

VSTE 2023



Climbing Together: Nurturing Classroom Climate and Culture with Edtech

Sunday, December 3

VSTE 2023



Ruth Okoye
@moreruckus2



Karen Streeter
@howlingmonkey2

This session is brought to you by:



TeachersFirst

- | Classroom Resources
- | Professional Learning
- | MySciLife

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://bit.ly/vste2023>

A photograph of two young students, a girl with blonde hair and a boy with braided hair, both wearing white shirts. They are sitting at a wooden desk, looking intently at a tablet computer. The girl is on the left, resting her chin on her hand, and the boy is on the right, pointing at the screen. The background is a blurred classroom setting with red and white elements.

Classroom culture is
the shared

- values
- norms
- behaviors

that shape the
learning environment
within a classroom.

Classroom Culture Effects

Learning

Social and Emotional Development

Diversity and Inclusion

Behavioral Expectations

Teacher - Student Relationships

Classroom Culture Strategies

Establish clear expectations

Promote positive communication

Celebrate diversity

Create a safe space both physically and emotionally

Build community

Use flexible teaching strategies

Be responsive in your instruction

Involve parents and caregivers

Use a variety of backgrounds and perspectives in your materials.

COMMUNICATION

EFFECTIVE CLASSROOM COMMUNICATION

requires an environment of active listening, respect for diversity of communication styles, needs and perspectives. It thrives through regular feedback loops amongst all stakeholders focused on the growth of each learner.

PARENTS

need clear channels for communication as well. Remember to establish and use email, messaging platforms and other communication channels regularly.



Classroom Communication



- Teacher to Student
- Student to Teacher
- Student to student
- Whole class

Go Pangea

Go Pangea is a safe place to learn with friends from around the world.



Safe

All posts and comments are moderated for safety and positivity. [Learn more](#)



Free

No costs or ads. Just equal learning opportunities for everyone. [Learn more](#)



Educational

Our project-based learning approach is backed by research. [Learn more](#)

Go Pangea's mission is to promote learning and empathy for people everywhere. We do this by providing global learning experiences that are safe, accessible, and backed by research.

✔ **Today**



Showcase a landmark, monument or natural park in your area.

✔ **29 Nov**



If you were the Prime Minister of your country for one day, what would you do?

Answer question

[View all 11 answers](#)

✔ **28 Nov**



How do you spend your free time? What are your hobbies?

Answer question

[View all 105 answers](#)

✔ **27 Nov**



Have you got a pet? If not, which of the pets would you like to have ? Why? Write 6 sentences about your pet

Answer question

[View all 58 answers](#)



Create a Question

How can you put yourself in someone else's shoes?

151 / 200



A great question...

- 1 Requires learners to research before answering
- 2 Encourages learners to share their own ideas or experiences

Next



Complete your Question



▶ Putting Yourself in Someone Else's Shoes

▶ Empathy - Stand in Someone Else's Shoes

Add a Resource

Change Order

Language

Age

For which age range(s) is your question intended?

< 6 **6 - 8** 9 - 12 13 - 16 17+

Time Recommendation

Under 30 minutes

How long will it take learners to review the resources and respond to this question?

Next

Using Go Pangea

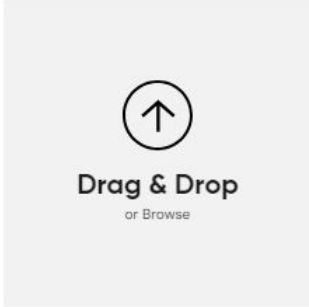
TO BUILD COMMUNITY

- Project the community question of the day and discuss it before students answer it themselves.
- Create and review a rubric to set expectations for what comments should look like.
- Scaffold comments by preparing a list of sentence frames students can/should use when crafting responses.
- Ask students to comment on each other's class assignments.

