Introduction to Tablets in the Classroom

Shelley Shott Global K12 Education Manager
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Shelley Shott is an accomplished curriculum development professional, with a distinguished career creating and implementing innovative and exemplary programs for students and teachers around the world.

Shelley is the Corporate Affairs Global K12 Education Manager at Intel, working with Ministries of Education, school leaders, and teachers worldwide helping to improve teaching and learning. She currently leads a team that develops materials for the Intel® Teach (Portfolio) and Intel Transforming Learning programs, a portfolio of teacher professional development offerings focusing on technology integration and improving 21st century skills in students.

As a former middle school science instructor, academic chair, and developer of grade K-8 district science curriculum in Arizona, she has won numerous awards for the integration of technology in the classroom.

She has presented on a variety of topics, including project-based approaches, at conferences around the world.

A published author of several articles on science education methodology and pedagogy, Shelley has served as adjunct faculty at Northern Arizona University and currently teaches online classes at California State University Fullerton.

Annemieke Akkermans, Primary Teacher and Coordinator
Digital Learning, Nelson Mandela School, Berlin, Germany

Based in Berlin and working as a teacher at an international school, Annemieke Akkermans has her feet in the Dutch clay and her head in the global cloud. She is passionate about teaching with technology and writes for several platforms about educational resources, social media, and Internet safety.

Academically trained in both Communication and Education, she worked as an executive television producer in the Netherlands and the UK, and was a program manager for international e-learning events before she started teaching. She has offered Digital Skills study days, courses, and workshops to both pupils and teachers, and recently started an experimental peer-learning project with IT-savvy pupils teaching the teachers.

She has won several awards for the effective and creative use of technology in the classroom and is especially interested in peer-coaching, educational apps, and social media. Annemieke evaluates and nominates innovative educational software and applications for one of Germany’s most prestigious digital learning awards, and—like the platform “Schule im Aufbruch” of which she is an active member, believes in transformation initiated by teachers, parents and children themselves, not by politics.
Introduction to Tablets in the Classroom

Tablet computers and effective technology integration strategies can inspire your teaching and encourage your students to think deeply, increase productivity, grow creatively, stay on task, and connect safely and effectively with the real world.

Transforming Learning: Introduction to Tablets in the Classroom is designed for teachers who are about to implement tablets in a mobile teaching and learning environment. This training will empower you as a first time tablet user with new understanding about tablet features, navigation, applications, and file management. You will also explore instructional strategies for student centered tablet-based learning, and tablet management techniques in your classroom. You will be introduced to new collaborative models for teaching and learning in a mobile environment that meets the needs of all students.

The core face-to-face course is a one-day six-hour face-to-face training designed to support teachers who are new to tablets in the classroom. The course includes four core modules with additional optional modules to extend the training for a second or even third day plus it is supported by a wide range of free online resources.

Trying out a Student Centered Activity – Visual Alphabet Book

Beyond being a media player, a web browser, an expensive organizer, and a gaming console, a tablet computer is a natural tool for teaching and for collaborative and self-directed learning.

The learning potential of using a tablet and educational applications and software in the classroom is unlimited. Tapping into this potential means you need to understand the power of the tablet computer and how it can support and connect students to content in the classroom and the real world.

Intel® Education Software is a great place to start discovering the tablets’ benefits. This activity from the Professional Development workshop for teachers provides the opportunity to explore some of these tools, using Intel® Education Media Camera by Intellisense and ArtRage, part of Intel® Education to create a Visual Classroom Alphabet Book. This learning experience is designed to help you model digital citizenship skills in an online environment back in your classroom, and help select the appropriate resources to personalize instruction for students with tablet computers.

Digital artwork, like any artwork, opens a broader avenue for communication beyond oral or written expression. Through illustrations, students can more fully demonstrate their understanding and communicate concepts and ideas. Teachers may want to encourage students to use drawing programs to brainstorm as well as illustrate concepts and ideas in projects.

Using the Media Camera, your team will participate in a student-centered collaborative learning project and create an illustrated and annotated digital alphabet book.

For this activity, the class is divided into teams of three. Once your team is formed, have each team member randomly draw a student job task card to select a job: photographer (take the picture), annotator (write the words), and student team leader (coordinator). Your facilitator will assign you letters of the alphabet. As a team, your task is to create and publish annotated photographs that represent your team's assigned letters of the alphabet. The student team leader will be responsible for sending your alphabet product to a specified wall on www.padlet.com. One additional team consists of the Publishers. This team takes all finished alphabet products from the Padlet® wall, and creates a bulletin board in ArtRage, including text and sticker functions. This product will be shared with the group. As a self-reflection activity, you will reflect on key takeaways for the set-up of successful student activities.

Question #1: What could have been done differently in the student-centered activity you participated in to make it more effective or learner centered?

Question #2: How would you assess the student-centered activity for individual students or as a team assessment?

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