

Is there really an app for that!!??

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Text TUTALENIASIN764 to 37607**



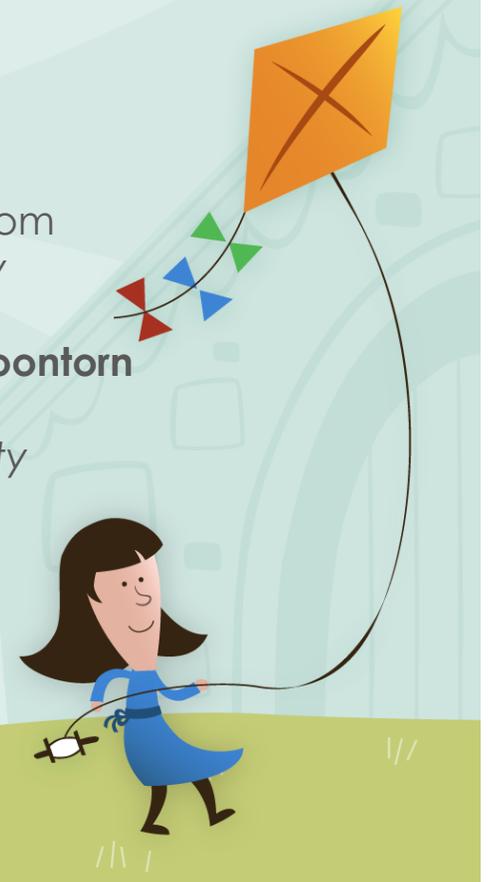
Is there really an app for that!?!?

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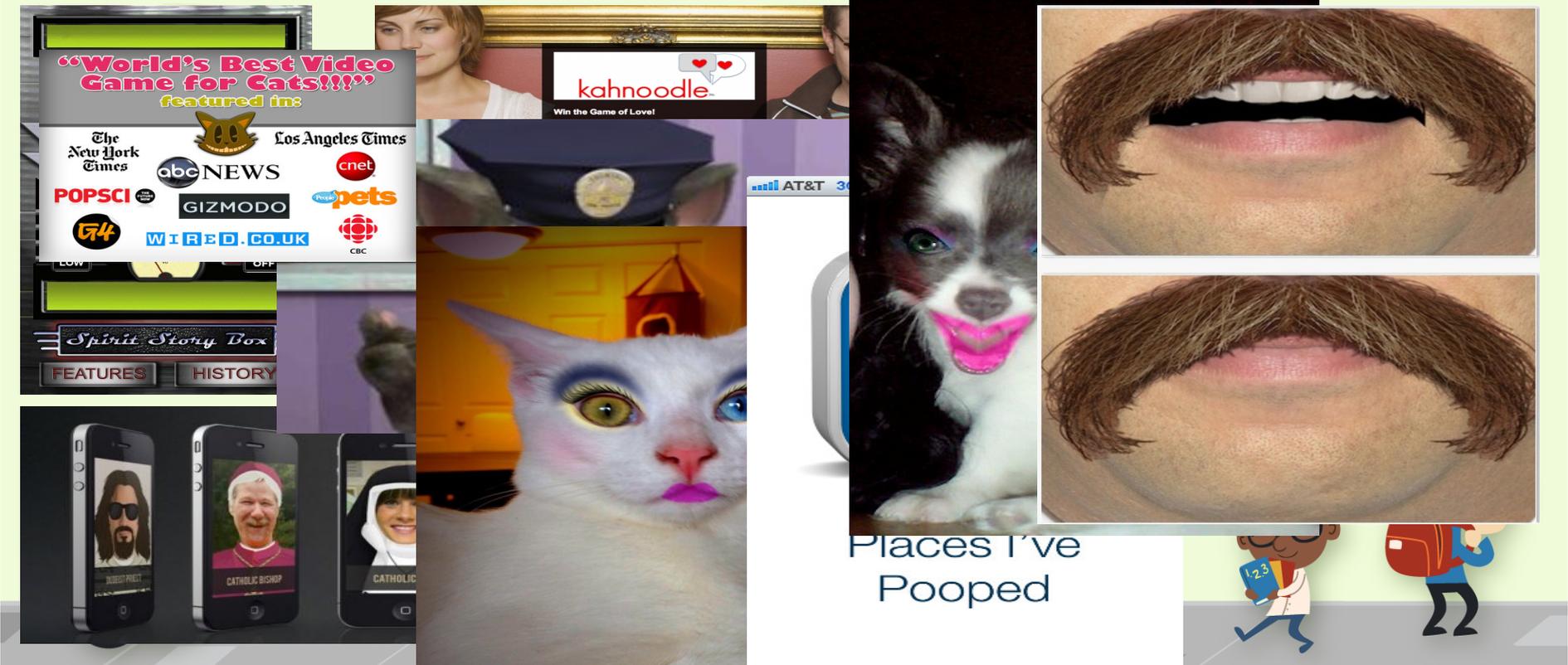
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Yes...there really is an app for that



So....