RedCircle

Create Episode




EPISODE ARTWORK



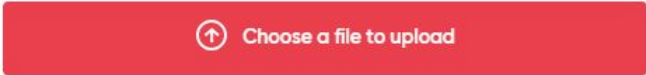
Images must be larger than 1400 x 1400 pixels.

TITLE

DESCRIPTION



Normal **B** *I* U    *↵*

UPLOAD MP3




Max Size: 200 Megabytes

PUBLISH DATE



VIDEO

Add Video Feature UPGRADE

More Options 

Save as Draft

Publish



Pilot Episode



This is a pilot

Public Episode Page 

10 sec

Published on December 1, 2023 at 1:18 pm EST



Embed This Episode [>](#)

Insertion Points [>](#)

Analytics [>](#)

Analytics

TOTAL DOWNLOADS

2

TOP PLATFORM

WindowsOS

TOP APP

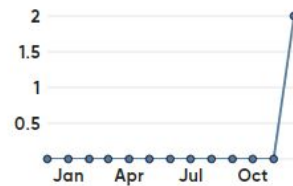
Chrome

DEVICE TYPE

100% Desktop

Downloads

12 Months 




Platforms

WindowsOS 100%

Vocaroo



Vocaroo - The premier voice recording service.


Upload 



Vocaroo



Vocaroo - The premier voice recording service.

Upload 




00:10

00:10





<https://voca.ro/185mYlu4hEQo>



QR Code 

Embed

Download 

Delete 

Using RedCircle

TO BUILD COMMUNITY

- Create short “shout outs” from the teacher: birthdays, student of the week, caught reading etc.
- Have students share what they are learning on podcast episodes.
- Assign a small group to create the week’s episode (Collaboration)
- Use episodes to help students who miss a day feel connected to the group.

Topic Library

🔍 Search

Literature ▼

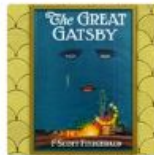
All ages ▼

[Reset](#)

Showing 56 topic templates



Is listening to books better than reading them?



Is Nick Carraway a reliable narrator in "The Great Gatsby"?



Is resistance shown to be futile in "The Handmaid's Tale"?

Participation type

Standard Participation

Account names will be used in the discussion.

Anonymous Participation

Users will be assigned anonymous names in the discussion. Only admins can see the deanonymized names.

You cannot change back to Standard Participation later.



 Purple Penguin added a claim.



[Skip rest and create](#)

← Tasks ×

PERSPECTIVE
All

?

Share

See everyone's progress in the [Tasks Overview](#).



Yellow Llama

0/7

Write 2 claims

0/2 Claims

Link to a source in 2 of your claims

0/2 Claims

Vote on 3 claims

0/3 Claims



Listening to audiobooks is better than reading printed books.

Pros



Cons



Listening to a book is more fun than reading it.



Audiobooks don't let you use your imagination as much as reading.



You can listen to a book while doing something else.



Audiobooks make it more difficult to deeply understand a text.



Using Kialo edu

TO BUILD COMMUNITY

- Create and review a rubric to set expectations for what claims should look like.
- Use guided voting to scaffold students who could use help with logical decisions.
- Use Kialo as a flipped assignment to prepare students for class discussion.
- Use Kialo to help students understand multiple perspectives and lay the groundwork for empathy building.

COLLABORATION

SUCCESSFUL COLLABORATION

requires communicating shared norms, designing meaningful group tasks aligned to learning outcomes, scaffolds like sentence starters, outlines or templates, and reflection on effectiveness of group processes.

ASSESSMENT

from the teacher and peers highlights strengths and areas of growth to build collaboration competence for deeper learning.

