



Course Syllabus

Course: EDZU 9042 Using the iPad in the K-12 Classroom

Credit Hours: 3.0 credits / 45 hours

Instructor: Christopher Kauter

Course Description

The iPad changes the way teachers and students access the web, share media, and learn on the go. This course will cover how to add content to the iPad, and how to find the best educational Apps available - including Apps for creating content and media on the iPad. The aim of this course is to demonstrate the practical application of the iPad mobile device in an educational setting. An emphasis will be placed on applications that you can share content with your students, parents and other colleagues. Please Note: An iPad is required to participate in this course.

Course Goals

To Know

1. how to implement the iPad into your daily curriculum and meet many NYS Standards
2. how to create a digital classroom and make the learning environment virtually paperless

To Understand

1. the concept of 1:1 iPad integration and the how the bring your own device (BOYD) philosophy is sweeping across the United States
2. and discuss how to integrate new technology into the classroom environment
3. strategies to search and evaluate effectiveness of curricular iPad software

and To Be Able To

1. search and utilize age/grade appropriate applications in the iTunes store.
2. create links to class notes and articles related to course work
3. create review activities for students to complete online and on mobile devices

Course Outline

- I. Examine how mobile learning has changed the educational landscape**
- II. What is mobile learning?**
 - i. Evaluating the needs of the modern learner
 - b. Evaluate best practices on how to use one iPad in the Classroom
 - i. Discussions on best practices with class participants.
 - c. Determine the Pro's/con's of a 1:1 School Experience
 - d. Evaluating a Bring Your Own Device (BYOD) School Policy
 - i. Does your school have a BYOD policy in place?
 - ii. What are the benefits and/or distractions of a BYOD policy
- III. Effectively Communication with students, parents and the community**
 - a. Look at current best practices on how to use applications and social media to communicate
 - i. How to implement Remind, Twitter and Class Dojo in your classroom and school?
 - b. Professional learning network (PLN)
 - i. Discussion on how to using applications to build a Professional Learning Network and gather information/resources from educators around the globe.
- IV. Using the iPad for Assessments**
 - a. Identify the needs of assessments in the classroom
 - i. How do you currently assess your students in the classroom?
 - ii. Discussion on the use of Plickers in the classroom for exit tickets, informal and formal assessments.
 - iii. Creating QR Codes and interactive assignments with the iPad
- V. Mastering Productivity and Workflow**
 - a. How can using the iPad your productivity?
 - i. Discussion and best practices on applications such as Scannable, Notability and Google Slides.
 - b. Effective strategies on giving students feedback and grading assignments.
 - i. How can the iPad streamline your current workflow in the classroom?
- VI. Using the iPad to Flip the Classroom**
 - a. Discussion on the role of flipping the classroom
 - i. What is a flipped classroom?
 - ii. Does the flipped classroom increase student achievement?
 - b. Examine screen casting applications for the iPad
 - i. Why are educators "Fearing of the flip"?
 - ii. Creating a Show Me screen casting
 - c. Look at Podcasting and its role in education
 - i. What is a podcast?
 - ii. Creating a podcast and sharing with students

Methods of Instruction

Teachers enrolled in this course will learn how learn on the go and transform their classroom. Teachers will learn best practices of applications and read articles, create activities using the iPad and contribute to our online learning community. The aim of this course is to demonstrate the practical application of the iPad mobile device in an educational setting. An emphasis will be placed on applications that you can share content with your students, parents and other colleagues.

Students will connect with each other throughout the course within forums and various other types of online feedback options built into each class.

Methods of Assessment

In order to earn an A in class, a student must complete all of the assigned readings and assignments, participate in all discussion forums, and compete the Final Project.

In order to earn an B in class a student must complete all of the assigned readings and assignments, participate in some discussion forums, and compete Final Project.

Instructors are online each day of the course and correspond with students through the course itself, feedback on assignments, e-mail, and by phone.

Time Validation

| Assignment | | Time (in hours) |
|---|--|--------------------|
| Assignment: Why Mobile Learning? | Students will review resources and a video clip on how Mobile Learning is changing the landscape of the traditional classroom | 1.00 |
| Assignment: One iPad in the classroom? | Students will review resources and create activities which they can implement into there classroom with only using 1 iPad in the classroom | 2.00 |
| Activity: "iTeaching: The New Pedagogy" | Students will a an image and explain how eLearning is effecting the classroom and compare its uses to early classroom settings. | 2.00 |
| Activity: Mirroring your iPad | Students will create excercises and useful ways of using the mirroring features on the iPad to demonstrate applications to there students | 1.00 |
| Activity: Innovation and the Future of Education | Students will watch a short video clip and explain how we are encouraging/preparing students who are innovative and ready for the technological challenges | 2.00 |

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| | of the future. | |
| Activity: iPad 1:1 School Experience | Students will read, respond and comment on their experiences or pre conceptions of 1:1 programs in an educational setting. | 2.00 |
| Assignment: BYOD (Bring Your Own Device) | Students will review and analyze data first hand accounts of BYOD (Bring Your Own Device) and how it can impact there schools | 2.00 |
| Assignment: Following a Twitter Chat or Hashtag | Students will select and follow a weekly Twitter chat that closely resembles there current role in education and explain a few ideas which were shared from educators around the world. | 3.00 |
| Activity: Tweeting | Students will learn the basic features of the Twitter application. | 1.00 |
| Activity: "Teachers – The 10 Stages of Twitter" | Students will read resources and comment on their current use of Twitter in education. | 2.00 |
| Activity: Using Social Media in Schools | Students will research and identify the positive uses of social media in education and the impact of Digital Citizenship. | 2.00 |
| Activity: Building a professional learning network on Twitter | Students will research and identify the factors which leads to a Professional Learning Network and how it can influence your growth as an educator. | 3.00 |
| Activity - Using Remind in Education | Students will create a remind account, share class code and discuss how they will implement the application in there class, club or school | 2.00 |
| Activity - Using Class Dojo in Education | Students will create a class dojo account and share there expectations of the behavior management application for there students. | 1.00 |
| Activity- Scannable | Students will use Scannable to digitize their workflow and share handouts with students, parents and school. | 1.00 |
| Activity - Plickers | Students will learn to implement Plickers in the classroom for exit tickets, informal and formal assessments. | 3.00 |
| Assignment: Using QR Codes in your Classroom | Students will respond to readings and explain how they can implement the tools in there schools. | 2.00 |
| Assignment: Create a Scavenger Hunt with QR Codes | Students will create a web based Scavenger Hunt with the use of QR codes for there respective subject matter. | 2.00 |

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| Assignment: Changing the Education Landscape | Students will respond to a reading and explain the skills which are needed to accommodate this shift. | 2.00 |
| Assignment: Flipping The Classroom | Students will obtain evidence on the concept of Mastery learning and how it effects student performance in the classroom. | 2.00 |
| Activity: Fear of the Flipp | Students will research and analyze why educators are fearful of using the "Flipped Classroom" Model. | 1.00 |
| Assignment: Show Me App Presentation | Students will create a screenscating presentation and post it to the internet. | 2.00 |
| Assignment: Create a Podcast | Students will create a podcast explaining the uses of technology in education and post it to the internet. | 2.00 |
| Activity - Google Slides | Students will create a Google Slide Presentation showcasing the applications they plan to use in the classroom | 2.00 |
| Total Time | | 45.00 |