



FEB 2015

# TECHNOLOGY IN TEACHING REVIEW

TEACHING, LEARNING AND TECHNOLOGY'S MONTHLY NEWSLETTER

## TOP 10 EDTECH TOOLS FOR 2015

by Chelsey Ratcliff

**W**elcome back, faculty! Whether you're new to the classroom or a veteran professor, the beginning of a new semester is a busy time for all of us in academia. Between planning and preparing courses, attending faculty meetings, and getting to know new students, you may feel that there is little time for seeking out or implementing new technology.

With your busy schedule in mind, the folks at Top Hat have put together a list of the Top 10 EdTech tools for 2015. These tools can be used in your courses to increase collaboration, improve organization, and encourage participation. Many of these tools are also relatively simple and can help set up your classes for success this semester.

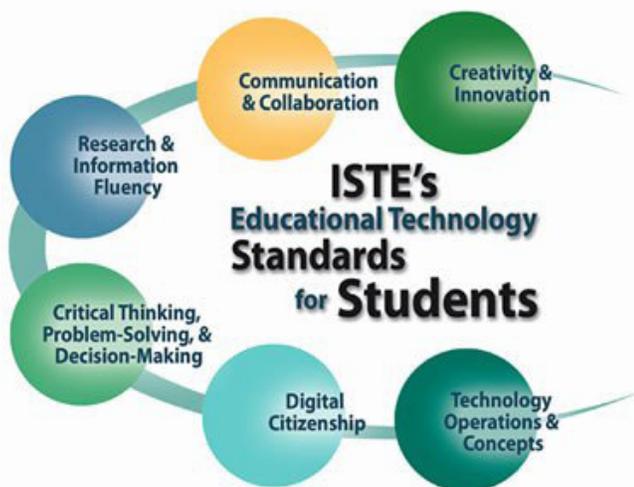
To view the complete list on the Top Hat blog, visit <http://goo.gl/W5lloA>.

As always, if you find a tool that you may be interested in using this semester, you can contact your Instructional Technologist for ideas or assistance.

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## TECHNOLOGY STANDARDS FOR ASSESSMENT/ACTIVITIES

by Mendi Benigni



ISTE (International Society for Technology in Education) is the leader in supporting “the use of information technology to aid in learning, teaching of K-12 students and teachers.” This not-for-profit organization has created standards for students and instructors regarding the use of technology. These ISTE Standards are the standards for learning, teaching and leading in the digital age and are widely recognized and adopted worldwide.

The goal of these standards include:

- Improving higher-order thinking skills, such as problem solving, critical thinking and creativity
- Preparing students for their future in a competitive global job market

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## TECHNOLOGY STANDARDS FOR ASSESSMENT/ACTIVITIES CONT.

- Designing student-centered, project-based and online learning environments
- Inspiring digital age professional models for working, collaborating and decision making

While they were created for K-12 the principles and goals should also be embraced by those of us in higher education. Many of them are excellent goals to have even without the technology component.

### Creativity and Innovation

Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.

### Communication and Collaboration

Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.

### Research and Information Fluency

Students apply digital tools to gather, evaluate and use information.

### Critical Thinking, Problem Solving, and Decision Making

students use critical thinking skill to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources

### Digital Citizenship

Students understand human, cultural, and societal issues related to technology and practice legal and ethical behaviour.

Pay attention to these standards next time you are creating an assignment or an activity for your students. Conduct an informal self-evaluation to see if you are encouraging these behaviors amongst your students and modeling best practices as the instructor.

