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# Mobile Management:

Managing mobile devices in the classroom

VERIZON  
INNOVATIVE  
LEARNING  
SCHOOLS

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iste.  
verizonfoundation

# Who is this guy?

## What I do...

- Technology Director
- STEM Director
- Teacher (9 courses 6-12<sup>th</sup> grade – math, science, STEM)
- Technology Chairman (SIGML)
- Faculty (Colorado College)

## What I have done...



Unplugging Education



## Contact Me...



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Questions? Feel free to text me a question at any time and I will check my phone periodically...



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# Approval!

Classroom management is great! Using technology can be a problem. Make sure you get any new tech approved by:

1. Local Technology Support
2. Your Supervisor/Principal
3. District Tech Staff

Get your district involved!



# Now for the presentation!

## Outline...

1. Plan
2. Execute
3. Assess
4. Revise



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# First...

## What is Management?

School and classroom management aims at encouraging and establishing **student self-control** through a process of **promoting positive** student achievement and behavior.

Thus academic achievement, teacher efficacy, and teacher and student behavior are **directly linked** with the concept of school and classroom management.

(Froyen and Iverson, 1999)

# Mobile Learning

...fundamentally changing  
the way we learn...

Students are no longer passive receivers  
of content, but active designers of their  
learning experience.



...and the  
way we teach.

Educators have a greater  
insight into how people  
learn and have realized  
when it comes to education,  
one size does not fit all.

## Mobile Management

# Planning for Mobile

Getting your classroom ready...



## Section 1





**“Any teacher that can be  
replaced by a computer  
deserves to be.”**

David Thornburg

## The “Skinny”

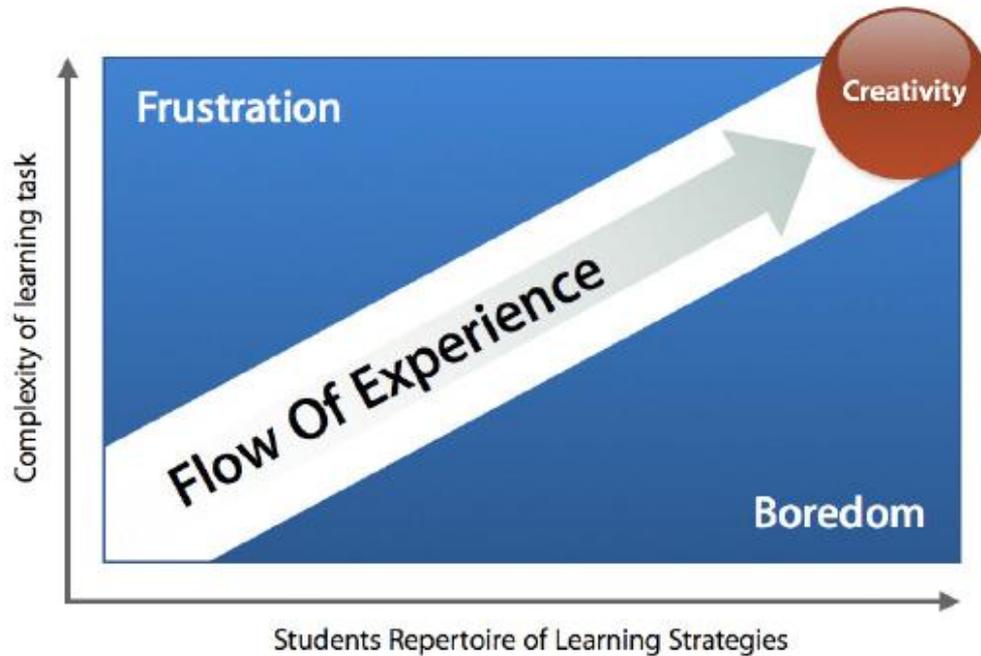
The skinny is finding the smallest number of High-Leverage, easy-to-understand actions that unleash stunningly powerful consequences. (Fullan 2009)

For Technology and Teaching:

**Focus on student impact not on numbers!**

**Engage or not?**

# Engagement?



Source: Csikszentmihalyi, M (1996)

Keep students away from frustration and boredom.

This method of engagement in instruction can be done by multiple technologies and methods.

What are the classroom benefits of Engaging your students?  
(respond in chat)

# The Cone of Learning

Gardner (1989) – Not all students learn the same way (Multiple Intelligences)  
Bloom – The questions that promote the most learning build upon each other.

## The Cone of Learning

sparkinsight.com

After 2 weeks,

we tend to remember ...

