

# Instructional Technology

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in Concord Public Schools 2015

# Vision of Technology to Enhance Learning

“Applying proper technology can have significant impact on student learning. Benefits, both **procedural** and **conceptual**, encompass a broad range of academic subject areas – *writing, language, research, science, mathematics, social studies, and applied arts.*”

**procedural** - learned as a life skill

**conceptual** - enrich & differentiate subject area content

# Types of Usage

Using technology for communication, research, organization of knowledge, calculation, experimentation, and simulation; students will:

- improve their ability to write and communicate effectively
- gain skills that enable them to evaluate a problem and apply the correct technology to aid them in solving the problem
- take more proactive roles in gaining knowledge
- take advantage of multiple paths to learning
- take part in collaborative learning experiences
- gain skills to search, select, organize, and present information using various sources
- carry out experimental investigations
- analyze, interpret, and evaluate information

# Elementary - Procedural and Conceptual

Almost a 2:1 model K-5 utilizing Apple MacBooks, iMacs, and iPads

- Canon digital cameras, Promethean Activboards, USB Microscopes, iPevo document cameras, Canon scanners

Reading - Apps for education, creation of eBooks, multimedia projects, Storybird; iReady, Lexia Core5, Track My Progress, RAZ Kids

Writing – Google Drive, Little Bird Tales, WordPress, Kidblog, multimedia projects, podcasts, blogs

Math - Google Drive, Apps for Education, Activboards, Dreambox, iReady, Track My Progress, Fastt Math, Turtle Art, Khan Academy, Illumination Interactive Tools

# Elementary - Procedural and Conceptual

Art - KidPix, iPhoto, Image Capture, AudioBoom App, Google Drive

Music - GarageBand, iMovie, PrintMusic, Music Ace, Finale Notepad

Library - Digital Citizenship Curriculum

Social Studies/ Science - BrainPOP, Discovery Education, STEAM projects, SAM Animation, USB microscope

Creativity suite - Google Apps for Education, iMovie, iPhoto, KidPix, Explain Everything App, Book Creator App, Little Bird Tales, SAM Animation, Garage Band

# Elementary

## Digital Storytelling

Students in Grades K-1 using iPads to explain their thinking

Multimedia: photos, video, narration, text

Topics: Small Moments, STEAM projects, Narrative writing, Math concepts



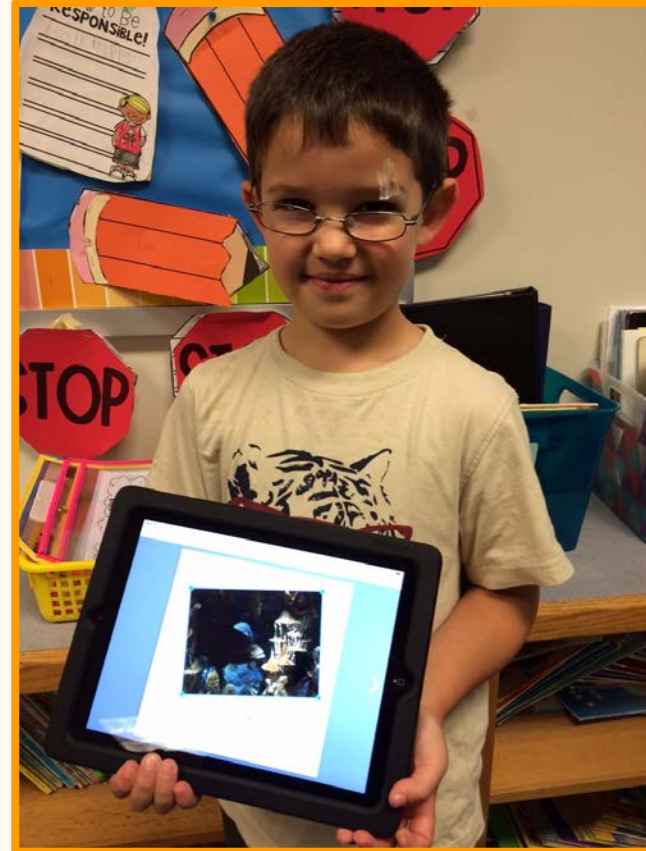
# Using Book Creator to Create Books

## Creativity - Collaboration - Communication

Natural  
tendency to  
collaborate  
with iPads

Flexible  
platform

Multiple  
apps to  
express  
themselves



Sharing their  
writing with a  
larger  
audience:

iPad ebooks,  
class blogs,  
websites



# Literacy Centers

Targeted instruction based on their  
personal learning profile

What they need, when they need it

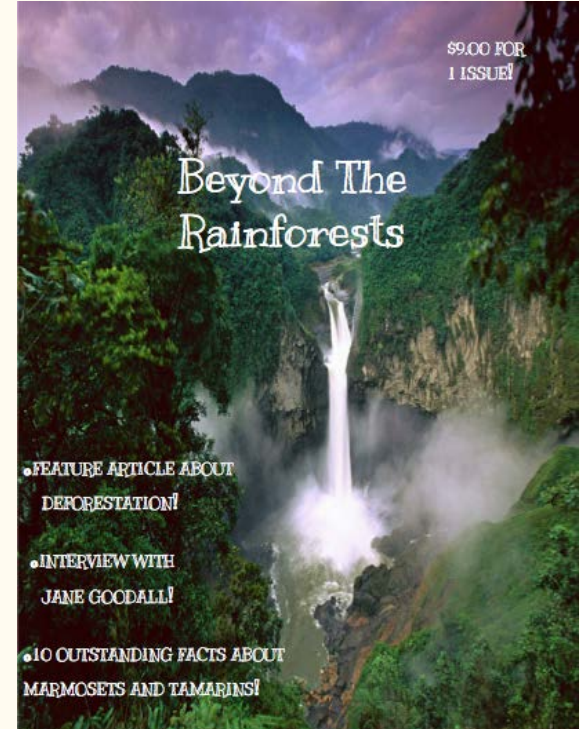
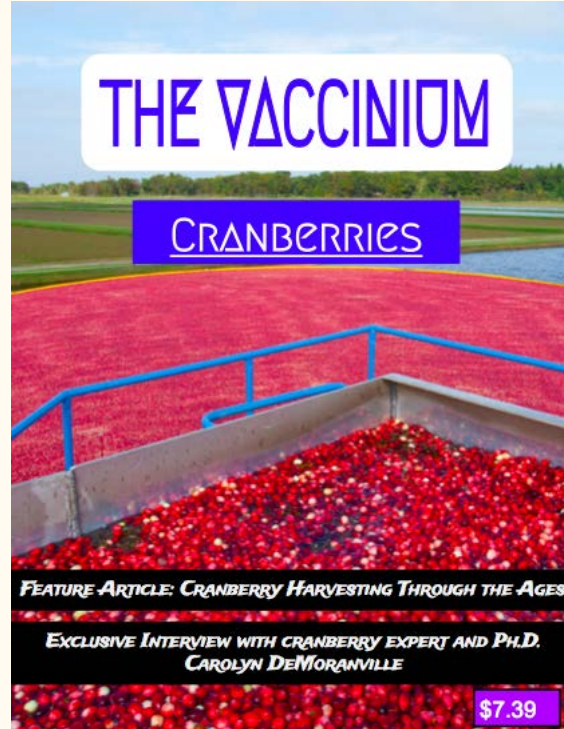
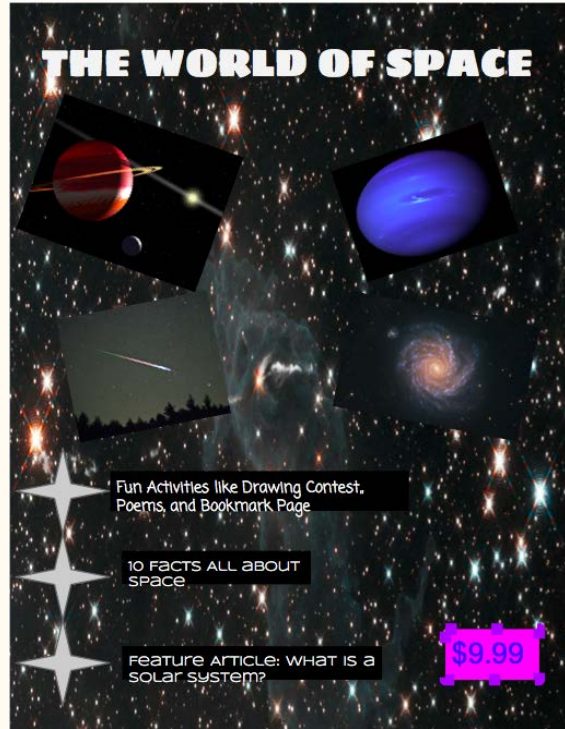
Students can monitor their own progress





