

ISTE21

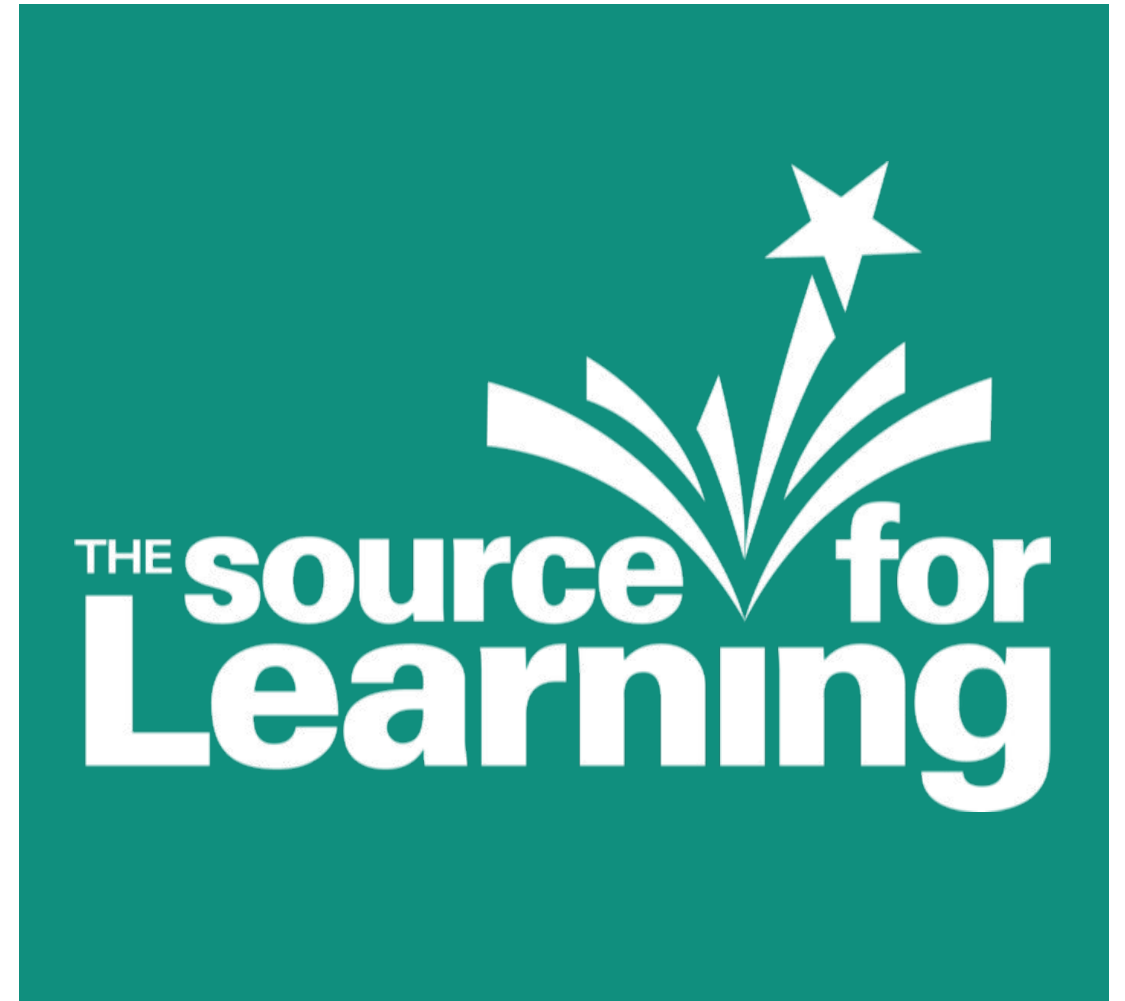


Come on Down... To the ISTE Standards for Students Game Show 2021

Melissa Henning, Ruth Okoye, Stephanie Bass, Kevin Bower, Karen Streeter

Saturday, June 26, 2021

Brought to you by ***The Source for Learning, Inc.***, a nonprofit that has been providing educational resources for more than 40 years.



Resources for Today's Session

Complete the form with your name & email for access to the slide deck and a few extras that we'd love to share with you.



<https://qrgo.page.link/iHrGr>

Game Show Format!

Learn about the Standard and Indicators

Stephanie's Pick

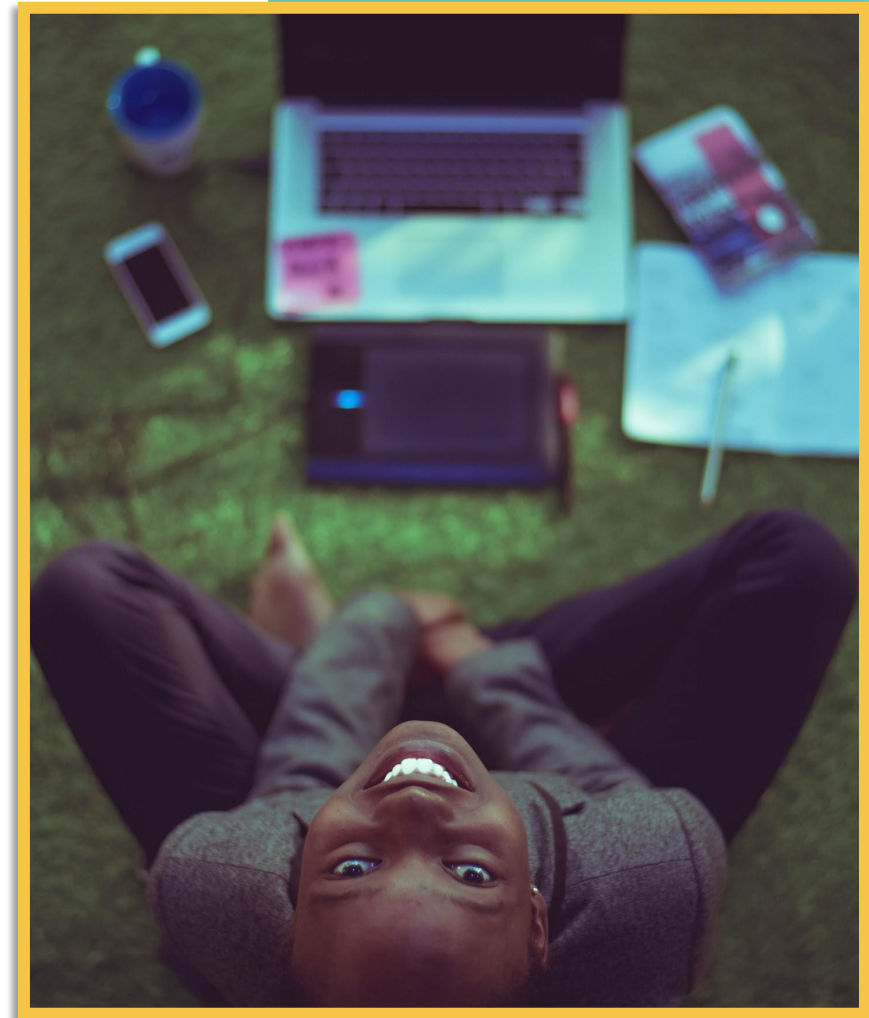
Melissa Advocates For

Kevin's Choice

Audience Votes on #1

Empowered Learner

Students leverage technology to take an **active role** in choosing, achieving, and **demonstrating competency** in their learning goals, informed by the learning sciences.





