UCET
Utah Coalition for Educational Technology

MS WORD 2016

by Jacob Smith, Utah State University

Microsoft Word is one a staple in today's computing world. You can use it to write letters, draft essays, or even to build a resume. The best way to make your document standout and look more professional is to add a header and a footer. The header runs along the top of each page and can carry any information from one page to the next. This can include the names of authors, title of the document, logos, or the date. A footer runs along the bottom of the page, providing additional information such as the page number or chapter title.
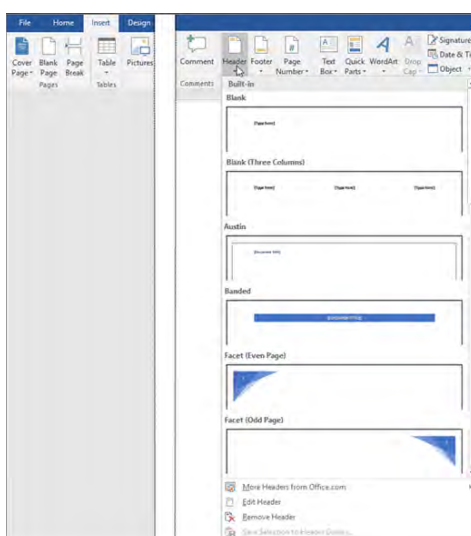
Below is a video to provide additional information about headers and footers.

HEADER

1. Headers can be started by either double clicking the **TOP MARGIN** of the page or clicking ***INSERT** and select **HEADER.**

*If you choose INSERT and select HEADER, select which built-in format you would like to use.

2. Type the text you would like in your header and format it the same way you would format any other text in the document.

3. To close your header choose **CLOSE HEADER and FOOTER.**

FOOTER

Footers are created the same way as headers, but with some minor differences.
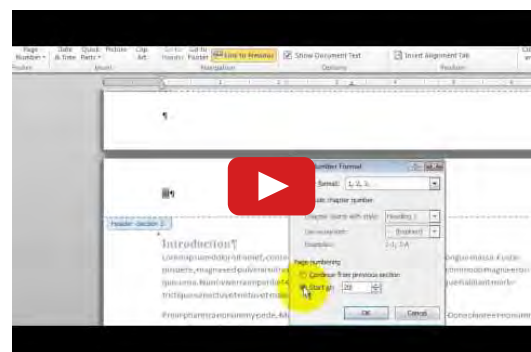
1. Double click the **BOTTOM MARGIN** of the page or click **INSERT** and select **FOOTER.**

2. Type the text you want and format it.

3. Close your footer by selecting **CLOSE HEADER and FOOTER.**

Note: To edit an existing header or footer simply double-click on the header or footer you wish to edit to open **HEADER & FOOTER TOOLS.**

The video below provides more information on how to create advance headers and footers.

Crafting Feedback That Leads to Learning
Five techniques for giving feedback that helps students improve their work.

# Can Technology Help Alleviate or Solve Common Issues or Problems Teachers Face?

That was the question, and project-based learning task that Utah State University's "Technology Integration and Innovation in Education" class was given for their 5th experience of this summer's course. They were to visit with a teacher and ask them, "What are some of the problems and issues you face in your teaching profession?" Based on the responses they received, they were then assigned to find a technology solution that would help solve or ease the issue or problem. What they shared with me follows! Enjoy the resources! Opinions expressed by the students are their own, and may not align with those of the UCET organization. *Nathan Smith, Course Author and Lead Instructor*

Tracking Attendance in a P.E. Class

by Taylor Ford

The Problem: Tracking attendance in a P.E. classroom. Physical education teachers don't always have a computer nearby and don't want to carry around clipboards with rolls for up to 8 classes. Taking attendance can take up valuable time in a P.E. class. P.E. classes already have less time than other classes because students have to have time to change before and after class. Minimizing the time it takes to record who is there and who is not can be very beneficial.