# Google Drive - Transforming Writing in Grade 3-5

## Magazine Project - 4th grade



# ***CPS/CCRSD Technology Plan***

Through the use of technology, teachers can:

- Make the classroom more engaging and more effective;

- Adapt the curriculum to individual learning styles;

- Use multimedia to help students make connections between abstract concepts and the world around them;

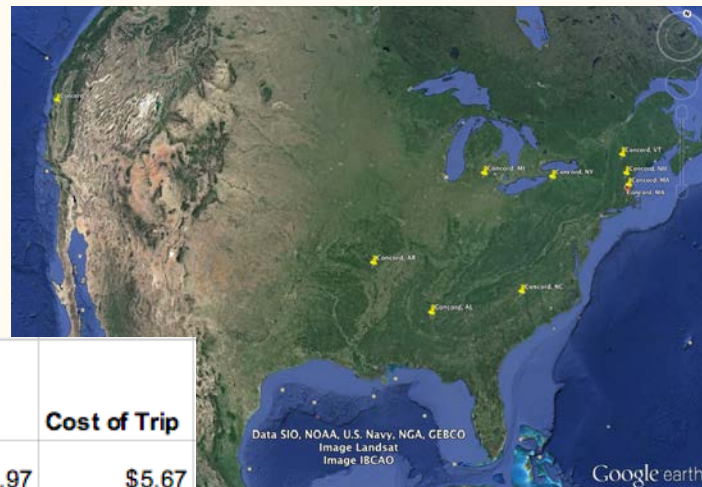
- Provide simulations that challenge students to perform real and authentic tasks;

- Provide collaborative experiences that are engaging and respectful of student learning styles and interest levels;

- Use the Internet to remove the walls of the classroom and allow learners access to primary sources of information, global peers, and the vast resources available online.

# Concord Across The Country Trip!

Google Earth and Google Sheets used for  
Multiplication and Division Unit



Departure Point	Arrival Point	Miles	Subaru Outback MPG	Gallons of Gas Used	Cost of 1 Gallon of Gas	Cost of Trip
Concord, Massachusetts	Concord, New Hampshire	63	33	1.91	\$2.97	\$5.67
Concord, New Hampshire	Concord, Vermont	100	33	3.03	\$2.97	\$9.00
Concord, Vermont	Concord, New York	508	33	15.39	\$2.97	\$45.72
Concord, New York	Concord, Michigan	377	33	11.42	\$2.97	\$33.93
Concord, Michigan	Concord, California	2295	33	69.55	\$2.97	\$206.55
Concord, California	Concord, Arkansas	1975	33	59.85	\$2.97	\$177.75
Concord, Arkansas	Concord, Alabama	358	33	10.85	\$2.97	\$32.22
Concord, Alabama	Concord, North Carolina	428	33	12.97	\$2.97	\$38.52
Concord, North Carolina	Concord, Massachusetts	817	33	24.76	\$2.97	\$73.53
	<b>TOTALS</b>	<b>6921</b>		<b>209.73</b>		<b>\$622.89</b>



# Can money buy you a World Series trophy?

Google Sheets and Internet Searching used for  
Large Numbers Addition & Subtraction Unit



## MLB Attendance Report - 2014

Year: 2014

Stadium: Select One

Attendance Top Games Beane Count Closers


2014 Attendance		Home		
RK	TEAM	GMS	TOTAL	AVG
1	LA Dodgers	81	3,782,337	46,695
2	St. Louis	81	3,540,649	43,711
3	NY Yankees	80	3,401,624	42,520
4	San Francisco	81	3,368,697	41,588
5	LA Angels	81	3,095,935	38,221
6	Boston	81	2,956,089	36,494
7	Detroit	81	2,917,209	36,014
8	Milwaukee	81	2,797,384	34,535
9	Texas	81	2,718,733	33,564
10	Colorado	81	2,680,329	33,090
11	Chicago Cubs	81	2,652,113	32,742
12	Washington	81	2,579,389	31,844
13	Baltimore	80	2,464,473	30,805
14	Cincinnati	81	2,476,664	30,576
15	Pittsburgh	81	2,442,564	30,155
16	Philadelphia	81	2,423,852	29,924
17	Toronto	81	2,375,525	29,327
18	Atlanta	81	2,354,305	29,065
19	Minnesota	81	2,250,606	27,785
20	San Diego	81	2,195,373	27,103

