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EDUC 5390

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**Teacher Toolkit - G/T and Technology**

G/T strategies:

1. **Google Extension**

How to Use:

1. Give students a fun assignment to do, using a Google application, after they ace their test.
2. Explain how you want them to do the assignment through a Google application.
3. Make sure it is fun to complete and not boring.

When to Use:

1. After a test
2. After a quiz
3. After a project
4. During a short lesson
5. After a Unit review

Variations:

1. Allow students the option to draw their picture if they would rather not use a computer to do so.
2. Allow an oral presentation if the student would like to present their Extension project instead of writing about it.
3. Allow students to preview the next Unit if they would rather do so instead of extending the Unit they just wrapped up.

**2. Learning Log**

How to Use:

1. Learn about each student’s different hobbies.
2. Orchestrate their hobbies into your curriculum where it may best fit.
3. Provide students with a Learning Log to complete outside of class.
4. Review with the students what they learned when it is best appropriate during the lesson being taught.

When to Use:

1. Before each new Unit.
2. After a lesson (in order to implement a certain hobby into the review).
3. During the student’s time after school for hobbies.
4. During the Extension/Enrichment portion of the lesson.
5. Every Friday during the last minutes of class in order to discuss the week every student had during ‘Good Things.’

Variations:

1. Students may have the option of typing their log on a computer and submitting it through Google Drive instead of writing in a Journal Log.
2. Students may choose to photograph their experiences with a camera/phone and sharing the pictures through Google Drive instead of typing or writing.
3. Students may also draw about their experiences during their hobbies if they would like to express their log in that manner also.

**3. Play-doh model**

How to Use:

1. Provide play-doh at every desk/table.
2. Instruct them to use the Play-doh for a good 5-10 minutes.
3. Make sure what they are making relates to the lesson in some capacity.

When to Use:

1. As an introduction to a topic
2. During a ‘brain break’ for the lesson
3. After the lesson for a review
4. After a Unit quiz
5. During an extension/enrichment portion follow the Unit.

Variations:

1. Students may choose to draw something on coloring paper or on a school laptop.
2. Students may write about what they believe is relatable to the lesson.
3. Students may give their teacher a 5 minute discussion on something interesting about what they are learning.

Technology Integration strategies:

**4. Flipgrid Videos**

How to Use:

1. Provide a topic within the Unit for the students to research about.
2. Give them instructions on how to use Flipgrid.
3. Show them examples of previous Flipgrid videos in the past.

When to Use:

1. During class after lecture.
2. After a topic is reviewed.
3. In between topics of a Unit.
4. Before a Unit review.
5. Part of a PBL strategy.

Variations:

1. Have students choose whether to work in partners or a group of 3-4.
2. Students may choose the format of the video project delivery.
3. Allow students the option of oral presentation instead of video.

**5. Google Earth one-pager**

How to Use:

1. Provide a one-pager drawing assignment.
2. Show the students how to use Google Earth to search for a city.
3. Have the students pick one of five cities within a continent.
4. Allow the students to pick one monumental piece of architecture from that city to draw.

When to Use:

1. As an introduction to the topic.
2. As a PBL assignment.
3. As an Extension project.
4. During a lesson break.
5. As an assignment.

Variations:

1. Students may pick an influential leader from the city instead of a piece of architecture.
2. Students may work in pairs to collaborate on a more detailed drawing of the piece of architecture.
3. Students may type a one page essay talking about their piece of architecture instead of drawing it.

**6. Gimkit competition**

How to Use:

1. Review students over the topic discussed before a quiz.
2. Have students open up their school laptops and log on to Gimkit.
3. Assign teams of 4.
4. Begin the game show style review!

When to Use:

1. Before a Unit test.
2. Before a quiz.
3. After a lesson if there is free time.
4. As part of a review.
5. During an Extension portion.

Variations:

1. Students may choose to compete individually if the class has a lesser amount of students.
2. Students may compete in partners against another group of partners if they so wish.
3. Students may write the answer down on a piece of paper and show it when it is time to give the answer respectively.