Creating An Learning App Library Apptivity

Content curation is the process of sorting through the vast amounts content on the web and presenting it in a meaningful and organized way around a specific or centralized theme.
Social bookmarking sites can allow for app collections to be curated for future references and so you can find them in one very easy to use - and visual place.

Beth Kanter has done a nice job outlining what the Curation Primer" is as a help guide through
http://www.bethkanter.org/content-curation-101

Web App suggestions:
Edshelf   http://www.edshelf.com
Learn.ist http://learni.st
List.ly http://list.ly
Pearl Trees http://www.pearltrees.com
Pinterest http://pinterest.com
Scoop.it http://www.scoop.it

DIRECTIONS

Choose a social bookmarking tool from the list above and setup and create a user account. Complete your educational profile and begin with creating either a "shelf" or "list" or "scoop" or 'pearl" or a "pin board." You will add to your collection throughout the day to curate your educational apps and share with others.

*Please note: Edshelf allows users to create both functioning libraries of *potential* apps, and current databases of existing apps by category. Edshelf allows users to curate relevant apps and store them by your own personalized category of choice.

COLLABORATION

Starting your collection is just the beginning. Whichever approach you choose to use from social media, social bookmarking, or Edshelf, you will be able to share apps, explore content, and comment on other collections. This helps you curate the perfect visual app list- all the while helping others discover a critical app(s) they may have been missing.

Student Generated Interview Apptivity

PURPOSE: Students will interview a real, historic, or fictitious person and produce a media-rich digital story.

STANDARD ALLIGNMENT: Common Core Alignment: Informational Text Writing, Speaking and Listening, Language and ISTE NETS Student Profiles 1-6

AUDIO APP SUGESTIONS
AudioBoo,   Recorder Plus HD   Super Note: Recorder

Communication Translator Apps
Communilator Free   Free Translate with Voice   Google Translate

MIND MAPPING APPS   **NOTE TAKING APP SUGESTIONS**
Idea Sketch   Popplet Lite   SimpleMind+   Mobile Noter for iPad   PaperPort Notes
                                               iAnnotate PDF   Penultimate

VIDEO APP SUGESTIONS
iMovie ($4.99)   Record Button   ViBop (iPhone app)   Video Editor Free,   Videolicious

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DIRECTIONS

You will interview a real, historic, or fictitious person. Ask your interviewee about a specific event in their lives (historic period, eye witness event, family story, contribution to society, expert advice, etc.) You will script and/or storyboard the introduction to the person you are interviewing, give background information about the person and generate ten interview questions using one of the mind mapping or taking apps from above.

When using a video or recording app: Take an image of the real person you are interviewing (and maybe the surroundings/settings) or find and download an image (licensed under Creative Commons) of a fictitious person and relevant images that would go with your interview. Import the images within your video creation app. Record the audio of the interview with one of the audio apps listed above and design your final digital product with the audio, video and audio assets. Keep your interview between 3-5 minutes.
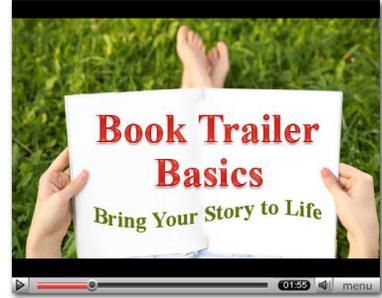
COLLABORATION

Export the completed movie to a cloud storage space via YouSendIt or DropItToMe or BackThatUp your teacher has set up. Or email your teacher the link. Your teacher will embed the video clip on the class website, blog or wiki.

Making a Digital Book Trailer Appitivity

PURPOSE: Students will create a digital book trailer to retell, summarize and market the quality attributes of a storyline, characters, plot and setting to an authentic audience.

STANDARD ALLIGNMENT: K-12 Common Core Alignment: Informational Text Writing, Speaking and Listening, Language and ISTE NETS Student Profiles 1-6

MIND MAPPING APPS
Idea Sketch   Popplet Lite   SimpleMind+

NOTE TAKING APP SUGESTIONS
Mobile Noter for iPad   PaperPort Notes
iAnnotate PDF   Penultimate

INSPIRATIONAL APP SUGGESTIONS TO START YOUR STORY
Shake-N-Tell   Rory's Story Cubes ($1.99)

VIDEO and RECORDING APP SUGESTIONS
Blurb Mobile   Explain Everything ($2.99)   I Tell A Story ($.99)   Puppet Pals HD
ScreenChomp   Sock Puppets   Sonic Pics ($2.99)   Story Kit
Story Robe ($.99)   Super Duper StoryMaker Free   Toontastic

DIRECTIONS

Decide on a book that you would like to recommend to a specific audience (your students, book club, parent community, teacher colleague, administrators, etc.) Write a short script to summarize the book, highlight why you feel your audience would like/benefit from reading it. Add further resources (links, websites, movies, other books on the topic, etc.) about the setting, characters, plot, author, etc.