T**echnology Solution**: **Myattendancetracker** is an online way for teachers to record attendance from anywhere. On myattendancetracker you can create different classes for each class you teach with all of your students accounted for. Attendance can be record anywhere there is access to the Internet or through a mobile app that can be downloaded on your phone or tablet. Myattendancetracker is free to use! All you have to do to get started is to create a profile and sign in.
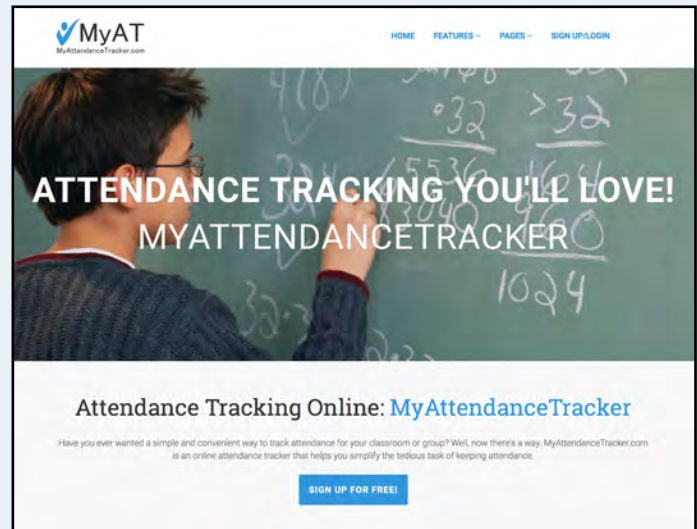
Using GradeCam to Provide Immediate Feedback and Assessment

by Nathan Smith

The problem: With 30-40 students in my classroom, it's difficult to know if all my students are understanding a particular objective I'm trying to teach them. I could give a pop quiz, but it would be the next day before I could score them all, and get feedback to my students. I would like to be able to get instant scoring and see compiled results immediately, so I can adjust my teaching based on their immediate needs.

A Technology Solution: **GradeCam** is a piece of software that allows you to create quizzes or other formative assessments and then use your device's camera to quickly and accurately store the results. First, you scan. Flash assignments in front of your smartphone, tablet, webcam or document camera. Grades instantly populate onto your computer and can be transferred into your electronic grade book with one keystroke. Finally,

you use the results analysis for live formative assessment. Your job here is done!

This allows you to give immediate feedback to your students. You can create and print the answer forms on plain paper. Once scores are scanned in, GradeCam will transfer the grades to your electronic gradebook. You can also aggregate and share assessments with your fellow teachers.

There are three plans for using GradeCam. The basic plan is free. It allows teachers to create quizzes or tests of up to ten questions. The plus plan cost $15/month, and allow up to 1000 question tests. Click on the image at the right to see details.

More Resources on GradeCam:

- GradeCam Go! Training Tutorials
- GradeCam Support and Resources
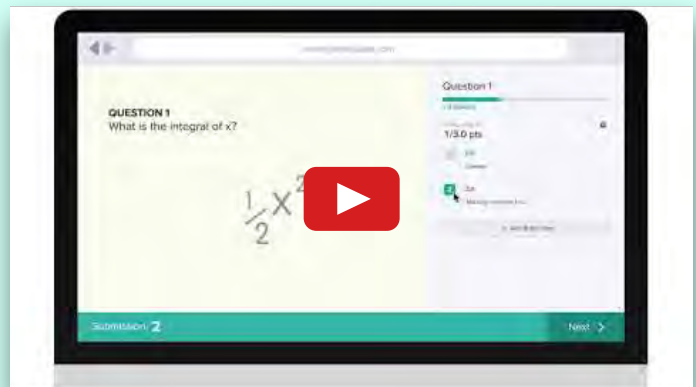- GradeCam's YouTube Channel
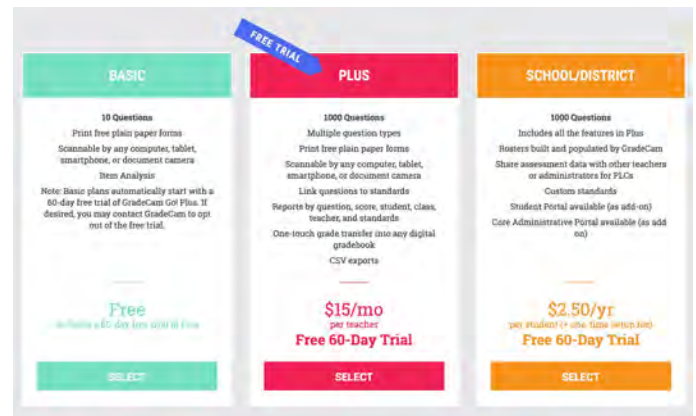
Grade Assignments Faster!
by Julie Bench

The Problem: "I have so much homework to grade - and it is so time consuming! Is there a better, quicker way to do this?"

A Solution: GradeScope is the fast, new way of grading homework, and yet still allows you to be personal with your comments. It's fast, free, and easy!

Getting Parents Involved in What Their Students are Learning
by Jessica Ellis

Problem: Many teachers have a problem getting parents interested and involved with what their students are learning. This is an issue because as adults are often the ones to set an example for their children, who will see that disconnect and follow the lead and become disconnected from their learning. This leads to students who do not care about their education and fall behind in class.

