



Sandringham School

BLENDED LEARNING APPS TOOLKIT

Mark Allday, September 2019

Sandringham School, The Ridgeway, St Albans, Hertfordshire, AL4 9NX

Shared under Creative Commons Licence: **ATTRIBUTION-NONCOMMERCIAL-SHAREALIKE**

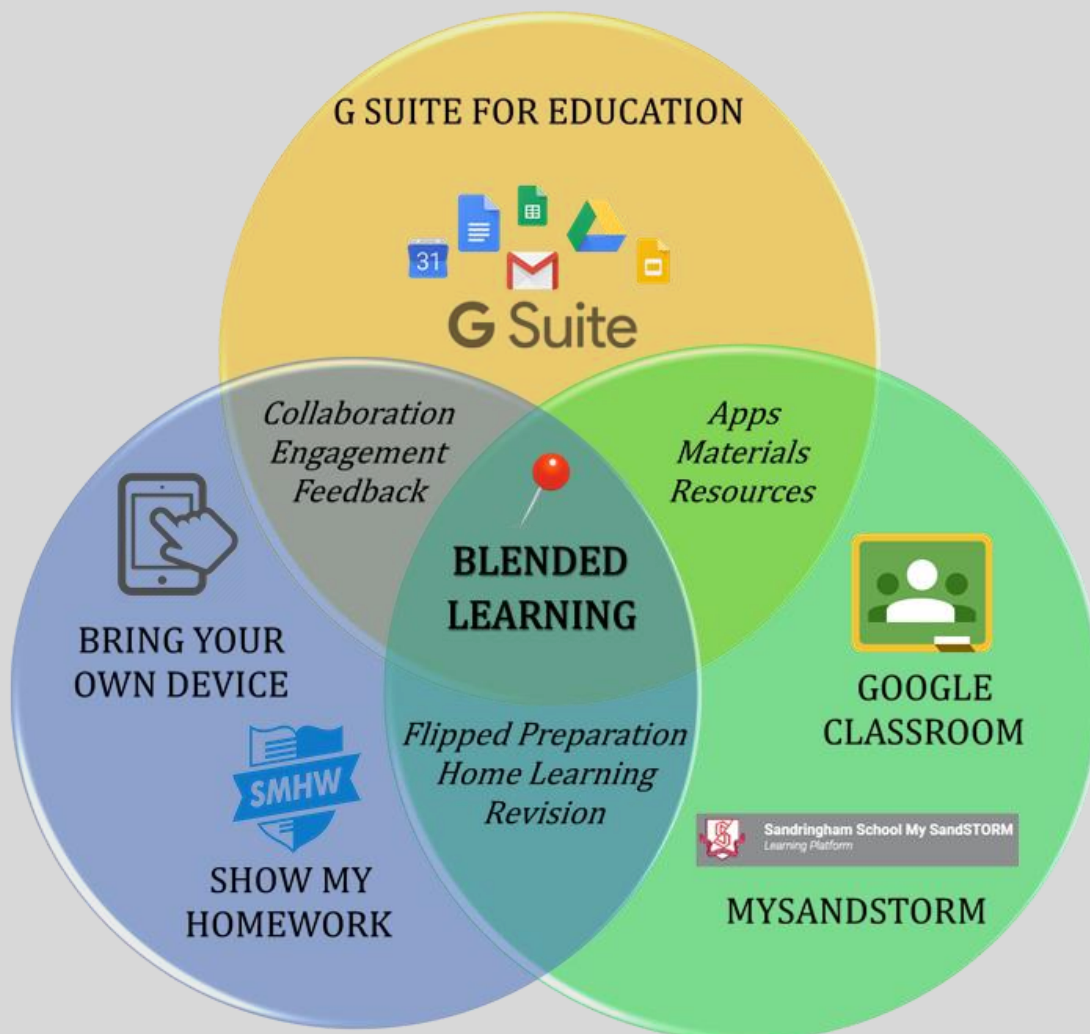


OUR VISION

We believe that in an ever-changing, interconnected world, our model of Teaching and Learning needed to evolve to prepare students for the 21st century world. Our Blended Learning approach combines the best of traditional teaching methods whilst giving access to the world of information online and freeing student creativity using digital tools.

