Craig Beckett

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| **Technology** | All hardware and software I describe is available and currently available (and being used) in the UCDSB**Rationale****(How it its used)** | **Comfort Level** |
| **Poor** | **Good** | **Excellent** |
| 1. **Hardware**
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| * 1. SMART Board
 | * SMART boards are becoming increasingly ubiquitous in our junior classrooms
* With many premade games and game templates it can be a fun way
* As a part of Balanced literacy the teacher can model a read aloud (shared reading) and annotate the text to make good reading moves explicit to the class as a whole.
* **Concerns:**
	+ This is a relatively expensive technology—but well worth it if teachers are willing to learn and make good use of it
	+ Sharing between teachers is difficult due to somewhat complex setup
	+ Long USB cable could be tripping hazard.
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| * 1. Document Camera
 | * Elmos and SMART document cameras are another way teachers can share a text. The document camera essentially is a web cam on a gooseneck that can display high quality video images of a text. These can be units that include an LCD projector or standalone as document cameras. With a special attachment the document cameras can display the field of view from a microscope.
* **Concerns:**
	+ Cost
	+ Needs to be twinned with LCD projector
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| * 1. iPod touch
 | * A hand held computer that is used mainly for playing music. Increasingly schools are finding that there are many advantages to the iPod touch from an educational standpoint.
* Millions of applications covering everything from fractions, to photography, to puppetry, to note-taking.
* Many apps requires robust WiFi
* **Concerns**:
	+ Risk of theft is very high
	+ Stigma that it is more a toy than a learning tool
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| * 1. iPad
 | * A larger tablet computer that is used for a variety of ways. All of the millions of applications for the iPod are available on the iPad and many iPad specific educational apps.
* Difficult to print off of
* **Concerns:**
	+ Many apps require robust WiFi
	+ Does not replace a laptop or a desktop (kids still need access to good ol PCs
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| * 1. LCD Projector
 | * A projector that will display the contents of any video signal.
* LCD projectors tend to get hot and a fan will constantly blow in order to cool the projector down. This heat can make an area uncomfortable for students. Also the fan motor’s whirring can be an irritant for some students.
* The best case scenario is for the projector to be ceiling mounted.
* Schools should try to use short throw projectors as much as possible to reduce the length of cords and tripping hazards
* **Concerns:**
	+ Price
	+ Cables can represent a tripping hazard
	+ Price of replacement bulbs is expensive
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| * 1. PC
 | * The standard technology in schools and workplaces for the past 20 years.
* Students need to learn file structure, basic networking, and troubleshooting of hardware issues with their PCs
* Much less expensive than ten years ago
* **Concerns:**
	+ Students not wowed by this tech.
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| 1. **Software**
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| 1. Kurzweil 3000
 | * The gold standard in reading programs. Kurzweil 3000 will read all electronic documents and with scanning will read anything
* Lots of robust study tools
* **Concerns:**
	+ Very expensive.
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| 1. Inspiration/Kidspiration
 | * A great mind webbing or brainstorming tool
* Students can go from visual to outline format
* A great way to get students to “think in paragragphs”
* **Concerns:**
	+ None this program is awesome
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| 1. Word Q
 | * Word prediction software that predicts words students will use as they type
* Helps with spelling and slow typing
* When equipped with SpeakQ student can access speech to text and read his responses directly into the word processor
* Concerns:
	+ It takes a while for students to “train” the speech to text features—it can be frustrating
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| 1. PhotoStory
 | * Turn photos into movies with the “Ken Burns effect”
* Great for using pictures to write an essay
* Can use student narration
* Can use music
	+ Students need to know how to search for high res pictures off of the internet
	+ Students need to know how to put together
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| 1. Microsoft Office
 | * The market leader in office software
* Word, Excel,
* Concerns:
	+ It is boring
	+ PowerPoint can enable users to create really bad presentations with the software. Teach kids presentation skills first—then introduce the Software
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| 1. **Internet Based Software**
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| 1. Prezi
 | * Web based presentation software.
* Whirls and twirls
* Students can work on projects over the web from remote locales
* Students can work simultaneously or asynchronously.
* Social media aspect (sharing with friends online)
* Concerns:
	+ Students can erase the work that other partners do
	+ Must have internet to use
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| 1. Bitsrips for Schools
 | * Web based cartooning software
* Classroom format a closed environment (no one but the students can see)
* Teacher sets the parameters for student interaction
* Social aspects students can comment
* Concerns
	+ Bullying concern if student use other student’s avatars for cyberbullying (Teacher luckily has full control over this)
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| 1. Google docs
 | * All of the Microsoft office tools in an online format
* Students can work on projects over the web from remote locales
* Students can work simultaneously or asynchronously.
* Social media aspect (sharing with friends online)
	+ Students can erase the work that other partners do
	+ Must have internet to use
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