Solution: Use the website **Adobe Spark** as an easy way to display your students work. This will help parents see what their students are dong in the class, and be interested. It will also spark a conversation in the students projects at home, this will help students see that their parents are interested in what they are learning at school. It will also help keep the students involved and active in their learning.

How teachers are using this resource:

- Student lead newsletters that can be sent school wide and to parents
- Quick Announcements
- Teacher/Student Presentations

Below is a video of an educator explaining how it is a beneficial program to be used in the school system and how they have used it.

How to use the tool:

- Create pages, videos, or a whole page to share with the parents or whomever else.
- This is a free tool that can be used on the computer or downloaded as an app and used on a phone or tablet.
- Once the video or other presentation is created it can be shared to emails which would be ideal if sharing class content to parents. It can also be shared to different social media websites.

Teacher reviews note that Adobe Spark gives students the ability to be creative with their work. When they are creative in every subject, their voices begin to shine through. As parents see this, they will begin to be excited about their students' school work, giving their student an added support in their work. As students receive this parental support, it will help them to succeed in their work. This can help them go much further than they would have ever imagined.

You may want to follow this link to Common Sense Education reviews for the Adobe Spark website. These reviews are from teachers saying what they have enjoyed or what they have disliked about this program. It is so important to get valid information about a program before you begin to use it. From these reviews, I gathered that teachers find this to be a very helpful tool in their classroom. This would be a great way to connect your students to you and their parents in what they are learning. This makes learning fun inside of the classroom as well as when they go home and continue their education.

How to Motivate Students by Using ST Math
by Robin Reid

The Problem: My students are not engaged and are lacking motivation to learn. This lack of motivation prevents growth, and not only stops the students' own learning, but may also lead to disruptive behavior that effects the entire class. One subject that this seems especially prevalent in is math. I would like to find away to motivate each student so that they do not give up, and want to continue learning. I want my math lessons to be able to reach students of every level and require them to push themselves beyond what they believe they can do by implementing creative problem solving.

The Solution: **ST Math** is a math gaming software that helps students master mathematical concepts in spite of language barriers and learning disabilities. In this way it is able to reach even the lowest performers. **ST Math** also

requires critical thinking and creative problem solving,which helps engage high performers. It allows students to make attempts at problems they may not yet understand how to do, but encourages multiple attempts, teaching them that they can learn from their failed attempts and use that knowledge to deduce the correct answer. It also has a performance tracking system that allows teachers to observe how their students are doing and lets them know when their assistance is needed.

Additional Resources:

- How Teachers Can Use Digital Technologies to Motivate Students and Encourage Learning by Failing
- EdSurge ST Math Review
- CSR Partner: MIND Research Institute

Barefoot World Atlas

by Natalie Brannon

http://barefootworldatlas.com/

Purpose: Interactive atlas - children explore the countries of the world - learn about cultures, landmarks, flags, capitals & more.

Teachers can use this interactive atlas with their students in various ways, including entire class presentations, small groups or individual work.

- engaging
- easy to use
- accessible
- classroom or home use

This geography application with a 3D animated world covering regions and individual countries all over the world provides:

- short descriptions, photos, pronunciation
- live data such as weather and time
- country capitals, flags, landmarks and culture
- ability to save your favorite countries
- the distance from your current location (if location-finding is enabled)

PLATFORM: Requires iOS 9.0 or later. Compatible with iPhone, iPad, and iPod touch.

- PRICE: $4.99
- RATING: 1 2 3 **4** 5
- USERS: grades 1-5, teachers
- LANGUAGES: English, Catalan, French, German, Japanese, Spanish

Using ClassDojo to Solve Behavioral Problems
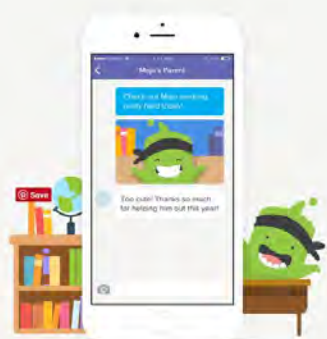
by Whitney Christian

https://www.classdojo.com

The problem: Many teachers today get burned out because of behavioral problems in their classrooms. Students find it difficult to focus in the general education classroom or they don't even want to be there. Some parents also aren't as engaged in the learning of the student.

A Solution: Classdojo is a resource that may be downloaded on the app store or on google play. The purpose of Classdojo is to create happier classrooms by connecting teachers with students and parents to build amazing classroom communities. Teachers can encourage students more by sending messages of positive feedback and by taking pictures of their work and showing it to the community. Classdojo also gives students voice where they can showcase and share their learning by adding photos and videos to their own on-line portfolios. Teachers may get parents involved as well by sharing videos and photos of wonderful classroom moments.

