App Shop Knowledge Café

More and more, learning providers are incorporating mobile Devices (mDevices), and their apps, into everyday instruction.

There is no denying that **mDevices**, when used efficiently, are some of our greatest teaching tools. However, using this technology for effective instruction is a challenge that practitioners need to face and accept.

With all of the mobile Devices and their plethora of educational apps flooding the market...

- **which apps stand out from the crowd? Why?**
- **how are they used?**
- **is the time ripe for practitioners to take advantage of these teaching tools?**

NOTE: App Shop: FiTES (**Fi**nd **T**ry **E**valuate & **S**hare). You are the experts in your field of work, management, administration, practitioners etc., and you know what works for you!
By sharing not only will you raise the awareness of your colleagues/peers etc., but you should also benefit from their submissions. By doing this, you will all be supporting & stimulating innovation in learning, teaching and administration. Share useful Apps by completing this form…
https://docs.google.com/spreadsheet/viewform?formkey=dGE5NEFFUTdwU05FbDdIUU13c1REZ2c6MQ

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1   The Journey is ours! 🔑

Overview: -

When starting out on a journey, a few things are given –

- you have a starting location and
- you have a desired ending location.
- You may also have a map to guide you as you travel and to ensure that your path is efficient.

However, fundamentally, the journey is yours and –

- you reserve the right to personalize that journey with random stops or side trips to explore new interests.
- You may also decide along the way to adjust your travel pace and spend more time here or there.
- Your mode of transportation for this journey is also a personal choice –
  - by air,
  - by train,
  - by car,
  - by foot or whatever manner best fits your travel style, and
- while you are journeying from here to there connecting the dots on your map, so are many other travelers, each mapping their own personalized path.

Learning Providers are on a many different journeys, and –

- ...like travellers, they too want the opportunity to personalize their journey – to set their pace of change, to self-direct their path, and to choose the mode of educational exploration that best fits their style and interests.
- ...with the collective advancements in technology, learning providers have the potential to provide all of their stakeholders with more personalized journeys.

Regional Support Centres across the UK...

- provide new insights into how the Learning Providers they support can take advantage of this incredible opportunity to transform current practice through technology enabled personalization.
- examine the unique perspectives of stakeholders (teachers, librarians, administrators etc.) as they connect the dots to map new personalized journeys for themselves as well as their learners.

Regional Support Centres – Stimulating & supporting innovation in learning.

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"*one size never really fits all*" **and nor do individuals want it to be that way. Rather, as human beings we...**

- relish our individuality and
- expect that our interactions...
- in the learning environment,
- with each other and
- with other agencies,

...to be personalized to our specific needs to support greater efficiency, effectiveness and engagement.

Learners: -

"If we teach today's students as we taught yesterday's, we rob them of tomorrow."
John Dewey

"Even in our best schools, we are teaching kids to memorize much more than to think. And in the 21st century, mere memorization won't get you very far."
unknown

Learners (including stakeholders: e.g. New Staff, New Systems, CPD etc.), **perhaps without even realizing it, already seeking out ways to personalise their learning. Looking to address what they perceive as deficiencies in their classroom experiences; learners are turning to online classes to study topics that pique their intellectual curiosity, to message and discussion boards to explore new ideas about their world, or to online collaboration tools to share their expertise with other students they don't even know.**

Learners now expect in their learning lives the same types of personalised interactions that they already experience in their everyday lives.

Their experience with seeking out their own personalised learning experiences has changed their overall expectations for their education, and not just for the use of technology.

Two-thirds of students, taking part in the USA Speak Up surveys, define school success by the achievement of their own personal learning goals; this far exceeded the traditional marks of success such as school honors or awards (45 percent) or even parent pride (55 percent).

Learners have an intrinsic understanding that like so many other aspects of their lives, personalization is the key to their own greater engagement in the learning process.

