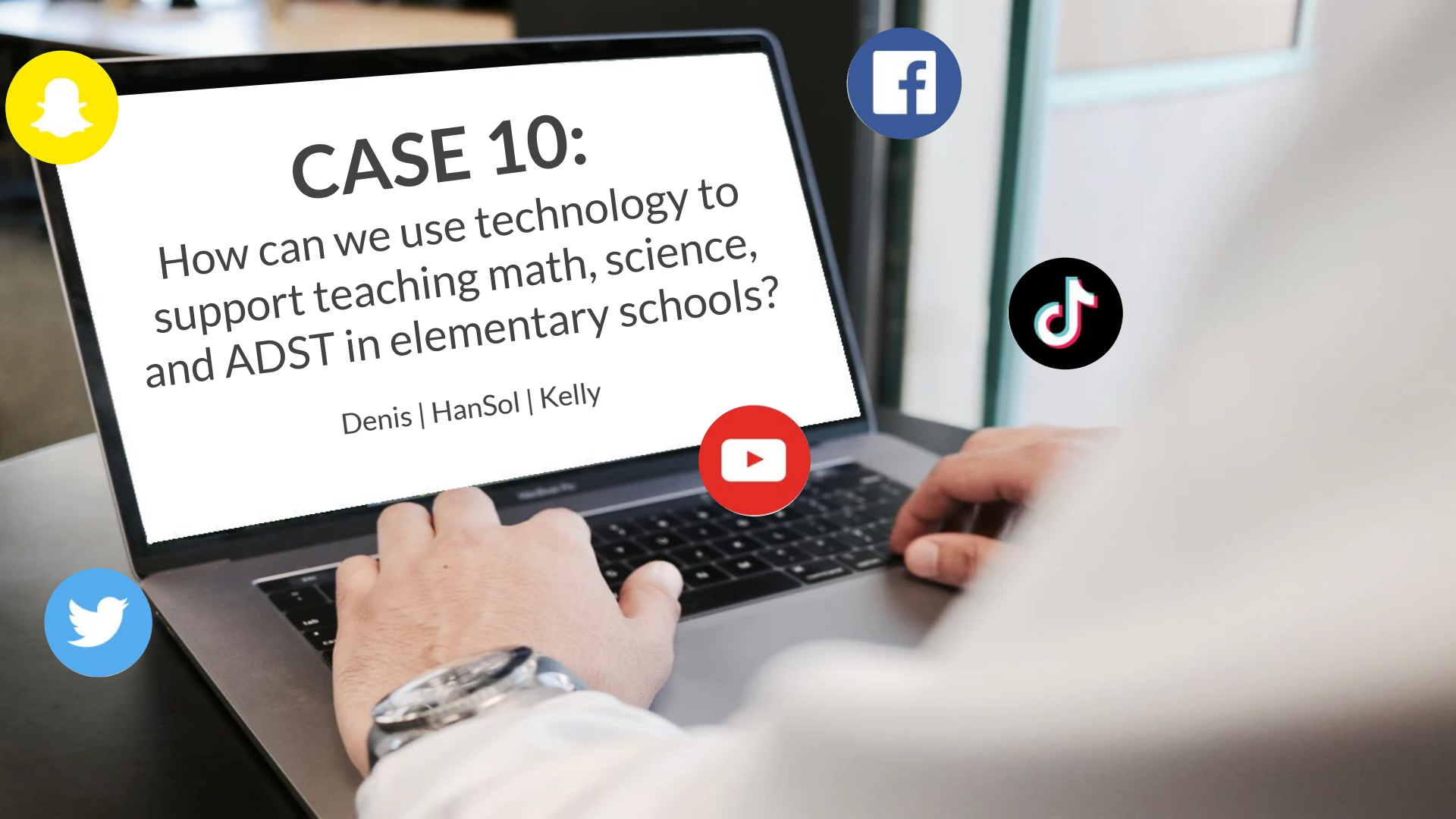

CASE 10:
How can we use technology to support teaching math, science, and ADST in elementary schools?
Denis | HanSol | Kelly


Google

Quick Links:

Introduction - Next Slide

Hour of Code - Slide 5

Cool Math 4 Kids - Slide 7

Prodigy - Slide 9

AumSum - Slide 11

StarWalk 2 - Slide 12

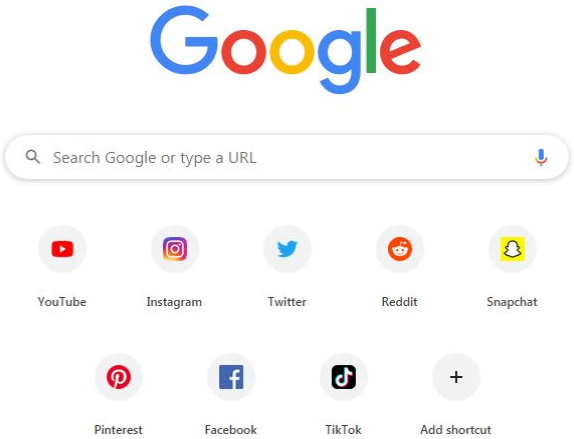
Dig! For Merge Cubes - Slide 17

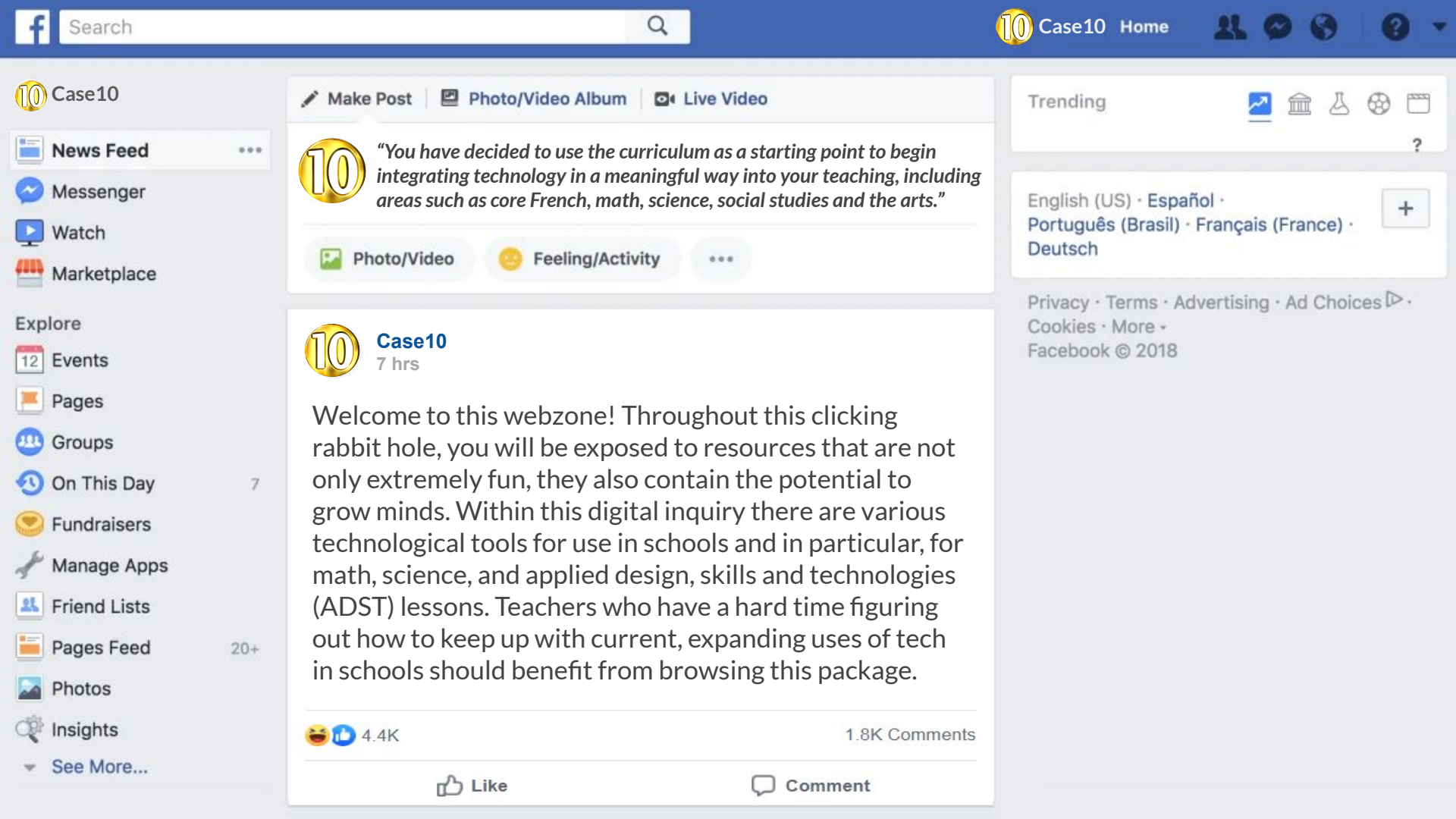
ADST: Sphero, MaKey MaKey, Edison bots - Slide 20

Virtuali-Tee - Slide 24

Plickers - Slide 30

Conclusion and Bibliography - Slide 33




Search
Case10 Home
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Marketplace
Explore
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Groups
On This Day
7
Fundraisers
Manage Apps
Friend Lists
Pages Feed
20+
Photos
Insights
See More...
Make Post
Photo/Video Album
Live Video
"You have decided to use the curriculum as a starting point to begin integrating technology in a meaningful way into your teaching, including areas such as core French, math, science, social studies and the arts."
Photo/Video
Feeling/Activity
Case10
7 hrs
Welcome to this webzone! Throughout this clicking rabbit hole, you will be exposed to resources that are not only extremely fun, they also contain the potential to grow minds. Within this digital inquiry there are various technological tools for use in schools and in particular, for math, science, and applied design, skills and technologies (ADST) lessons. Teachers who have a hard time figuring out how to keep up with current, expanding uses of tech in schools should benefit from browsing this package.
4.4K
1.8K Comments
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Comment
Trending
English (US) · Español · Português (Brasil) · Français (France) · Deutsch
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Facebook © 2018

Hour of Code
code.org

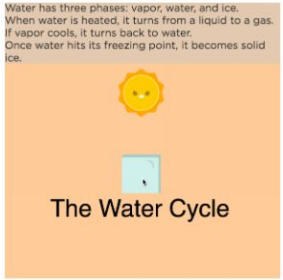
Follow

A non-profit organization that aims to encourage young students especially girls and people of colour to learn computer science.
Every student in every school has the opportunity to learn computer science:)

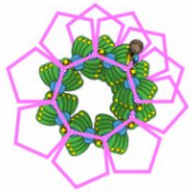
7:20 PM - 10 Mar 2020

10956 Retweets **5732** Likes

3.4K 10K 5.7K



Interactively explore the water cycle!


Explore angles by making beautiful art!

Animate dinosaurs to talk about pre-history!

Minecraft Hour of Code
Grades 2+ | Blocks

Star Wars: Building a Galaxy with Code
Grades 2+ | Blocks, JavaScript

Code with Anna and Elsa
Grades 2+ | Blocks

HW UBC TC · Mar 10
Replying to code.org
All curriculum resources (K-12) such as lesson plans will forever be free to use and openly licensed under a Creative Commons license. I will use some lessons provided on the Hour of Code to teach children basic concept of code and have them practice coding.

2 1

ELLs ELL · Mar 10
Replying to code.org
Hour of Code is offering lessons and instructions in over 67 languages, used in 180+ countries. I can learn coding in my first language.

