‘APPY DAYS
IPAD APPLICATIONS TO SUPPORT TEACHING AND PROMOTE LEARNING
WELCOME

The introduction of Tablet and Mobile Technology into educational settings has seen an evolution in pedagogy and student learning.

The devices that our students now have access to are enabling them to learn new and unfamiliar content, in ways that they themselves are directing and leading.
INTRODUCTION

“The educational landscape is no longer one of isolation and remote-ness. Teachers, students and communities are now part of the greater picture of global learning. The development of ICT has had a huge impact on this ability to share, communicate and collaborate. As educators we can help promote and tell the stories of our craft, our innovations, the successes and challenges.” - ICTEV 2013

As educators we are involved in a change within education where technology integration is very quickly, if not already, becoming the norm for many settings.

Students are now fully utilizing with the support of teachers and schools technology that is readily available to them. Technology to assist students with their learning and enhance their time at school.

One such device that has made inroads and changed the way we use technology in education is the Apple iPad. A piece of mobile technology that fosters collaboration, creativity and innovation.
TECHNOLOGY INTEGRATION

The single greatest indicator that makes the biggest difference in educating our students is good teaching. When you then partner good teaching with effective technology integration, the possibilities of how our students are taught, how they learn, and what they produce can be limitless.

One particular model that is seen to assist educators in effectively integrating technology is the SAMR Model, which we’ll investigate briefly now.
The accompanying Keynote presentation is displaying a model of technology integration that is currently widely used in many educational settings.

The aim of this model is to enable educators in all walks of life to integrate technology in a way that is more collaborative, creative, and innovative.

The highest stage of SAMR, Redefinition, aims to transform learning through technology use where students are using specific technologies in ways that are authentic, meaningful, and with purpose.

The model is a wonderful representation depicting that technology, the same technology, can be used in many ways all to support teaching and learning.

The above keynote presentation has slides taken from a presentation from Dr. Ruben Puentedura, the developer of the SAMR Model.
This is a short introductory video on ‘technology in education’ that Dr. Ruben Puentedura created. This is a quick introduction to SAMR and the other models he uses within his work. http://www.hippasus.com/rpweblog/
The poster on the left from ‘appsineducation.blogspot.com’, displays iPad applications that are classified using the SAMR model.

The great application of... applications, is that they can be used generally for many different uses and in many different ways.

This poster is by no means a guide to work off or by. It is simply demonstrating that specific applications can fall in certain classifications of SAMR. A good example is the Pages application which is in both Substitution and Augmentation.

It is how educators and students use applications that determine their strength in an educational context.

It is how applications are used in classrooms to support teaching and learning that foster their greatest use. Applications and the iPad itself are merely tools assist and foster learning. When used with a purpose we see more connectivity, collaboration, and creativity amongst our students.
THE APPLICATIONS

One of the strengths of the iPad device is its ability to hold an amazing amount of applications to support teaching and learning. Applications that are for the most part at a very low cost or even better, at no cost at all.

Currently there are approximately 300,000 applications designed specifically for the iPad device, with around 40,000 of those dedicated to education.

The applications that our students can access are certainly changing the practice of teaching and learning. We are seeing through the use of mobile technologies and the applications that accompany these devices, that learning is becoming more collaborative, innovative and more creatively driven.

Throughout the coming pages of this Multi-Touch Book, you will see just an example of the many applications that student’s can use, and do use, to fully support and compliment the learning that they do both in and out of the classroom.
NOW, FOR THE APP’S...

One thing to remember when looking at these applications is that they’ve been selected by students in year 6, 7 and 8 classes as well as teachers in those areas also.

Some are straight forward educationally focused, others, much more open ended in their application and use.

Like i’ve said previously, all you need is imagination!
MINECRAFT

If you cannot beat them, join them.

A massively additive game that has students using 3D blocks to create basically anything and everything. Based on the hugely popular Computer Game, the app brings many of it’s features to the iOS platform.

Depending of course on content being covered in class, students can use this wonderfully creative application to the fore front of their learning by building objects and representations relating to what is being covered in class.

**MOVIE 2.1 Minecraft Edu Class - Build Me A Cell**

Students sharing in a world in which they are building 3D models of particular cells that they are learning about.

**GALLERY 2.1 Indonesian Minecraft**

Students using Minecraft to visually represent the language that they are using as part of an Indonesian class.

There are outstanding resources out there for educators wanting to utilize Minecraft in to their teaching and learning programs and one of note is MinecraftEdu.

The resources and tutorials on this website are amazing and highly helpful.

So... get building!
This is one of ‘those’ applications that only becomes powerful when imagination and thought is placed into its use.

This app allows students to create ‘collages’ of images that they have drawn, taken via their camera, or referenced from online.

It has the ability to edit images within the app and then place these into a wide variety of frames and layouts.

