

# Tips and Tricks for Technology Integration in Project Work

## Exploring a Topic with Technology

- Use websites, iPad apps, databases, and videos.
- Create your own learning tool/app ([Educreations](#) or [Explain Everything](#)).

## Creating

- Combine a variety of tech and non-tech. For example we use rulers on iPads, computer generated graphics on a hand drawn poster, and hand drawn images in movies.
- Get helpers. We regularly bring in parents and others in the community.
- Plan on having mini-lessons interspersed as needed but encourage students to try things out and learn on their own. Students can also be great at teaching each other.
- For group work consider having students create their own groups. This is especially true with a new technology you are all learning together and for encouraging work at home.

## Using Technology During Culmination

- Use apps the students have used as part of your culmination. During our 1st Grade Healthy Self culmination one of the activities was to do exercises and then take your pulse rate with an app on an iPad.
- Use an application like [Poll Everywhere](#) to get real time data from your participants.
- Combine technology and non-technology projects together on the same table.
- Set up early to make sure everything is working.
- Have a backup plan for when the technology fails.
- Make sure students have things to talk about it and it is not just watching the technology as this doesn't take advantage of the face-to-face aspect of a culmination.

## Movie Making

- Students can make an advertisement for your culmination that is sent out the week before.
- Students can easily work in groups on a movie project. You probably don't want your groups bigger than four students as it gets difficult in the editing stage.
- Plan first, storyboard, and gather all materials before you start filming.
- Movies can be made mostly by teachers with students doing a lot of the planning and acting at the lower levels.
- For elementary students make the movie in chunks with mini-lessons interspersed.
- There are a variety of movie making applications - try different ones and don't forget that PowerPoint can be great for movies.
- Try to keep movies to 3 minutes or less. If the movie is longer consider making it available for parents and students to watch online AFTER culmination instead of watching it during culmination.
- If you are showing a lot of movies on different devices, make sure that you have enough headphones or ask participants to bring their own earbuds. A good work around is not to have music or sound in your movie.
- Movies are also a great way to have students explain what they have learned and post online for viewing after the culmination.



## Presentations

- Students should plan on paper before working on the technology.
- In traditional presentations the slideshow should be a backdrop and NOT take away from what the presenter is saying. Minimal words and good graphics are a good idea.
- In stand-alone presentations the slideshow is showing ALL the information. It can either run automatically or be clicked through. We use this a lot for our presentations during culmination as some participants can be viewing the show while others talk to the student presenter.
- Make sure to use good, relevant, and creative common images. Make sure students cite all images either on the slide or at the end of the show. We try to encourage students to take or draw their own images.

## eBooks

- Students can easily work in groups on an eBook. We've found up to three students works well.
- Have students write and/or type all content first. Then they can go on the iPad to do their drawing or picture taking.
- Remember that your illustrations can be hand drawn - you can just take a photo with the iPad and put it right in the eBook.
- We've had a lot of success with posting our eBooks on Dropbox for parents to download.
- Don't forget to allow time for your students to read the eBooks.

## Other Ideas

- Comics can be a fun creative way for students to show what they've learned or illustrate a concept. Students can hand draw or use images taken on field work. There are many websites to create comics and quite a few apps for iPads.
- Students can build virtual models of what they've learned. We've had success using [Minecraft](#) to make a virtual zoo.
- Choose Your Own Adventure - we've had success with both [InkleWriter](#) and PowerPoint.
- Create a website on [Weebly](#).
- Use QR Codes or Augmented Reality to link real objects to online content.
- Create word clouds to use on posters using [WordArt](#).
- Create your own learning tool/app ([Educreations](#), [Explain Everything](#), [AppGyver](#), [POP-Prototyping on Paper](#), and [Tiny Tap](#))
- Use [Popplet](#) to create webs and timelines.
- Use graphic creators to make text and images pop. Our favorite is [Canva](#).
- Create a magazine, newsletter, or other publication using [LucidPress](#).
- Write a poem, picture book, or chapter book inspired by art with [Storybird](#).
- Bring the Maker Movement into your project work using microcontrollers, coding, game design, app design, and 3D printing.