TECHNOLOGY NEWS '17

UTEP College of Education Technology Implementation Area Newsletter Issue 5 Spring 2017

Product Updates and Developments • Did you Know? • How-To • Apps and Tools • Q&A

Welcome

Dear College of Education faculty and staff,

Welcome to our Spring semester issue of the COE Technology Newsletter. In this edition we will talk about blended learning, capture lecture and pine64. The objective of COE's technology newsletter is to provide information and updates to COE's faculty and staff on technology topics, product updates and developments happening on the IT industry as well as with our collaborators.

Jerry Urquiza –Technology Implementation Manager

"It's not that we use technology, we live technology."

-Godfrey Reggio

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•Blended Technology (Learning) - Interview with EPISD Instructional Technology Specialists

Blended Learning is an instructional design concept where portions of the learning experience are face-to-face and other portions are achieved digitally. This is designed as an engaging and challenging course for teachers and leaders who are interested in building blended learning experiences in order to become facilitators and partners in the learning process.

1. How does EPISD define blended technology (Learning)?

I don't believe that we think of "technology" as being blended. We approach the whole concept as a pedagogy in which part of the instruction occurs online, with additional pieces being more traditional in the classroom setting.

2. How is EPISD implementing blended learning in elementary grades?

Although we are just starting to role out "blended learning" to our elementary teachers, I think that elements of it have been in place for quite some time. Elementary teachers are well-known for using a station rotation model of teaching in their classrooms where students move from one activity to another. In recent years more and more of those stations have become tech-based either through websites or specific software a campus has purchased. In that sense, if we really take a look at it, our elementary teachers have been blending their learning far longer than the average secondary teacher. *Cont...*

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3. For how long has EPISD been implementing blended learning or is it a new trend?

For quite some time now, at least the past six years or so, we have promoted blended learning in one form or another. In the past our efforts were more focused on the "flipped classroom" model. That focus has shifted over the past couple of years to a model that is more aligned to the station rotation model of blended learning.

4. Do teachers get any type of training on blended learning?

We are currently training a cohort of over 50 high school teachers on blended technology practices. In addition, throughout the year teachers are offered workshops on a wide variety of "tech" topics. With the introduction of EPISD Active Learning Leaders on each campus, our teachers should be receiving training on more of the face-to-face strategies to use in their classrooms. The key, I believe, is to align the two. For example, as teachers plan any blended unit or lesson, they should put into practice strategies such as the UBD framework. Aligning online and in class activities with specific goals and overarching questions, ensuring that formative assessments, both online and face-to-face, are measuring the intended student expectations, and providing students with a variety of activities to prove their understanding is essential to any effective blended effort. In my opinion this is where we can grow the most as a district to improve student success.

5. How do ITS or EPISD administrators select the blended learning to use in the classrooms?

An RFP was put out for an LMS system that could meet the needs of the district, from that Schoology was adopted as our official system in EPISD. We are in the beginning phases of rolling it out to teachers through a train the trainer model. The curriculum that is used was adopted through our Academics department. Specific tools that may used to design and deliver lessons is left up to the teacher.

6. What type(s) of blended learning concept(s) EPISD use(s)?

•Flipped instruction

•Station Rotation

•Online credit recovery coursework

7. In which school grades does blended technology have had more impact, if any?

If done thoughtfully, using sound educational planning and delivery practices, blended learning has the potential to be tremendously successful at any level.

8. Which blended technology tools/applications do you recommend to implement in curriculum instruction?

I would recommend that pre-service teachers gain a solid understanding of the Understanding by Design framework, plan a blended unit based on UBD template and curricular goals, essential questions, and student expectations that includes both online and in class activities and assessments. Develop that unit, and prove understanding, through a free tool like Schoology. In addition, I think that an understanding of the foundations of PBL would beneficial.

Save the date for the EPISD Blended Learning Conference, July 27th at Chapin High School . Keynote Caitlin Tucker. https://www.youtube.com/embed/SetO3QYFdWE?ecver=1

Special thanks to Ms. Evelyn Corral, M.Ed. and to the rest of the EPISD's Instructional Technology Specialists for their great collaboration on this topic.