- Trello to organize their projects
- Edge browser for reading tools included
- iCivics to practice the amendments



Empowered Learner



Empowered Learner



Todoist

- Organize tasks
- Set tasks to recurring to save time
- Collaboration
- Create projects
- Many free features



Padlet

- Virtual bulletin board
- 8 unique ways to create a Padlet
- Free plan includes 3 Padlets
- Collaboration



Flexible Seating

- Have kids help to design the learning space
- Try beanbags
- Offer a variety of options for students seating and tables/desks

Quick find



10786



Next 7 days

Today Wed 27 May

Review pending venue agreement

Quick Add Task

Update the family budget

Schedule

Add Task



Write brief for Monday's meeting

+ Add task

Wednesday Fri 29 May

Check in with Roxanne RE: sponsorship opportunity

Start each day feeling calm and in control

Get a clear overview of everything on your plate and never lose track of an important task.

+ Quick Add

lets you capture and organize tasks in seconds.



Recurring due dates



Sections & subtasks



Free

For starters

US \$0

[Get Started](#)

- ✓ 5 active projects
- ✓ 5 collaborators per project
- ✓ 5 MB file uploads
- ✓ 3 filters
- ✓ 1-week activity history



Features

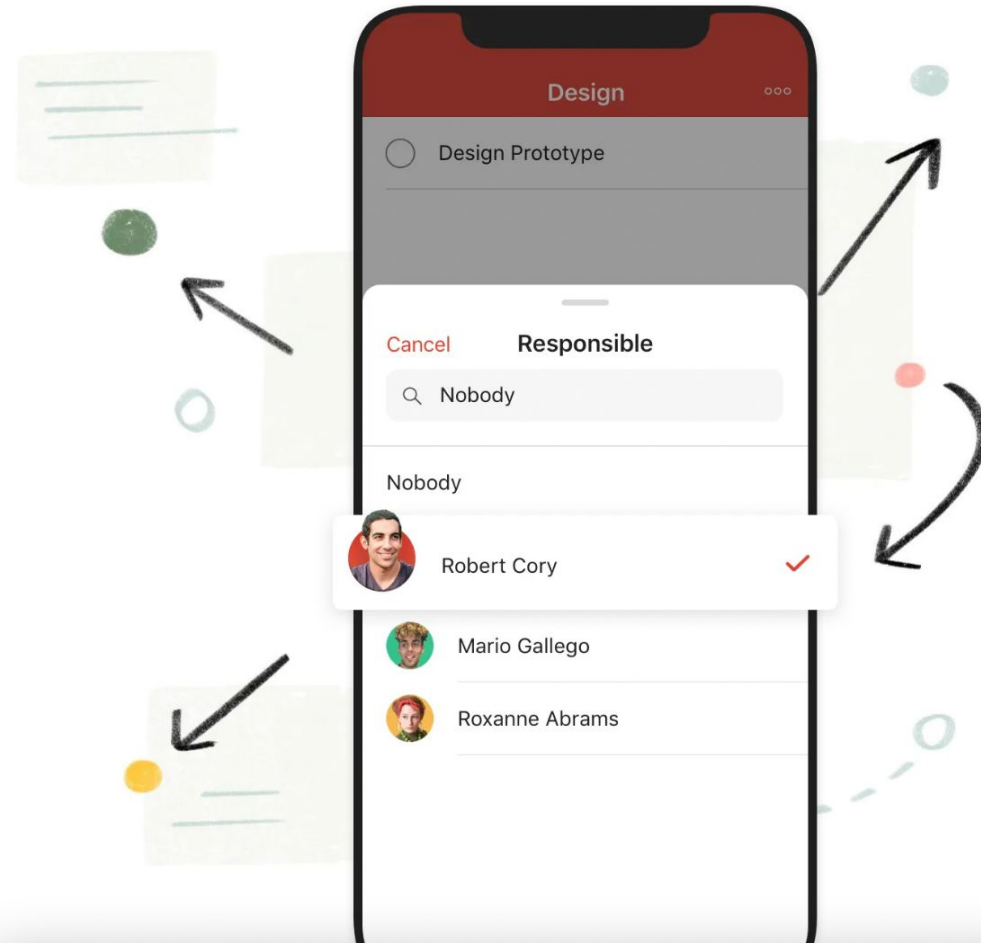
Templates

For Teams

Resources

Pricing

Log in Sign up



Share the workload

From business ventures to grocery lists, divide and conquer your daily tasks in shared projects.



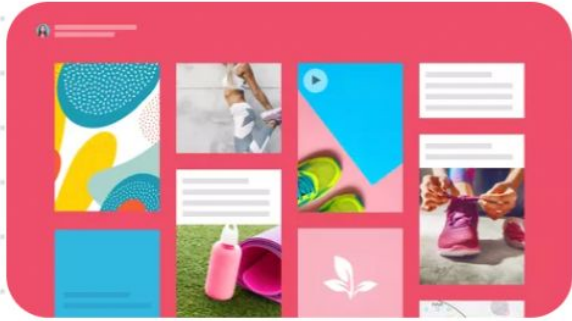
Delegate tasks

to other people and free up your mental space.



