February 7th, 2013

Mobile Management:

Managing mobile devices in the classroom





Who is this guy?

What I do...

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

What I have done...









School of Education

Contact Me...



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http://www.victorfitzjarrald.com/vilscon

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



Mobile Management

Planning for Mobile

Getting your classroom ready...





"Any teacher that can be replaced by a computer deserves to be."

David Thornburg

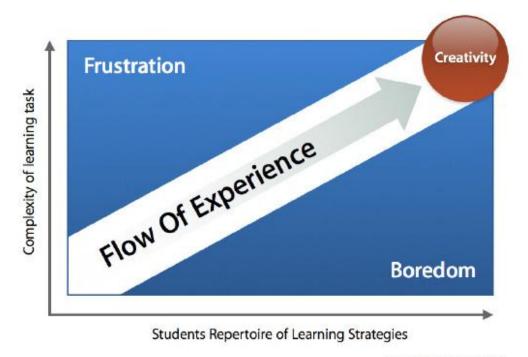
The "Skinny"

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! ystems, the digital divide will continue to grow until the students become th rofessors. This is not to put the blame on faculty members or on anyone else; it nerely to say that the way things are currently set up is *not working* to reduce thi igital divide (DSC). New habits can be launched, I have expressly said, o ondition of there being new stimuli and new excitements (James). If we teac oday as we taught yesterday, we rob our children of tomorrow (Dewey). Any growt equires a temporary loss of security (Hunter). Do not confine your children to you wn learning for they he illiterate of the 21 that cannot learn, re entury are not those **Engage or not?** earn and unlearn. (To pmputer and new ag echnology, but if the leagners memberyes are not able to shing it to the classroor nd make it work, then it fails (Kassebaum). The last few decades have belonged t certain kind of person with a certain kind of mind - computer programmers wh ould crank code, lawyers who could craft contracts, MBAs who could crunc umbers. But the keys of the kingdom are changing hands. The future belongs to ery different kind of person with a very different kind of mind - creators an mpathizers, pattern recognizers and meaning makers. These people - artists nventors, designers, storytellers, caregivers, consolers, big picture thinkers - wi ow reap society's richest rewards and share its greatest joys (Pink). Teacher eed to integrate technology seamlessly into the curriculum instead of viewing it a n add-on, an afterthought, or an event (Jacobs). The need to know the capital of Iorida died when my phone learned the answer; Rather, the students of tomorrow

siven the current strategies, org charts, institutional setups, policies, and incentiv

Engagement?



Keep students away from frustration and boredom.

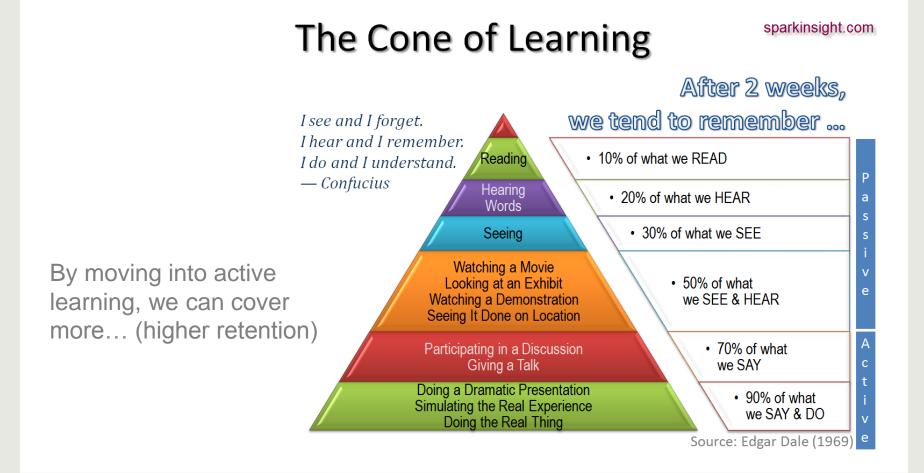
This method of engagement in instruction can be done by multiple technologies and methods.

Source: Csikszentmihaly, M (1996)

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

The Cone of Learning

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



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

Kagan Structures

Polling/Clickers

What else do you think? (website reflection)

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?

Inspiration

Design your own project...

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!

Apps... More is not better!

Planning Apps...







Mobile Management

Introducing Mobile

In your classroom...





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!

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





Any Questions?