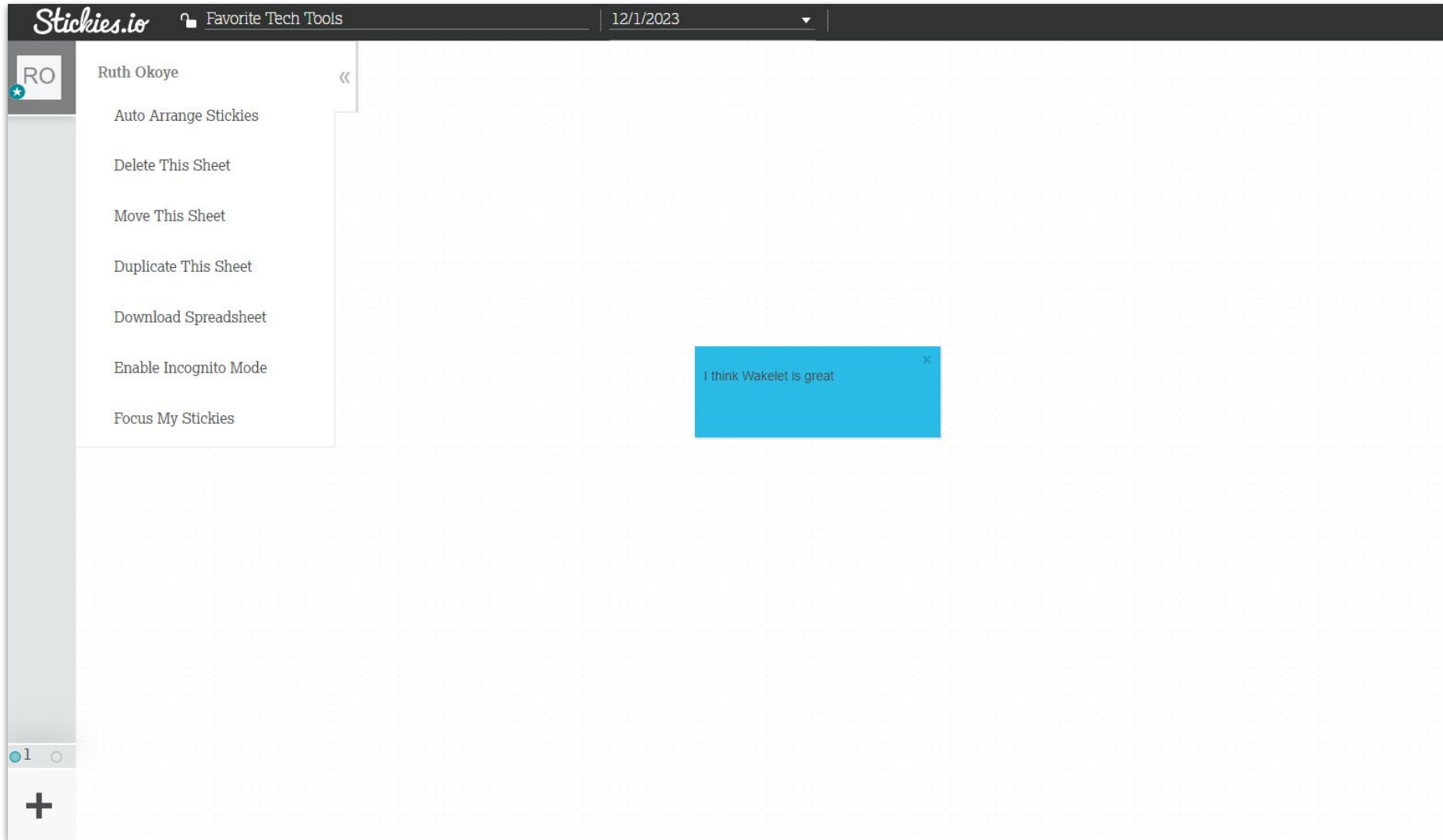


Classroom Collaboration



- Group work
- Defined roles
- Shared goals
- Joint accountability
- Social skills
- Peer assessment

Stickies.io



KS

» Flip, Read Ahead. Wakelet.
+1

I think Wakelet is great

RO

I love Canva and Vocaroo

2 1



Using Stickies


TO BUILD COMMUNITY


- Use stickies for group brainstorming. Have students color code ideas to sort them.
- Assign roles for students as they work on a group project.
- Have students use “I wish” or “I like” as sentence frames and sort using the automatic color coding.
- Teach students to “up vote” ideas that they like and then discuss why ideas are more (or less) popular as a class.