Notifications

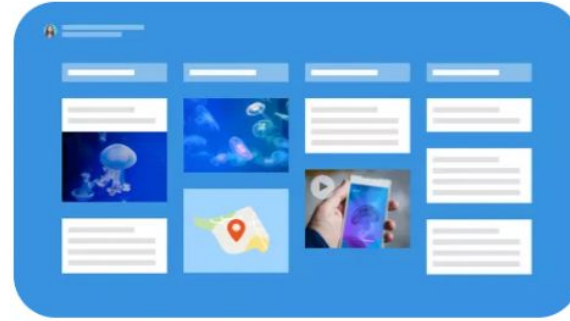
padlet



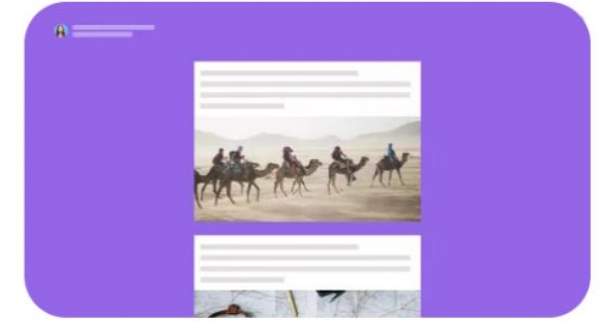
Wall



Canvas



Shelf



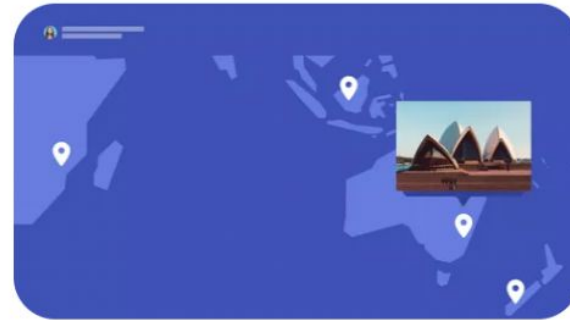
Stream



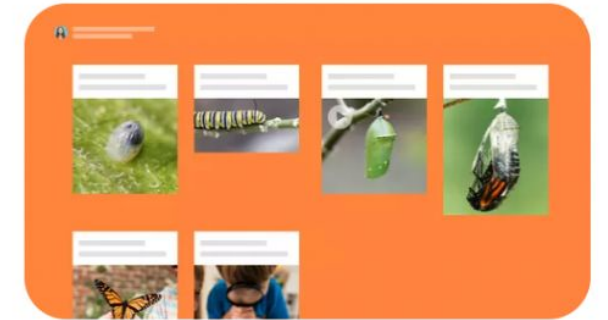
Timeline



Backchannel



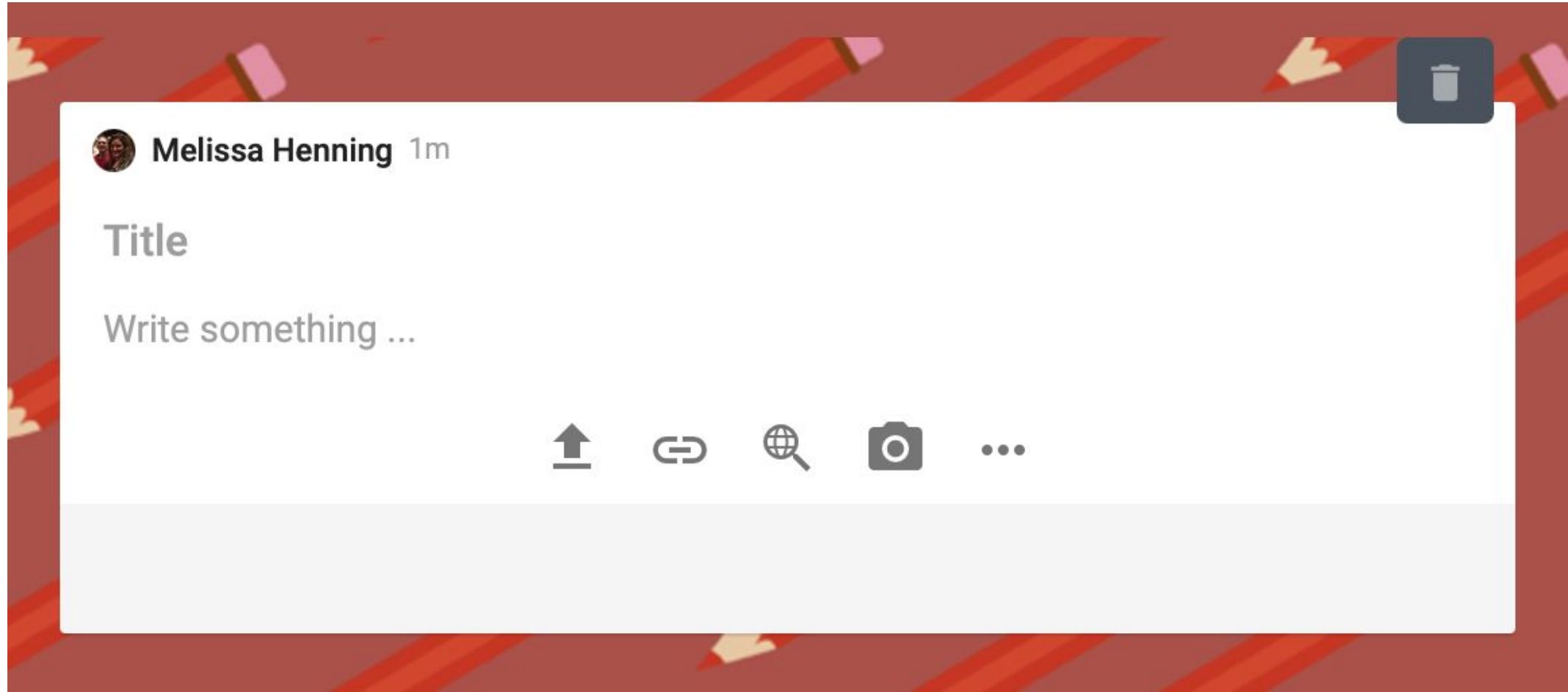
Map



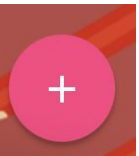
Grid



padlet



A screenshot of a Padlet post. The background is a dark red color with a pattern of colorful pencils. In the top right corner of the post area, there is a dark grey trash can icon. The post itself is a white rectangular card. At the top left of the card is a circular profile picture of two people, followed by the name "Melissa Henning" and "1m" indicating the post was made one minute ago. Below the name is the word "Title" in a large, bold, grey font. Underneath that is a text input field with the placeholder text "Write something ...". At the bottom of the card, there is a horizontal row of five icons: an upward-pointing arrow, a link icon, a magnifying glass, a camera icon, and a three-dot menu icon. Below the card is a light grey rectangular area, likely a comment section.







<https://www.zeetings.com/ok2ask>

Digital Citizen

Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical.





- Thinks before posting
- Upstander: calls out bad online behavior
- Includes attribution as appropriate



Digital Citizen



Share

Digital Citizen:

- BrainPop Digital Etiquette
- Digital Compass
- Seesaw



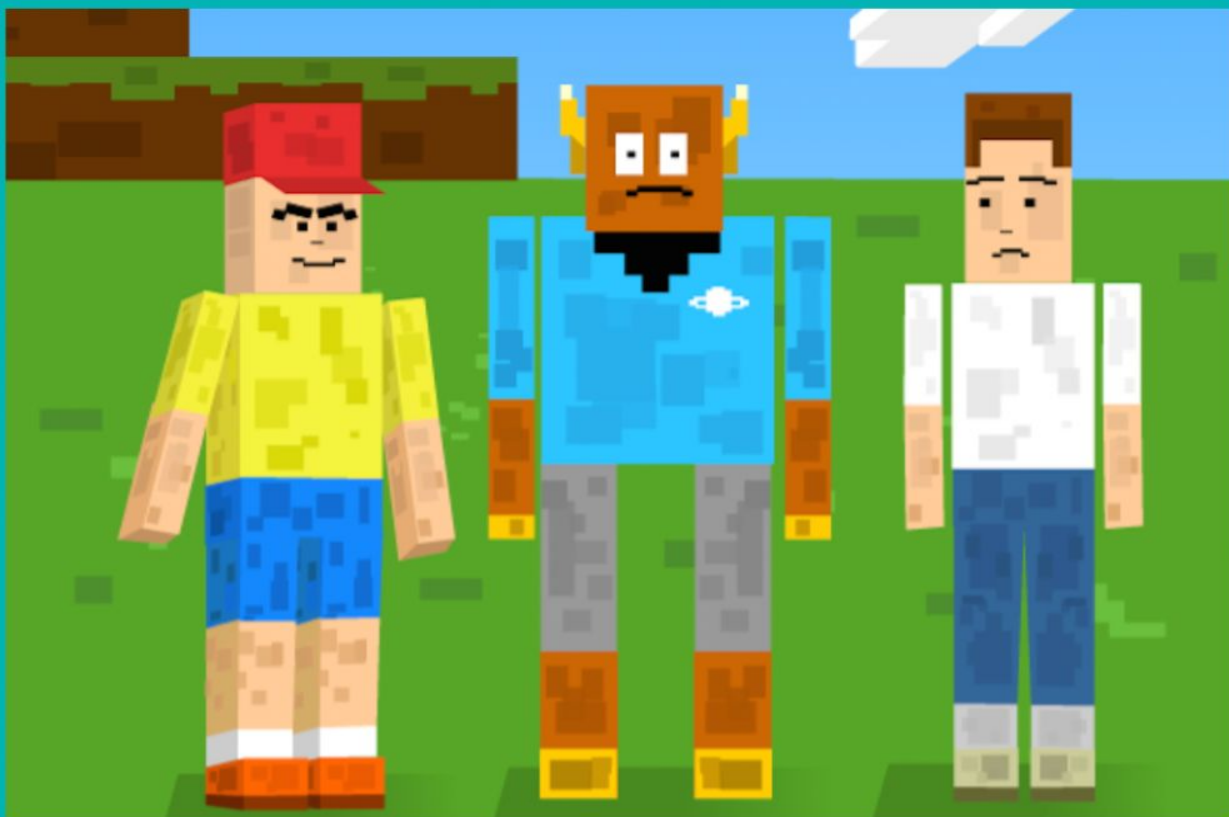
Digital Etiquette



Teach This Topic

Standards

Lesson Ideas



0:00 / 0:00



Movie



Quiz



Challenge



Make-a-Map



Make-a-Movie



Creative Coding



Primary Source



Related Reading



Worksheet



Graphic Organizer



Vocabulary



Games

✓ common sense
digital compass™

Also available
in Spanish!