More Resources on ClassDojo:

- Resources for Teachers
- Back-to-School Presentation
- Parent Introduction Letter

Happier Classrooms

The simple way to build an amazing classroom community

Sign up

Used in 90% K-8 schools in US | Always free for teachers.

Remind: Communicate Safely With Students and Parents

by Melody Bainbridge

https://www.remind.com/

The Problem: Communicating with parents of preschoolers can be a serious challenge. Calendars, notes and reminders sent home in backpacks are rarely found or read. Parents forget to check backpacks and preschoolers are notorious for losing such things or forgetting to give the notes to their parents. Failed communication regarding important dates such as "no school days," "field trips" or "special days" is extremely frustrating for parents, students and the classroom teacher. It is also imperative that the arrangements for legal meetings, such as IEPs, be well documented. It is not feasible to call 40 parents, as most don't answer calls. Group texts to 40 parents violates privacy. Teachers need a quick, reliable, easy, and safe way to communicate with parents.

The Solution: Remind is a web-based application that allows a teacher to send one message to all recipients at once, or to a small group, or even to just one individual. Students and/or parents are able to respond and create their own messages as well. The teacher is able to "allow" or "turn off " the ability for parents and/or students to contact one another.

Remind converts private numbers to an assigned number in effort to protect the privacy of all users. Each conversation is saved and documented for later reference or printing. A teacher is able to create a "classroom" group (or multiple) and can invite parents to join via entering their private information or via class code.

The Technology - How it works:
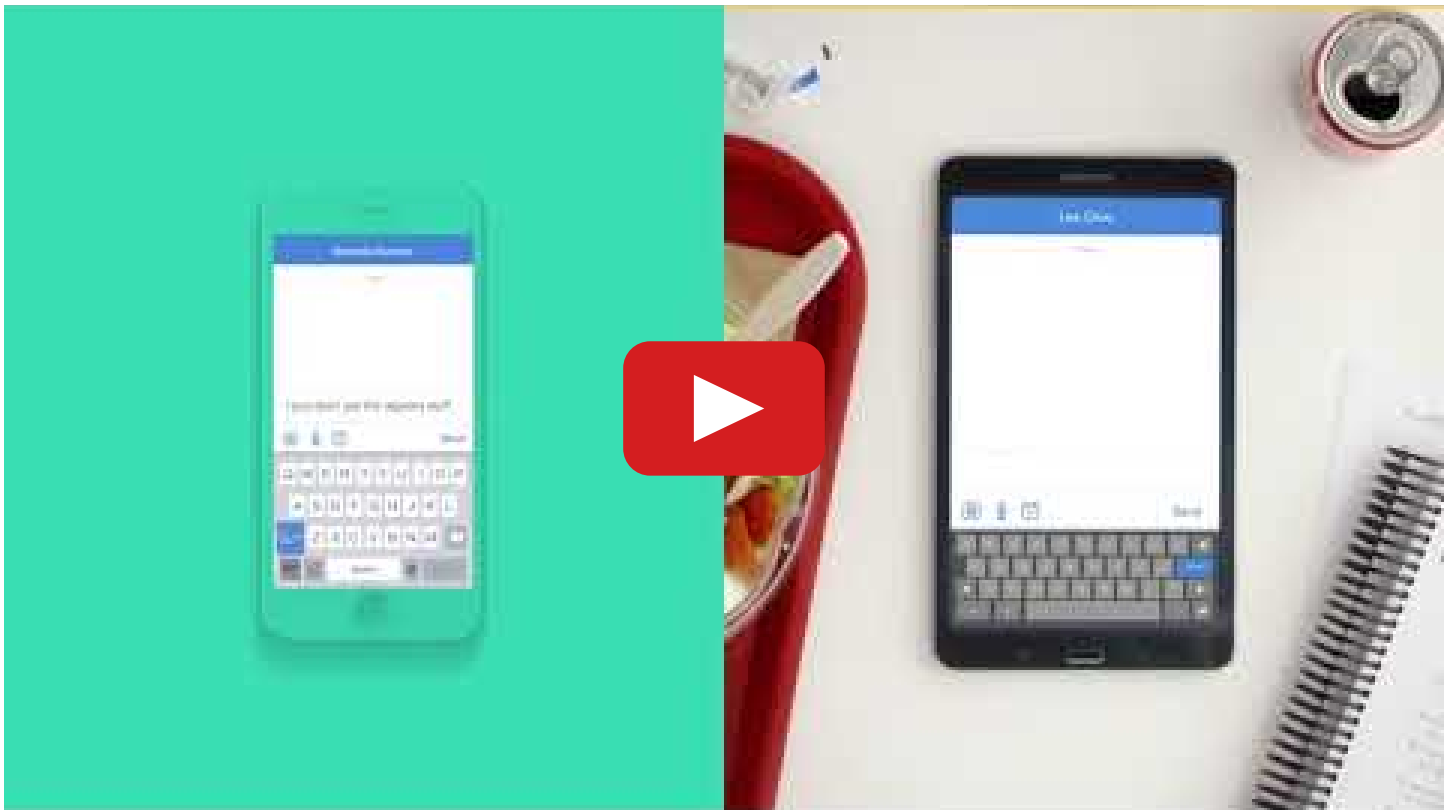
Advantageous Features:

- Schedule reminders ahead of time.
- Translates into 70+ languages
- Send home photos, pdf's, videos, etc.

Dealing With Smartphone Use in the Classroom *By Samantha Avery*

Problem: Nearly all my students have smartphones. Is there a way I can have them use them for learning, but avoid the many distractions that would pull them away from the learning that needs to happen?

Solution: A website that confronts this issue is Common Sense Education. This website includes many resources for teachers that involve lesson plans, positive ways to use technology, and how to deal with the distraction of technology in the classroom. If you just go into their website and click on their "Tips and Resources" tab, you can then scroll through the page to find something that relates to your issue. The section labeled "Dealing with Digital Distraction in the Classroom" is the one that focuses primarily on the problem we are looking at. This page has videos, articles, and PDF files to help teachers make smartphone usage a positive thing in the classroom.

Cheat Sheet: Dealing With Digital Distraction

Looking for more resources to help with device and classroom management? Check out our Dealing...

Download   Share

Classroom-Management Apps and Websites

Our editors' top tools to help you motivate, manage, and maintain a great classroom.

View All   Share
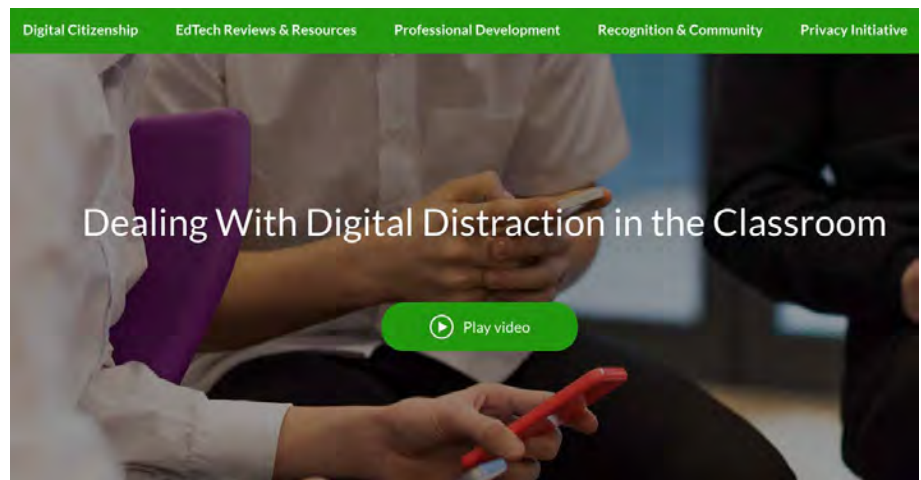
Do Students Use Their Devices Responsibly in Your Class?

How do you promote positive device use in your classroom?
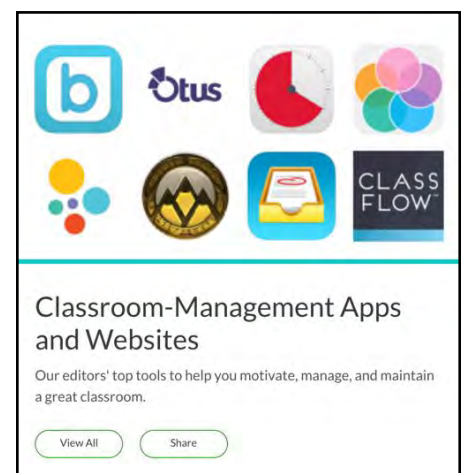
Do Device Bans Undermine 21st Century Learning?

How can a prudent device plan and authentic learning fend off digital distraction?