2 1

Justin Trudeau PM · Mar 10
Replying to code.org
"This Hour of Code website... code.org. I'm going to get my kids to go on that." (https://www.youtube.com/watch?v=8QwT58VTj_g)

2 1

Kindergarten	1st Grade	2nd Grade	3rd Grade	4th Grade	5th Grade
Course A	Course B	Course C	Course D	Course E	Course F
Pre-Reader Express Course		Express Course			

Middle scho	
6	7
CS Discoveries	

Lesson 4: Programming with Angry Birds

Overview

Using characters from the game Angry Birds, students will develop sequential algorithms to move a bird from one side of a maze to the pig at the other side. To do this they will stack code blocks together in a linear sequence, making them move straight, turn left, or turn right.

Purpose

In this lesson, students will develop programming and debugging skills on a computer platform. The block-based format of these puzzles help students learn about sequence and concepts, without having to worry about perfecting syntax.

Agenda

- **Warm Up (4 min)**
  - **Review Unplugged Activity**
- **Bridging Activity - Programming (10 min)**
  - **Transitioning from Unplugged to Online**
- **Previewing Online Puzzles as a Class (3 min)**

View on Code Stu

Objective

Students will be a

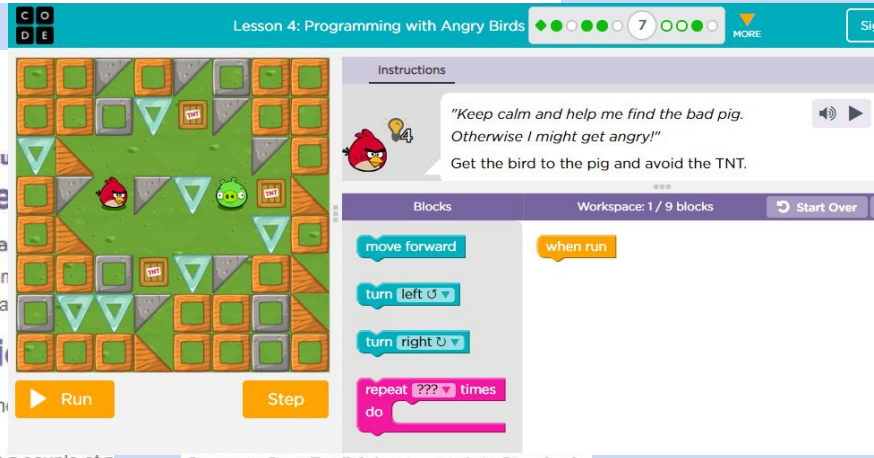
- Translate moven
- Identify and loca

Preparati

- Play through th your class.
- (Optional) Pick a couple of p class.
- Make sure every student has

Links

Heads Up! Please make a co



Common Core English Language Arts Standards

- **L** - Language
- **SL** - Speaking & Listening

Common Core Math Standards

- **G** - Geometry
- **MP** - Math Practices
- **OA** - Operations And Algebraic Thinking
  - **2.OA.1** - Use addition and subtraction within 100 to s and comparing, with unknowns in all positions, e.g.,

(code.org)

Technology, Mathematics and the Flourishing of the Elementary Student

Judy de Waal

This action research study investigated the effects of using technology as part of the instruction and implementation in a primary mathematics classroom, determining if such technology would make a difference in increased student performance. The participants were 71 first grade

https://www.coolmath4kids.com/

Math Game Demo

5682 views • Mar 9, 2020

LIKE DISLIKE SHARE SAVE ...

CoolMath4Kids
943 subscribers

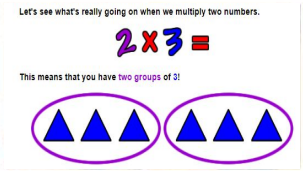
SUBSCRIBE

Children can create fun nicknames to play. They can choose to play either with other people in online or by themselves privately with computer. If they want, they can even create their own game room so that they can play and compete with their classmates. At the end of the game, children can see their results; the results show how accurate they were at the game and questions that they got wrong.

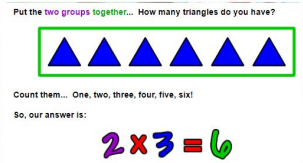
Up next

AUTOPLAY

Lessons on Multiplication
Sue Sweeney
34K views

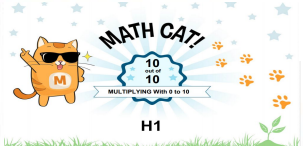


Lessons on Multiplication
Agape Management
471K views



Lessons on Multiplication
Julie Garcia
10K views

Select a Quiz
Edutopia
58K views



Earn a Certificate
George Lilley
18K views

Prodigy: Math Game Platform

5,682 views • Mar 9, 2020

LIKE DISLIKE SHARE SAVE ...

Prodigy Education
943 subscribers

SUBSCRIBE

Prodigy is the online math game platform where students from grade 1 to 8 can practice more than 1,300 mathematical skills by playing games in a fun and engaging way. It is free to use and allows teachers to see the progress of each student in real time by providing detailed reports. Children will be fascinated by this “role playing game,” where they play a role of a character and level up their character in the immersive Prodigy world.

Up next

AUTOPLAY

Lessons on Multiplication
Sue Sweeney
34K views

Lessons on Multiplication
Agape Management
471K views

Lessons on Multiplication
Julie Garcia
10K views

Select a Quiz
Edutopia
58K views

Earn a Certificate
George Lilley
18K views

85 Comments SORT BY

Add a public comment...

Allegra 2 days ago
Teachers can create their own account and start to use it right away. Once they log in they can create a class which has specific class code. When students create their own accounts and enter their classcode, students are automatically added to their class list.

Thank you!

REPLY

Hide replies

Caitlin 1 day ago
For primary children, teachers can create their accounts for them and send the letters to parents that are automatically provided for each student in the class list by Prodigy.

REPLY

Claire 6 days ago
Prodigy's in-game math content aligns with Ontario's standard curriculum from Grade 1-8.
It can automatically adapt content based on how students play and provide instant feedback to help them overcome trouble spots.