## TRACK YOUR TEAMS WITH SCORE KEEPER

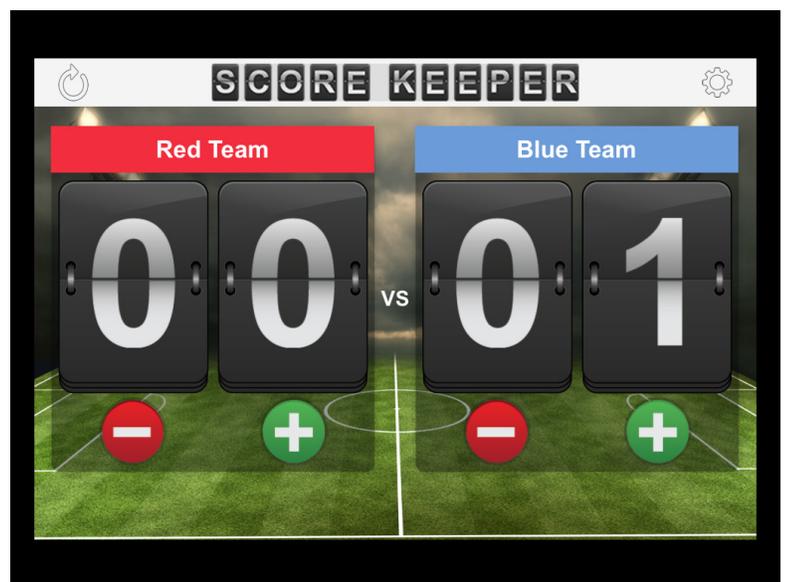
by Amy Ostrom

Using Team Based Learning or Gaming in your classroom? Having a hard time easily keeping or resetting the score? Score Keeper will not only help you to add up or detract points from 2 teams, but it also allows you to reset the score with one touch. When a team gains or loses a point the app will comment with encouragement or gentle teasing. (Yes, you have the option to silence the app if you'd like!). Simple to use and ready to go, Score Keeper will help you keep track of those points! Game on!

**Platform** - iPod Touch, iPhone, iPad

**Price** - free in the App Store (NOTE: this is listed as an iPhone app)

**Download** - <http://goo.gl/yN2jDj>



# GUEST POST - CHANGES IN TEACHING IN A ONE-TO-ONE CLASSROOM

by Sara M Davis (TEDU)

This semester I required all of my students to have a networked device, on which it is easy to read and take notes, in class every day. Additionally, I participated in the TLT Faculty Training Institute and learned a number of useful tidbits to do with an iPad. Because of the device requirement and my training, I have been able to do a number of very exciting things in my classes.

- Other than test, I have been able to go paperless in my courses and while not academically exciting; it is a huge help for flexibility of preparation and quite good for the environment.
- I am using the OAKS Assignment Grader app with Dropbox for grading. This allows me to access student documents posted to OAKS and write on them via the app as if on paper. The app creates a .pdf of the annotated document and uploads it to OAKS for the student to review. The app still has a ways to go for ideal usability, but it is still a useful tool.
- I am using Notability to create keys and sample homework solutions to share with students on Oaks. Before I would create this type of thing on paper, then scan and then upload. Using Notability gives me creative utilities (e.g. copy and paste) not available with just paper. (Notability is a handwriting, annotation, and drawing app that allows you to create handwritten notes or import images/pdfs and annotate them.)
- In one of my courses, students are required to keep notebooks of work and a learning journal. My students have the option of doing these either digital or hard copy. Many are doing some really cool stuff with note taking and the notebook apps (such as Notability, UPad Lite, and OneNote). My students this semester are the most organized that I have seen since coming to CofC. The digital apps allowed foldering and the easy moving of documents from one folder to another. This helped the students not lose their work and be able to get items in the correct location for notebook checks.
- To facilitate students using devices, I make sure to upload .doc and PDFs of activity documents (when copyright allows) for them to use on desktops or in apps. Students have also gotten fluid with snapping a pic of a page, embedding the pic in a notes app and then doing work or taking notes around it.
- I always bring the iPad digital projector adaptor to class and when students share strategies, if their work is on an iPad, they just bring it up and project.

I look forward to next semester where I will continue to do the above and also add the use of some polling apps to allow all students ideas to be seen in the group space to facilitate discussions.