Our students use this app for showcasing their work by taking screenshots of what they have created, they use it as a means to reflect upon their learning and to demonstrate meeting specific learning outcomes and also to collaborate and connect with other students when working together in groups.

Simple, yet highly effective.

Movie 2.2 Student Explanation - Pic Collage
ACTION MOVIE FX

One word. Amazing.

This app incorporate aspects of Augmented Reality and the use of the iPad devices camera to create movies with amazing special effects.

The app itself is free and comes with select special effects however extra effects can be purchased within the app itself. How this app can be used to support and more so express learning is certainly open ended. The great thing being that it is, as usual, the students are the ones who will drive its use for authentic learning purposes!

**Movie 2.3 The Invasion of Earth**
This app, is a book builder, so aptly named!

Arguably one of the best book creation tools there is along side ‘Book Creator’, which we’ll see shortly. This app has outstanding features for students to develop multi touch books directly on an iOS device and then share these immediately with others. Created books can be published as ePUB files, PDF’s, and directly in to iBooks as well. All the usual features and trimmings are available meaning students can create amazing, high end texts. Below is a ‘SnapGuide’ web link containing an in depth guide on “How To Use Creative Book Builder”. Well worth investigating.
For those of us who are familiar with Khan Academy, this app is a direct link to that amazing site of educational videos.

The app makes it easy to navigate and students can bookmark and share favorite videos as well as download them to be viewed offline.

A great app to show students how to create their own instructional videos and create items similar for classmates and other cohorts within a school or college setting.
An extremely powerful application. This app acts similar to that of an Interactive Whiteboard and Screen Casting Tool all in one.

Students can draw, add text, add images, etc on to a blank canvas and then record and narrate over the top. Students can even create a slide show with that ability to narrate over the top of their imported images to explain their learning.

Within this app students can also duplicate slides and work on them separately or collaborate with a partner.

Once videos have been created the ability to email these off to others or even place in a shared site such as Dropbox make collaboration and sharing more accessible.

iMOVIE

Apple’s premier movie making app for iOS. This is an app proven over time to be loved and heavily utilized by our students as their ability to create high end digital media in the form of moving image, or film, is easy, authentic and detailed.

iMovie has a wealth of inbuilt features such as slide transitions to royalty free audio that can be embedded. When creating new projects students can either make a film from scratch or use the the movie trailer feature. A great example of this being what you witnessed with the ‘Action Movie FX’ application example.

The making of movies and film within this app is the easy part. It is the purpose that is the real driver for students to think outside the square and be innovative and creative.

The screenshot one the right is demonstrating how my year 8 students use their devices in physical education. Here they are performing a video skill analysis of a sporting skill they feel proficient in. As a teacher its great to receive a 3 minute video from a year 8 Phys. Ed. student discussing a sporting skill and the techniques that they use to perform that specific skill!
Where do i start?

Aurasma is the world’s leading Augmented Reality Platform, according to them!

The video below explains it all really in its functionality and use. Not obviously intended for education, it’s uses within an educational setting could be limitless and already i have witnessed some amazing uses of this app.

One of my Assistant principals is currently in the process of creating ‘aura’s’, or triggers, of the Principal Class Team’s name badges on their office doors so when for example aurasma and the camera are hovered over that name badge, a video of that Principal appears talking about themselves and their role within our college. Think of the possibilities!

**MOVIE 2.5 TED Talk - Matt Mills Demonstrating Aurasma**
GUARDIAN EYEWITNESS

One of the original applications that were part of the Department of Education’s iPad Trial in 2010/11.

This app simply releases a new, high definition photograph each day that has been taken by a professional photographer either working for, or freelancing through, the United Kingdom’s Guardian Newspaper.

The images are a great discussion piece for current affairs topics both nationally and internationally and can certainly relate directly to things that are occurring as part of inquiry units of work and the like.

I have also seen this app used as part of creative writing work where students have selected an image and based a creative writing piece on that image.
Another application that is simple in its use but powerful in its application.

Scratchwork splits an iPad screen in two, with the left hand side becoming an Internet Browser and the right hand side a note pad. Simple! The power once again lies with how it is used.

Teachers can have students recording down specific information, teach students how to take skinny notes and/or summarize. Students can also use the sketch feature built in and draw and/or Mindmap specific information.

The above screen depicts why i am not an art teacher.
Another application that uses Augmented Reality to place floating money, and who does not love that idea, on the screen when the iPad camera is in use.

This has great applications for numeracy and once again is only limited by your imagination and how you as the teacher select to use it. The example below is one way that this app could utilized in a class situation. Different currencies can be used but need to be purchased.