Baseball Team	2014 Average Ticket Cost	2014 Average Attendance Per Home Game	Average Money Made Per Game	Average Money Made Per 81 Home Games	Difference between team and NY Yankees	World Series Championships since 2000	World Series Appearances since 2000 without winning
Boston Red Sox	\$52.32	36,494	\$1,909,366.08	\$154,658,652.48	\$22,885,733.52	2013, 2007, 2004	
New York Yankees	\$51.55	42,520	\$2,191,906.00	\$177,544,386.00	\$0.00	2009, 2000	2003, 2001
Chicago Cubs	\$44.16	32,742	\$1,445,886.72	\$117,116,824.32	\$60,427,561.68		
Philadelphia Phillies	\$37.42	29,924	\$1,119,756.08	\$90,700,242.48	\$86,844,143.52	2008	2009
Washington Nationals	\$35.24	31,844	\$1,122,182.56	\$90,896,787.36	\$86,647,598.64		
St. Louis Cardinals	\$33.84	43,711	\$1,479,180.24	\$119,813,599.44	\$57,730,786.56	2011, 2006	2013, 2004
Minnesota Twins	\$32.59	27,785	\$905,513.15	\$73,346,565.15	\$104,197,820.85		
San Francisco Giants	\$31.63	41,588	\$1,315,428.44	\$106,549,703.64	\$70,994,682.36	2014, 2012, 2010	2002
Seattle Mariners	\$28.45	25,485	\$725,048.25	\$58,728,908.25	\$118,815,477.75		
Detroit Tigers	\$28.22	36,014	\$1,016,315.08	\$82,321,521.48	\$95,222,864.52		2012, 2006
Houston Astros	\$27.98	21,627	\$605,123.46	\$49,015,000.26	\$128,529,385.74		2005
Anaheim Angels	\$27.40	38,221	\$1,047,255.40	\$84,827,687.40	\$92,716,698.60	2002	
Miami Marlins	\$27.01	21,386	\$577,635.86	\$46,788,504.66	\$130,755,881.34	2003	
Chicago White Sox	\$26.05	32,742	\$852,929.10	\$69,087,257.10	\$108,457,128.90	2005	
Arizona Diamondbacks	\$17.98	25,601	\$460,305.98	\$37,284,784.38	\$140,259,601.62	2001	



# September Weather Blues?

Microsoft Excel, Alcott Weather Station  
and Internet Searching used for Data Unit



**Alcott Elementary School**  
Concord, MA

72.7°  
Switch to Metric

11 mph

TEMPERATURE  
Hi/Low 73°/64°  
Heat Index 73.0°  
Dew Point 60.0°

HUMIDITY  
Current 65.0%  
100.0%  
65.0%

WIND  
Current SSW  
Gust SSE  
Avg. S

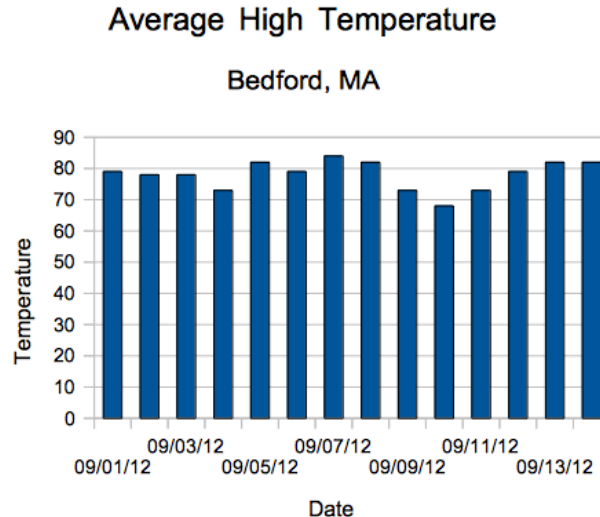
PRESSURE  
Current  
Hi  
Low

forecast  
FRI 56° Sunny  
SAT 52°

Data used from this **Earth Networks** Weather Station  
Alcott Elementary School  
Concord, MA

Observation Date	Max Temp °F	Min Temp °F
Thursday, October 29, 2015		
10/01/2015	61.53	50.17
10/02/2015	52.36	46.79
10/03/2015	52.13	44.42
10/04/2015	53.60	42.80
10/05/2015	60.29	42.91
10/06/2015	69.46	37.51
10/07/2015	70.82	41.22
10/08/2015	65.69	44.21
10/09/2015	69.07	46.51
10/10/2015	61.41	43.41
10/11/2015	67.43	40.66
10/12/2015	77.22	44.99
10/13/2015	71.83	50.06
10/14/2015	66.31	52.98
10/15/2015	60.69	35.60
10/16/2015	59.73	44.37
10/17/2015	53.83	34.02
10/18/2015	43.81	26.99
10/19/2015	47.13	24.17
10/20/2015	64.57	44.42
10/21/2015	61.25	51.12
10/22/2015	72.84	49.38
10/23/2015	57.98	42.57
10/24/2015	46.34	26.59
10/25/2015	61.53	43.30
10/26/2015	54.84	31.04
10/27/2015	55.91	25.53
10/28/2015	53.32	30.36
		63.61