Using PATHBLAZER to Help Students that Learn at Different Speeds

By Crystal and Kinnon Oldaker

https://www.edgenuity.com/wp-content/uploads/2017/01/Pathblazer-Brochure.pdf

The problem : The teacher we spoke to said one of the biggest problem she deals with is students learning at different speeds. She teaches 2nd grade and some of her students can read chapter books by themselves with no help, but a couple other students are still struggling to read at all. She asked: "How can I give those students who need extra help more attention without sacrificing the learning of other students. " Every teacher faces this problem in some form.

A Solution: Pathblazer is a learning software that helps students learn by providing them an individualized learning experience based on exactly their needs.

How it works: Students take a short test called a screener and then asks a few more questions called a diagnostic. Then Pathblazer builds a set of lessons that are specifically tailored for what that student needs. Pathblazer sends reports to the teacher so they can track progress of the students.

Why it works: Pathblazer works because it is fun and entertaining so it keeps and holds the students attention while they are learning.

One way to use Pathblazer in the classroom: The are many ways to utilize Pathblazer in a classroom. One way that we thought would be effective is allowing the students to get on Pathblazer and then pulling students who need extra help out one-by-one or in small groups so that the teacher can work with them and help them with what they need. This allows all the students to be learning, but giving the teacher the opportunity to work with students need extra attention.

Cache Valley Morning
Photo by Nathan Smith

One thing summer brings for teachers is the opportunity to take a deep breath and enjoy a bit less hectic schedule! Be sure to take advantage of the breather! You need time to refresh, rethink, and reflect before the next school year!

Studies show that creativity and innovative ideas come when you take time like this! Like my walk this morning...

Turn up the creativity with Adobe Spark

Encourage creativity in your school with free, easy-to-deploy creative apps and the training, curriculum and community you need to drive student outcomes. Follow the step-by-step guide below to get started with Adobe Spark.

1. Get Spark Premium for your school, for free!

Adobe Spark is a suite of apps for quick and easy creation of graphics (e.g. posters), web pages (e.g. visual reports and essays), and videos (e.g. presentations and ads). Spark is instantly engaging and inspires students to create their best work.

Primary and Secondary schools and Higher Education institutions can now deploy premium versions of Spark to all their students, faculty and staff, **free of charge**.

Learn more about how to get Spark for your school ›

2. Learn how to use Spark in your classroom

Take an online course with other educators: Explore classroom use cases for Spark in collaborative courses, taught by educators, for educators. Plus, **earn Professional Development credit hours** for each course!

- **Multimedia Presentations**   *Starts August 6*
- **Digital Storytelling**   *Starts August 20*

Learn at your own pace with an on-demand workshop: Start a self-paced workshop to create your first Spark project and explore example Spark classroom projects.

- **Learn Adobe Spark**
- **Create and share an animated video with Spark Video**
- **Design a stunning web page with Spark Page**

3. Teach with sample Spark projects

Download sample classroom projects - all including a step-by-step instructional plan, sample project, tutorial and assessment rubric.

- **Science: Multimedia Lab Report**
- **Social Studies: Histagram**
- **Language Arts: Visual Biography**
- **Language Arts: Creative Writing**

4. Share your experiences using Spark

Collaborate with other educators and share your ideas on how to use Spark in the classroom: Join the discussion ›

Take a Virtual Field Trip This Summer With Google Expeditions!

Audience: All Educators

Contact: JSC-STEMonStation@mail.nasa.gov

https://www.nasa.gov/audience/foreducators/stem-on-station/get-involved

Not every day can youth leaders take their students on a trip to outer space. In fact, developing the skills necessary to operate spacecraft takes years of training. But by using Google's "Expeditions" feature, you can take students on a field trip once thought impossible: the International Space Station!This immersive virtual reality experience allows leaders to guide students through each module of the space station, while identifying points of interest along the way. Identify the Microgravity Science Glovebox while discussing the various scientific experiments it contains. Highlight the crew quarters and exercise equipment, or even soak in the beautiful view from the cupola! This activity is a perfect fit for everything from classrooms to summer camp to family adventures. Download the free Expeditions App in the app store and explore the space station among other NASA missions.

Find more ways to bring NASA into your classroom during NASA's A Year of Education on Station, a celebration of a 12-month presence of a teacher aboard the International Space Station.

NASA and Texas Instruments have partnered to bring a series of STEM-focused design challenges, based upon the One-Year Crew mission, to students in middle and high school grades and their teachers. The **mISSion imaginaTIon** challenges give students the opportunity to use their imagination to design aspects of a long-duration mission in space.