Ready to play Digital Compass™?

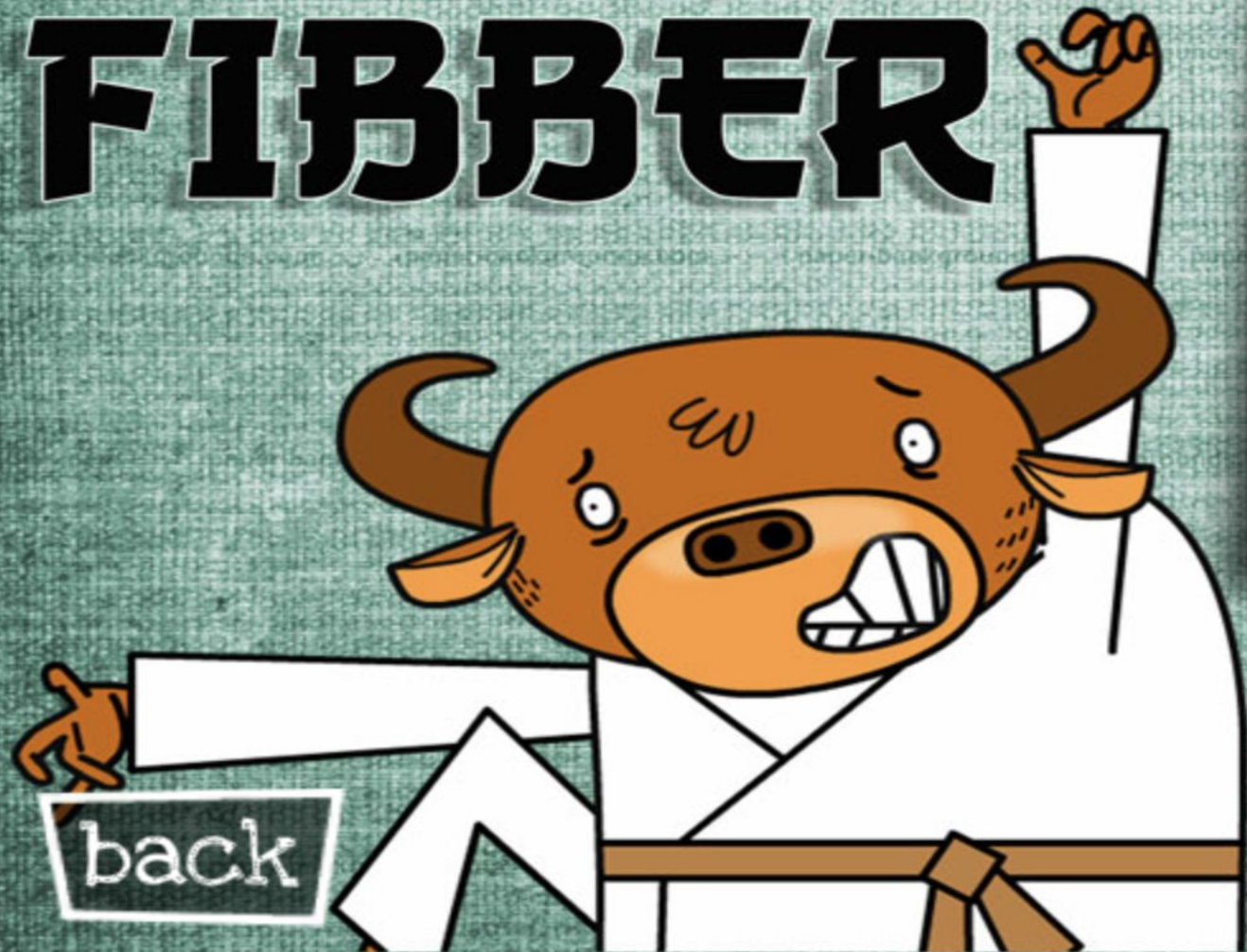


Play now!

Digital Compass can only be used on desktop or laptop web browsers.

Digital Compass by Common Sense Education teaches students the fundamentals of digital citizenship through a choose-your-own-path interactive game, designed for grades 6–8.

KUNG FU FIBBER



Hutch's Dilemma:

Hutch is determined to master all things sports related, but he has yet to learn how to master his own self-image online. Caught up in the glory of it all, Hutch faces his toughest competitor - the truth - both online and offline.

How can you encourage Hutch to give 110% on and off the field?

[back](#)

[start story](#)

Seesaw



+



+



Students show learning

Students use built-in multimodal tools to capture what they know in Seesaw's digital portfolio

Teachers gain insights

Teachers see all stages of student thinking and progress — enabling them to teach better

Families connect

Families gain a window into their student's learning and engage in home-to-school connections

Seesaw



Provide space for voice, choice, and ownership

Portfolios empower self-reflection on learning over time and engage students in creating something they're proud to share with others



<https://www.zeetings.com/ok2ask>

Knowledge Constructor

Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and others.





- Reads through Google search results
- Compiles a list of sites to investigate
- Uses CRAAP to evaluate sites



Knowledge Constructor

Knowledge Constructor



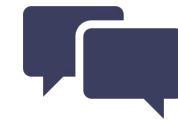
Wakelet

- Create, curate, and share web content
- Save articles, Tweets, web links, photos, videos, and more
- Organize into collections called Wakes



NewseumEd

- Must register to access all materials
- Find lesson plans, primary sources, artifacts, interactive tools, and other resources.



Makerspace

- Allow students to investigate in Makerspace
- Create maker minutes, if on limited time
- Students can get creative and make prototypes