COLLABORATIVE PLAYLIST *Model*


Amanda Sandoval | @historysandoval


 Think stations but no rotation.

 If any task requires manipulatives, students grab them from the front

 Tasks are guided by tech. Ex. Google Slides or Doc

 Groups can complete tasks in any order

 Flexibility of time for each task because no rotation

 Teacher checks in with group at the end of each task

Task 1

Task 2

Task 3

Task 4

GROUP PLAYLIST

GROUP A <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>	GROUP D <input checked="" type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	GROUP G <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
GROUP B <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>	GROUP E <input checked="" type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	GROUP H <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>
GROUP C <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	GROUP F <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	GROUP I <input checked="" type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

Group Playlists encompass a series of personalized learning tasks with added collaboration to meet the learning targets.



Playlist #4. FEDERALISM

Group activity to reflect on learning objective, extend learning, real world application.

INDIVIDUAL ACTIVITY

1. DIRECTIONS

Complete the self-paced Pear Deck



CLICK HERE

Self paced learning of the content via Pear Deck, Google Slides, Edpuzzle, Reading, etc.

Self-Assess



RING FOR SANDOVAL WHEN DONE

SELF-CHECK & GROUP-CHECK

2. DIRECTIONS

- Complete the self-check. Use the info from the Pear Deck to assist.



CLICK HERE

Call teacher over when ready to move to the next task. Assess understanding.

COLLABORATIVE TASK

3. DIRECTIONS

Use the mega whiteboard (Wipebook) and answer the following questions:

- What is federalism and what are its benefits and/or disadvantages?
- How does the federal government impact the way COVID-19 is handled at the Federal, State, & Local levels? Go back to the Pear Deck for more clarification

EXAMPLE

GROUP PLAYLIST

LESSON TOPIC

Through the completion of all the tasks you should be able to:

1. blah
2. blah

DIRECTIONS

1. You and your group can complete the tasks in any order, but you must complete all the tasks on the playlist.
2. Each task begins with an individual component and ends with a collaborative activity. Stay on pace with your group.
3. Follow the instruction on the Playlist or in the linked activities.
4. When your entire group has completed the task in full, call your teacher over to check in, assess, and sign your group off.

TASK #1: TITLE

INDIVIDUAL	Directions
SELF-CHECK	Directions
COLLABORATIVE	Directions
CALL TEACHER OVER WHEN DONE	

TASK #2: TITLE

INDIVIDUAL	Directions
SELF-CHECK	Directions
COLLABORATIVE	Directions
CALL TEACHER OVER WHEN DONE	


TASK #3: TITLE

INDIVIDUAL	Directions
SELF-CHECK	Directions
COLLABORATIVE	Directions
CALL TEACHER OVER WHEN DONE	

START

GROUP PLAYLIST

TOPIC OF STUDY



FINISH

TASK 1:
Title

TASK 2:
Title

ESSENTIAL QUESTION:
Add it here or the learning objective

TASK 4:
Title

TASK 3:
Title

1. Complete the tasks in the order noted
2. Each task begins with an individual assignment & ends in a group activity.
3. Ring Sandoval when your group finishes each task.

TASK 5:
Title

TASK 6:
Title

Using Group Playlists

TO BUILD COMMUNITY

- Make sure individual activities use multiple means of representation (UDL) to allow for learning preferences.
- Remind students of discussion ground rules.
- Collaborative task should require group discussion.
- Can be used in a hybrid class setting.