<table>
<thead>
<tr>
<th>Notes</th>
<th>$5</th>
<th>$10</th>
<th>$20</th>
<th>$50</th>
<th>$100</th>
<th>TOTALS</th>
</tr>
</thead>
<tbody>
<tr>
<td># of Notes Seen</td>
<td>2</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>8</td>
</tr>
<tr>
<td>Total Amount of each</td>
<td>$10</td>
<td>$10</td>
<td>$20</td>
<td>$100</td>
<td>$200</td>
<td>$340</td>
</tr>
</tbody>
</table>

Apologies for the image, it’s a shocker, i know!
HAIKU DECK

Since arriving on the scene, Haiku Deck has been hugely popular amongst our students. Essentially it is a straightforward presentation creator that is fun, simple and highly effective.

Unlike perhaps keynote and powerpoint presentations, text entered in Haiku Deck is limited causing the user to think more carefully about their message.

The other great feature being that Haiku Deck will pick up on the words used in slides, and scour online for images to match that particular word.

There are also different templates to choose from as well as the ability to edit the text to a certain degree.

The image below has been taken from another presentation I created for the ALIA Schools Seminar based upon iPad use in Education. I think... it gives a good example as to how this app operates.

ALIA Schools Seminar 2013
iBOOKS

For those that are familiar, iBooks is your all in one mobile library. The ability for students to add hundreds of texts that can be read at any time and carry them on their person is a remarkable thing! Students can download directly from the ‘Store’ and select from the thousands of free and paid texts that suit their needs and wants!

Of course, students can also add books that they have created themselves from other applications, such as Creative Book Builder, or had shared with them via email or a cloud based service.

Teachers can send and email PDF files to students also for more structured reading material based on certain teaching and learning needs and programs.

**Gallery 2.3 Screenshots from iBooks**

*An image taken from a more traditional iBook, displaying the dictionary feature.*
iMOTION HD

This is the classic example of a free application that has the ability for students to produce and develop high quality work.

iMotion HD is a Stop Motion Animation Creator that takes still images either manually or on a time lapse recording.

The applications for its use are many such as creating your more detailed and structured Stop Motion Creations to having students tell of their learning journey via a Stop Motion Animation Story.

MOVIE 2.7 A Prep using iMotion HD to Create an Animation.
VIDEO FX LIVE

Video FX Live contains a plethora of video effects that students can add to their taken films via their iOS Camera.

This is purely an application for adding effects to videos and film students have either taken themselves or gained from another source.

What is staggering is the amount of effects that are available and the way in which students will then use these as part of their learning.

Hugely popular with our students!

MOVIE 2.8 Student Explanation - Video FX Live
BOOK CREATOR

Another excellent book creation tool for students to utilize. Once again, once books have been completed they can be opened in iBooks and added to Libraries and collections created by students.

One great feature I have used is having students create a chapter of a text, save, and then share this file with another student, who can then immediately open that file and add to the book on their own device. Great for collaboration when not wanting to share devices.

The features and editing options in Book Creator are simpler than CCB however, that can be a good thing!
EXPLAIN EVERYTHING

An app that is very similar to Educreations yet perhaps has a few more functions and editing tools within.

This app also allows users to export created films directly to YouTube or DropBox, Evernote, Google Drive and WebDAV if set up.

‘EE’ would have to be the app of choice for students to reflect upon their work and demonstrate their understandings of particular concepts.

Images that are also created from the drawing functionality can be exported as a PDF and then sent directly to iBooks for later viewing.

A wonderful application.

MOVIE 2.9 Explain Everything Demo.
Storyrobe is an innovative application that allows students to create narrated photo stories and then share these with others.

I have found that this application is so simple to use that even our Prep students are now at the point where they are using it frequently to share photo stories with parents and teachers.

To create a Storyrobe it is essentially a three step process that involves importing images, either taken via directly from the iPad Camera or selected from the Photo Roll, ordering these images and narrating over the top of them and finally exporting your film.

What is created can be emailed, shared on YouTube, saved to the photo roll, or posted on the StoryRobe website.

**Movie 2.10 Storyrobe in Action**

**Movie 2.11 Storyrobe demo, by a Prep!**

Here one of our Prep students showcases how, on his own, to use Storyrobe. He does everything correct right up until he almost deletes his project at the end! :)

An example of a created Storyrobe film by one of our prep students after an excursion.
QR Codes. They’re popping up everywhere! QR Reader is an application that allows the reading and decoding of these... codes.

QR codes are pretty straightforward and if you’re not familiar with them they are direct links to videos, images, text, websites, etc... that are all hosted online. These can be You-Tube links for example.

The great things about QR Codes is that you as the teacher can create them yourself and place these all over the school for students to access.

They have many applications and although fairly straightforward and simple to both set up and create, students love finding these and using this scanning app, or another of similar use, to decode the... codes!

The other great feature of this application is it’s ability to create QR Codes in the app itself. These can then be shared and printed or scanned directly off another device.

