Tuesday Technology Tips for Teaching FCS

Need Easy Tips for
Integration of Technology in Your Classroom?
Learn How to Use Our ***Tuesday Technology Tips for Teaching FCS***

Cost: Free
When: 4:00 pm ZOOM Webinar on last Tuesday of each month from September to November
Time: 60 minutes

FAMILY & CONSUMER SCIENCES EDUCATION

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In-class Technology Tools

- This document provides the most popular and innovative in-class technology tools.
- Technology has been shown to increase teaching and learning (Spector, 2016).
- This link https://padlet.com/matt_yauk/LearnerEngagement provides an example of reviews of tools used for learner engagement created by the **Learner Engagement Division** of Association for Educational Communications and Technology (AECT). You are able to contribute your reviews, too.

Technology in the classroom

There are different types of technology in the classroom:

- Devices: Chromebooks, Tablet, Ipad, Computer, Smart phones, smartboard, etc.
- Websites and Apps: Kahoot!, Google Classroom, Google Drive, FlipGrid, TED Ed, etc.

Quizizz

Kahoot!

edpuzzle

TEDEd

socrative

Flipgrid

Poll Everywhere

Images:
Classroom technology by dominicancaonline
Logos taken from each website mentioned in this documents

In-class Technology Tools

Tools for creating games, polls, or quizzes

https://kahoot.com

Teachers can use Kahoot! to create an interactive activity or a game in minutes, using various types of questionnaires, presentations, and the Kahoot! question bank. Kahoot! can be used both in-class and in online environments.

➔ **Explore** more information about **Kahoot! for school** at https://kahoot.com/schools/

https://www.polleverywhere.com

Teachers can create engaging activities with different types of questions. Teachers can collect students' responses and give feedback in real time discussion in both in-class and virtual learning.

➔ **Explore** best practices, stories, and tips at https://blog.polleverywhere.com/category/education/

https://quizizz.com

Teachers can create fun and interactive game-based quizzes to use in-class, online, or assigned for students to engage with in their own time.

➔ **Explore** resources for teachers at https://quizizz.com/resources

https://www.socrative.com

Many teachers use Socrative to create polls and quizzes for assessments because students use their own ID to complete the activity in an assigned room in Socrative. Teachers can also set up separate rooms for specific classes and share links for students.

➔ **Explore** strategies and stories at https://www.socrative.com/blog/ed-tech/

In-class Technology Tools

Tools for students to create a concept map and add to it through the module or course

https:// bubbl.us

Teachers can create mind maps easily and quickly. Teachers can use this tool to promote critical thinking skills, engage students in-class, and assign other collaborative activities to help students memorize ideas and concepts.

➔ **Explore** examples of mind maps using Bubbl at https://bubbl.us/#examples

https://www.popplet.com

Teachers can use this visualized tool to develop 'creative mind maps' to help students learn effectively. This web-based platform is relevant to K-12 students with a range from basic designs to complicated ones.

➔ **Explore** resources at https://www.popplet.com/blog/

Tools for video activities

https://info.flipgrid.com

Flipgrid is a video tool for teachers to create engaging activities that allow students to respond to a question or topic of discussion using their own videos.

➔ **Explore** instructions to use Flipgrid at https://blog.flipgrid.com/gettingstarted
➔ **Explore** resources at https://blog.flipgrid.com/resources
➔ **Explore** 40 ideas to use Flipgrid in classrooms at https://www.teachthought.com/technology/ideas-for-using-flipgrid-in-the-classroom/

In-class Technology Tools

Tools for video activities (cont)

https://edpuzzle.com

edpuzzle

This tool allows teachers to create and customize videos with their own voice, such as adding comments and questions, to engage students.

➔ **Explore** more information at https://support.edpuzzle.com

https://www.screencastify.com

Screencastify

Screencastify is a popular video tool since it is used by 70% of US school teachers to facilitate student learning in various types of classrooms, such as blended, hybrid, and flipped.

➔ **Explore** resources at https://www.screencastify.com/education/resources

https://ed.ted.com

TED-Ed

TED-Ed provides thousands of videos containing content related to the topic or subject that teachers may want to include in their lessons.

➔ **Create** engaging lessons using TED-Ed Animations at https://www.ted.com/watch/ted-ed,and TED Talks - designed at https://www.ted.com/topics/design

https://www.youtube.com

YouTube

Teachers can choose an appropriate video to add to a lesson to create engagement activities.

➔ For exciting lessons and educational resources, **Explore** more resources at youtube.com/teachers, youtube.com/education, and youtube.com/schools.