Find 5 visuals/images online or create your own with an Art app or take a photo of each piece of artwork/sketch you have created to include in your recommendation. You may want to use Sonic Pics and import the images, then record your script, advancing the slides as you are recording. Book recommendation is to be between 1 and 3 Minutes.

COLLABORATION

Please export your booktrailer as a movie and send to YouTube (if you already have an account) or export the completed movie to a cloud storage space via YouSendIt or DropItToMe or BackThatUp your teacher has set up. Otherwise email your teacher the link. Your teacher will embed the video clip on the class blog, website or wiki to share.

Designing a Graphic Novel or Comic Strip Apptivity

PURPOSE: Students will create a graphic novel or comic strip to create a story with a series of events in sequential order.

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STANDARD ALLIGNMENT: K-12 Common Core Alignment: Informational Text Writing, Speaking and Listening, Language, and ISTE NETS Student Profiles 1-6

MIND MAPPING APPS
Idea Sketch   Popplet Lite   SimpleMind+

NOTE TAKING APP SUGESTIONS
Mobile Noter for iPad   PaperPort Notes
iAnnotate PDF   Penultimate

INSPIRATIONAL APP SUGGESTIONS TO START YOUR STORY
Shake-N-Tell   Rory's Story Cubes ($1.99)   Storyboard Cube 3D   Storyboards

COMIC APP SUGGESTIONS
Big Nate: Comix byU! ($2.99) Cartoon Camera Free Cartoon Studio Free Cartoon Studio Pro

($1.99) ComicBook ($1.99), Comics Creator ($.99) Comics Head Lite Comic Life ($4.99), Phoster

($1.99) Strip Designer ($2.99)   ToonCamera ($.99) Toon Toolkit ($2.99) ZoodleComics

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DIRECTIONS

You will develop a comic strip. Convey a message of a make-believe or a true story, and express interesting information about the topic of your choice. Topics may include: current news event, cyberbullying, online etiquette, using iPads in the classroom, a holiday or celebration or a funny story, etc.)

Storyboard your comic strip, by developing a creative and interesting storyline, setting, characters, plot, and dialogue. Include 3-5 related images in your iPads Photo Album (take your own images or search for creative commons or public domain images online)
Use a Comic creation app of your choice listed from above. Choose a layout to accommodate the number of your images. Import your images from the Camera roll or take you own images with the iPad's camera. Add speech bubbles and stickers.

COLLABORATION

Save your comic strip image and email to your teacher or share and send your teacher the final file via YouSendIt or DropItToMe or BackThatUp Dropbox your teacher has set up.

So You Want To Be An Author and Illustrator Apptivity

PURPOSE: Students will create a digital book to retell, summarize and market the quality attributes of a storyline, characters, plot and setting to an authentic audience.

STANDARD ALLIGNMENT: K-12 Common Core Alignment: Informational Text Writing, Speaking and Listening, Language, and ISTE NETS Student Profiles 1-6

Book Creation Apps Suggestions:

A Novel Idea   Bindle PDF Maker ($1.99) Book Creator for iPad ($2.99) Book Magic Book Writer ($3.99)   CloudOn CubeStory Writer ($.99) Demibooks Composer ($1.99) eBook Creator ($3.99) eBook Maker (4.99) eBook Magic ($4.99) Express Books   iBooks iTell A Story ($1.99) Kids Book Report ($.99) Kids Journal ($1.99)   Little Story Maker   My Story – Bookmaker ($1.99)   Pages ($9.99)   PictureBook: School Edition ($4.99) Picture Writer Primary Writer   Rapid Book Creator ($2.99) Scribble My Story   Scribble Press ($2.99) Smart Writing Tool StoryBuddy 2 ($5.99) Story of You
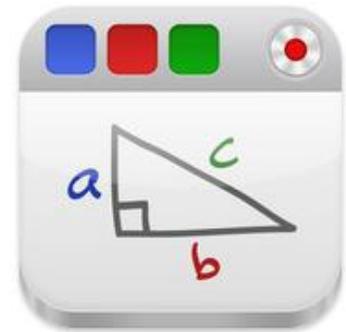
DIRECTIONS

1. Brainstorm and storyboard a storyline for your book. Pay close attention to word choice, vocabulary, grammar structures, sight and action words to making your story interesting.
2. Import or take images for your story.
3. Create pages by adding an image and text
4. Customize words and sounds: Record your voice reading the text or manually slide the words to their place in the recording.
5. Customize picture highlights and layouts: Add "highlights" to areas of the image, add text and record the text.
6. Remember to work with a student friend to peer edit and make quality improvements to your story.

