

## **Anastasios Panagiotidis**

### **Techtool Resource Assignment**

#### **INTRODUCTION:**

Integrating technology in education is a crucial part of preparing students for today's modern world. Technology in education not only provides interactive and engaging content, but it also meets the needs of diverse learning styles. Integrating technology can also be valuable, as it is used in the workforce for a significant number of jobs, particularly those which are STEM driven.

Technology does have a possible role of use in community engagement. It can facilitate engagement by enabling collaboration among students, teachers, and community members. Online forums, social media, video conferences, and more give the ability for ideas to be discussed, knowledge to be spread, and collaboration to occur. The more community engagement in education, the better, so integrating technology this way is an important part of learning. This is particularly important for promoting connections between students, parents, administration, and even the outside community.

#### **SELECTION OF TECHNOLOGY RESOURCES:**

1. Albert
2. Canva
3. GimKit
4. Parent Square
5. Discovery Education
6. Wevideo
7. PearDeck
8. Padlet
9. Moov

#### **TOOL DESCRIPTIONS/ PRACTICAL APPLICATIONS:**

##### **Albert (<https://www.albert.io/>)**

Albert is an online test prep website which helps students prepare for difficult academic subjects such as the APs, SAT, and ACT. Students work through interactive and engaging practice questions to help them solidify and retain their understanding of key concepts. This can also be used for various content areas, and especially for Regents level classes. The resource is valuable because it offers diagnostic examinations which identify the level a student is currently working

at. Those who are at a beginner level will be provided with recall questions, while those working at a higher level will receive application type questions which will challenge students, and prepare them for high stake exams. Albert is favored by many school districts as it is a data-driven tool, and allows teachers to collect reports on each individual student, allowing them to modify assignments accordingly. This platform is also likely to become the hub for practice questions aligning with the Next Generation Science Standards (NGSS).

**Canva (<https://www.canva.com/>)**

Canva is a tool made particularly for teachers, students, and school districts. It is a great presentation tool for students and teachers who wish to add more to their presentation, allowing us to truly drive our ideas home. Canva can be used to promote community outreach as professional and eye grabbing posters, banners, slideshows, and videos can be produced here. This resource also offers all Canva pro features for free including tons of premium templates, royalty free images, premium icons and text fonts, background remover, and much more. ENL teachers can use this tool to aid students in their classroom as topical infographics can be found and/or produced here, helping to infuse additional visual supports into instruction.

**Gimkit (<https://www.gimkit.com/>)**

Gimkit is a classroom game-show platform where students compete by answering questions on their electronic devices. Instead of earning points, students earn virtual currency, which they can "invest" during the game to boost their score. The game options are popular amongst students, and mimic the games trending at the moment in the outside world, significantly boosting levels of intrinsic motivation in the classroom. The website is convenient because teachers across the country publicize the sets of practice questions they generate, making them available to anyone who conducts a quick search for an assignment pertaining to a specific topic. Making a copy of any one of these assignments provides you with full editing rights, allowing you to modify the assignment to fit the needs of your students. This platform caters to students with learning and/or processing disabilities as points are not earned based on how quickly a question is answered. Rather, the reward is contingent on the amount of consecutive correct answers by a student. Individual student reports and whole class reports are generated at the end of each session, allowing educators to effectively collect data.

**Parent Square (<https://www.parentsquare.com/>)**

Parent Square is the premier fully unified product that engages every family with school communications and communications-based services—all the way from district office to the classroom teacher, and all in one place. Community engagement is promoted via this tool because the district has the ability to notify parents and teachers about school events which encourage a sense of togetherness within a district. Districts can advertise anything from homecoming, to big sports events, cultural heritage nights, and parent teacher conferences to ensure tight knit relations between teachers and parents. Memos and alerts appear on the cell

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phones of every parent in the district in the form of a text message and an email, making it difficult to skip a beat. All incoming and outgoing memos are automatically translated via the platform as well, to fit the language needs of the user. The convenient nature of this platform was designed to encourage more frequent teacher/parent communications, and to promote unity within a school community.