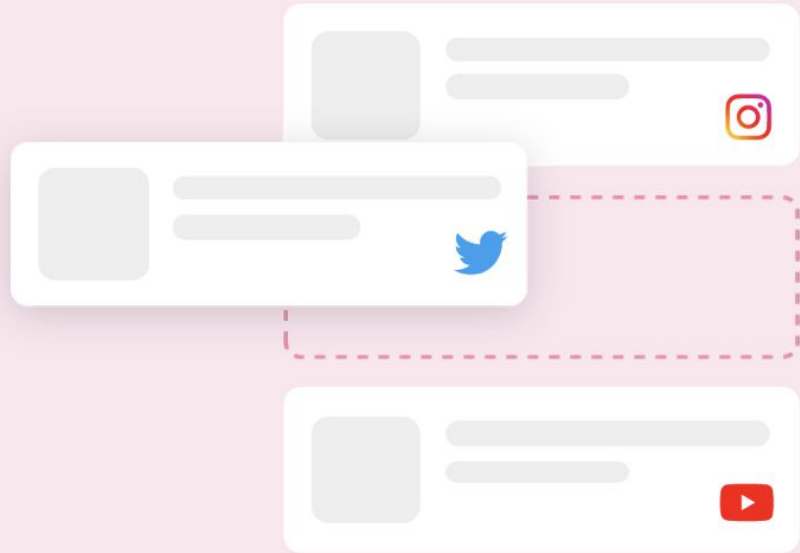


**Create beautiful collections
that grow with you**



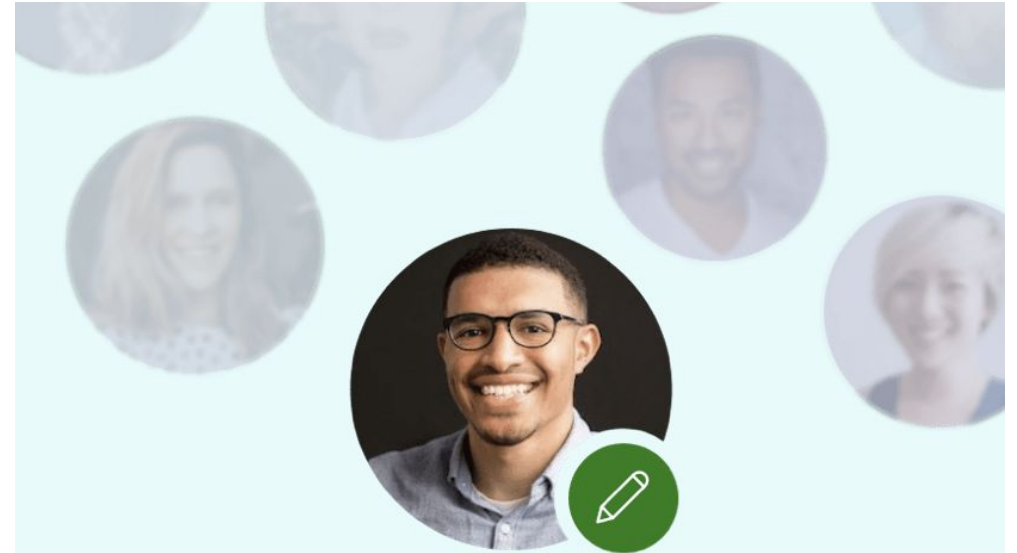
Create a new collection

wakelet



Endless flexibility

Personalise your collections, add images, notes, files and more.



Create together

Invite others to collaborate on and add to your collections.

NEWSEUM **ED**

Browse 1,000s of Lesson Plans, Digital Artifacts, Videos, Historical Events, Interactives and Other **ED**Tools.