COLLABORATION

Once the draft has been reviewed by your teacher, export the final story into iBooks to convert into an ePub file for an interactive book or a PDF as an eBook to read. Email the completed ePub file from within iBooks to your teacher to be added to our class blog, website or wiki page for sharing with others.

Producing a Self-Directed Student Tutorial Apptivity

PURPOSE: Teachers will create a self-directed student tutorial, to model and explain a new concept or a unit of study as a flipped teaching lesson. This digital production can be utilized many times for students to refer back to, and review to see and hear the content message or study guide overview.

STANDARD ALLIGNMENT: K-12 Common Core Alignment: Informational Text Writing, Speaking and Listening, Language, and ISTE NETS Student Profiles 1-6

Screen Recording and Tutorial App Suggestions:

Doceri or Explain Everything ($2.99) or Educreations or Knowmia Teach or Showme App or ScreenChomp or Snapguide

Explain Everything iBook   iTunes U Course for Doceri, Explain Everything and Educreations

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DIRECTIONS

Choose one of the above free screen recording apps. Create a content-based step by step tutorial for students introducing a new concept, unit of study or a tutorial guide. Or showcasing your favorite iPad app you want your students to start using. Please take screenshots of your app at the varied deployment stages to be included in the tutorial and record your voice within the app to add authenticity to your presentation. Your tutorial should not be longer than 3 minutes.

COLLABORATION

With the Show Me App, Educreations, and Knowmia you can share the tutorial clip by uploading it to ShowMeApp.com or Educreations.com or Knowmia.com from within the app. You will need to create an account when prompted. With ScreenChomp: send it to the "cloud" after recording is complete. You will receive a unique URL (Web address). Please note (copy) that URL and email it to your students or share the URL with your students through a class blog, website of wiki. Some of the applications will allow for you to share and distribute through Dropbox or another cloud resource.

Creating a QR Code and QR Code Scavenger Hunt Apptivity

PURPOSE: Teachers and/or students will create a QR Code and a QR Code scavenger hunt to discover and find new solutions to a series of questions or problem solving scenarios. This apptivity will allow for students to work in mobile collaborative teams or as self-directed learners.

STANDARD ALLIGNMENT: K-12 Common Core Alignment: Informational Text Writing, Speaking and Listening, Language, and ISTE NETS Student Profiles 1-6

QR Code App Suggestions

QR Creators and Readers: EASY QR   Fancy QR Code Generator   Fooducate   Qrafter

QR Reader Apps: QR Reader for iPad   Scan

QR Web-based Creators: ClassTools.net   Croak.it   Goo.gl   QRVoice.net   QRStuff.com

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DIRECTIONS

Directions: First create an interesting question you would like to pose to your students. Next, choose one of the free QR Code Creators and generate your question within the app or web-based site to create a QR Code. Now, save the QR Code to your Camera Roll or email the QR Code to yourself to reuse on a student worksheet, or to print out and distribute around your classroom. Make sure to scan the QR Code before you distribute to your students to make sure it is working properly with one of the free QR Code Reader apps listed above. You can create more QR Codes from using educational websites, images, educational video websites, and paragraph descriptions. The possibilities are endless.

COLLABORATION

Email the QR Code as an image or (take a screenshot) pointing to an image, audio file, video, website or product you have created. Please include a short summary of what the QR is pointing to and how you would use it with your students.

Refer to this list of great educator resources of other ideas of how to use QR Codes in your classroom: Kathy Schrock's Guide to QR Codes   Using QR Codes from Edutopia

QR Codes in Education   QR Codes Lessons and Activities from Pinterest

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Checking for Fluency
Listening, Reading & Writing Skill Center Apptivities

PURPOSE: Students and teachers will work together to improve the reading and writing fluency of a student's ability through oral readings, read-aloud and thinking strategies, graphic organizers and reflections, and creating silly stories.

