USING MOBILE DEVICES FOR COLLABORATIVE AND INTERACTIVE LEARNING

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Technology I love to use in my courses.

- Easy to use for me and my students.
- Time saving for me and/or my students.
- Engages students in learning the material.
- Encourages collaboration.
- Motivates all students to participate.
- Makes learning FUN!
Technology I don’t love to use in my courses.

- Time-consuming to learn, use, set-up, teach students to use.
- Finicky. Often “breaks” or doesn’t work the way I expect it to.
- Doesn’t engage students or encourage interaction.
- Can’t use more than once, in different formats, in different courses, not easily adaptable.
- Expensive.

"If technology isn't failing you, you're probably not using it." - Shawn McCusker
• What technology do you love to use in your courses?

• What technology do you dislike using in your courses?
Favorites

1. https://getkahoot.com
2. https://todaysmeet.com
Why it works in the classroom.

1. Backchannel that requires little to no planning or prep time by the teacher.
2. **Free version available.** Premium version is $5/mo.
3. Students can participate using any smartphone, laptop, or tablet that has an internet connection.
4. Allows students to participate anonymously if desired.
5. Projector function allows easy and clear display of responses.
6. Teacher easily delete/mute any inappropriate responses.
7. Keep room open from 2 hours to 1 year.
8. Save or print transcript of discussion for later evaluation.
KAHOOT!

Why it works in the classroom.

1. Engages students with a game-like format.
2. Easy to set up and use. **Free version available.**
3. Can easily save, reuse, and edit questions for future lessons.
4. Simple format for students to use.
5. Activity that does not require a lot of class time.
6. Great review tool.
Let’s try it out!

1. Type **kahoot.it** into your browser
2. Type in the game ID (a 6 digit number).
3. Click **ENTER**
4. Choose and type in your nickname
5. Click **JOIN GAME**
6. You will see the question on the screen at the front of the room and four colored squares on your phone screen. Touch the color that corresponds with the correct answer.
Why it works in the classroom.

1. **Free** (or inexpensive) alternative to a “clicker” system.
2. Great for planned or spontaneous activities.
3. Can easily share quizzes with other teachers.
4. Can create and save quizzes in Excel and import when ready to use.
5. Can download or email reports on how each student performed on quiz.
6. Interactive Space Race can be played individually or in teams.
7. Exit ticket for comprehension check at the end of class.
Exit Ticket

1. Go to www.socrative.com
2. Click on student login
3. Enter the room code (KH3QXI6L)
4. Click join room
5. Enter your name
6. Click join
   • Answer Q #1 – Multiple choice question.
   • Answer Q #2 – What did you learn today?
   • Answer Q #3 – What online tools have you found effective in motivating greater student participation or collaboration?
7. Click logout
Why it works in the classroom.

1. Allows teachers to flip the classroom with customized/interactive videos. Free version available.
2. Website provides quick links to over 20 online educational video websites
3. Intuitive technology makes it easy for students to create their own interactive video exercises.
4. Students can complete in the classroom or at home.
5. Pairs or groups can work to complete activities or create their own videos and activities to share with the class.
References

• 6 facts about Americans and their smartphones (Pew Research Center RSS) http://www.pewresearch.org/fact-tank/2015/04/01/6-facts-about-americans-and-their-smartphones/
User Guides

• Kahoot
• Today’s Meet
• Socrative
• EduCanon
Click on the items below to access more information

• Today’s Meet instructional handout
• Today’s Meet instructional video
• Today’s Meet FAQ
KAHOOT!

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- Kahoot! instructional handout
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- Kahoot! FAQ
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- Socrative Instructional Handout
- Socrative Instructional Video
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- EduCanon Instructional Handout
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