NEWSEUM ED



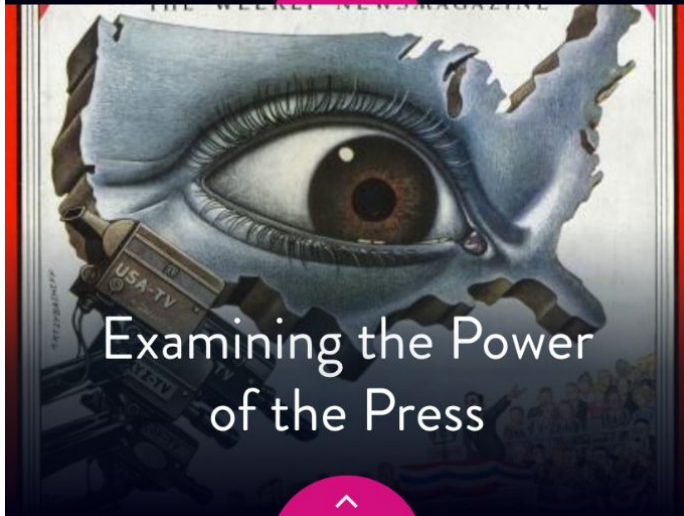
Understanding the First Amendment



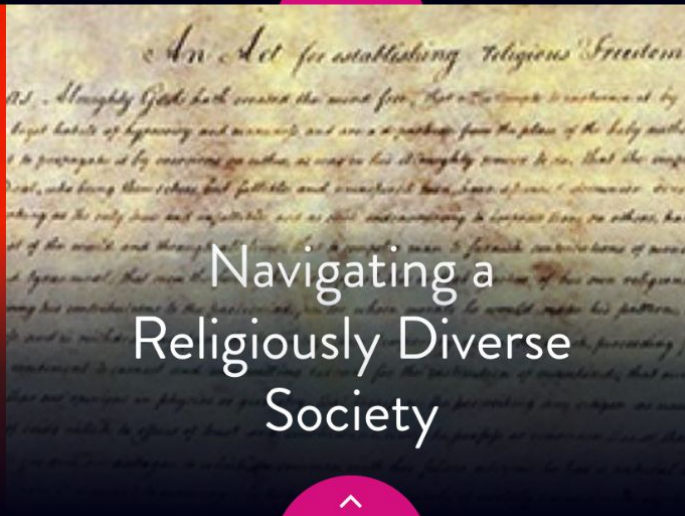
Finding Reliable Facts



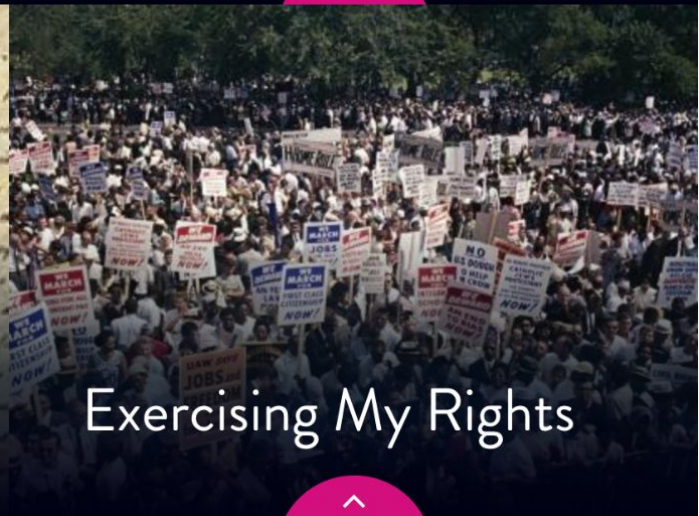
Making Historical Connections



Examining the Power of the Press



Navigating a Religiously Diverse Society



Exercising My Rights

MAKER

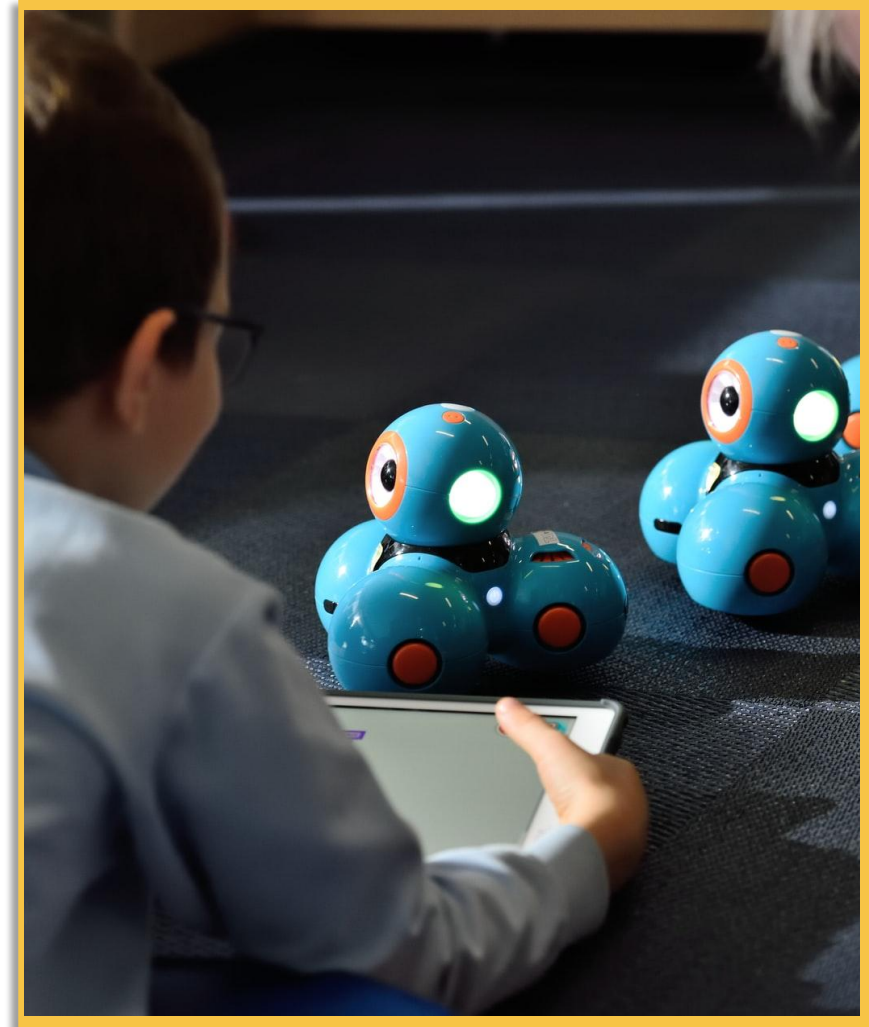




<https://www.zeetings.com/ok2ask>

Innovative Designer

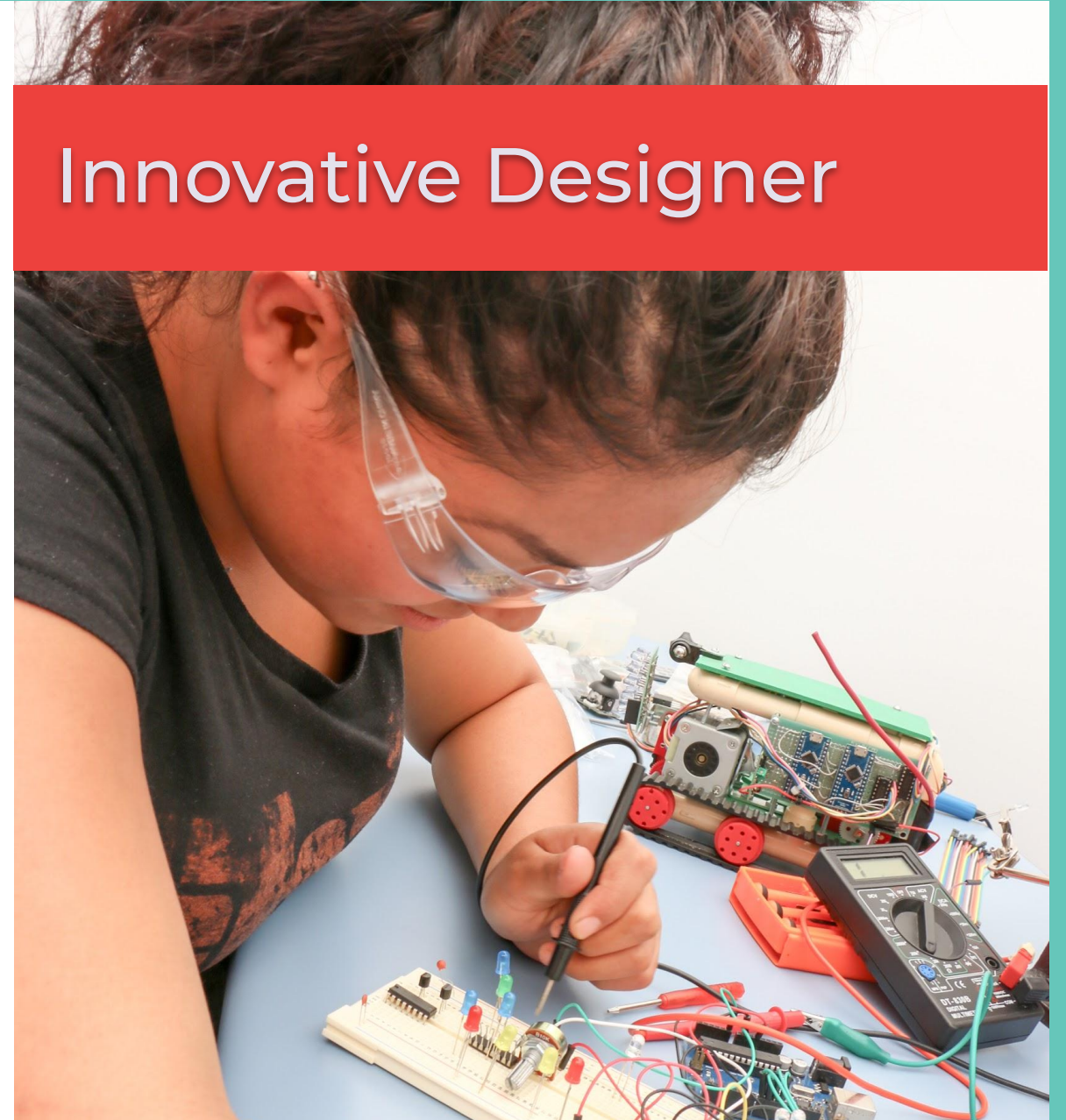
Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.





- Uses the ask, think, design, build, test, improve design process
- Understands that not all problems have single solution

Innovative Designer





Share

Innovative Designer:

- Babble Dabble Do
- Mural
- The Bowers Institute



ENGINEERING FOR KIDS



How to Make a Mini Spin Art Machine



How to Make a DIY Instrument with Simple Materials + Sound Science Experiments



Pinecone Craft: Make Pinecone Animal Bots!



DESIGN FOR KIDS



Architecture for Kids:
Norma Sklarek & the
Blue Whale



How to Make a Paper
Neighborhood Block



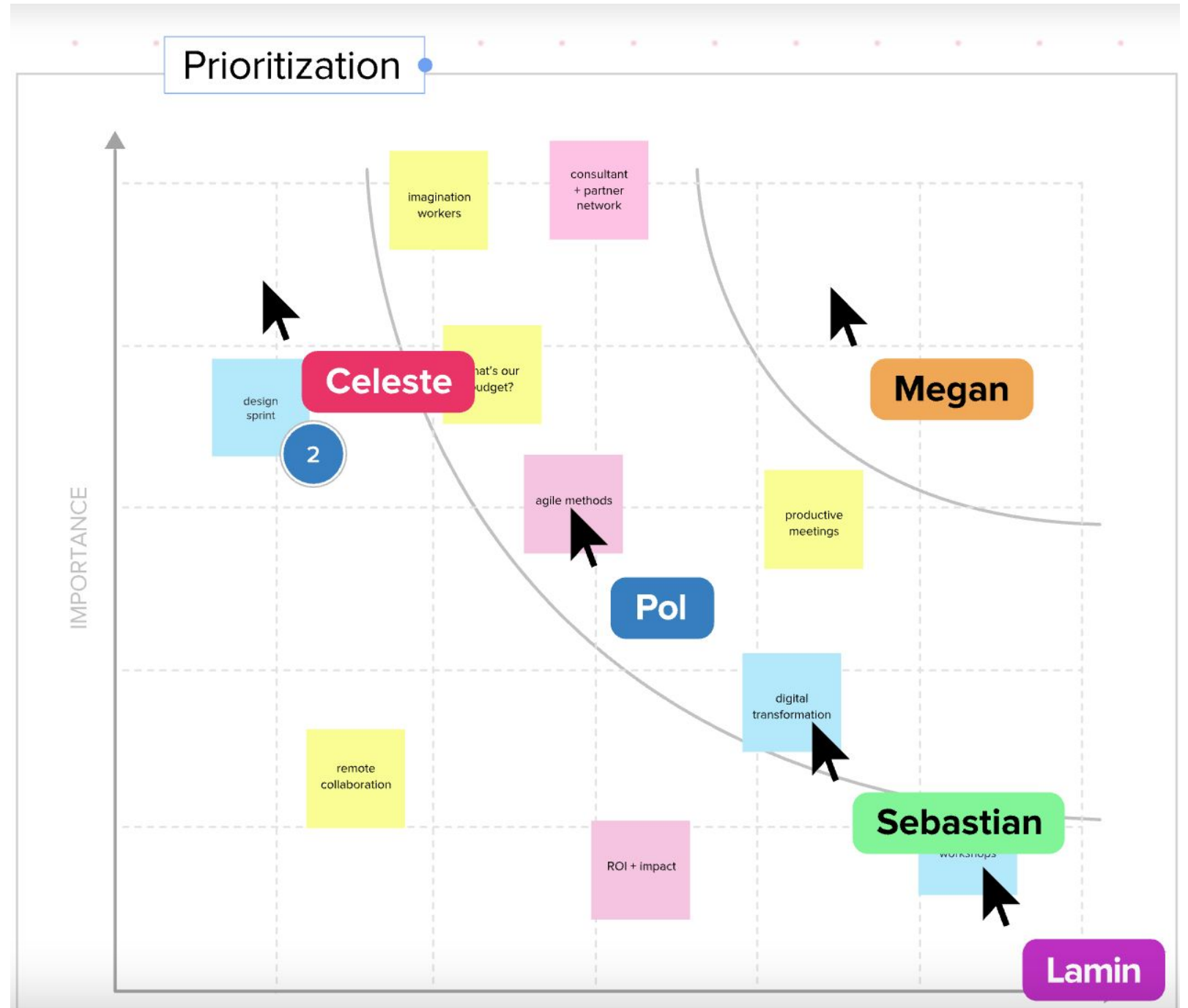
How to Make a Magical
Paper Christmas Village



Put imagination to work

MURAL is a digital workspace for visual collaboration,
where everyone can do their best work together.