	High Temp. Bedford, MA	High Temp. Orlando, FL		
09/01/12	79	91	<b>Bedford</b>	
09/02/12	78	90	Maximum	84
09/03/12	78	91	Minimum	68
09/04/12	73	91	Mean	78
09/05/12	82	91	Median	79
09/06/12	79	90	Mode	82
09/07/12	84	91	Range	16
09/08/12	82	91		
09/09/12	73	84		
09/10/12	68	87	<b>Orlando</b>	
09/11/12	73	86	Maximum	91
09/12/12	79	88	Minimum	84
09/13/12	82	89	Mean	89
09/14/12	82	84	Median	90
			Mode	91
			Range	7



# Middle School - Procedural and Conceptual

1:1 MacBook Air, ActivBoards, Desktops, iPads, Digital Microscopes and cameras, Telepresence Robot, Computer lab

Gmail; Google Calendar - homework ; Google Drive – Online writing and writing portfolios; Noodle Tools for research

Art- Digital cameras and online portfolios

English – VoiceThread, Google Drive, Google Apps for Education, iMovie, Online Writing Portfolios,

Math – Online textbooks, Socrative student response, Edmodo, Study Island, Pear Deck

Social Studies – Noodle tools and research databases, Google Docs, Voice Thread, Google Maps, Moodle, Socrative, Discovery Education online textbooks

Science – Google Drive, Google Docs, iMovie, Digital Microscopes, Achieve 3000

# Middle School - Procedural and Conceptual

World Language – Skype, Voicethread, Google, GoogleMaps, iMovie, Quicktime, Lingtlanguage, Quizlet, Animoto, Voki, Infuse Learning, Brain Shark, online textbook

Applied Technology – West Point Bridge, CAD, iMovie, Sketchup,

Health – Fitnessgram software

Music – Google Docs, Moodle, SmartMusic

Multimedia - MIT's Scratch programming - computational thinking

Digital Literacy - Digital tools and skills, learning strategies to apply in all classes



# Middle School -

Digital Literacy course for 6th graders: digital tools and skills to support 1 to 1 learning community

Student Matrix for Technology Skills Growth - tool for student reflection on digital skills, goal setting and habits of mind integration and progress in all their classes throughout sixth grade.

Student digital portfolios

1

**Digital Literacy Peabody 01 (A2, C4)**

Barbara Peskin Elizabeth Stockwood

STREAM STUDENTS ABOUT

ASSIGNMENT Barbara Peskin Oct 27 (Edited 9:17 PM) DUE FRI, NOV 6

**Fall Technology Matrix Self-Assessment**

To be completed after we review it in class and see the group presentations. This is your opportunity to assess where you are on the Student Technology Matrix. Click on the link below and complete the instructions.

