



MATT MILLER

Six Practical Ways to Amplify Learning with Technology

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Podcast: [Google Teacher Tribe Podcast](#) co-host with Kasey Bell

Books: [Ditch That Textbook](#), [Ditch That Homework](#) and Tech Like a Pirate (Coming soon!)

Sign up for Matt's [Tech to Learn online course](#).

A little bit about Matt

- Former newspaper reporter and then high school Spanish teacher in rural Indiana.
- Currently a speaker, blogger, and author traveling around the country and beyond sharing practical ways to ditch that textbook.

What does technology in the classroom make you think of?

- **For many of us, it's overwhelm.** How do we keep up with the technology we have today and the technology coming tomorrow?
- We also wonder **how we can make technology in the classroom meaningful.** How do I know this is actually going to make a difference?
- We wonder **will this technology improve learning?** Will it move the needle?

Three tips for success when using technology in the classroom

- **Ask: Does this move the needle for learning?**
 - Sometimes we use technology to continue teaching the way I was teaching before hoping that it will magically make it more meaningful and effective.
 - If we want to get the most bang for our buck we need to ask, is there going to make a measurable difference?
- **Don't let too many digital tools into your classroom.**
 - If we have too many tools we overwhelm ourselves and our students.
 - Try to find robust tools that can do a lot of things.

- For example, Google Slides can do many, many things such as create stop-motion animation or even ebooks.
 - [20 Google Slides activities to add awesome to classes](#)
- **Go to the students' world.**
 - Find ways to bring in elements that students are using outside of class into your teaching.
 - [Using Google Slides to create Instagram stories in class.](#)
 - [Google Slides templates for Snapchat games in class](#)

Six ways to amplify learning with technology. *Remember, you don't have to use ALL of these! Find one that you can run with.*

- **Take our students there**
 - Give your students the opportunity to experience a place that you wouldn't be able to without technology.
 - [Google maps street view](#) is an easy way to take your students somewhere.
 - Take "Pegman" and drop him into any place that street view has available to take your students on a virtual field trip.
 - Streetview allows you to visit inside of places as well. For example, you can take your students inside of Alcatraz.
 - You can actually read the text on posters and click through.
 - [20 locations to tour virtually with Google Maps Street View](#)
 - Other apps and tools that take students there.
 - [Google Earth](#), [Google Maps Treks](#), [Google MyMaps](#), [Google Cardboard](#), [Google Expeditions](#)
- **Change instruction and feedback**
 - [Pear Deck](#) is a great way to make learning student-centered and provide more timely feedback.
 - With Peardeck you create presentation slides that become interactive.
 - Ya'all example map.
 - [20 ways to use Pear Deck to engage students](#)
- **Make creators, not consumers**
 - Google Drawings is a simple G Suite app but is a very versatile tool.
 - [Caption This! A fun, deep-thinking Google Drawings activity](#)
 - Students take any image and add speech bubbles and text that will allow students to think deeply.
 - Allows students to think from the perspective of the person in the picture as in the Washington example.
 - Kick it up a notch by having the justify their thinking as they create or share their captions.
 - This doesn't need to be a huge project. It is simple and easy with very little prep.
- **Empower student voice**

- How we speak is important. Are we equipping our students with the ability and knowledge to use their voice to make an impact on the world?
- One way to do this is to create a class podcast.
 - Using [Anchor](#) it is very easy to create a podcast. Recording little audio clips of your students talking about what they are excited about learning during the week. Put all of those clips together into a podcast.
 - [Why your students need a podcast: How to do it fast and free](#)
 - [Synth](#) is another, new tool that makes it easy to create a podcast.
 - [Meet Synth, a classroom audio tool to amplify student voice](#)
- **Make face-to-face connections**
 - We have the ability to reach just about anyone in the world through online video calls with tools like [Skype](#), [Google Hangouts](#), and [Google Meet](#).
 - Connect your class to other classes around the world.
 - Giving your students the opportunity to talk to other students in a completely different place gives them a new view on the world that they wouldn't have without that experience.
 - [About Mystery Skypes/Hangouts and why we need more](#)
- **Harness the power of brain science**
 - Retrieval practice through a brain dump allows us to pull information out of our brain and it flows in a more effective way.
 - You can do this through tools like Flipgrid or Socrative.
 - [Sticky learning: Digital brain dumps with Flipgrid and Socrative](#)
 - Check out [RetrivalPractice.org](#) by Pooja Argarwal to read more about harnessing the power of brain science.

5 ways to evaluate tech for learning

- **Start with the end in mind to remind yourself of your goals.**
 - Build a library of possible digital tools that can work in many different ways to pull from.
- **Guage the success of other teachers**
 - There might be a reason why no one is using that tool or app.
- **Create an experience for your learners.**
 - [Teach Like a Pirate](#) shows us to not just teach a lesson, create an experience.
 - Virtual field trips
 - [20 virtual field trip ideas and activities for your classroom](#)
 - [10 great virtual field trips to check out](#)
 - [Finding a class to partner with virtually AND activities to do together](#)
 - [Go where the bus can't: 10 virtual field trip ideas](#)
 - [DitchThatTextbook.com/fieldtrips](#)
 - Mystery Skype calls
 - [10 tips to more meaningful Skypes in the classroom](#)
 - Gamified lessons

- [Themes, teams, and side quests: A superhero's guide to gamification](#)
 - [15 ways to gamify your class](#)
- **Create engaging repetitions**
 - Using things like [Quizlet Live](#) to bring in a layer of gamification.
 - [Game show classroom: Comparing Kahoot!, Quizizz, Quizlet Live and Gimkit](#)
 - [Create flashcards WITH students with Flashcard Factory](#)
- **Have students create something that shows what they know.**
 - Making things allows us to put together our mental construct of the world.
 - [DitchThatTextbook.com/creation](#)

What would your classroom look like if technology was amplifying learning?

- The [Tech to Learn online course](#) dives deep into all of the ideas above.
 - In this course, we will cover ...
 - SIX areas where technology can truly boost learning in the classroom
 - How technology can be paired with sound, solid teaching practices
 - Practical examples you can implement in your class immediately
 - Plus, in this course, you'll also get ...
 - Downloadable checklists and guides to help you succeed
 - Four BONUS mini-modules on key topics like productivity and cheating
 - App Crash Course on Google Drawing on Google Slides mini-course
 - Access to a private Facebook group of others just like YOU
 - **If you purchase the Tech to Learn online course during Ditch Summit you get the course half off! Instead of \$198, you will get it for \$99.**
 - Deeper discounts available if multiple teachers sign up!