MURAL





STUDENT

 10 MEMBERSHIPS

Collaborate on school work
and projects

FREE

APPLY NOW

KEY FEATURES:

- ✓ Collaboration in a single workspace
- ✓ Up to 10 memberships
- ✓ 25 external guests
- ✓ Unlimited visitors – no sign-in required

CLASSROOM

 UP TO 100 MEMBERSHIPS

Enable students through
collaborative teaching

FREE

APPLY NOW

ALL STUDENT FEATURES, PLUS:

- ✓ Up to 100 memberships
- ✓ Weekly live Teacher's Lounge webinar



The Bowers Institute

Supporting educators to develop problem-solvers
locally, nationally and globally





The Tech Interactive

Lesson plans & tools

Incorporate the best of The Tech into your learning environment.

[Learn more](#)



<https://www.zeetings.com/ok2ask>

Computational Thinker

Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions.





- Breaks problems into component parts
- Collects and graphs data using a Google form
- Uses a sequence of steps to test solutions



Computational Thinker

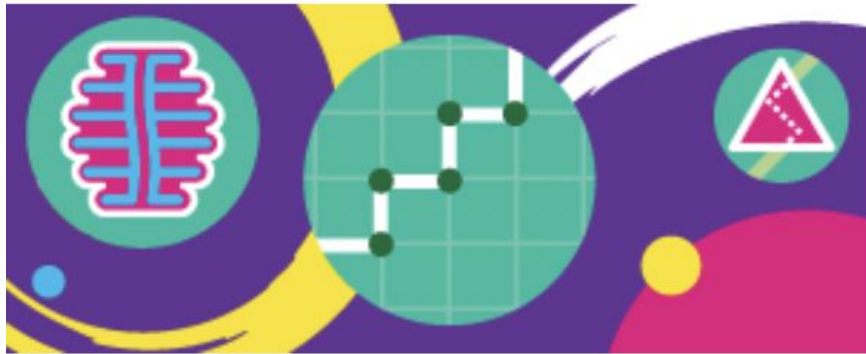


Share

Computational Thinker:

- Barefoot Computing
- Pencil Code Gym
- Google Form

Barefoot Computing primary classroom resources



COMPUTATIONAL THINKING KEY TERMS

Short definitions of the key concepts and approaches that make up computational thinking.

[Open resource](#)



TECH JARGON POSTER

This poster links computer science elements to computational thinking concepts and approaches.

[Open resource](#)



Computational Thinking Key Terms



[Download Resource](#) ▼

Pencil Code Gym

Draw

Code your own art.

★ [Go draw now](#)

Jam

Code your own music.

🎵 [Go jam now](#)

Imagine

Code interactive fiction.

🏰 [Go imagine now](#)



Pencil Code Gym



Pencil Code Gym

Draw

Jam

Imagine



First Dot

First Dot

Pick a **color** and make a dot. Can you adjust the color and the size?



Draw a Snowkid



Line Techniques



Straight Line Shapes



Curved Shapes



Symmetric Drawings



Remote Control



Making Commands

Move

Control

Art

Operators

Text

Sprites

Sound

Snippets

fd 100

rt 90

lt 90

bk 100

rt 180, 100

lt 180, 100

speed 10

speed Infinity

home()

turnto 270

1

dot purple, 100

2





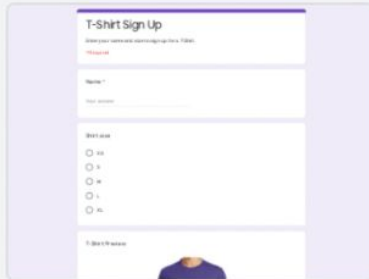
Forms

Start a new form

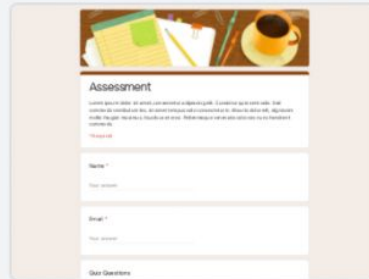
Template gallery  



Blank



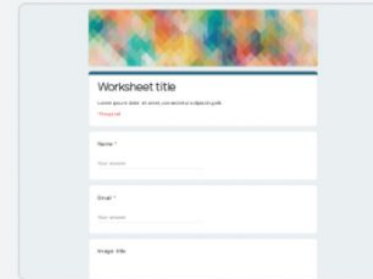
T-Shirt Sign Up



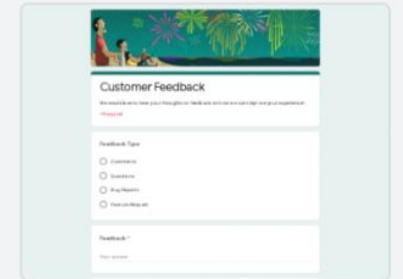
Assessment



Party Invite



Worksheet



Customer Feedback



<https://www.zeetings.com/ok2ask>

Creative Communicator

Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.





- Creates versions of a visual essay using their favorite video creation tool
- Customizes the message and call to action



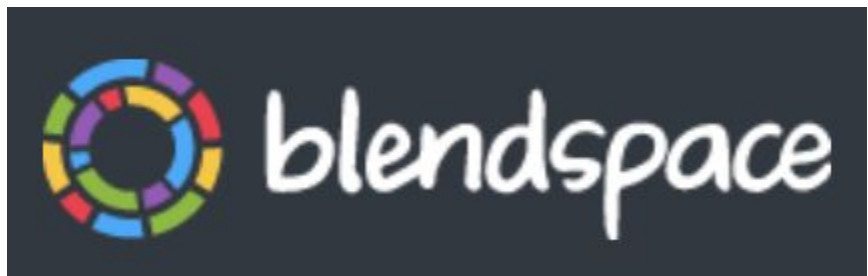
Creative Communicator

A photograph of a laptop keyboard with the word "Share" overlaid in large, teal, sans-serif font. The keyboard is black with white lettering on the keys. The word "Share" is positioned in the upper left quadrant of the image, which is framed by a teal border.

Share

Creative Communicator:

- TES Blendspace
- Adobe Spark Video
- Synth



Blendspace:
**Create digital lessons
in 5 minutes**

Interactive lessons, projects, presentations and more



CREATE

Save time by collecting all digital content in one place



ENGAGE

Achieve learning goals with fun, interactive lessons



ASSESS

Monitor student understanding with quizzes and discussions









blendspace ❤️ ? demoteacher 👤

Standards Templates Themes Play Print Autosaved Share 👤

No Subject!