FigJam

Search templates

All templates

Get started

Recommended

Meetings

Diagram

Planning

Brainstorm

Developer

User researcher

Designer

For the classroom

[See more in Community](#)

Four corners activity

Four Corners Activity by Figma for Education

Magnet letters activity

Magnet Letters Activity by Figma for Education

Circle map process

Circle Map by Figma for Education

Whole class check-ins

Class check-in by Figma for Education

Character Conflict Mapping

Character Conflict Map by Figma for Education

Story arc: pre writing

Story arc: pre writing by Figma for Education

Pros & cons activity

Pros and Cons by Figma for Education

Back to School FigJam 101

Back to School FigJam 101 by Figma for Education

Class profiles and learning styles

Class profiles and learning ... by Figma for Education



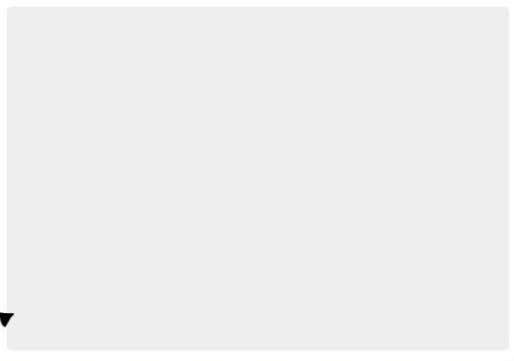
Quick context

Before we start, let's make sure we're all on the same page.

Today's goal

“ Today, we're trying to figure out...

↑
Explain the goal of your meeting, here.



Pictures help too! →

Helpful info

Add links to relevant info...

Further reading

And any other docs, too.

Using FIGJAM

TO BUILD COMMUNITY

- Use interactive instructional techniques
- Include Project Zero thinking routines in the activity to help students process information together.
- Remember to check out the education templates for ideas on how to include multimedia for student reflection.

SOCIAL & EMOTIONAL LEARNING



CULTIVATE SOCIAL AND EMOTIONAL LEARNING

by designing classroom rituals, modeled behaviors, representing diverse role models in content, cooperative practices, reflection, and community service learning.

PROCESS

through which students acquire and apply attitudes, skills, and behaviors to develop healthy identities and manage emotions, achieve goals, feel and show empathy, establish positive relationships, and make responsible decisions.

SEL in the Classroom



- Self Awareness
- Self management
- Social Awareness
- Relationship skills
- Responsible Decision Making

Try out a few of our learning activities:



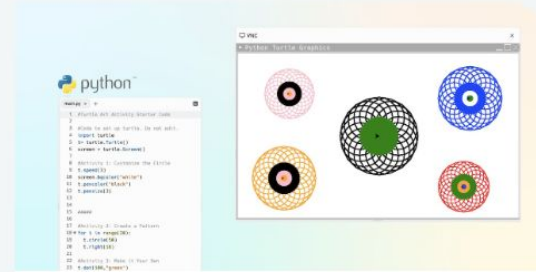
Your Story Matters

Grades 3, 4, 5



Understanding volume

Grade 5



Turtle Art in Python

Grades 6, 7, 8, 9-10, 11-12



Find Your Interests

Grades 6, 7, 8, 9-10, 11-12



Create an account for free to continue using The Achievery:



Discovering your true Identity

Grades 9-10, 11-12



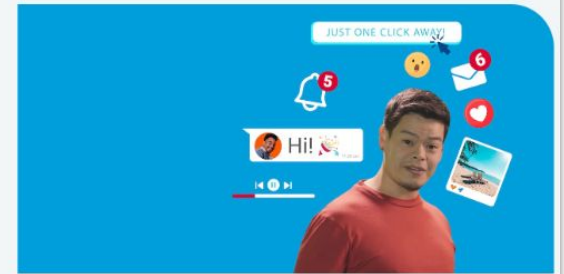
Practicing Basic Operations with NBA Mascots

Grades 3, 4



The Value of Accepting Help

Grades 7, 8



The Internet and its risks

Grades 7, 8, 9-10, 11-12



The Achievery



THE ACHIEVERY PEDAGOGY

Each Learning Unit consists of up to three separate but stackable Lessons and corresponding exercises aligned to academic standards and grade levels.

