



How to Transform Your Classroom with Android Apps

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Length: 15 Hours

Online Course

Introduction

You're a teacher and your school has handed you a Android tablet. You're expected to integrate the Android into your classroom and you have no idea of what to do. What apps should you start with?

This online professional development course for teachers features ten of the best educational apps that are perfect for any classroom.

You will discover how to use the featured apps, how to use them in your lessons, how to incorporate these apps so they align with your curriculum and lesson plans, and most importantly, how to engage and motivate you students to learn using 21st Century technology.

You will be provided with opportunities to:

- Discover how to set up your Android when you get it out of the box.
- To appreciate and discover how you can childproof the Android for the classroom.
- To understand what creativity apps are available and how to use them in an educational context .
- To understand what screencasting apps are and how to use them for lesson creation, flip teaching and as an alternative for students to create their work.
- To understand the concept of augmented reality and how these apps can transform the classroom into a 21st Century experience.
- Use 10 great apps in an educational context.
- Create lessons using these apps.
- Create experiences for students to also use these apps to cement their learning.
- Create a 21st Century educational classroom.

The 10 apps featured in this course are:

Create and writing apps for the classroom

1. Photo Studio PRO.
2. Connected Minds (Mind mapping).
3. Handy Notes Pro.
4. Journal Notes Multimedia.

Screencasting apps for the classroom

5. Magisto.
6. Explain Everything.
7. Lensoo Create.
8. Video Scribe.

Augmentative reality apps for the classroom

9. Aurasma, which is an app to use QR codes.
10. I-nigma.
11. Tellagami which I've used to demonstrate Aurasma... So you do get one extra app as a bonus.

Session Topics

1. Why use mobile technology in education?
2. Considerations when deploying Android tablets into your classroom.
3. Creativity apps.
4. Screencasting apps.
5. Augmented reality apps.

Methods of Instruction will include:

- Individual lessons.
- Multiple-choice quizzes.
- Video, iPad resources and apps.
- Web links.
- Optional assignment for further study.

Quizzes and Assignments

There is a quiz for each lesson and one assignment. While the quizzes are mandatory and assessable, the assignment is optional, but advisable. It is practically based, and asks that students select one Android app to create a lesson, elect appropriate *Common Core Standards*, and give an overview of how they would use it in their classroom.

OUTLINE OF COURSE

Lesson One - Why tablets?

- Why use a tablet at all?
- Create a rationale for 21st Century education.

Lesson Two - Considerations when deploying Androids

- How will you use Androids in your classroom?
- Settings, childproofing and policies
- Language input, and Text to Speech features.
- Security tips.
- How to organize your apps.
- Organizational methods.
- Creating a mobile technology policy.

Lesson Three - Creative apps

- Creativity and writing apps.
- Highlights four creative apps.
- Why use digital notebooks?

Lesson Four - Screencasting apps

- Introduction to screencasting.
- Benefits of screencasting.
- More on Explain Everything app.
- Magisto app.
- Ways students and teachers can use Magisto in the classroom.
- Why using technology has advantages for students.

Lesson Five - Augmented reality apps

- Augmented reality.
- Using Aurasma.
- QR Codes.
- How to use QR Codes in the classroom.