We think that 21st Century Learners:

- Learn through enquiry and creativity, investigating the world around them and synthesising new knowledge through investigation and projects
- Have a right to an increasingly personalised curriculum, that caters to their individual needs and motivates them through choice and variety of learning media
- Make connections locally and globally, collaborating with peers, expressing their ideas and gaining a global perspective
- Are active, independent learners that take ownership for their learning, using a range of tools and resources to stretch and challenge themselves.
- Use online resources to extend the boundaries of learning beyond the confines of the classroom and school day



The diagram summarises Sandringham’s strategy for Blended Learning:

BYOD: Students in years 7-11 must bring a suitable device to school each day. Students in sixth form may be required to bring a laptop or Chromebook to lessons depending on their subject choices.

GSuite for Education: our main tool for communication, collaboration, submission of work and receiving feedback

MySandstorm: our website which provides access to online resources, revision tools and a range of apps for learning which are commonly used across the school

Show My Homework: All home learning in years 7-11 is set online with parents and students having access via the website or app.

Google Classroom: used throughout the in order to share lesson resources with students, assess student work and sometimes to collect work.

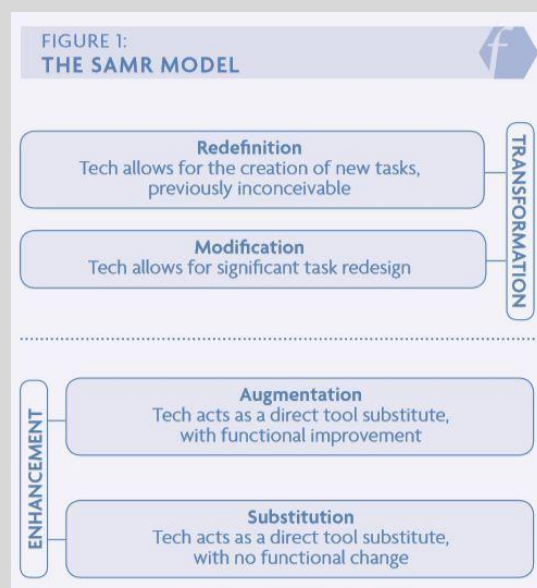
OUR PEDAGOGY

Our pedagogical goals are based around a strategy for teaching and learning rather than the use of a particular type of technology. A balanced, cross-platform approach has been implemented, which modernises our approach to teaching without discarding what has worked in the past and continues to do so in the present. Our philosophy is to combine world class face-to-face teaching with digital activities, and to trust the teachers to choose the best tool for the job at hand.

With this in mind, our pedagogy is there to:

- foster independent, creative and resourceful learners
- time-shift and place-shift learning: to extend learning beyond the confines of the classroom and the school day
- encourage collaborative and active learning
- personalise the curriculum and place no limits upon learning.

A key principle of our approach to blended learning is that technology should not be used for its own sake. Puentedura’s SAMR model (Puentedura , 2013) best underpins the pedagogical approach when considering how technology may support or further enhance learning experiences for students:



An example of this model in action may look as follows:

Substitution: locate the world's earthquake zones using Google Maps instead of an atlas






Augmentation: use the US Geological Survey overlay for Google Earth to explore earthquakes in detail

Modification: understand the Richter scale by using a seismograph app to simulate different earthquake magnitudes




Redefinition: use a simulation app to choose appropriate building materials and defences and examine what happens when earthquake forces of different magnitudes are applied to a model building.

This App Toolkit has been designed to narrow the thousands of apps down to a small number or a single one for a variety of common purposes, tasks or outcomes which we as educators fulfil regularly within our teaching.



GENERAL TASKS WITH THE G SUITE FOR EDUCATION

 <p>Google Docs, Sheets and Slides</p>	Collaborate, share feedback, and work together with your students in real time on documents, spreadsheets, and presentations.
 <p>Google Forms</p>	Create Forms, quizzes, and surveys to collect and analyse responses with the help of machine learning. Forms created as a quiz where answers are included can self-mark and provide students with their score and the correct responses for any mistakes they may have made.
 <p>Google Drive</p>	Store and organise documents and files with the ability to access them from any device. Share settings and permissions can be changed to allow of collaboration between colleagues and students.
 <p>Gmail</p>	Gmail is the school wide system we use for student to teacher and teacher to student communications. A directory is populated containing the email addresses of individual students as well as whole classes, tutor groups and year groups.
 <p>Google Classroom</p>	Create assignments, communicate with students, and send feedback all from one place. Different assignments can be created for individual students depending on their learning needs, prior attainment or progress in previous lessons. It is expected that any digital materials used within a lesson are posted onto Google Classroom so students have access to these outside of your lesson.