Periodic Table


1 PeriodicTable.ppt Enter description/notes 	2 The NEW Periodic Table So... Enter description/notes 	3 PeriodicTable.pdf Edit text 
4 History Edit text  History of the Periodic Table <ul style="list-style-type: none">Developed by Dmitri Mendeleev in 1869Popular table layout created by Horace Groves Deming in 1923Ununseptium (element 117) is the latest to be added	5 Enter label Edit quiz   Quiz	

TES Resources Search: fes


Periodic Table

Project to show learning of periodic


2 files

 **Periodic table electronic structure Handout**
<p>This periodic table shows the first 20 elements in the periodic table. Empty


1 file

 **Elements; periodic table handout**
Cartoon elements allows students to become familiar with the periodic table and its


1 file











 **Periodic Table**
A mixture of resources I have made and

12 files

 **Periodic Table Review Game**
Periodic Table Review Game,

1 file

 **Introduction to Elements and the Periodic Table**

The Periodic Table of Elements

7th Per. Chemistry Honors

Overview Likes and Dislikes Comments Help Requests Quizzes

Like/Dislike stats

32 likes 18 dislikes

Show all Likes/Dislikes

Liked Resources:

	5 likes
	5 likes
	5 likes
03 Atomic Structure.pptx	11 likes
	6 likes

Disliked Resources:

	1 dislikes
	3 dislikes
	8 dislikes
	3 dislikes
03 Atomic Structure.pptx	1 dislikes
	2 dislikes



Free video maker.

Create and edit videos for free using Adobe Spark's online video maker. Instantly edit and publish videos to share for any digital destination.

[Start now](#)



FULLSCREEN

SPLIT SCREEN

CAPTION

TITLE AND TEXT



+

1 Who

2 When and where

3 This happened...

4 Then this happened...

5 Then this happened...

6 How it en



Video



Text



Photo



Icon



Describe who or what your story will follow.

Adobe Spark



0:02



Synth

1



Sign up for Synth

2



Create a channel and invite participants

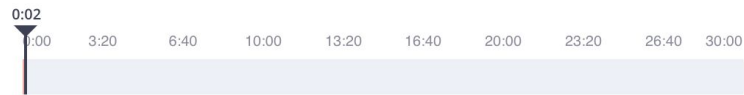
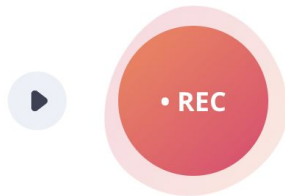
3



Record and post your thoughts to start a conversation



TIME
0:02



Done →

Share Channel

Anyone with weblink will be able to listen to the channel.

<https://gosynth.com/s/c/mbkbba>

Copy Weblink

Add participants with Code

Distribute this code with the weblink to provide participant access.

XAIQAQP

Copy Weblink + Code

Get Embed Code

Get a code to embed your Channel

</> Get Embed Code



<https://www.zeetings.com/ok2ask>

Global Collaborator

Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally.





- Co-writes a book with a student from another class about sustainable development goals using Elementari



Global Collaborator

Global Collaborator



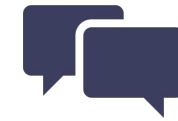
Flipgrid

- Video discussion tool
- Try GridPals (as hidden or active, so other educators can find you)
- Find teachers (and students) from around the world to connect with your class



Prepare Students

- Set expectations before video calls or other collaboration
- Create boundaries
- Do a practice run
- Assign roles to students
- Have students organize and prepare together



Empatico

- For ages 8-10
- Get matched with similar classrooms from around the world
- Standards-based lessons through video conferencing



35,000+ Topics ready to inspire!

Explore the Flipgrid Discovery Library to find and share inspiring conversation starters from around the world.

Find a GridPal

There are **41,036** GridPal educators on the map. Use the filters to find a match.

Community

 ▼

Subject

 ▼

HELLO

I AM...

PREPARED



The logo for Empatico, featuring the word "Empatico." in a sans-serif font. The "E" is yellow, "m" is orange, "p" is white, "a" is orange, "t" is white, "i" is orange, "c" is white, and "o." is white. The background is a dark blue rectangle.The Empatico logo, consisting of the word "Empatico." in a sans-serif font with a color palette of yellow, orange, white, and grey.[About Us](#)[How It Works](#)[Activities](#)[Blog](#)[English](#) [Log In](#)[Sign Up for Free](#)A large background image showing a diverse group of children of various ethnicities and ages, smiling and waving their hands. The children are dressed in school uniforms.

Empatico is a free tool that connects classrooms around the world

[Sign Up for Free](#)[Watch the Video](#)

Empatico empowers teachers and students to explore the world through experiences that spark curiosity, kindness, and empathy. We combine live video with [activities](#) designed to foster meaningful connections among students ages 6-11.

Empatico is, and always will be, 100% free for educators everywhere.

 **41,988** Registered Educators

 Over **60,000** Students Participated

 **160** Countries

Other Activities for Students



Ways We Play

Discover everyone's favorite way to play. Read a story about imaginative play and discuss similarities and differences in play across communities.



Art from the Heart

Learn about how students around the world express themselves through creating and sharing artwork.



Community Cartographers

Connect with students far away from you by sharing videos and photos about your school community.



Get to Know You

Get to know your partner classroom by asking fun questions and sharing about yourself and your community.



Food with Friends

Explore foods enjoyed by different cultures around the world and discuss foods important to your community with your partner class.



School Tour

Connect with students far away from you by sharing videos and photos about your school community.



<https://www.zeetings.com/ok2ask>



Thank you for
joining us!



Resources for Today's Session

Complete the form with your name & email for access to the slide deck and a few extras that we'd love to share with you.



<https://qrgo.page.link/iHrGr>

Empowered Learner

1a. Students articulate and set personal learning goals, develop strategies leveraging technology to achieve them and reflect on the learning process itself to improve learning outcomes.

1b. Students build networks and customize their learning environments in ways that support the learning process.

1c. Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways..

1d. Students understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies and are able to transfer their knowledge to explore emerging technologies.

Digital Citizen

2a. Students cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.

2b. Students engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices.

2c. Students demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.

2d. Students manage their personal data to maintain digital privacy and security and are aware of data-collection technology used to track their navigation online.

Knowledge Constructor

3a. Students plan and employ effective research strategies to locate information and other resources for their intellectual or creative pursuits.

3b. Students evaluate the accuracy, perspective, credibility and relevance of information, media, data or other resources.

3c. Students curate information from digital resources using a variety of tools and methods to create collections of artifacts that demonstrate meaningful connections or conclusions.

3d. Students build knowledge by actively exploring real-world issues and problems, developing ideas and theories and pursuing answers and solutions.

Innovative Designer

4a. Students know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems.

4b. Students select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.

4c. Students develop, test and refine prototypes as part of a cyclical design process.

4d. Students exhibit a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems.

Computational Thinker

5a. Students formulate problem definitions suited for technology-assisted methods such as data analysis, abstract models and algorithmic thinking in exploring and finding solutions.

5b. Students collect data or identify relevant data sets, use digital tools to analyze them, and represent data in various ways to facilitate problem-solving and decision-making.

5c. Students break problems into component parts, extract key information, and develop descriptive models to understand complex systems or facilitate problem-solving.

5d. Students understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.

Creative Communicator

- 6a. Students choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.
- 6b. Students create original works or responsibly repurpose or remix digital resources into new creations.
- 6c. Students communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models or simulations.
- 6d. Students publish or present content that customizes the message and medium for their intended audiences.

Global Collaborator

7a. Students use digital tools to connect with learners from a variety of backgrounds and cultures, engaging with them in ways that broaden mutual understanding and learning.

7b. Students use collaborative technologies to work with others, including peers, experts or community members, to examine issues and problems from multiple viewpoints.

7c. Students contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.

7d. Students explore local and global issues and use collaborative technologies to work with others to investigate solutions.