- Mobile devices → mobile learning
- Improvement of mobile pedagogies will cause an evolution or revolution from other methods.
- Growth of BYOD
- Ideal world (class): student, teacher, designer, developer, personalized



**Perspectives on
mobiles in
education.**

**Ideas on how to
select apps.**

**Examples of apps
we've reviewed
...in knowledge
exchange session.**

Our GOALS

**...to make sense of how to
engage our students with app,
include them into our practices,
and to share our experience.**



Our goal for today is to share and engage...

- Perspectives on mobiles in education
- Ideas on how to select apps
- Examples of apps we've reviewed
- ...in knowledge exchange session.
- ...to make sense of how to engage our students with app, include them into our practices, and to share our experience



Benefits

Learning on mobile devices are:

1

On-demand

When and where learner needs it.

2

Compactable

Where many mobile devices can fit in an adult-sized hand.

3

Portable

Can be used transportable almost anywhere.



App Store

An app store (or app marketplace) is a type of digital distribution platform for mobile apps.





1.2 million



1.3million





So, how do you choose an app?



Our method

Just an idea...



	3	2	1
Description Is the description of the app clearly articulated and can a strong connection be made between the app and the subject matter?	Very clear	Clear	Confusing
Audience Does the app clearly identify the target age group?	Relevant	Somewhat relevant	Not relevant
Usability Can you operate the app with ease? Is the app really free?	Very clear	Clear	Confusing
Motivation The app is fun and students find it engaging?	Very Engaging	Engaging	Boring
Aesthetics Did you find the overall look and feel of the app to be pleasing?	Very pleasing	Pleasing	Not pleasing
Content Does the app has sufficient content that can be used to extend learning?	Excellent	Sufficient	Poor

Our Criteria



Theories	Definitions
Behaviorist	Learning has occurred when students show a connection between a particular response and stimulus
Cognitivist	Learning is the acquisition or reorganization of the cognitive structures through which humans process and store information (Good and Brophy, 1990)
Collaborative	Learning is promoted, facilitated and enhanced by interaction and collaborations between students.
Constructive learning	Learning is an activity process in which learners construct new idea or concepts based on their current and past knowledge (Bruner, 1966)
Context awareness	Context awareness means gathering information from the environment to provide a measure of what is currently going on around user on the device (Naismith et al, 2004)
Conversational	Learning is in terms of conversations between different systems of knowledge (Sharples, 2002).
Problem-based	Learning aims to develop students' critical thinking skills by giving them an ill-defined problem that is reflective of what they would encounter as a practicing professional (Koschmann et al, 1996)
Situated	Learning is not merely the acquisition of knowledge by individuals, but instead a process of social participation (Brown et al, 1989).
Socio-cultural theory	Learning occurs first through interpersonal (interaction with social environment) than intrapersonal (internalization) (Vygotski, 1978).



Learning theories supporting apps



Sharing App Reviews

History
apps

Math
apps

Language
apps

Music
apps



Activity

What apps are out there?



Activity

1. Select App from iPad
2. Identify if this app is supported by learning a learning theory
3. Based on our criteria would you use this app with your students?



Theory		3	2	1
Behaviorist	Description Is the description of the app clearly articulated and can a strong connection be made between the app and the subject matter?	Very clear	Clear	Confusing
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Conversational	Content Does the app has sufficient content that can be used to extend learning?	Excellent	Sufficient	Poor
Problem-based				
Situated				
Socio-cultural theory				

Our Criteria



Challenges?

Thoughts?

Benefits?



...a little bit of reality

- Mobile devices can be disruptive (in and out of the classroom).
- Potentials and promises vs. tangible evidences and examples.
- Lack of standardization in the learning industry, which makes it difficult to determine what applications are valid for educational purposes.
- Variability of brands and models in the market.
- Availability of bandwidth and signal; depending on the region, city, or the corner of the room.
- Financial constraints.
- Availability at your district/school.