STANDARD ALLINGMENT: K-12 Common Core Alignment: Informational Text Writing, Speaking and Listening, Language, and ISTE NETS Student Profiles 1-6

Fluency App Suggestions:
Compare Contrast ($.99)   Fluency Finder ($6.99)   Fluency ($2.99)   Fluency Timer Pro ($.99)

Fry Words One Minute Reader   Phonics Genius Reading Remedies ($.99) ReadNRespond ($.99)

Site Words by Photo Touch   Site Words Kindergarten Free   Site Words Pre-K Sites Words
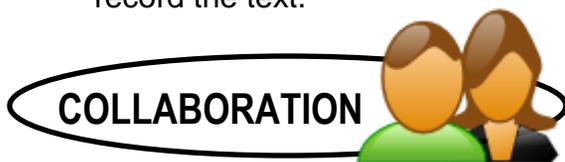
Reading HD   Tools 4 Students ($.99)

Story Creation App Suggestions:
Little Story Maker   Not the Hole Story   Scribble Press ($2.99) Storylines for Schools Sparkle Fish
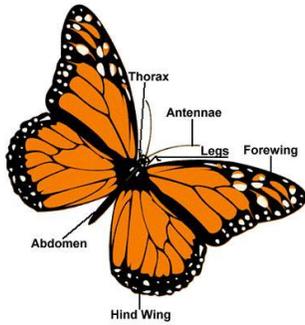
DIRECTIONS

These following steps can be modeled by teacher and co-produced with a student. Then the individual student can read their created story or a chosen story within Fluency Finder while the teacher is checking for fluency with one of the fluency apps.

1. Brainstorm and storyboard a storyline for your book. Pay close attention to word choice, vocabulary, grammar structures, sight and action words to making your story interesting.
2. Import or take images for your story.
3. Create pages by adding an image and text
4. Customize words and sounds: Record your voice reading the text or manually slide the words to their place in the recording.
5. Customize picture highlights and layouts: Add "highlights" to areas of the image, add text and record the text.

COLLABORATION

Instant results to share back with parents, Title I teachers and reading specialist on a student reading fluency results for intervention to assist students struggle with reading.

Developing a Visual Dictionary Apptivity

PURPOSE: Students will create a collection of images to contribute to the class' visual dictionary of definitions to improve their comprehension and writing skills of new terminology.

STANDARD ALLIGNMENT: K-12 Common Core Alignment: Informational Text Writing, Speaking and Listening, Language, and ISTE NETS Student Profiles 1-6

Photo Apps and Editor Suggestions: Bindle PDF Maker   Face on Stamp Booth   Frame Artist   Old Photo Lite   Pic Collage   Skitch   Photo Collage for Picasa Lite   Photo Editor by Aviary   Photo Edit   Photo Shaper: Collage Maker   PicWall   Photo Chop Lite   Photo Toon HD Lite   Photowall HD Free   Scrap Pad: Scrapbook for iPad

Transferring and Sending Photo Apps: Air Transfer+   PhotoSync (1.99) Chirp Simple Photo & Video Transfer   Wireless Transfer App ($2.99)

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DIRECTIONS

1. Partner students in teams of two for creating "Dynamic Duo" groups.
2. Assign students a collection of terms and have their teams divide up the vocabulary terms or definitions equally they would like to represent on their page(s).
3. Students will need to seek, find, create and save images to their iPad (Public Domains or Creative Commons) or take their own images with the iPad's built in camera.
4. Utilizing the Pic Collage, or Sonics Pic App, add the chosen images to the app page.
5. Choose a background (choose from existing backgrounds).
6. Edit the images by "clipping the photo", resizing and rotating the object.
7. Add text to each object remembering to identify the vocabulary terms, or science definition, or math terms, or sight words,etc.).
8. Save the photo in your Photo Album.
9. Add a new album > name your album "Your Name's Dictionary".
10. Add your dictionary page image into your new album.

COLLABORATION

Save your dictionary page and email your project to your teacher, or upload to an image repository (ex. Flickr, Dropbox) your teacher has setup and then email me a link to the URL of the image.

Early Elementary Game Design Apptivity

PURPOSE: Teachers or parents will a design collection of interactive games based off of real life digital photos and questioning techniques to inspire learning through a playback of a personalized digital book.

STANDARD ALLIGNMENT: K-8 Common Core Alignment: Informational Text Writing, Speaking and Listening, Language, and ISTE NETS Student Profiles 1-6

Game App Suggestions: Tiny Tap

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DIRECTIONS

1. Brainstorm a theme or topic for the game/interactive book. Think about what can you learn from photos with your students or children? What kind of skills do you want the children to practice? Vocabulary? Language? Sequencing?
2. Create a flowchart/storyboard for your story/images if needed.
3. Find, choose or take your own images. Keep in mind areas that you want users to recognize, match, find, select or discover something.
4. Import images.
5. Choose a book cover image and record a "question," inviting the user to play and learn with the book. Trace the entire image as the correct area. Users will have to tap the screen to start the game/book. The image automatically advances to the next page when tapped.
6. Create multiple pages that increase in skill level, offer diverse practice opportunities, include a complementary content area or combine different approaches to practice skills.
7. Record several questions for each image and add positive responses as well as "try again" type responses.

COLLABORATION

Share your TinyTap page through email to share with others.