World Space Week 2018

Audience: Educators and Students

Event Dates: Oct. 4-10, 2018

Contact:

admin@worldspaceweek.org

http://www.worldspaceweek.org

World Space Week, as declared by the United Nations, is the world's largest public celebration of space. This event commemorates the launch of Sputnik 1 on Oct. 4, 1957, and the signing of the Outer Space Treaty on Oct. 10, 1967, to regulate peaceful use of space by all countries. During this week, teachers are encouraged to use space-themed activities to excite students about science and technology. Visit the World Space Week website for event locations and related educational materials.

World Space Week OCTOBER 4-10

Keeping Students Engaged in the Classroom

by Andrea Richey

http://www.dreambox.com/

Problem solving In today's world: Teachers are competing with technologies like Netflix and social media while they are teaching in the classroom. Many students are not learning basic fundamentals because they are glued to little screens in their hands. During an interview I had with a third grade teacher, she expressed her worry about being able to reach her students and teach them what she knew they needed to learn.

From research I've found, the idea of "if you can't beat them, join them" applies to solving this particular problem. If they are using social media or playing games during class, find away to incorporate these technologies into your lesson plan. If students like to watch Netflix, maybe how they learn is by watching videos. We as teachers need to adapt to the changing world in our classrooms. Students today learn by using their little fingers on the screen of their tablets or cell phones.

In a TED talk, Jessie Woolley-Wilson taught about blended learning. Jessie is the CEO of a website called DreamBox. Dreambox allows students to learn at their own pace while they play a simple game on-line or on their phones. The best part of this is the technology behind this game. The system is taking notes about how quickly a student is in responding, or how they are responding to a question. This enables students to learn based on their own needs, and they are able to learn at their own pace.

Technologies such as Dreambox, or social media sites can be used to the advantage of both students and teachers alike. If students are struggling to stay engaged while in the classroom, let's adapt to their needs and figure out how they can learn and be productive.

Dreambox is great for students from kindergarten to 8th grade. It measures the learning of the students while they play the games provided and then provides the students with the best fit for lessons they may need. It's a great way to keep students engaged in the classroom as well as allowing them to have fun while they learn.

Edutopia also allows teachers explore other options to help keep their students engaged in the classroom. The article that I particularly enjoyed was written by Tristen De Frondoville. She explains a few other ways to keep students interested while learning.

Clips Apps - Bring lessons to life.

Clips makes it easy to create expressive videos that are unique, informative, and fun. Quickly capture and combine videos and photos. And get creative with animated titles, filters, graphics, and music.

Description

Clips is a free app that lets you make fun videos to share with friends and family. With a few taps you can create and send a video message or tell a quick story with artistic filters, animated text, music, emoji, and fun stickers featuring characters from Star Wars, Disney, Pixar and more.

Videos made easy
• Clips lets you create videos in real time with simple controls — no timeline, tracks, or complicated editing tools
• Record video, take photos, or add them from your library
• Easily mute audio, adjust the length of your clips, and reorder them
• Drag and pinch while recording to add smooth pan and zoom animations to your photos and videos
• Add a music track from your library or choose from more than 60 built-in soundtracks that automatically adjust to the length of your video

Live Titles
• Create animated titles and captions using just your voice
• Captions are generated automatically as you speak and match the timing of your voiceover
• Easily change the style of your title, adjust text and punctuation, or add inline emoji

Artistic effects and filters
• Turn any photo or video into a moody painting, elegant pencil sketch, or comic book illustration*
• Add warmth, impact, or drama to videos and photos with a selection of filters from the Camera app
• Use effects and filters while recording or apply them to photos and videos from your library

Fun stickers, emoji, and posters
• Choose from dozens of animated stickers from Star Wars, Disney, and Pixar
• Add emoji, animated speech bubbles, shapes, and customizable text labels to your photos and video clips
• Use full-screen posters with animated backgrounds and customizable text to help tell your story

Selfie Scenes on iPhone X
• Make selfie videos on iPhone X that place you in animated, 360-degree scenes
• Choose from a dozen unique scenes from stylized landscapes to abstract art and even the Millennium Falcon from Star Wars: The Last Jedi
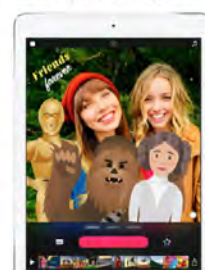• Each scene is a 360-degree video that surrounds you on all sides as you move iPhone X

Smart sharing
• Clips suggests people to share with based on who is in your video and whom you share with most often
• Tap a person in the share sheet to instantly send your video via Messages
• Send directly to Instagram, Facebook, YouTube, and other popular social media sites
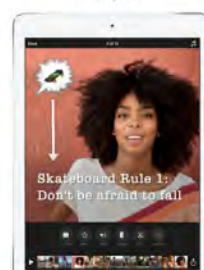• Use iCloud to view and edit all your Clips videos on any of your iOS devices

*iPhone 7 or later or 2017 iPad Pro required for some filters

Disruption at Scale: Three K-12 Districts Making Big Changes

K-12 districts large and small show that by taking risks, they can reap big rewards.