QUIZZING

 <p>Kahoot!</p>	<p>Kahoot! is a tool used by teachers to administer quizzes, discussions or surveys. It is a game based classroom response system played by the whole class in real time. Multiple-choice questions are projected on the screen. Students answer the questions with their tablet device. At the end on the quiz the teacher can analyse trends in answers by individual or question. There is a bank of quizzes from other contributors which can be searched, edited and played.</p>
 <p>Quizizz</p>	<p>Quizizz is simple and easy to use, perfect for creating fast, fun, engaging formative assessments. Students take quizzes individually, but teachers can monitor student progress in real time and download performance reports afterward. Just like Kahoot, a bank of quizzes already exists and can be reused or tweaked depending on your need.</p>
 <p>Socrative</p>	<p>Socrative allows you to create true/false and multiple choice quizzes. You can then visually check where your students are in terms of comprehension and information retention by issuing poll questions and exit tickets. All of the results are in real-time and the app automatically grades all quizzes. There is a teacher app and a student app.</p>

SHARING, SHOWING AND ANNOTATING

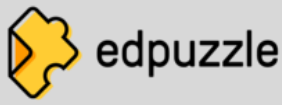
 <p>ShowMe</p>	<p>ShowMe Interactive whiteboard app is an application that allows teachers and students to create presentations called “ShowMe’s” that can be shared via the device on online privately or to a community audience. The user can record and create engaging voice over presentations of their chosen topic by using some of the many tools such as adding text, drawings, photos and images.</p>
 <p>Skitch</p>	<p>Skitch is a great app that allows you to create sketches and annotate, edit and save photos. It is very useful for taking notes that can't be typed, annotating photos, and making sketches. This tool is best used when students may need to annotate a piece of practical work which they have taken a photo of using their device.</p>



Padlet

Padlet is an app that allows students and teachers to curate information onto virtual bulletin boards using a simple drag-and-drop system. Students can start with a template or a blank page and add videos, text, links, documents, images - - basically anything -- to the wall and organize it, like a page full of Post-it notes. This tool can be a great way to gather students ideas and opinions, test understanding or be a starting point as to what students already know or have learnt.

MAKING USE OF VIDEO



Edpuzzle

Edpuzzle is a great tool for flipped learning but also monitoring how students are applying their understanding in the context of answering questions. Edpuzzle allows you to upload a video or select one from YouTube (or similar services) and then add questions or your own voice notes at set points. Before students can watch the rest of the video they need to answer the question or listen to the voice note. This self-paced learning tool also allows you to track if students are watching the videos, how many times per section and if they're understanding the content.



SloPro




SloPro is an app which allows the playback of video content to be slowed down, made faster or view frame by frame. This is a useful tool when analysing a practical performance or activity. Both teachers and students may find this a useful tool when explaining steps they have undertaken to reach a desired outcome or when giving feedback upon a practical activity or task.





Magisto



Magisto is a video editing tool, similar to iMovie, but free for both Apple and Android devices. It also supports desktop editing via PCs and laptops. Magisto enables still images and videos stored on a camera roll to be placed alongside text, animations and transitions to form videos easily. What is important with video editing, is allowing students to use a tool they are familiar with. This will enable an end product to be greatly efficiently, without having to learn the tools and methodologies specific to an individual app.