**13** DONE **11** NOT DONE

Student Tech Matrix Assessment Fall 2015 Google Docs

Each student will get a copy

	Entry	Developing	Exploration	Integration
<b>Student Matrix for Technology Skills Growth (6th Grade Digital Literacy)</b>				
<b>AUP and 1 to 1 Community</b>	<ul style="list-style-type: none"> <li>Student knows and follows the school Acceptable Use Policy (AUP) and Laptop Expectations.</li> </ul>	<ul style="list-style-type: none"> <li>In addition to following the school AUP and Laptop Expectations, student contributes to 1 to 1 community through responsible use of online tools.</li> </ul>	<ul style="list-style-type: none"> <li>Student regularly supports the 1 to 1 program through positive contributions to the online communities throughout their classes.</li> </ul>	<ul style="list-style-type: none"> <li>Student adds to the whole classroom learning community through effective and creative use of technology to accomplish classroom goals.</li> <li>Student consistently models responsible use of technology</li> </ul>
<b>Word Processing</b>	<ul style="list-style-type: none"> <li>Student is familiar with basic functions of word processors and understand what they can accomplish with word processing software.</li> </ul>	<ul style="list-style-type: none"> <li>Student is in the process of mastering word processing features and is able to use word processing to accomplish school work using basic word processing functions.</li> </ul>	<ul style="list-style-type: none"> <li>Student is comfortable independently problem solving or finding advanced features of word processing tools.</li> <li>Student understands different tools available with different WP software</li> </ul>	<ul style="list-style-type: none"> <li>Student integrates use of word processing software whenever appropriate.</li> <li>Student is comfortable working with more than 1 WP program and is able to choose the word processing software that is the best fit for the school project.</li> </ul>
<b>Browsers</b>	<ul style="list-style-type: none"> <li>Student is familiar with what internet browsers do and knows basic features of browser software.</li> </ul>	<ul style="list-style-type: none"> <li>Student is in the process of mastering browser features and is able to use browsers to accomplish school work.</li> </ul>	<ul style="list-style-type: none"> <li>In addition to knowing basic browser functions, student is comfortable independently problem solving or finding advanced features of browsers.</li> </ul>	<ul style="list-style-type: none"> <li>Student integrates advanced features of browsers and can choose the right browser for an online project. Student independently explores and problem solves and finds new ways to accomplish project goals with browsers.</li> </ul>
<b>Presentation Software</b>	<ul style="list-style-type: none"> <li>Student is familiar with the basics of presentation software and presentation planning. Student can create a basic presentation.</li> </ul>	<ul style="list-style-type: none"> <li>Student is in the process of mastering presentation software functions. Student plans ahead and use key digital presentation ideas, like having easy to read slides that support their presentation.</li> </ul>	<ul style="list-style-type: none"> <li>Student explores advanced features of presentation software. Student becomes more comfortable in presentation planning. Student is able to maintain eye contact with audience when presenting a digital presentation.</li> </ul>	<ul style="list-style-type: none"> <li>Student is able to use presentation software for a variety of school projects and is able to choose the best presentation software for the school project. Student has become efficient in presentation planning and engaging audience.</li> </ul>

# 7th Grade Science Project

## The Hunt for Water Bears - Tardigrades

Digital  
Microscopes

Hands on inquiry  
approach

1:1 Laptop  
program

Collaboration

Database



# Digital Microscopes

Students gather samples in the schoolyard, create wet-mount slides, connect their laptops to the digital microscope, view and transfer images of the Water Bears they find. Then they create a classroom presentation of Water Bears



[sharinghttps://drive.google.com/file/d/0B5Ns2ajwZhGFXz11QjQ2S0d1eDg/view?usp=](https://drive.google.com/file/d/0B5Ns2ajwZhGFXz11QjQ2S0d1eDg/view?usp=sharing)

# Social Studies - Discovery TechBook

SOCIAL STUDIES  
**TECHBOOK.**



**The World**   
Interactive Map | 98891 Views

**Materials** (2) 

1 Comment  52 Likes 

### The World

**OVERLAYS**

- ☒ Political Boundaries
- ☒ Political Labels
- ☒ Landform Labels
- ☒ Water Labels
- ☒ Major Cities
- ☐ Major Roads
- ☐ Latitude-Longitude

**BASE MAPS**

- ☐ Physical
- ☐ Elevation
- ☒ Climate Zones
- ☐ Biome
- ☐ Population Density
- ☐ Economic Activity
- ☐ Time Zones
- ☐ Predominant Religion
- ☐ Satellite
- ☐ Outline

**Climate Zone**

-  Ice cap
-  Tundra
-  Subarctic
-  Continental cool summer
-  Continental warm summer
-  Temperate
-  Humid subtropical
-  Mediterranean
-  Steppe
-  Desert
-  Savanna
-  Tropical monsoon
-  Tropical rain forest
-  Highland

**Change Region**

Source

1000 km  
1000 mi

Created by Discovery Education with IM, Powered by Leaflet

<http://www.discoveryeducation.com/>



# Current State Instructional Technology Standards (based on ISTE standards)

- Creativity & Innovation
- Communication & Collaboration
- Research & Information Fluency
- Critical Thinking, Problem Solving, Decision Making
- Digital Citizenship
- Technology Operations & Concepts

## Common Core Standards (introduced to teachers in 2013)

- Grades K-2 **Digital writing experiences** (explore a variety of digital tools to produce and publish writing)
- Grades 3-5 **Online writing experiences** (use technology to produce and publish writing, as well as to interact and collaborate with others)

## Revised State Standards

- being voted on Nov 17 DESE
- Digital Literacy and Computer Science Standards (DLCS)
- bringing more computer science concepts to the lower grades (coding & programming)