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•Blended Learning Tools

Blended learning is also sometimes referred to as hybrid, virtual, online, or digital learning. Here are six great tools for blended learning.

Edmodo is one the popular website for the educators where they can share ideas and resources with their students. It is a free and safe social learning environment where educators can deliver best teaching strategies. Edmodo is among very useful tool for blended learning. It can be used to framework assignments and resources for the classroom.

Been for Education is an educational tool for blended learning that enables educators to surf and curate the web in a safe environment. With Been for Education, educators can collaborate with students and bring subjects to life.

GoClass is another tool used for blended learning. This tool will assist educators in enhancing students' engagement and classroom management. GoClass offers features that are divided into four categories Teaching Functionality, Administrative Functionality, Student Functionality, GoClass+ Features.

Explain Everything	Google +	You Tube	PhotoVoice	TweetDeck
Doodlecast Pro Video	X-Mirage	Todaysmeet	Snapseed	Three Ring
Educreations Interactive	Vittle: Interactive Whiteboard	Flipping the Classrooms	Zentation Webinar	Animoto
ShowMe Interactive	Sock Puppets	ThingLink	Voki Home	FlowVella
Powtoon	Sophia	Schoology	Canvas	Unleash Interactive
iTunes U	Blackboard Collaborate	Doceri Interactive	Shadow Puppet	Splashtop

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● Did you know?

In 2012, at least 17 newborn girls were named Siri...

There are more than 682 million iPhone across the globe...

Created in 1956, the first ever VCR was the size of a piano...

92 percent of the world's currency is digital...

Domain name registrations were free till 1995...

● Useful Links

- Blended Learning: Making it work in Your Classroom
- Teaching Methods for Inspiring the Students of the Future
- Blended Learning Case Study
- PINE64 x Edgewood Center For Children
- Pine A64 vs Raspberry Pi 3

Contact Us

If you would like to be a contributor or for more information about this newsletter please contact us at:

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Visit us on the web at

coe.utep.edu/technews

● HD Recording Studio

The HD recording studio is a high-quality recording studio located in the 4th floor of the College of Education, room 406A. The studio features professional quality lighting, studio-quality audio, and HD video, as well as digital photography resources.

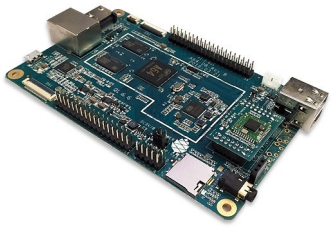
How do I use the HD Studio?

The studio is available for COE Faculty and Staff,. Please contact coetechnews@utep.edu if you would like to schedule use time. The studio is managed by technology implementation area who will work alongside you to provide all of the technical assistance required.

●Pine 64

Have you ever wondered how micro computers are built or how affordable they can be? Microcomputers became popular in the 1970s and 1980s with the advent of increasingly powerful microprocessors. However, in the past few years the affordable cost of such systems and the versatility in which they can be used, made them hot gadget among the technology professionals as well as the aficionados. Such systems can be commonly found in HTPC media players, robots, drones, portable handhelds and so forth. And for good reason! Those maker masterpieces show what sort of power the $35 mini-PC is capable of in the hands of someone with a little imagination. Raspberry Pi was one of the first inexpensive microcomputer systems that came on the market to be used in a wide variety of tech projects. Pine 64 is not the exception.

At a starting price of $15.00, yes $15.00 dollars, PINE A64 is Single Board Computer powered by Quad-Core ARM Cortex A53 64-Bit Processor. It provides PI-2 Bus, Euler Bus and many others peripheral devices interface for makers to integrate with sensors and devices. Various Operating System (OS) are made available by open source community such Mainline Kernel, Linux Distro, Android, Remix OS, Windows IoT and many more to be added.



I particularly have created a media player for home connecting it to my HDTV and being able to add all sorts of applications to make it a HTPC computer. For this project I selected the Android operating system, but you can choose the one that fits your needs . There you have it. Google can provide you with countless ideas in which this inexpensive microcomputer system can be implemented; just give it some imagination and remember that help is always available in our technology implementation area. You can find more information at https://www.pine64.org/

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