## A TEACHER'S GUIDE TO TECHNOLOGY IN THE CLASSROOM

MO & IL COUNCILS FOR HISTORY EDUCATION JOINT CONFERENCES
SEPTEMBER 19 AND 20, 2017

# HELLO!



Why am I here?

Why are you here?

Good questions!

NEE INDICATOR 1.1
THE TEACHER COGNITIVELY
ENGAGES STUDENTS IN THE
CONTENT.

NEE SCORING RUBRIC
INDICATOR 7.4
"THE TEACHER ALMOST ALWAYS
CONDUCTS FORMATIVE, ON-THE-SPOT
ASSESSMENT OF LEARNING..."

NEE SCORING RUBRIC INDICATOR 4.1
"THE TEACHER ALMOST ALWAYS USES
INSTRUCTIONAL STRATEGIES THAT
ENGAGE ALMOST ALL STUDENTS IN
LEARNING ACTIVITIES..."







Both are easy to create!

- × Teacher paced
- Questions projected for whole group
- Students may play individually or as a team
- Multiple types of quizzes may be chosen
- × Timed
- Lots of public quizzes
   available for teacher use

#### TEACHER SIGN-IN

To create an account go to kahoot.com

#### STUDENT SIGN-IN

After the teacher launches their Kahoot! quiz, students log-in and enter the game pin number at http://kahoot.it



KAHOOT





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- Teacher paced
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- × Student paced
- Questions viewed on student devices
- Timed questions are optional
- × Can post as 'homework'
- Students can revisit incorrect answers
- × Fun memes!
- Teacher provided with detailed class and student-level data.

#### TEACHER SIGN-IN

To create an account go to quizizz.com

#### STUDENT SIGN-IN

Students sign-in at quizizz.com/join/.

They will then be prompted to enter a game code provided by the teacher.











Students work in small teams and race against the class.

accuracy over speed.

Students must communicate with one another in order to "win". Each student is engaged in learning!



# **QUIZLET LIVE**

#### TEACHER TO-DO-LIST

- 1. Go to the quizlet and choose the study set.
- Select the LIVE button from the activities options.
- 3. Project game code.
- 4. Students sign in and their names will appear on the screen.
- 5. Click "Create Game".
  Students will be placed in randomized teams.

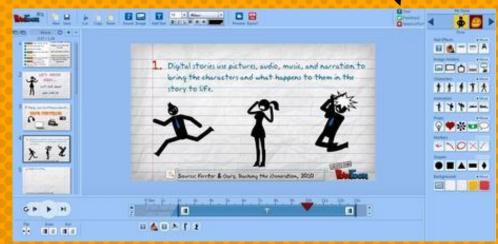
#### STUDENT TO-DO-LIST

- 1. Students go to http://quizlet.live
- 2. They enter the game's join code projecting on teacher screen.
- 3. Students move next to one another so that they can work together.
- 4. Start the game!



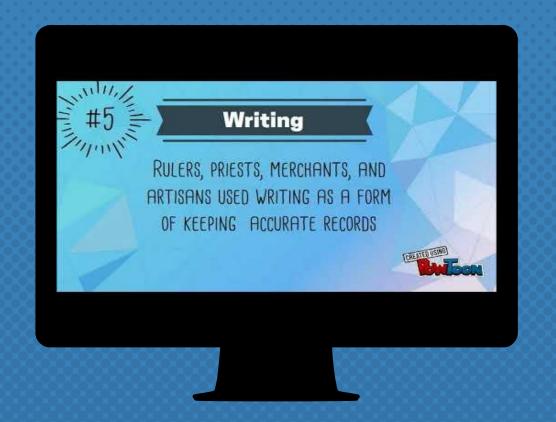


- Straightforward and easy to use
- Add images, videos, and sound
- ★ Start from scratch or use one of the many template choices
- ★ Lots of free options
- ★ Engages students in the material
- ★ Great for a flipped classroom

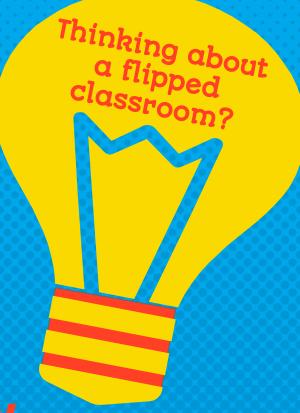


WWW.POWTOON.COM

STUDENT CREATED POUTOON







### TEACHER CREATED POWTOON

