

Technology in Action

Dynamic Learning Maps Essential Elements

Modified Desktop Tool



Maavis provides greatly simplified access to media, communications, web and programs on a computer. It is primarily designed for people who are either unsure of computers or unable to use them without adaptation. It was designed and developed as part of research into use of technology by people living with dementia. Maavis is a program that must be downloaded and installed. When installed and activated Maavis replaces the "desktop" (Windows

screen) with a simplistic easy to understand platform. This replacement desktop can be customized by the educator to meet the needs of the student...i.e. large squares of specific colors signifying which selection will start an ELA activity, a Math activity...etc. Maavis is FREE open source software. Maavis will work on all Windows machines, it cannot be used on a ChromeBook. <http://maavis.fullmeasure.co.uk/>

Text to Speech Tools



Select and Speak (Chrome Extension) uses iSpeech's human-quality text-to-speech (TTS) to read any selected text in the browser. It includes many iSpeech text to speech voices in different languages. You can configure the voice and speed options by changing the settings on the options page. <http://bit.ly/2lqaAvC>



Office 365 Learning Tools— Immersive reader can be added to OneNote, Word, and Outlook. Learning Tools include immersive reader, enhanced dictation, font spacing and short lines, indicates parts of speech, syllabification...and available in other languages. Downloading or adding learnings tools can be done in all the OneNote applications—OneNote Online, OneNote desktop and OneNote Universal App for mobile devices. <http://bit.ly/2A7YXFm>



Read&Write (Chrome Extension)- A range of powerful support tools to help students gain confidence with reading, writing, studying and research, including: • Hear words, passages, or whole documents read aloud with easy-to-follow dual color highlighting • See the meaning of words explained with text and picture dictionaries • Hear text translated into other languages • Get suggestions for the current or next word as you type Teachers can get a FREE premium subscription to Read&Write for Google Chrome. To register and activate your subscription, go to rw.texthelp.com/freeforteachers after installing the Read&Write for Google Chrome trial. <http://bit.ly/2L7zOQE>



Text to Speech with Google Dive—(Google APP) This is a tool for generating voice from text or Google Drive file that you provide. Provides connect with Google Drive. You can directly listen to texts with your drive files. User can change voices, languages, and pace of the speaker. Will work within Google Classroom or just connected to a Google Drive account. <http://bit.ly/2k3EHhr>

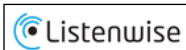
English Language Arts



Storyline Online is a website that incorporates the idea that reading to children has been repeatedly shown to improve their reading, writing and communication skills, logical thinking, concentration and general academic aptitude, as well as inspire a love of reading. The SAG-AFTRA Foundation records well-known actors reading children's books (James Earl Jones reading To Be A Drum) and makes graphically dynamic videos so that children around the world can be read to with just the click of a Storyline Online video book image. New books are added periodically. The offer alternative players if your school blocks YouTube, just select the "players" button on the top left of the page to choose. <http://www.storylineonline.net/>



WriteReader is an ebook creator for students that haven't even started writing yet. Students insert a picture, either by taking a photo with a tablet or webcam, type how they think the words are written and then the "adult" type under their words the correct words. Students can also then records themselves saying the words on each page. These books can be created online, using an iOS device or Android device. Ebooks can be shared via sending the link in an email. The books are hosted online and can be marked as private library. <https://writereader.com/>



Listenwise is an award-winning listening skills platform. We harness the power of listening to advance literacy and learning in all students. (ebooks, podcasts, audio books) Our collection of podcasts and public radio keeps teaching connected to the real world and builds student listening skills at the same time. Listen to engaging real world podcasts. Read along with the interactive transcript. Discuss with students to deepen understanding. Many English Learners are not acquiring the level of academic language needed for college and career readiness. Find out how listening to authentic stories can help! <https://listenwise.com/>



ReadWorks Digital is the partner resource to ReadWorks.org platform that offers reading comprehension support. The resource works on Windows, Macbooks, Chromebooks and iOS devices. Included on the website are Nonfiction and literary articles, Question sets, Vocabulary support, Paired Texts, StepReads, Audio versions of articles, and an Article-A-DayTM. <http://digital.readworks.org/>



Scholastic Story Starter - a creative way to create a story starter for students K- 6th grade. (Although other grade may find it helpful.) Students can select from adventure, fantasy, sci-fi or have the computer choose "scrambler".

The machine then spins four sections of the story sentence to create the starter. <http://www.scholastic.com/teachers/story-starters/>

Mathematics



Illuminations website has a large collection of interactive activities/games for all grade levels and all standards. Educators can search by standard or grade level. Many of the activities can be used on an interactive whiteboard (smart-board or Promethean). No login is required

to use the activities. There are also lessons available on the website to work in conjunction with the interactive platform. Virtual Manipulatives and activities that will work on the computer, interactive whiteboard, and mobile devices. <http://bit.ly/2woYEgr>

Learning Management Websites for All Content



PowerMyLearningConnect is a free platform to create individualized or group lesson activities with standards aligned open educational resources. Educators can find interactive lesson, videos and games to create a playlist for either an entire group of students or an individual student that may need extra supports or challenges. Educators have unlimited classrooms and unlimited students and can even upload their own content to be placed within the playlist. Assessments can be embedded within the playlist as well to informatively assess learning as it progresses. The platform community also has pre-made playlists that can be copied and modified to fit the needs of students.

