Five App Evaluations

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All of the apps listed below address the following K-2 technology standards:

1.1.1 Generate ideas and create original works for personal and group expression using a variety of digital tools.

1.2.1 Communicate and collaborate to learn with others.

#1 Nearpod

Target Subject: Any subject area

Target Grade Level: Grades K-12

Target Classroom Devices: Any mobile device, desktop, or laptop computer. My students have access once per week to the computer lab.

Introductory Paragraph: Nearpod is a presentation and assessment tool that teachers can use to create or download ready-to-use interactive, multimedia presentations that embed features such as quiz questions, polls, and videos. Teachers can also share the lesson as students access the lesson on their 1:1 devices. Teachers can also control the pace of the lesson or allow students to move through the lesson at their own pace. Teachers can also monitor and measure individual or whole class results in real time.

Potential SAMR Levels:

- Modification – Nearpod can be used in distance learning situations. Students can join the Nearpod session from anywhere. Teachers can use the interactive slide features to see individual student work and collect assessment data.
- Redefinition – Teachers can use the poll feature to allow for student-driven instruction. Students can create Nearpod presentations to demonstrate learning.

Content Knowledge: Flexible. This app can be used with any subject area.

Skill Set: Some lessons are ready-to-use. To create interactive lessons, teachers should have basic word processing skills and the ability to create basic electronic presentations, such as PowerPoint. Students simply need to enter a pin provided by the teacher to access the presentations. Students may type, use a mouse, or use a touch screen to enter responses or draw, when appropriate.

Classroom Example with Bloom's Taxonomy:

- Subject and Topic: Social Studies: Symbols of America
- Standard: SS.2.C.3.2 Recognize symbols, individuals, events, and documents that represent the United States. (The *White House / Washington Monument / Statue of Liberty / The Liberty Bell* is a symbol of America.)
- Classroom Activities:
    - The teacher uses Nearpod to present information about symbols of America. Students list and describe 4 symbols of America. (Remembering)
    - Teachers can use the interactive slide features to see individual student work and collect assessment data. The teacher incorporates multimedia slides into the presentations, such as audio, video, or hyperlinks. Students can answer quiz questions throughout the presentation. (Understanding)
    - Teachers can use the real time assessment data to adjust the lesson.
    - The teacher can conduct a poll to find out which symbol of America the students would like to learn more about. For example, students can take a virtual field trip to the Statue of Liberty based on the poll results. Students can answer open-ended questions to share something they learned on the field trip. Student responses can be anonymously shared with the class. Students can design their own Nearpod presentations. (analyze, create)

#2 Sock Puppets

Target Subject: Any Subject

Target Grade Level: Could be used with Grades K-12; however, I think it is most appropriate for elementary.

Target Classroom Devices: iPads. I currently do not have access to a class set of iPads.

Introductory Paragraph: Sock Puppets allows users to create their own animated videos (puppet shows) and share them on Facebook, YouTube, and other sites. Students can add puppets, props, scenery, and backgrounds. When students record their voices, the puppets automatically lip-synch to their voices. Students can also work together to create dialogue between multiple puppets. Students can use this application to make presentation or tell stories.

Potential SAMR Levels:

- Substitution – A student could simply use Sock Puppets to record a response, rather than write a response.
- Augmentation – The lip-sync function enhances the voice recording.
- Modification – Students can collaborate with others to create dialogue.

- Redefinition – Students can add puppets, props, scenery, and backgrounds. Students can Share the puppet show on Facebook, YouTube, and other sites and receive feedback.

Skill Set: Students only need to know how to use a touch screen to create a Sock Puppet animation. To share the video, students need to know how to upload.

Content Knowledge: This app could be adapted for use in any subject area. However, I think it is best aligned with ELA.

Classroom Example with Bloom's Taxonomy:

- Subject and Topic: Reading
- Standard: CCSS.ELA-Literacy.RL.2.2 Recount stories, including fables and folktales from diverse cultures, and determine their central message, lesson, or moral.
- Classroom Activities:
    - Students can summarize/retell a story. (remember, understand)
    - Students can collaborate with teammates to act-out a story. (apply)
    - Students can share their presentations and provide each other with feedback (evaluate)
    - Students can create their own stories and design their own puppet shows using the puppets, props, scenery, and backgrounds. (create)

#3 Popplet

Target Subject: Any Subject Area. However, I believe it is most suited for ELA, science and social studies.

