Personal smartphones

#### Key takeaway:

Students who have access to and are comfortable with tech tools leverage their tech savvy to improve learning.



## Next steps: Implement CCSS and ISTE Standards together

### What are the ISTE Standards?

The ISTE Standards are the definitive standards for learning, teaching and leading in the digital age.

1. Learn more about ISTE's position regarding CCSS and ISTE Standards integration.
2. Adopt the ISTE Standards for Students, Teachers and Administrators.
3. Engage in school improvement planning catalyzed by robust technology integration.
4. Plan professional learning for teachers and coaches.
5. Implement digital age learning and teaching in the classroom.

Contact ISTE today!



iste.org

### SOURCES

Patrick Murphy and Elliot Regenstein with Keith McNamara, (2012). *Putting a Price Tag on the Common Core: How Much Will Smart Implementation Cost?*; Silvernall, D.L., & Gritter, A.K. (2007). *Maine's Middle School Laptop Program: Creating Better Writers*. Maine Educational Policy Research Institute, University of Southern Maine Office, Maine; Mann, D. (2008). *Documenting outcomes from Henrico County Public School's laptop computing initiative*; Project Tomorrow, *Speak Up 2013 National Findings* (Irvine, CA: Project Tomorrow, April 2014); *Education Week*, Professional Learning Networks Takeoff; Rich, Author at *CoreStand* (2013). *The Bigger Picture: 10 Common Core Facts You Should Know*



## Google Apps and the SAMR Framework



<http://tinyurl.com/o9t3hg7>



<http://tinyurl.com/qarxtnm>

Reading is every child's right. And—with Read With Me powered by Intel Education—children can quickly become powerful readers while having fun in the process.



Read With Me is a student literacy and reading tool for grades K-2 (and their teachers) Read With Me is designed to prepare students for ongoing reading assessments through a library of custom and illustrated stories. Read With Me provides a fun and engaging way for students to practice reading by using the power of speech recognition.



<http://www.getedfunding.com/c/index.web?s@fvWfb8ri9X9z2>

GetEdFunding is a free and fresh grant-finding resource, dedicated to helping educators and institutions identify the funding they need in budget-tight times. GetEdFunding hosts a collection of thousands of grants and opportunities culled from federal, state, regional, and community sources and is available to public and private preK-12 schools, districts, and educators; higher education institutions; and nonprofit organizations that work with them.

## Administrator's Resource Corner



EdWeb.net is a free professional social and learning network that provides an intuitive Web 2.0 platform that includes webinars, blogs, discussions, file-sharing, shared calendars, wikis, live chat, messaging, polling, and shared links. Administrators can share best practices, information on what's working, and support each other across schools, districts, states, the country, and even around the world. Forums cover a variety of topics and include everything from the characteristics of a 21st-century school leader to game-based learning. A full list of communities can be found here.

All communities have free webinars and all webinar attendees will earn CE certificates. A webinar calendar can be found here. To watch the webinars or participate in communities, visitors must register, but registration is free and edWeb.net does not spam mail.



## Free Online Events

Free Online Event

**CERTIPOINT**  
A PEARSON VUE BUSINESS



**Digital Literacy  
for You and  
Your Students**

Click Here To Register

Thursday, November 12th

Certiport

Come together, as we join forces with Certiport to help you discover more ways you can stay updated on ever-changing technologies and help your students be digitally responsible and prepare for the workforce!

REGISTER NOW!

<https://simplek12.leadpages.co/certiport-11-12-spotlight-basic/>

Free Online Event

 Microsoft

**Liberating Genius in  
the Classroom**



Click Here To Register

Tuesday, November 17th

Microsoft Webinar

Our Microsoft experts share their strategies for liberating the genius in each of your students and ways to collaborate with teachers around the world using Microsoft Educator Community.

REGISTER NOW!!

<https://simplek12.leadpages.co/microsoft-11-17-spotlight-basic/>

# TECHNOLOGY HUMOR



*"Miss Johnson, would you mind ordering me another computer? And you can cancel that call to tech-support."*