<http://powermylearning.org/learn/learning-games-activities>



MobyMax is an adaptive curriculum that creates a individualized education plan for each student. The content includes ELA (with informational text!), math, science, and social sciences. The free platform allows all content accessibility with teacher dashboard, review of student records (questions, progress...etc., and even parental connection.) Students can take the pre-assessment or educators can disable and set the grade level work themselves. The premium platform includes the pre-assessments, socials components, reward games, IEP goal connections. (Currently the cost is \$99/teacher/yr, however...unlimited students.)

<http://www.mobymax.com/>



Do2learn provides thousands of free pages with social skills and behavioral regulation activities and guidance, learning songs and games, communication cards, academic material, and transition guides for employment and life skills. Within each topic, we provide the hands-on resources needed to implement our suggestions. If we explain how to devise a visual communication system using picture cards, we provide free cards to get you started. When we present the Teacher Toolbox on how to adapt a classroom for children with special needs, we provide resources for behavior management plans, literacy tools, and the materials to create everything in your classroom.

<http://do2learn.com/>



Mobile Apps



BitsBoard APP comes in a free version as well as a FULLY OPEN paid version currently \$19.99. Using the app is like carrying all photo/word card sets with you at one time and being able to play 14 different games with any set of cards.

The free version includes access to the Bitsboard user catalog/library including tens of thousands of flashcards and carefully curated lessons covering hundreds of topics. Bitsboard is fully customizable to meet educators specific learning needs and allows educators to create their own cards that can be used in the 14 plus activities in the APP. Upload / import pictures to meet the needs of students. The free version allows access to an online collection of "boards" that other educators have created that can be downloaded. The PRO version does allow for multiple users on one device and more management capabilities. Also popup reminders to upgrade will disappear. <http://apple.co/2y9LA6i>



See Touch Learn has picture cards that are an integral part of an effective learning program and are used to help teach new words and concepts and foster self-expression.

See.Touch.Learn app combines the effectiveness of picture cards with the power and interactivity of the iPad. Create custom exercises and lessons, automatically track performance, and carry an entire library collection at all times. Free version comes with 100 words and in-app purchases. Currently for \$3.99 in-app purchase educators can custom create any photo or text cards to build their own library. There are some holiday and other resource libraries available for download that are free as well. Joining the COMMUNITY (free) will give access to educator shared libraries as well.

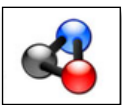
<http://apple.co/2y8Kt6M>



Science



Concord Consortium Path Finder - Their STEM Resource Finder features some of the best of free, open source educational activities, models and software tools. All grade levels have models and simulations available. Educators can search by keyword or filter by subject, grade level and type to find the right resources for learning goals. ****Educators will need to carefully consider where to include these resources in their curriculum to ensure they are aligned properly to their grade level standards.** <http://concord.org/ngss/>



Science Fun for Kids has interactive games in many topics. Living Things, Physical Process and Solids, Liquids & Gases. Be aware that there are lots of "ads" around the games even once a game is selected. Some of the games will run on a ChromeBook. <http://www.sciencekids.co.nz/gamesactivities.html>



Smithsonian Education Center - Game Center has science based interactive games for life, physical and Earth and Space content. Many games for all grade levels, most will play on an interactive whiteboard or iPad.

<https://ssec.si.edu/>



Virtual Labs is a platform developed by a collaboration of several universities to bring interactive science labs to education. There are eight

labs that help students learn basic laboratory techniques and practice methods used by lab technicians and researchers in a variety of careers, using specific food science lab processes. Expert lab technicians help make sure that the food we eat and feed to our animals will not harm us or our livestock. Students are the "assistants" in the experiments. There are additional information provided throughout the video process by clicking on the "!" information button. All text is read and the movements from the user can be done using an interactive whiteboard. <http://virtuallabs.nmsu.edu/index.php>



MOBILE APP- With **goREACT**, you can become a virtual chemist. From the Chicago Science and Industry Museum. Whether you're a novice or expert, the free play and guided modes make it fun and fascinating. Initiate nearly 300 virtual

chemical reactions by dragging elements into the Reaction Area, - Select alternate views of the Periodic Table to discover different aspects of the elements' chemical properties. - Touch any of the Periodic Table's 118 elements to see an image and fun fact about it.

iOS link- <http://apple.co/2yclrDN> Andriod Link <http://bit.ly/2ybhEGM>



To find more resources and the latest up-to-date technology to support technology integration, please visit www.ilclassroomtech.weebly.com.

- ◆ Assessment tools
- ◆ Audio/video tools
- ◆ Content area support
- ◆ Digital portfolios
- ◆ Computer science
- ◆ Learning management systems
- ◆ Mobile apps
- ◆ Research tools
- ◆ Social Emotional Learning
- ◆ Technology terms

Technology in Action—DLM Essential Elements

