



TANYA AVRITH & HOLLY CLARK

Technology and Pedagogy

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Book: The Google Infused Classroom

A little bit about our speakers:

- Tanya: Director of Educational Technology and teacher of Grades 3-5 and middle school innovation.
 - Holly: 20 year teacher.
- How can we use technology to amplify great teaching instead of just putting technology on top?
 - Devices in the classroom can make thinking visible so that teachers can adjust their thinking in real time and provide feedback to students.
 - Technology allows teachers to hear from every student in the classroom quickly and for students to share their work with other students.



- Understanding By Design (UBD):
 - Plan classroom instruction with the end in mind; at the end what should students understand?
 - Have essential questions/chapter heads.

- With each topic know what you are working towards including a final product/demonstration of learning.
 - Students and/or teachers can come up with these questions.
- Design your instruction:
 - What is the framework for your instruction?
 - What baseline understanding do your students have (i.e. formative assessment and checks for understanding)?
 - Use technology to get to know your students.
- Ten characteristics of our learners (excerpt from the book)
 - Digital natives (tech dependent but not tech savvy).
 - Literacy (making something work) vs. fluency (driving the outcome).
 - Students need to learn how to bring an audience to their work and share their ideas effectively.
- Examples of ways that we can bring these ideas into the classroom:
 - Use HyperDocs to manage classroom workflow.
 - Upgrade existing projects to incorporate technology (e.g. use Google Maps to learn about a state).
 - Click and listens:
 - Use the Google Chrome extension “Talk and Comment” to record and give an explanation to a bitmoji (Bitmoji.com with a disclaimer to review/download for age appropriateness).
 - Seesaw (app)
 - Digital portfolio curation tool.
 - Allows students to show their thought process, share with the class, and demonstrates growth.
 - Book Creator (app)
 - Available on Chrome.
 - Allows for collaborative bookmaking across classrooms and across schools.
 - Socratic (app)
 - Makes students thinking visible by putting their thoughts into streams.
 - Voting functionality.

Closing thoughts:

- It’s easy to feel overwhelmed; keep things simple.
- Use technology that supports learning with a limited amount of time and that improves the level of instruction.