CENTER FOR DIGITAL EDUCATION

A Shifting Landscape: As Students Evolve, So Must Schools

To be more competitive, higher education institutions are meeting students where they are.

CENTER FOR DIGITAL EDUCATION

TECHNOLOGY IN SCHOOL

Five (Easy-to-Implement) Ways Video Can Have a Powerful Impact on Teaching and Learning

Screencast-o-matic

DOCUMENTING DISRUPTIONS

Change is happening in K-12 and higher education institutions — and the Center for Digital Education is keeping an eye on their progress. Here are some of the top disruptions happening throughout the country.

K-12

PERSONALIZED LEARNING GOES MAINSTREAM.
66% of K-12 districts are implementing personalized learning.

ONLINE TESTING TAKES OFF.
70% of K-12 districts say they have the infrastructure in place to conduct district-wide student assessments online.
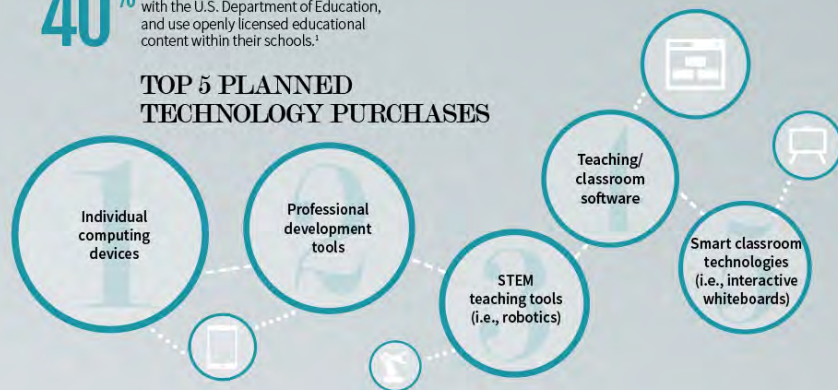
DIGITAL CONTENT DIVERSIFIES.
40% of states have committed to #GoOpen with the U.S. Department of Education, and use openly licensed educational content within their schools.[1]
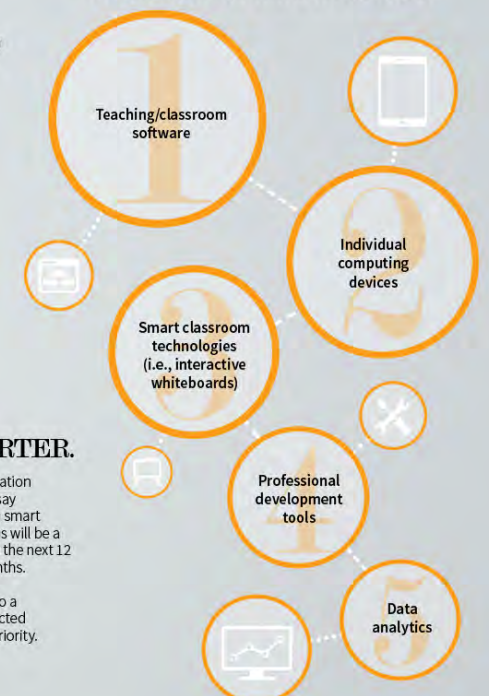
TOP 5 PLANNED TECHNOLOGY PURCHASES

1. Individual computing devices
2. Professional development tools
3. STEM teaching tools (i.e., robotics)
4. Teaching/classroom software
5. Smart classroom technologies (i.e., interactive whiteboards)

HIGHER EDUCATION

PHYSICAL ATTENDANCE OPTIONAL?
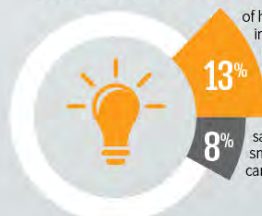**80%** of higher education institutions are increasing online classes.

HIGHER ED GOES HIGH-TECH.
22% of higher education institutions plan to procure simulation labs within the next 1 to 2 years.

EDUCATION GETS SMARTER.
13% of higher education institutions say investing in smart classrooms will be a priority in the next 12 to 18 months.
8% say moving to a smart/connected campus is a priority.

TOP 5 PLANNED TECHNOLOGY PURCHASES

1. Teaching/classroom software
2. Individual computing devices
3. Smart classroom technologies (i.e., interactive whiteboards)
4. Professional development tools
5. Data analytics