REPLY

Robin 6 day ago
My daughter loves this game and I love that she is actually learning math. She is very engaged and even talking about doing math during lunch time.

REPLY

Carli 6 days ago
Kids are so motivated to learn math and I have seen great improvements in math skills in my classroom

REPLY

Justine 6 days ago
My classroom has been using this to have students to practice math skills. I have seen that even students who didn't like doing math are very much engaged in doing math and their math anxiety level decreased.

REPLY

Math Centers and Guided Math Groups FREE Tips Video
Not So Wimpy Teacher
15K views

Interactive Notebook Hacks
Brianne Beebe
23K views

WHAT HAPPENS INSIDE YOUR BODY? || 360 VR
BRIGHT SIDE
Recommended for you
360°

Icebreaker bad math
Matt Owens
Recommended for you

Station Rotation: Differentiating Instruction to Reach All...
Edutopia
272K views

Grant Wiggins - Understanding by Design (2 of 2)
Avenues: The World School
Recommended for you

Reaching All High School Students: A Multi-Tiered...
Edutopia

What is a Coronavirus? | COVID-19 | #aumsum

73,118 views • Feb 21, 2020 LIKE DISLIKE SHARE SAVE ...

It's AumSum Time
1.58M subscribers
SUBSCRIBE

It's AumSum Time is the YouTube channel that provides educational videos for kids, children, students and teachers. It creates a number of ~ 5min long animated videos that answer to questions children are curious about daily phenomena with scientific explanation. It covers broad spectrum in science area such as biology, chemistry and physics as well as mathematic contents.

Up next AUTOPLAY

Why do our Eyes get Dry?
Sue Sweeney
34K views

Why do our Hands Shake?
Agape Management
471K views

What if all Volcanoes Erupted at Once?
Julie Garcia
10K views

Life Cycle of a Butterfly
Edutopia
58K views

Solid Shapes
George Lilley
18K views

Mr. Walsh
@DWalshBC

Has anyone used #StarWalk2 for teaching science to kids? I've been playing with it and I wanna make a lesson with it! It's so cool there's so much I can do. (1/?)

4:17 PM. March 10, 2020 Twitter for TELL-3C

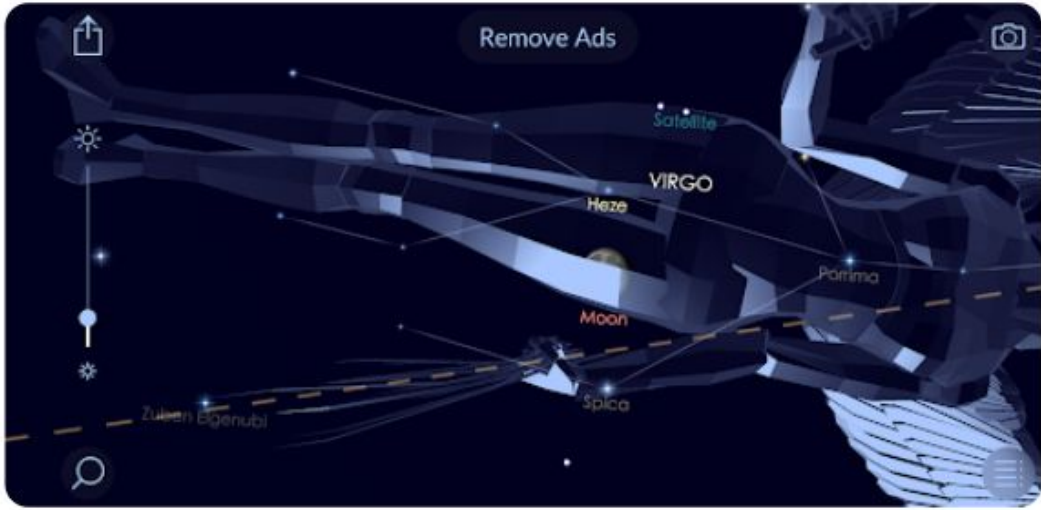
18k Retweets 160 Likes

Available in Google Play and Apple App stores (Click for app pages)

Click here to see the Vito Technology (owners of Star Walk apps) media website

Mr. Walsh @DWalshBC · 4h
Replying to @DWalshBC

First I just played around with the AR function to find out where the moon is (looks like it's inside Virgo right now). Then I realize how much you can do beyond seeing where the stars and moon are. You can adjust the clock and see when objects will be visible. (2/?)



7 42 324

Mr. Walsh @DWalshBC · 4h
Replying to @DWalshBC

Suddenly the app notified me about the Super Worm Moon going to be visible in my location. It's a pretty exciting way to stay informed on astronomical events and new discoveries! (3/?)

6 40 213

The app is very entertaining, I spent a long time reading about Betelgeuse and watching Venus and Uranus.

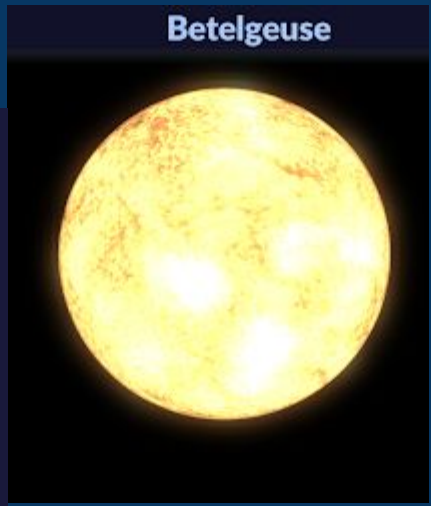
Betelgeuse - General Information

Betelgeuse is a semiregular variable star located approximately 724 light-years from the Earth With an apparent magnitude ranging between 0.3 and 1.2, it is the ninth brightest star in the night sky. Although Betelgeuse has the Bayer designation Alpha Orionis (α Orionis / α Ori), it is most often the second brightest star in the constellation Orion behind α; Rigel (Beta Orionis) is usually brighter (Betelgeuse is a variable star and is on occasion brighter than Rigel). The star marks the upper right vertex of the Winter Triangle and center of the Winter Hexagon.