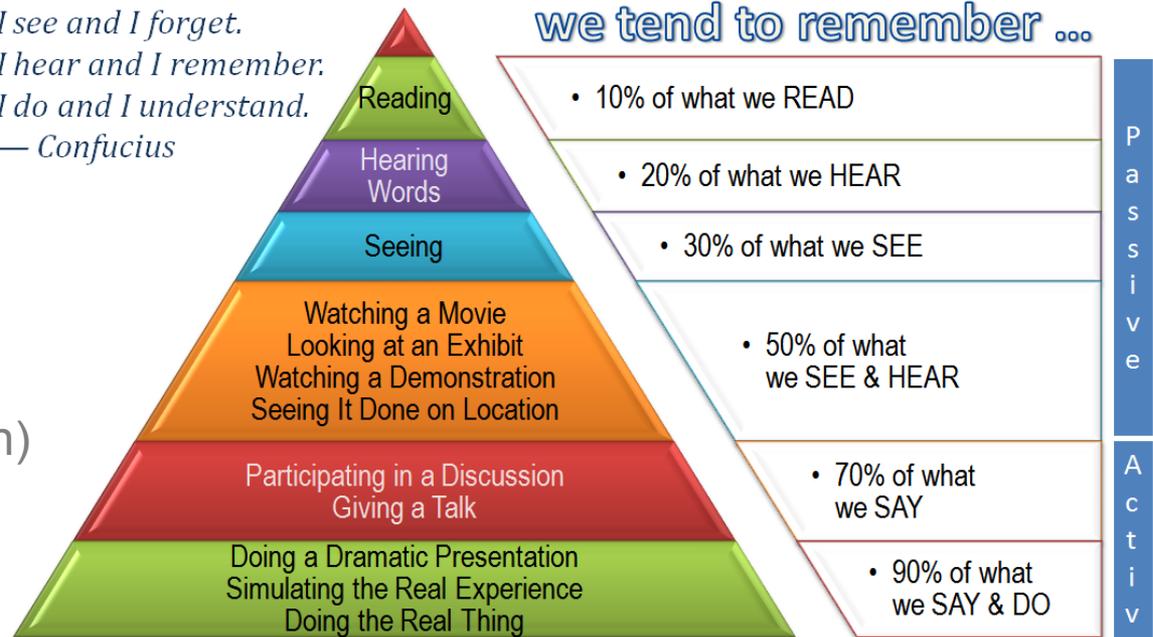
*I see and I forget.*

*I hear and I remember.*

*I do and I understand.*

— Confucius

By moving into active learning, we can cover more... (higher retention)



Source: Edgar Dale (1969)

# Learning Strategies

Generally accepted learning modalities are classified below.

**Behaviorism**, feedback and reinforcement

**Constructivism**, rich media, simulations and immersive environments

**Informal or Situated learning**, using education in “context aware” environments (in the field)

**Collaborative learning**, recording and sharing instantly



# COLLABORATIVE LEARNING



- Ability to create collaboratively (student & teacher) authored resources
- Reinforcement when learners are receptive and in modes they may be more open to (peer reinforcement)
- Collective participation to tag and provide resources that may be relevant

What else do you think?  
(website reflection)

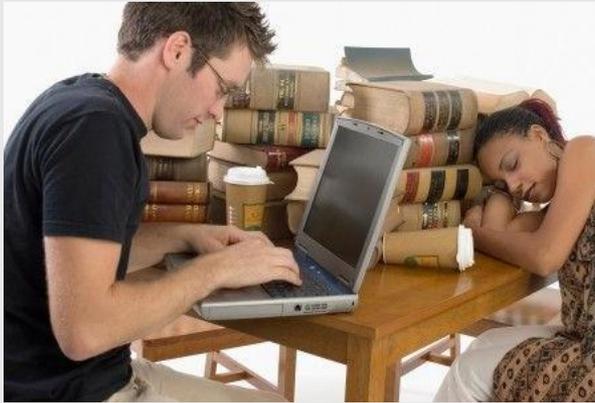
*Kagan Structures*

*Polling/Clickers*

*Naiku Quick Question*

**Collaborative Writing/Editing**

# CONSTRUCTIVISM



- Mobile devices allow content portability into “context aware” environments
- Multimedia delivers 20 times more “minutes on the message”
- Expanding cultural and societal experiences

What else do you think?  
(website reflection)

Google?

Design your own project...

Discovery!

Inspiration

# INFORMAL & SITUATED



- Mobile devices allow content portability into “context aware” environments
- Access to educative material via multiple devices without barriers to access
- Capturing learning moments and environments

# Mobile Planning

What are some distractions with Mobile Devices?

*Apps, apps, apps, apps,  
apps... More is not better!*

*Stupid camera*

Planning Apps...



# engrade



**Mobile Management**

# **Introducing Mobile**

**In your classroom...**

**VERIZON  
INNOVATIVE  
LEARNING  
SCHOOLS**

**Section 2**

**iste.**  
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# Begin

1. Only install apps you need (minimizes distractions)
2. Install locators...
  1. Android: Lookout
  2. iOS: Location Services
  3. Netbooks: PreyProject



# For Teachers

1. Gradebook
2. Attendance
3. Seating charts
4. Behavior



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## Mobile Management

# Assess and Revise

## To Maximize learning!

# Document Document Document!

1. Ensure that you document what you did, if it worked, and what you would change for all of your adventures!



Any Questions?

