Learning Apps for Rigor and Relevance

Session # 109

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Model Schools Conference 2017
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Participating and Sharing ideas

http://todaysmeet.com/MSC109
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Download from modelschoolsconference.com or Open in the Model Schools app

Model Schools Conference 2017
Dr. Kelly Burlison
Lynn University

Model Schools Conference 2017
Teacher Work

Animoto
Rigor/Relevance Framework

- Framework for reflecting on level of learning
- Instruction
- Assessment
- Also reflect on how best to use technology
Rigor/Relevance Framework

What do the four quadrants look like in the classroom?

- **A**: Acquisition
- **B**: Application
- **C**: Assimilation
- **D**: Adaptation
Rigor/Relevance Framework

One way to understand framework is to examine changing roles in the classroom.

Diagram:
- **RIGOR**: Low to High
- **RELEVANCE**: Low to High

- **A**: Teachers Work
- **B**: Students Work
- **C**: Students Think
- **D**: Students Think & Work
Rigor/Relevance Framework

Using technology in the classroom

• Viewed through the lens of the Rigor/Relevance Framework

![Diagram showing the Rigor/Relevance Framework with quadrants A, B, C, and D, representing different levels of rigor and relevance, and corresponding roles of passive and active consumers and producers.]
Rigor/Relevance Framework

Using technology in the classroom

• Viewed through the lens of the Rigor/Relevance Framework

![Rigor/Relevance Framework Diagram]

- High Rigor, High Relevance: Mindcraft
- High Rigor, Low Relevance: Flip Quiz
- Low Rigor, High Relevance: Illustrator
- Low Rigor, Low Relevance: Reports from Spreadsheets

Active Consumer
- Passive Consumer
Active Producer
- Reports from Spreadsheets

Using technology in the classroom

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![Rigor/Relevance Framework Diagram]

- High Rigor, High Relevance: Mindcraft
- High Rigor, Low Relevance: Flip Quiz
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Active Consumer
- Passive Consumer
Active Producer
- Reports from Spreadsheets
Using technology apps in the classroom

• Considering the R/R Framework can trigger using the app differently
• Students as producers
• Take time to process
• Original work
• Higher level thinking
• Real world problems
Rigor/Relevance Framework

Effective Instructional Strategies - Teaching for Rigor and Relevance

• Volume 1 and 2 include 36 strategies, tips and checklists

• 18 are strongly aligned with Quadrant D - High Rigor/High Relevance
Quadrant D Teaching Strategies

✦ Artistic Expression
✦ Brainstorming
✦ Cooperative Learning
✦ Digital Media Production
✦ Feedback and Reflection
✦ Inquiry
✦ Instructional Technology – Any Time
✦ Logical and Independent Thinking
✦ Play
✦ Presentations/exhibitions
✦ Problem-based Learning
✦ Project Design
✦ Research
✦ Simulation/Role Playing
✦ Storytelling
✦ Teacher Questions
✦ Teaching Others
✦ Writing to Learn
Learning Apps for Rigor and Relevance

Feedback and Reflection

Notability

Paper Desk Lite

Classkick

Idea Sketch

Evernote

Educreations
Artistic Expression

Glogster

Combine images, graphics, audio, video and text on one digital canvas.
Artistic Expression

Educreations

Record your voice and iPad® screen to create dynamic video lessons
iBrainstorming allows students to think, create, organize and share ideas with virtual notes.
Brainstorming

**Inspiration Maps**

Brainstorm, build and revise beautiful diagrams, graphic organizers and outlines
Cooperative Learning

Mind Vector

Visualize and organize ideas and collaborate with others.
Logical and Independent Thinking

Audio Exam

An easy way to record test questions for students with print disabilities who need read aloud testing accommodations.
Digital Media

*Book Creator*

Students can create a digital book with text and graphics.
Inquiry

Students can learn language and ELL student learn English through translated text with graphics.

Duolingo
Several apps move the metaphor of Post-It Notes to the digital arena and capture ideas and references from research to sort and sequence later.
Teacher Questions

Students can write responses in several different graphical templates in answer to teacher questions.
Students classify ideas and brainstorm as a pre-writing activity.
Instructional Technology - Anytime

**Kidspiration**

When students select an app to summarize ideas, Kidspiration allows easy creation of visual maps that build thinking skills.
Feedback and Reflection

**Graphic Organizer**

Students classify ideas and demonstrate understanding by using graphic organizer to help in problem solving, decision making, planning research.

The chicken ends up becoming friends with the other chicken

First, every animal in the farm seems to be doing what they always do

Then, the chicken sees another chicken sitting on a fence, and seems to get angry

Lastly, the chicken talks to the pig, and he tells him that he should talk to the other chicken and be friends

The Angry Chicken

After that, the chicken talks with the other animals, and it seems to be asking them to tell the other chicken to go away

The chicken talks to the horse and the cow, but they don't seem to help

Created by ‘Tools for Students 2’ from Mobile Learning Services, © 2013
Presentation

K.I.W.i. Storybooks

K.I.W.i. (Kids Interactive Walk-in) STORYBOOKSTM backdrops that set the stage for learning through reading and performing original plays and skits.
TeleStory is an augmented reality video camera that enables students to perform and record their own TV shows through creative play.
Quadrant D Teaching Strategies

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✦ Teaching Others
✦ Writing to Learn
Tips for Teachers Using Tablets and Applications

1. Befriend the iPad.
2. Use apps that work together.
3. Be patient, discovery of various apps are critical.
4. Don’t have students download all apps at once.
5. Allow students to hunt for apps and test them.
6. Apps are only tools, they all cannot be used in the classroom.
Tips for Teachers Using Tablets and Applications

Be the Difference: Elevate your student learning with apps that align with High Rigor/High Relevance
SHARE YOUR FEEDBACK!

Through the APP

https://tinyurl.com/n57tofo

Or QR Code