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2   Setting the scene 🗝

I hate to think how many apps are available; if more than 300,000 mobile applications—or apps—are available from the Apple App Store alone, with hundreds of those focused on education and hundreds more on educational gaming, **how many are actually useful for the learning environment?**

Perhaps not as many as we may think.

Most apps — which basically are software programs designed to run on smartphones, cellphones, and other hand-held devices — don't allow practitioners to monitor student progress or collect learner data in ways that are currently possible with existing educational programs,in current use, operated via laptops and/or desktop computers.

Many Apps meet no more than one or two specific standards within any given course.

The questions are...

1. **How do Learning providers or practitioners select the "right" educational apps to use with their learners?** and
2. **What advice should Learning providers or practitioners give their learners to help them chose appropriate apps?**

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3   Educational APPS CHECKLISTS Every Practitioner Should Have

Educational Technology and Mobile Learning

A resource of free educational web tools and mobile apps for educators

These checklists will help learning providers/practitioners etc. select the right educational apps to use with learners.

Avatar Generation has featured a set of checklists created by **Tony Vincent** to help practitioners make sound educational choices when selecting apps to use with learners ina learning environment.

Check out these rubrics, and get possibly get them printed off and/or turned ito Google Forms.

Read the original article at...

http://www.educatorstechnology.com/2012/11/educational-apps-checklists-every.html

3.1   1: Educational App Evaluation Rubric
http://learninginhand.com/storage/blog/Vincent-App-Rubric.pdf

3.2   2- Educational App Evaluation Checklist
http://learninginhand.com/storage/blog/Vincent_App_Checklist.pdf

3.3   3- Critical Evaluation of Content-based iPad App
http://kathyschrock.net/pdf/evalipad.pdf

3.4   4- A Free Comprehensive Guide to iPad Apps Evaluation
http://www.scribd.com/doc/94980508/iPad-App-Evaluation-for-the-Classroom

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4   Other useful links 🔑

4.1   Classroom iPod touches & iPads: Dos and Don'ts 📄

Bringing iPods, iPads, androids, etc. into the learning environment, is a great way to give learners access to apps as learning tools.

However, there are so many things to keep in mind to make the devices work smoothly in the learning environment.

Learning providers and/or practitioners may find this list of dos and don'ts, mainly addressing iPod touch, iPads and iPhones, useful in planning the use of apps within teaching and learning.

The list of dos and don'ts is for large or small class sets of handhelds; if learners are using their own personal devices, learning providers will have a different set of considerations and technical issues to deal with.

Read the full post at...

http://learninginhand.com/do

4.2   How Do Smartphones Actually Help Students? 📄

How are phones being used in the classroom?

Is all this BYOD and 1:1 technology actually useful?

What are teachers saying about the phone's increasingly large presence in their classrooms?

An infographic providing an insight can be viewed at...

http://edudemic.com/2012/10/how-do-smartphones-actually-help-students/

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4.3   Kathy Schrock's Guide to Everything 🌐

This page, on Kathy Schrock's Guide to Everything, gathers all of the Bloomin' Apps projects in one place!

Each of the images has clickable hotspots and includes suggestions for...

- iPad,
- Google,
- Android, and
- Web 2.0 applications

...to support each of the levels of Bloom's Revised Taxonomy.

The use of the triangle shape for Bloomin' apps projects was specifically **NOT** used to help clear up the misunderstanding that the levels are hierarchical and the top levels only make up a tiny portion of the cognitive processes.

View the page at...

http://www.schrockguide.net/bloomin-apps.html

4.4   The Teacher's Apple 🖼️

A decade ago, electronics and cell phones in the classroom were considered little more than a distraction.

Today, new devices such as tablet computers and smartphones are changing this perception.

Educators are finding innovative ways to supplement their lectures with the newest technology, and learners are beginning to see their devices as essential components of their learning experience.

Naturally, major device manufacturers are now battling for dominance in the field.

Explore how Apple is winning the battle for education technology and what gives them the edge over the sizable competition in the market.

View the infographic at...

http://newsroom.opencolleges.edu.au/features/the-teachers-apple/

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