**Discovery Education (<https://www.discoveryeducation.com/>)**

Discovery Education is a comprehensive, research-backed, three-dimensional science program that combines digital-first learning resources with high-quality, standards-aligned content to spark curiosity and drive active engagement in science. This tool is valuable for connecting our classroom to the outside world as virtual field trips, and simulations of fascinating phenomena are offered. ELL's additionally benefit from this technology tool as it allows us the ability to differentiate reading levels of science related texts, and provides text to speech options for any student. Closed captioning, native language translation, and immersive reader are also available. Discovery Education can be used to foster cross-disciplinary approaches to instruction particularly between Science and literacy through the endless amount of articles, video clips, and hands-on laboratory experiments.

**Wevideo (<https://www.wevideo.com/>)**

Wevideo empowers learning through interactive video. Teachers can create engaging content while helping students deepen their own knowledge through the creative process. On the flip side, students also have the ability to produce their own creations via motion pictures. This platform effectively allows students to express their ideas, promoting the ideas of student choice and self expression. This is particularly important in an ENL setting where we wish to embrace our students' backgrounds, and allow them the opportunity to share their personal experiences and traditions with pride and ownership. Students have the ability to create videos, or podcasts which may be used for such a project in the classroom. However, this tool can also be used for community outreach where students integrated into a club or intramural can advertise for fundraisers or popular school events through film/media. Video morning announcements run by students can also be created using Wevideo, and help create connections within the building.

**PearDeck (<https://www.peardeck.com/>)**

Pear Deck is an interactive presentation and lesson delivery tool that can be used via the web or as an add-on or integration with a variety of other programs. Students join teachers' Pear Deck sessions with codes and then use their devices to follow along with the teacher's slideshow on a classroom screen. Student-centered instruction or flipped lessons can be conducted through this resource, and instill a sense of independence within students. This promotes learning through discovery and teamwork! Videos, interactive activities/ graphic organizers, articles, pictures, and GIF's can all be embedded within these slides. Students with the Peardeck code may then manipulate these slides to complete the required tasks being that each student receives their own

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digital copy. The “student-paced” setting allows students to work at a pace that works for them during a flipped type lesson, helping to differentiate instruction in a monumental way, never seen before. A “teacher-paced” setting is also available for lessons which require the entire class to be on the same slide simultaneously, at all times.

**Padlet (<https://padlet.com/>)**

Padlet is an intuitive virtual post board that can be shared with students either in class or as an extension to learning. It is customizable and students are able to brainstorm their ideas and answer teachers' prompts in real time. This enables students to comment on each other's work, or provide constructive feedback to one another during an instructional activity. Enhancement of community engagement is also possible through this platform as it allows its correspondents to generate or answer to polls. Polls can be sent from teachers to parents or even from teachers to students for educators who find feedback a critical part of success as it allows us to evolve in a positive way as a professional. Admin may also utilize components like this to encourage parent involvement in their child’s education. The opportunities are endless on Padlet, and allow students the ability to organize their thoughts appropriately, according to the task at hand.

**Moov (<https://whatsthemooov.com/>)**

Moov is a groundbreaking way to communicate with students, and for students to communicate with one other. This phone application is designed and run by students. Students are able to check into clubs, sports games, promote weekly trends such as spirit week gear, and more. This can be used in the community for the adults who have children in school, and need to be informed on important reminders regarding extracurricular activities or extra help schedules for particular content areas. Students can even mark their attendance for each club through this app by simply tapping their smartphone on a laminated document provided by Moov. These documents are taped to the walls of each classroom holding a club after school. Students looking to join a club or intramural may click on the homepage for each club, read a brief description on the club’s purpose, and view the members of that club or intramural. This fun and interactive app adds an exciting element to extracurriculars, and encourages students to talk through common interests.

**REFLECTION AND ANALYSIS:**

*Padlet- Techool Resources: Benefits vs Limitations*

<https://padlet.com/apanagio2/techool-resources-benefits-vs-limitations-9teho98z2n2iwd2b>