Considerations

- How does it align with your curriculum?
- Can the school/or district wireless support the population of all the students you are trying to include?
- How will you assess the effectiveness of using the mobile devices?
- Are there enough educational apps available to support your lessons or curriculum?
- Is the App for the lesson or is it for remedial
- Does the app have in app purchase



Free App Resources

App evaluation

Critical Evaluation of an Content-Based iPad/iPod App

http://www.ipads4teaching.net/uploads/3/9/2/2/392267/evalipad_content.pdf



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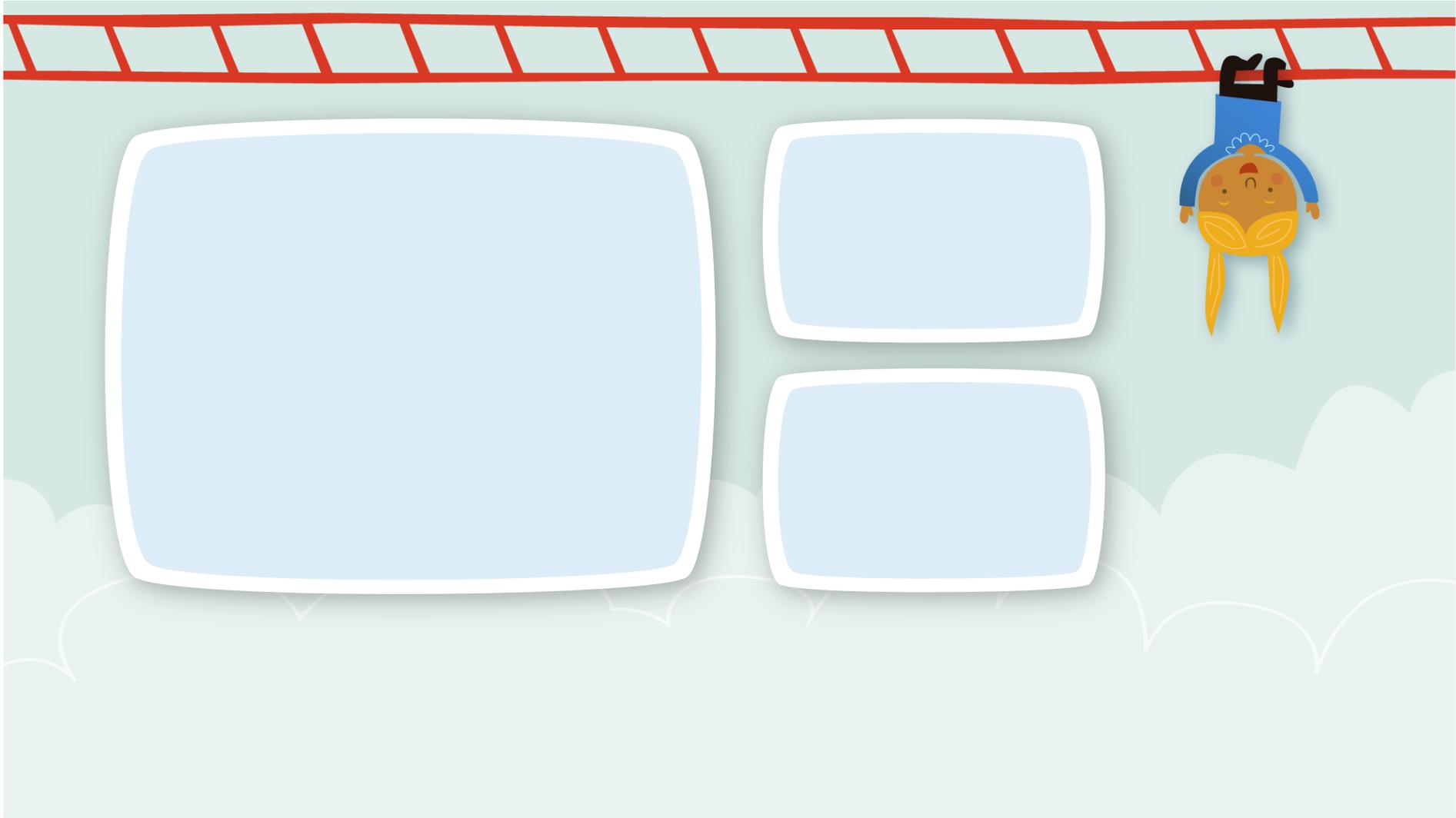


Discussion / Comments / Questions



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Resources & presentation





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