Betelgeuse is a red supergiant, and one of the largest and most luminous stars known. For comparison, if the star were at the center of our solar system its surface might extend out to between the orbits of Mars and Jupiter, wholly engulfing Mercury, Venus, the Earth and Mars. The angular diameter of Betelgeuse was first measured in 1920–1921 by Albert Abraham Michelson and Francis G. Pease using the 100 inch (2.5 m) John D. Hooker astronomical interferometer telescope atop Mount Wilson Observatory.

Astronomers believe Betelgeuse is only a few million years old, but has evolved rapidly because of its high mass. Due to its age, Betelgeuse may go supernova within the next

Betelgeuse has been dimming faster than other stars like it. It may have even already gone supernova.

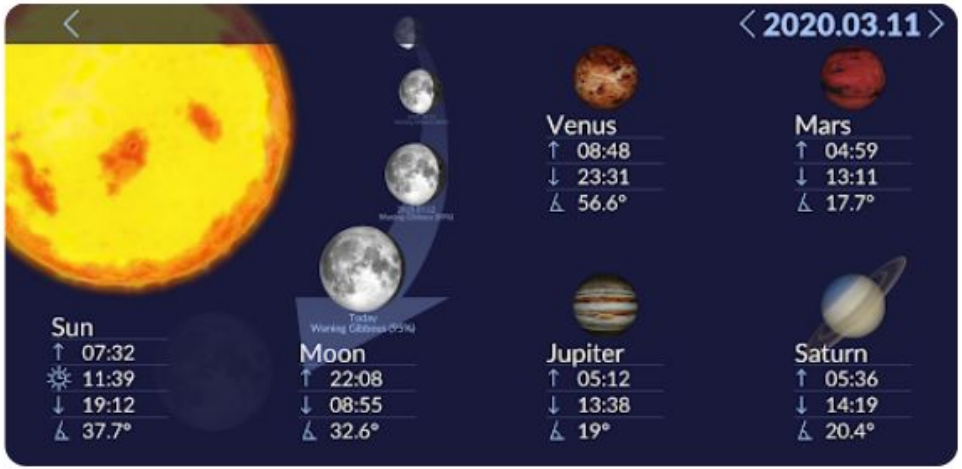


Venus and Uranus both appear within binocular viewable distance in the evenings around March 8th, 2020.

With the AR feature, I'm able to align my thumb and pinky finger with Betelgeuse and Orion's belt indoors, in the middle of the day!

Mr. Walsh @DWalshBC · 4h
Replying to @DWalshBC

You can also follow the sunrise and sunset times, and keep up with the phases of the moon and positions of the planets. With the app I'll get my class to track data on the moon and keep a journal for it! (4/?)



5 22 157

The app provides opportunities for data collection on the moon and other bodies in space. Including their distance from earth, rotation and orbit speeds, and additional, more complex statistics.

Mr. Walsh @DWalshBC · 4h
Replying to @DWalshBC

After a month, the class should have enough info on rise and set times, and wax and wane %s to make a moon timeline project, some could look artistic, and math and measuring are needed for % of light-dark on the moon, and amounts of time the moon is above our horizon. (5/?)

4 22 157

Mr. Walsh @DWalshBC · 4h
Replying to @DWalshBC

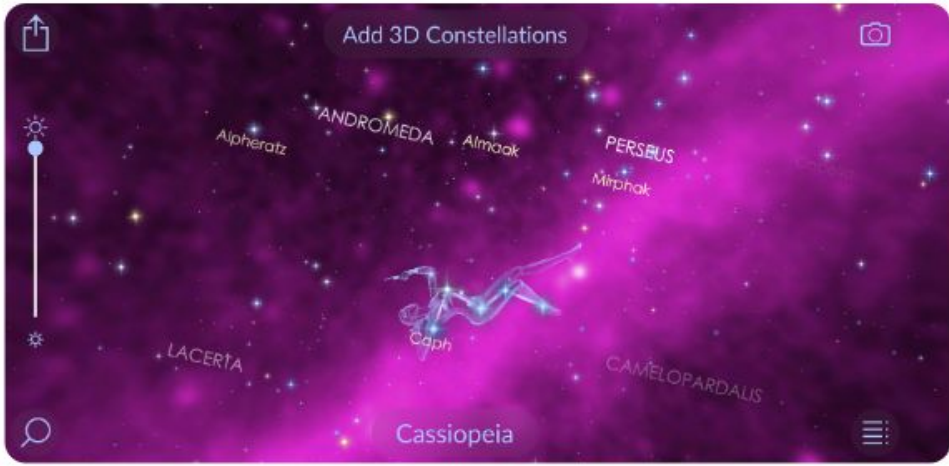
The app has so much it really deserves full exploration. I'm considering getting the full version for $4 which lets you see ... (6/?)

2 10 88

This image of Cassiopeia from the free version of the app is shown on the gamma background. There are also x-ray, infrared, microwave, and radio backgrounds

Mr. Walsh @DWalshBC · 4h
Replying to @DWalshBC

3D constellation and planet models with planetary layers in AR, follow satellites, add the updated solar system objects (dwarf planets, comets, asteroids, and meteors), add nebulae and other galaxies, and educational cartoon videos. (7/7)



1 10 88

Using Dig! and Merge Cubes for Teaching Volume

14 views Mar 11, 2020 LIKE DISLIKE SHARE SAVE ...

