

Selecting Technology Presentation can be found at:

[Prezi Selecting Technology](#)

- I. The Hook (Use a Story to Bring Interest)
- II. Proposed Classroom Setup
 - a. Combination of Algebra 1 & Biology 1 Blocks to be a 3 hrs block where the 2 licenced teachers in each area teach the 2 topics together (compliment each other) and have the ability to teach the material deeper understanding by the students with the support, and technology available in the classroom.
- III. School Demographics
 - a. Low Income
 - b. Rural
 - c. Small Student Population which is mostly Caucasian
- IV. GAME Plan
 - a. Goal and Needs
 - i. Goals
 - 1. To use a STEM based curriculum to create an engaging environment for learning math through application in science.
 - 2. To use technology as a digital publishing platform that allows students to creatively express and apply what they are learning.
 - 3. To make learning relevant to real life by application projects using engineering and technology.
 - ii. Student Needs
 - 1. Students need opportunities to earn post-secondary degrees in order to break the cycle of poverty.
 - 2. Studies show that success in Math is a strong factor is students continuing their education.
 - 3. Math represents logical thinking that can be a critical indicator of long term success in a student's career.
 - iii. STEM and ISTE
 - 1. Higher Math and Science Scores - Research shows that with the stem program the students scores in math & science have increased. They are also more prepared to study in post-secondary education for a career in the math or science fields.
 - 2. STEM Student Goals
 - a. Problem Solvers - able to define question & problem, gather collect & organize data, draw conclusion, apply understandings to new & novel situations
 - b. Innovators - use science, math, & technology and apply to engineering design
 - c. Inventors - recognize needs of the world & creatively design,test, & redesign and implement solutions
 - d. Self-Reliant- use initiative & self-motivation to set agendas, develop & gain self-confidence, work within time specified

- time frames
- e. Logical Thinkers-apply rational & logical thought processes of science, math, and engineering design to innovation & invention
- f. Technologically Literate-understand & explain the nature of technology, develop the skills needed, & apply technology appropriately.
- 3. ISTE
 - a. 1. Facilitate and Inspire Student Learning and Creativity
 - i. Production of creative projects using technology
 - b. 2. Design and Develop Digital-Age Learning Experiences and Assessments
 - i. Center Math and Science around technology.
- b. Actions
 - i. Hardware Purchases
 - 1. iPod Lab Cart
 - a. Charge and Sync up to 40 iPods
 - 2. iPod 8gb Touch
 - a. Learning in hand
 - b. Creative platform
 - 3. Blue Snowball
 - a. High Quality recording for podcasts and student productions
 - 4. Flip Ultra HD
 - a. Assist teachers in production of videos in order to model creative, technology learning
 - b. Record demos and lectures for later viewing
 - 5. Apple TV
 - a. Students can wireless stream video productions and images to TV display
 - 6. White Mac Book
 - a. Syncing iPods
 - b. Work on Productions requiring more computing power
 - ii. Software and Web 2.0 Apps
 - 1. Youtube
 - a. Digital publishing for class projects.
 - b. Direct publishing from iPods
 - 2. iTunes U
 - a. Student Access to tremendous archive of information accessible from iPod
 - b. Students can add to the schools iTunes Podcast or U account
 - 3. iMovie
 - a. Example App for iPod that allows for creative productions

related to learning

4. AudioBoo

a. Easy Podcasting directly from iPod

iii. Apple Training

1. Participants consider how characteristics of the blended learning environment impact school curricula and how Apple technologies can help them achieve teaching and learning goals. Participants will gain experience with digital tools and blended learning environments and they will begin to develop a curriculum development action plan.

2. 16 Participants

3. Taught by other educators with experience

c. Monitoring

i. STEM Coach Formative

1. This would be a third certified personal that would monitor and help build the program. This would be a senior teacher with experience in curriculum design who is paid a stipend for working during their planning period.

ii. EOC Summative

1. The final results of the EOC's for Biology and Algebra would act as strong indicators of the programs success.

d. Evaluate and Extend

i. Evaluative Benchmarks for Success

ii. Using course set up in other subjects and grades

V. Conclusion and Recap