Target Grade Level: 2-12

Target Classroom Devices: Any mobile device, desktop, or laptop computer. My students have access once per week to the computer lab.

Introductory Paragraph: Popplet is a tool that allows teachers and students to create collaborate mind maps. For example, users can visually organize information into graphic organizers or timelines. Popplet can be used as a collaborative brainstorming tool, as well as a presentation tool.

Potential SAMR Levels:

- Substitution – Use Popplet to complete a graphic organizer instead of completing it on paper.
- Augmentation – Redesign the task of completing the graphic organizer by adding colors to differentiate between main categories and subcategories. Students can show relationships by linking popplets.

- Modification – Students can add media from YouTube, Flickr and Vimeo, and upload their own images to create mind maps of their thoughts and ideas. More than one student can work on a Popplet presentation at the same time (add collaborator).

Skill Set: Students should be able to read and write/type. Students should be able to understand the relationships between concepts.

Content Knowledge: This app could be adapted for use in any subject area. However, I think it is best aligned with ELA.

Classroom Example with Bloom's Taxonomy:

- Subject and Topic: Social Studies – United States Citizenship
- Standard: SS.2.C.2.4 Identify ways citizens can make a positive contribution in their community.
- Classroom Activities:
    - Students can create a Popplet to answer the essential question: How can I make a positive contribution to my community? (apply)
    - Students can work in teams to add media and images to align with their ideas. (create)
    - Students can classify contributions as providing goods vs. providing services. (analyze)

#4 Kahoot!

Target Subject: Any subject area

Target Grade Level: Grades K-12

Target Classroom Devices: Any mobile device, desktop, or laptop computer. However, the students and I prefer to use tablets or other hand-held devices. My students have access once per week to the computer lab.

Introductory Paragraph: Kahoot! is a game-based learning platform and response system. Teachers and/or students can create multiple-choice or true-false questions about any subject area. Players answer questions on their own devices and earn points, depending on their speed and accuracy.

Potential SAMR Levels:

- Substitution – Answer multiple-choice and true-false question on a device instead of using pencil-paper.
- Augmentation – Students earn points depending on their speed and accuracy.
- Modification – Videos, images, and diagrams may be added to the questions. A shared screen displays game results. Students have the option to work together as a team or play individually. Students can create their own kahoots and share them with others.

Skill Set: Students must be able to use a touchscreen or click a mouse. Students must be able to read. For younger students, the teacher may use images.

Content Knowledge: Can be used with any subject area and topic

Classroom Example with Bloom's Taxonomy:

- Subject and Topic: Math - Money
- Standard: Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using $ and ¢ symbols appropriately.
- Classroom Activities:
    - Students can play existing Kahoot! money games. (apply)
    - Students can work collaboratively to create their own kahoots that require classmates to solve problems involving money. (apply)
    - Students can add provide each other with feedback regarding the quality/clarity of the questions (evaluate).

#5 Shadow Puppet

Target Subject: Any subject area

Target Grade Level: Grades K-12

Target Classroom Devices: iPads, iPhones. I do not currently have access to a class set. However, some of my former students have brought their own iPads to school.

Introductory Paragraph: Students can use this app to create videos, tell stories, explain ideas, or document their learning.

Potential SAMR Levels:

- Modification – Students can add video, sound, and audio to the text. Students can narrate the text.
- Redefinition – Teachers can use Shadow Puppet to create flipped classroom videos. Students can use ShadowPuppet to create maps, portfolios, persuasive ads, and digital stories.

Skill Set: The app is user-friendly for children as young as 5 years old. Kindergarten students have successfully used this app independently.

Content Knowledge: Can be used with any subject area content

Classroom Example with Bloom's Taxonomy:

- Subject and Topic: Science
- Standard: 2-LS2-1. Plan and conduct an investigation to determine if plants need sunlight and water to grow.

- Classroom Activities:
    - Take pictures to document the investigation and explain the procedures and results. (analyze)
    - Students can work collaboratively to create a multimedia presentation to show each step of the investigation (create).
    - Describe the life cycle of a plant. (remember, understand)
    - Draw conclusions and use Shadow Puppet to report findings. (evaluate)