Denis Walsh
0 subscribers

SUBSCRIBE

Augmented reality has been finding its way into classrooms since the release of Pokemon Go! and there are great AR tools that are valuable in schools… (click here to view in YouTube)

Up next AUTOPLAY

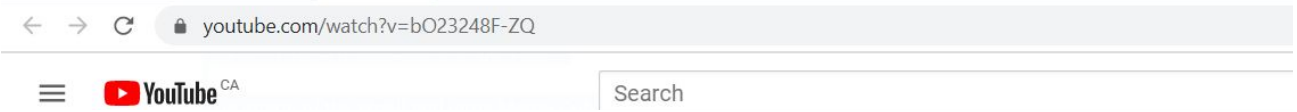
Differentiation in the secondary classroom - 8th grade math…
Sue Sweeney
34K views

Classroom Management - Meet Mr. Hester
Agape Management
471K views

Math Stations
Julie Garcia
10K views

Academic Success for All Students: A Multi-Tiered…
Edutopia
58K views

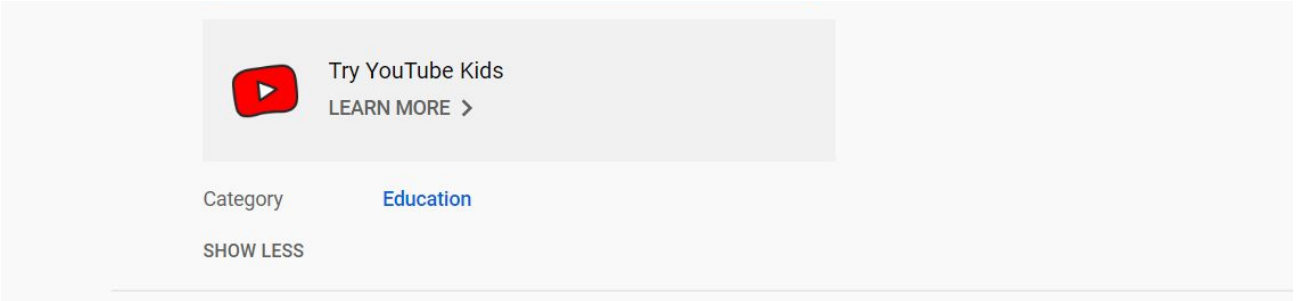
Maths Ability Grouping: Setting Ability Groups
George Lilley
18K views



- Augmented reality has been used in classrooms since the release of Pokemon Go! and there are AR tools that have value in schools.
- With the Dig! app, students can create and examine things using cubes, I demonstrate this by building a 3D composite shape.
- The Dig! app with Merge cubes allows for the exploration of building, architecture, geometry, transformation, and further engineering and mathematical areas of study. Teachers can find ways to incorporate this technology in such a way that it bolsters their teaching of the BC curriculum for math, ADST, and other desired subject areas

Here is how I made this video:

- The printable version of the Merge Cube is available here - https://www.arvrinedu.com/single-post...
- The image of the small and large Merge Cubes is from this twitter moment's page here - https://twitter.com/i/events/99336000...
- **Dig!** for Merge Cube is available in the **Apple app store** here - https://apps.apple.com/ca/app/dig-for...
- and the **Google Play store** here - https://play.google.com/store/apps/de...
- The app contains a screen capture feature which was used to make the video footage.
- **I've linked a copy of the script I wrote for this video here -** Script for Using Dig! and Merge Cubes for Teaching Volume
- The audio was recorded using **Audacity** which is available for free on Windows, Mac, and Linux here - https://www.audacityteam.org/
- The music is from the YouTube video **Discovery - Scott Buckley [Vlog No Copyright Music]** on the channel **Audio Library — Music for content creators** and can be found here - https://www.youtube.com/watch?v=M8ZwI...
- I sent the captured video from my phone to my PC and watched it while playing both the song, and my recorded audio. While watching it I recorded the windows with the video and google chrome tabs with the images using the free broadcasting software **Open Broadcaster Software (OBS) Studio 64bit**, which can be downloaded here - https://obsproject.com/



3 Comments SORT BY

Add a public comment...

Scarfe Digital Sandbox 1 day ago
The merge cube has uses for other subjects too! I've seen it suspended from the ceiling and the device casts an image of the solar system over it. Check out our blog post about the merge cube on our page here https://scarfedigitalsandbox.teach.educ.ubc.ca/merge-cube/

REPLY

Denis Walsh 1 day ago
Thank you for the link! I think there are a lot of unexplored avenues with these cubes. At first it seems like most of what they can do is for games, but with a creative mind they can go beyond entertainment and become the focal point for learning opportunities.

REPLY

Circular Merge Cube 2 days ago
I've been fascinated with AR for years now and kids are experiencing it on a daily basis as soon as they're born in some cases. I'm a firm believer in using AR educationally so that kids don't see it so separate from school, like one is fun and one isn't. Your video reminds me of a resource I found where a teacher named Gabe Haydu shows how he can use the Dig! App in a math setting like you showed. Check it out! https://www.youtube.com/watch?v=-Q-I8tndI5k

REPLY

Math Centers and Guided Math Groups FREE Tips Video
Not So Wimpy Teacher
15K views

Interactive Notebook Hacks
Brianne Beebe
23K views

WHAT HAPPENS INSIDE YOUR BODY? || 360 VR
BRIGHT SIDE
Recommended for you
360°

Icebreaker bad math
Matt Owens
Recommended for you

Station Rotation: Differentiating Instruction to Reach All...
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Grant Wiggins - Understanding by Design (2 of 2)
Avenues: The World School
Recommended for you

Reaching All High School Students: A Multi-Tiered...
Edutopia

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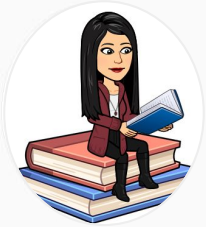

ms.wong

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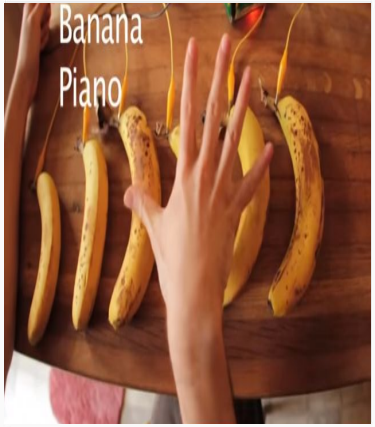
353 posts **884** followers **432** following