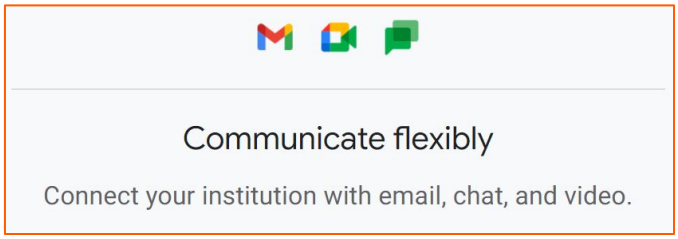
In-class Technology Tools

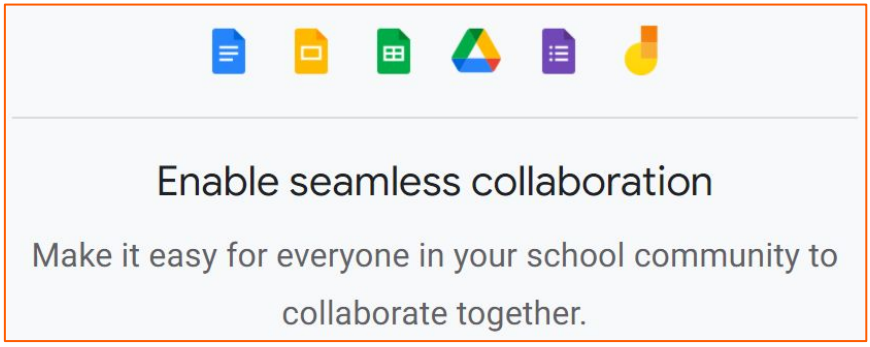
Google for Education

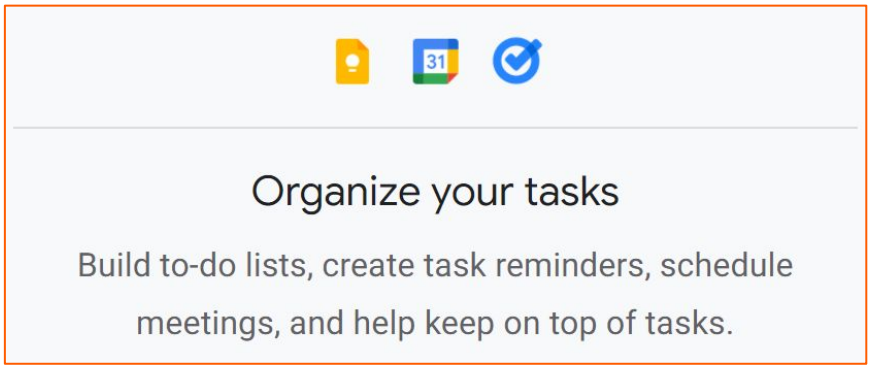
https://edu.google.com

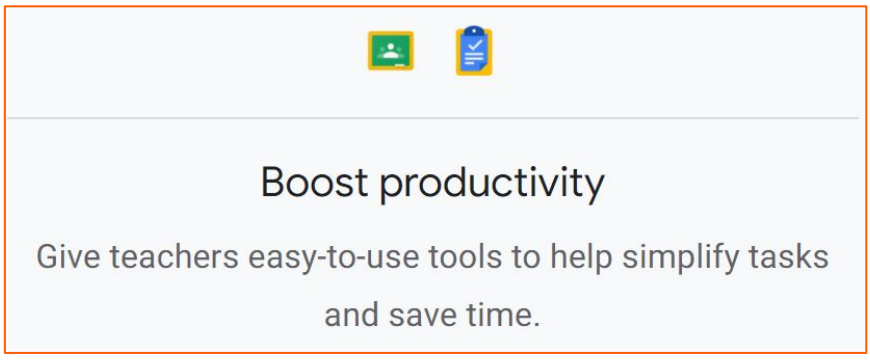
Google for Education is the most popular platform used by K-12 educators.

➔ **Explore** teaching resources at https://edu.google.com/intl/ALL_us/teaching-resources/









Images:
Google Apps by Google for Education

Summary

- There are many choices for programs and apps that will enhance Family and Consumer Sciences content and engage students in lessons.
- Choose programs that are approved by your school's technology policies.
- Structure the lesson so that the technology component assists students with meeting the lesson objectives/goals.
- Include the program for the class introduction, hands-on activity, project, assessment, or other relevant section of the lesson.
- Plan for access to the program for all students, whether they are in the physical classroom or a virtual classroom.
- Consider the cost of the program for each of your classes and for FCCLA activities. Free is great, but some programs available for purchase might be a better fit with your needs.
- Review the program for ease of adaptations for your specific class needs.

Dr. Paula Tripp (2021)

Document References

Dr. Paula Tripp (2021) - Family and Consumer Sciences Education, B.S. and M.S. programs, Oklahoma State University
Spector, J. M. (2016). Ethics in educational technology: Towards a framework for ethical decision making in and for the discipline. *Educational Technology Research and Development*, *64*(5), 1003-1011.

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