ONLINE: Apps for Education

"I love using apps in the classroom.
This class gave me some great ideas."   - Melissa M.

Integrate Ruben Puentedura's SAMR model with Alan November's work on Transformative Learning to find the best apps to educate YOUR students. The integration of apps into education, may seem like a natural product of the times. However, successfully impacting students' learning, requires a whole new level of teachers' engagement and effort.

Teachers will be equipped to go beyond using an app merely because someone else has recommended it and fully examine the true learning potential.

To this end, teachers must take into account specifics, including logistics, ability to manage, content access, sound and image quality, all while evaluating individual apps. A comprehensive App Evaluation Framework, specially designed for the classroom context is presented for teachers' critical consideration of educational apps before deciding to introduce them to students. With an integrated approach, teachers can successfully consider an apps' connections with curriculum content and ability to amplify existing learning levels, while evaluating systematically their transformative learning capability.

Standards:

This course aligns to all of the INTASC Standards including Learner Development, Learning Differences, Learning Environments, Content Knowledge, Assessment, Planning for Instruction and Instructional Strategies.

The course also aligns to the McRel Teacher Evaluation Standards including Teacher Leadership, Diverse Learners, Teachers Know Content and Teachers Facilitate Learning.

Each self-study PD course from Professional Learning Board includes:

- Convenient access anytime, anywhere, any device
- Interactive online textbook
- Implement practical suggestions immediately
- Demonstrate comprehension with quizzes and checks for understanding
- Print certificates of completion
- Easily assign courses to align with each teacher's personalized PD needs
- Integrate with school and district-wide initiatives
- Low cost solution for all courses, all teachers, all school year
- Reports for school administrators

Course Outline

LESSON 1
Considerations, Content and Components

- Choose apps that encourage students to engage in a greater degree of independent thought.
- The key skills in Bloom's Taxonomy and how they can be applied while considering an app for educational use.
- Using November's Digital Learning Farm to empower students with targeted apps.
- The use of apps to teach the various "multiple intelligences" in Garner's learning theory.
- Specific skills and literacies essential for effective teaching and learning in the 21st century and choosing apps that promote their development.
- Essential content and components to look for in apps, before integrating them into teaching.

LESSON 2
Logistics and Fluency

- Common logistics concerns with using apps, and how to address and anticipate them.
- The importance of achieving fluency in app usage to ensure better learning potential.
- Essential phases in app fluency to measure against an app's performance.

LESSON 3
Learning with Apps

- Transitioning from using apps to "substitute" traditional teaching, to a more transformational approach.
- Ways to enhance students' learning through Puentedura's SAMR models.
- The integration of November's three phases to ensure rigorous app evaluation.
- The use of concrete evidence of students' learning as the ultimate decider on the future use of an app.

LESSON 4
Sample Evaluation and Recommendations

- Evaluation of an app against all the considerations discussed in the course to find one with optimal teaching potential.
- Recommended apps, across iOS, Android and Windows platforms, for the following classroom purposes: Storytelling, Photography, Visualization and Mind Mapping, Note Taking, Book Creators, Screen Casting, Word Clouds, Photo Collages, Drawing, Video, Audio Recording