Gr 2/3 UBC Teacher Candidate

Check out this link for more ADST examples:
https://teachyourkidscode.com/best-robot-toys-for-kids-coding/

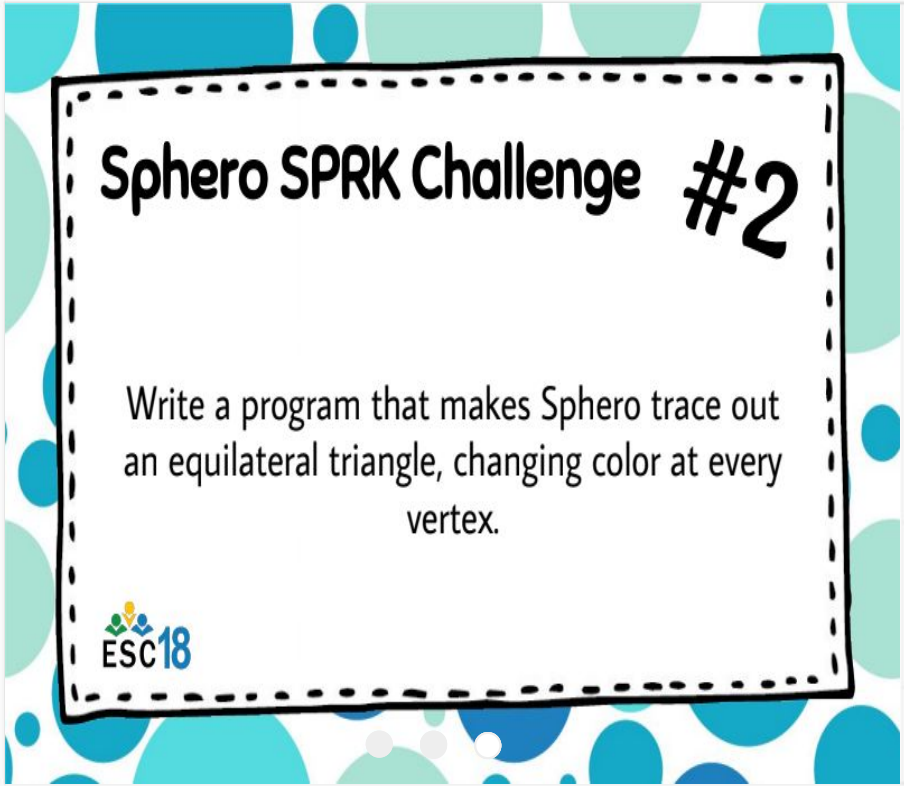
PICTURES & VIDEOS TAGGED



Instagram

Search

Log In Sign Up



ms.wong • Follow

ms.wong I am so excited to share #Sphero, a robotic ball that teaches the basics of coding that is programmed to change colors, run a circuit, spin in different directions and much more! With Sphero, the learning process is enhanced in various subject areas such as physics, math, programming, and robotics in a fun and interactive way (Scarfe Digital Sandbox, n.d.). Use code "WONG" to get $10 off your first one! #ad

3d Reply

Shannon Mah FREE task cards for Sphero challenges: shorturl.at/BL249

855 likes

3 DAYS AGO

Log in to like or comment.

ms.wong • Follow

ms.wong MaKey MaKey connects the world around you into your computer by turning any physical object that conducts electricity (e.g., Play-Doh, most food items, people) into buttons. It fosters creativity, teamwork, problem solving, and so much more! From making game controllers to musical instruments, the number of inventions is practically endless. Teachers use this to teach engineering, design thinking and making – it enhances and deepens students' learning experience. Check out https://makeymakey.com/ for lesson plans, inventions, apps, and more (MaKey MaKey, 2018).

1072 likes

1 DAY AGO

Log in to like or comment.

Instagram

Search

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ms.wong • Follow

ms.wong Edison Robots are programmable coding robots that enable us to experiment a range of skills including critical thinking, design thinking, engineering, programming, and more. Some of its key features are following a flashlight, avoiding obstacles, responding to claps or other loud sounds, and being controlled with almost any TV remote. It is also LEGO compatible; you can design your robot with LEGO pieces to make each Edison unique and personalized (Victoria, 2018). #education

7h Reply

Jacqueline Lee There's 3 different programming languages for various age groups and coding level: EdBlocks, EdWare, EdPy

990 likes

7 HOURS AGO

Log in to like or comment.


12:15
Friday, March 13
MESSAGES
now
Crystal Bacic
iMessage
SNAPCHAT
3m ago
from Stephanie Lynch
WHATSAPP
3m ago
Stephanie Lynch
Check your snap! I sent you a live footage of my beating heart!!!
WHATSAPP
10m ago
Mom
Home in 5 mins. Did you make rice?


Verizon
12:15 PM
100%
Messages
Crystal Bacic
Details
Today 11:33 AM
Did you hear about the new technology for science called Virtuali-Tee? All you need to do is download the free app, put on your Virtuali-Tee, scan it, and BAM the t-shirt comes to life! 😱😱😱
Are you okay, Crystal? T-shirts don't come to life… 😆
Ah let me explain! It's AR technology that helps us learn more about the human body – it allows us to go explore the anatomy of the digestive, respiratory, skeletal, renal and circulatory system using only our device and the Virtuali-Tee. You can even go through the bloodstream, intestines, lungs, dissect organs, and all these cool things (Kickstarter, 2020).
OH and the best part… you can go EVEN FURTHER AND USE A VIRTUAL REALITY HEADSET WITH IT!!! 😍
Oh wow! This sounds so fun and engaging while learning interesting facts about the body that we can connect with. I can definitely see my students feeling excited about science and motivated to investigate more about the human body with this resource.
iMessage

Virtuali-Tee's newest feature tracks your heart rate which is monitored through the camera of your device and then you can view your own heart beating live in augmented reality (Kickstarter, 2020)

Using Plickers in Mathematics (WOSU Public Media, 2016)

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Ms. Wong
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Ms. Wong demonstrates how she uses Plickers as a formative assessment in her mathematics class. Plickers is a quick and simple assessment tool to check for student understanding in real-time; this provides teachers with helpful immediate feedback about if students are understanding the concept or if they need to tailor the lesson halfway through.