MAKING USE OF BOOKS AND IMAGES



 <p>Book Creator (Free)</p>	<p>Book Creator is an amazingly easy-to-use digital book-making tool with limitless options. Students can use this app to produce and publish their own simple books or comics with images, videos, and audio. The interface and tools are simple and easy to use. Class libraries can be created through the use of a shared code so that individual creations can be shared.</p>
 <p>Adobe Photoshop Express</p>	<p>Adobe Photoshop Express is an app for photo editing and collage making. It's loaded with features, including standards like Instagram-like filters and effects, blemish and red-eye removers, colour/brightness/exposure adjustments, borders, text overlays, and collage templates.</p>
 <p>Thinglink</p>	<p>ThingLink is a tool for embedding multimedia content in images or videos. The media-embedding process, for both teachers and students, simply involves uploading an image or video and linking it to other resources on the Web. Links can lead users to informational Web pages, audio recordings, and videos. It makes a static piece of media come alive, by adding meaning and depth.</p>

REVISION





 <p>Quizlet</p>	<p>With the Quizlet app, students can search an online database of user-created flashcard sets on a wide variety of topics. The app is for reviewing flashcards and students can use it to create their own sets of flashcards. The flashcards can be interacted with in a number of ways to enhance learning, from fill the gap style activities to arcade style games matching key terms to definitions.</p>
 <p>Seneca Learning</p>	<p>Seneca Learning, is an online homework and revision platform offered completely free for students and teachers. Seneca's content is presented using strategies based on cognitive sciences, such as retrieval practice, spaced practice, and dual coding. Research published by the Chartered College of Teaching showed that Seneca can double students' performance on written exams compared to common revision guide use.</p>

 <p>Gojimo</p>	<p>This revision app boasts free content and covers most of the GCSE and A level specifications we study at Sandringham. It's a quizzing app with instant feedback and detailed explanations of any errors. The quizzes are specific to the exam board, so you can be confident that students are revising relevant topics. A useful tracker helps students when identifying areas they need to focus on (something that is notoriously difficult for students to self-evaluate).</p>
 <p>Memrise</p>	<p>Memrise uses adaptive 'spaced repetition' to help learners focus on the words they need to learn. When students start learning, they will see, hear and start to recognise the first language items in a set, move on to answering multiple-choice questions and finally start writing the language they are learning. As students continue, new items in the set are introduced and repeated. Progress can be tracked by the seed icon in the corner which eventually blooms as terms are mastered.</p>

NOTE TAKING

 <p>Evernote</p>	<p>Using Evernote, Students can create notes, snap images, hand-write notes, make checklists, or record audio on their mobile device and make the information available on other mobile devices or computers. Students can search notes by keyword or by customizable tags for easy retrieval. Multiple notebooks, basically folders, appear as Stacks, making it easy to drag and drop content between them. Users can also download companion apps like Skitch, which allows them to import other content such as annotated images.</p>
 <p>Google Keep</p>	<p>Google Keep is an organizational tool for capturing, storing, and referencing. Users can add a note by typing or recording their voice, and a speech-to-text feature automatically transcribes the text. Users can also create to-do lists and add images, either by taking a photo with the device's camera or by adding an image stored on the device. Each note has several customization options: Users can set a reminder for the note, change its colour, tag it with a category, share it, or remove it from the screen by placing it in the archive or the trash.</p>

KEY UTILITIES

 <p>i-nigma</p>	<p>You will find a whole host of QR code readers on your device's app store. This is a key tool to have. i-nigma is one example which can be freely installed on just about any device. It has its own built in web browser for when you scan a QR code which takes you to a website. There is also a history feature which allows you to go back and access the content of previously scanned QR codes at a later stage.</p>
 <p>Adobe PDF Reader</p>	<p>A PDF reader is an essential tool to have on your device. This app allows you to read PDF documents easily from your tablet. It comes with all the latest tools you need to view, annotate, sign, and share PDFs on the go.</p>
 <p>desmos Desmos</p>	<p>Desmos is a graphing calculator. In addition to plotting equations, classroom activities are available to help students learn about a variety of math concepts. Students can plug in their own equation and see what kind of graph pops up; sliders allow students to adjust values and see what happens. Users can also click directly on the graph to find the coordinates of points of intersection, maxima, and minima.</p>
 <p>Social Media</p>	<p>Allow yourself to keep up to date with all the latest education or subject specific materials, resources, publications and ideas by following approach feeds and accounts on social media. From following recognised professional in the field, to exam board groups on Facebook, these sources often contain a hold host of relevant and useful content.</p>