Here is a link to an Edudemic Post about 7 great ways to use QR codes in Education.

I have also seen these used in Physical Education as fitness station cards as well as orienteering based markers placed around schools. When students scan them it may give them a fitness activity to complete or give directions of clues to another areas of the school/college!
Nearpod’s Interactive Features which are great for obtaining feedback

NEARPOD

Since its release Nearpod has been an amazing application for schools and colleges.

The teacher uploads a presentation. Tells students to open up the Nearpod Student app and gives them a specific code.

Once entered, all students can see the uploaded presentation. They have however no control over the presentation and therefore cannot swipe ahead or behind. The great feature of Nearpod is the teachers ability to include in the presentations a wide range of media to share and gain assessment from, as shown below.
A simple app. Yet with countless possibilities.

Students use this application to create trading cards on anyone and everyone depending on their learning outcomes for that particular lesson.

This app can be used for students to create cards about themselves or other classmates as an icebreaker activity. Or, about famous people in history depending on an inquiry based topic. Or again, to have cards created about book characters from texts being read either as a whole class or individually. As you can see below regarding the types of cards that can be created... ideas a plenty!
Tour Wrist is an amazing application that literally takes you anywhere in the world!

Access the Tour Wrist Map and visit a place of interest and if there has been a ‘Tour Wrist’ created for that location, then you’ll be able to visit that particular place also via your iPad.

The amazing thing with tour wrist is that once you arrive at your destination, you can hold your iPad up and as you turn around the room, your iPad shows you the 360 degree of that place!

Great for Geography, creative writing, humanities, etc... Ideas needed, although not hard to come by. Click THIS LINK to access one of my colleague’s blogs explaining how she used TourWrist in her class, with 1 iPad!

Searching New York City...
This is an amazing application that lets students create multiple Note Books all within one application.

Great for students who need to summarize information and take notes about specific lessons or subjects.

The layout allows students to keep their thoughts organized and in one place which can be emailed off if needed or sent directly to their Evernote account if they have one.

As you can see below, notebooks can be created for just about anything at all!

When in a notebook, the options available to enter text, image etc... are plenty!
Another one of Apple's big applications alongside iMovie. Keynote is perhaps the presentation app for creating rich and in depth presentations focusing on anything at all.

Keynote has a lot of inbuilt features to assist students in to create high quality presentations which of course can be shown in a variety of ways to other people such as email or open this up in another application as a PDF.

The alternative to this is Haiku Deck however that does not have the high quality functionality that Keynote does.

**INTERACTIVE 2.1** Our Pedagogy Behind Tech Integration

*A simple keynote our staff are familiar with that was created in Keynote off an iPad*
POPPLET

Popplet is in its simplest form a Mind Mapping Application that was also one of DEECD’s original iPad Applications as part of the iPads for Learning Trial.

The free version of this app is great however students can only create one mind map at a time and then when wanting to create another, the previous has to be deleted.

Our students take screen shots of their created mind maps to ensure these do not have to be deleted although, for those who have the paid version, there’s no issue!

Within ‘popplets’, students can add images and their own text as well as alternate and color code their ideas as well.
Very recently released, Fotopedia Reporter allows users to create photo stories about locations, people and just about anything they wish. Once done, they can then share these with the thousands of people who constantly view this application and the ‘Reports’ within it.

In saying the above, you do not need to restrict

If you have a passion, shoot it and share it! Great for collaboration among different schools a world away to showcase their settings and surroundings.

Or if not creating, a great app for searching for other reports of interest that tie in well with current teaching and learning programs. Kids love exploring this app!

**GALLERY 2.6 Reporter Screenshots**

*High quality images make viewing very enjoyable!*
A hilarious application that has some great... applications within the classroom.

Students take a photo or select an image of a person or animal or... anything for that matter and make it talk, just like example below!

Great for having students reflect on their learning in a way that is fun, engaging and from a teachers point of view, it certainly makes correcting reflections god fun!

Students can select images of famous people etc... depending on their class inquiry topics or relate it directly to a character in a text that they are reading.

Alternatively, students can draw their characters, import them in to the camera roll, and then use them within this app!

GREAT FUN!
iTUNES U

Why would you NOT want your students to have access to some of the greatest content created online?

The courses that can be found within iTunes U are absolutely fantastic and have been created by teachers and educators just like ourselves!

Alternatively, you yourself can create the courses and unit for your students ensuring that the content is relevant and personalized more so to your learners and setting.

Well worth investigating if you have not already.

**Gallery 2.7 iTunes U Screen Shots**
THE END

Hopefully you have been able to gain an insight into not only some of the applications our students enjoy, but how to use these app’s also in a way that is engaging and authentic.
THANK YOU

If you have any further questions about anything in this Multi Touch Book, please feel free to contact me anytime via my details below.

Thank You.

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