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Peggy Chan 2 days ago
What a great assessment tool! Here are a few examples to use Plickers in a mathematics class: quick check for understanding with multiple choice and true/false questions, exit tickets, solving math questions or word problems (e.g., addition, subtraction, multiplication, division), matching math vocabulary with definitions, telling time/geometry shapes/fractions, and math debates/discussions.

REPLY

Hide replies

Ms. Wong 1 day ago
Thank you for sharing all your examples! Research shows that Plickers are an effective way to improve student engagement, participation, interest and confidence (Borst, 2017).

REPLY

Josephina Kim 6 days ago
It is FREE and EASY to use! Unlike Kahoot!, only 1 mobile device is needed – great for any financial situations and use of technology without needing the entire class to have their own device. If anyone is interested, here is the link to get you started: https://www.plickers.com/signup

REPLY

Karen Nanat 1 day ago
Love how you can use Plickers no matter the subject or grade level you are teaching! It shows me who needs more practice and who is ready to move on.

REPLY

Cindy Choi 4 days ago
Wow I love how highly interactive and engaged the students were AND it's anonymous too!

REPLY

John Wu 2 days ago
That's nuts dude! If you have not tried Plickers, you are MISSING OUT!! My students LOVE it! It definitely increases engagement throughout the learning process.

REPLY

Math Centers and Guided Math Groups FREE Tips Video
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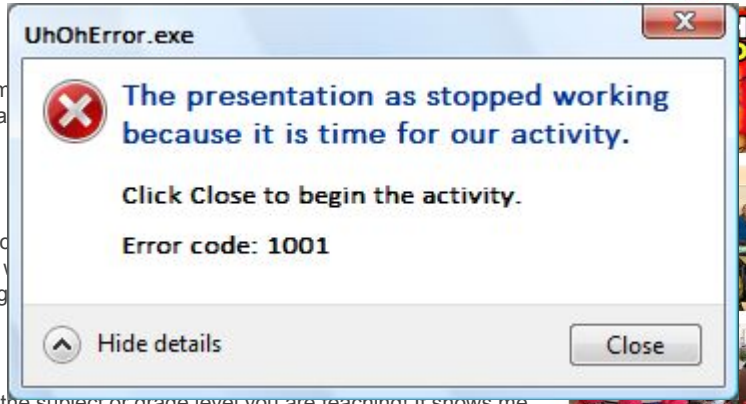

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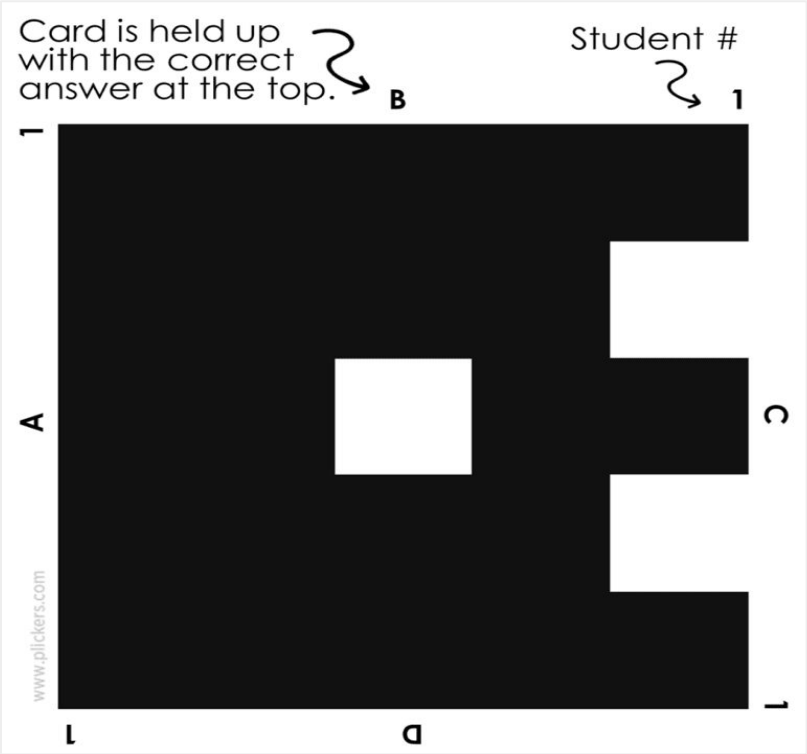

PLICKERS

Answer the questions on the screen with your Plickers card.

Simply just rotate your card to determine your answer.

Up to 63 students can be assigned per class.

All students of ages and students with exceptionalities can also use this (Plickers card with larger font are available)

OK

:(

Your PRESENTATION ran into a problem and needs to conclude. We're just wrapping up some final info, and then we'll end for you. (0% complete)

"Technology will not replace great teachers but technology in the hands of great teachers can be transformational"

-George Couros

Conclusion

The Internet, and now social media and smart devices, raise conversations about whether they remove vital human connection. Limiting screen time is often seen as a virtue akin to dieting and exercise, and some may catch themselves or a friend being smug about how greatly they prefer face to face interactions compared to online. In spite of these somewhat wistful observations, the technology persists, and our society consumes it. For these reasons, it's important for teachers to seize their ability to incorporate technology in a responsible, constructive way so that children see the beneficial aspects of technological innovation. While doing this teachers can capitalize on the irresistible draw of emerging advancements in content sharing, coding, virtual and augmented reality to entice their students into participating in focused periods of study.

Annotated Bibliography

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