Lessons are designed to be supplementary resources for educators and are designed to be completed in as little as 10 minutes or over the course of an entire class, depending on the depth of Lesson delivery.

All Learning Units are designed by a team of education experts and developed by leading education partners. All curriculum published on The Achievery is reviewed by ASCD.

COLLABORATORS

Learning Unit | Lesson: 1 of 3

Grade: 3-5

Rating: TV-Y7

Craig of the Creek

On a Team, Everyone's Included

ABOUT THIS LESSON

This Lesson's Essential Question is...What makes a team of people working together and being inclusive a "dream team"?

This Lesson's big idea is...Including everyone and investigating things together helps make "the dream team."

In this clip...Craig's creek friends work together to learn more about Helen, Craig's new pen pal, by drawing on individual strengths and making sure everyone's included.

LESSON STANDARDS (CCSS)

CCSS.ELA-LITERACY.SL.3-5.1

CCSS.ELA-LITERACY.RL.3-5.3

CCSS.ELA-LITERACY.W.3-5.1.A-D

LESSON CASEL COMPETENCIES

Social Awareness...Taking others' perspectives; Understanding and expressing gratitude

Responsible Decision-Making...Demonstrating curiosity and open-mindedness

ABOUT THIS LEARNING UNIT

This Lesson is part of a Learning Unit designed around the Essential Question...What does it mean to be a good friend?

Using The ACHIEVERY TO BUILD COMMUNITY

- Use as a whole class for students under 12
- Older students can create an account and use the site themselves.
- Use exit tickets after the activity to help students further reflect on what they have learned.

TEACHFLIX

MIDDLE SCHOOL

All

Computer Science

Digital Citizenship

English Language Arts

History

Mathematics

Music and Art

Physical Education

Science

Virtual Field Trips



BROWSE BY CONTENT AREA

Mathematics

★★★★★
"AN EPIC COLLECTION OF GEMS, RIDDLES, EXPLANATORY TIKTOKS AND MORE!"

A BEAUTIFUL COMBINATION!
"MUSIC"
"ART"

MUSIC & ART

A GREAT COLLECTION OF VIDEOS FOR THE ARTS
NOW PLAYING

SCIENCE

EVERY SYSTEM OF KNOWLEDGE HAS TO CONNECT WITH THE PHYSICAL WORLD AND ITS EXPERIMENTAL AND LOGIC-BASED DISCOVERY PROCESSES AND SYSTEMS. SCIENCE IS THE ONLY ONE FOR A HISTORY OF HUMANITY. SCIENCE IS THE ONLY ONE FOR A HISTORY OF HUMANITY. SCIENCE IS THE ONLY ONE FOR A HISTORY OF HUMANITY.

HISTORY

"ASTONISHING"
"UNBELIEVABLE"
"AMAZING"

YOUR FAVORITE IN-CLASS VIDEO EVER!

English Language Arts

"A GRAMMATICAL MASTERPIECE"
★★★★★

ENDURANCE | STRENGTH | BALANCE | FLEXIBILITY

PHYSICAL EDUCATION

IN THEATERS NOW

READ ALOUDS

LEVEL 1
LEVEL 2
LEVEL 3

COMPUTER SCIENCE

ARTIFICIAL INTELLIGENCE | HOW COMPUTERS WORK | THE INTERNET

SOCIAL EMOTIONAL LEARNING

"INTEGRAL PART OF EDUCATION AND HUMAN DEVELOPMENT..."
CASEL/OWD

WORLD LANGUAGE

VIRTUAL FIELD TRIPS

360 VIDEOS | NARRATED EXCURSIONS | VIRTUAL TOURS

"A MUST SEE VIDEO COLLECTION FOR ALL AGES!"

6 | 28 | 13
33 | 28
6

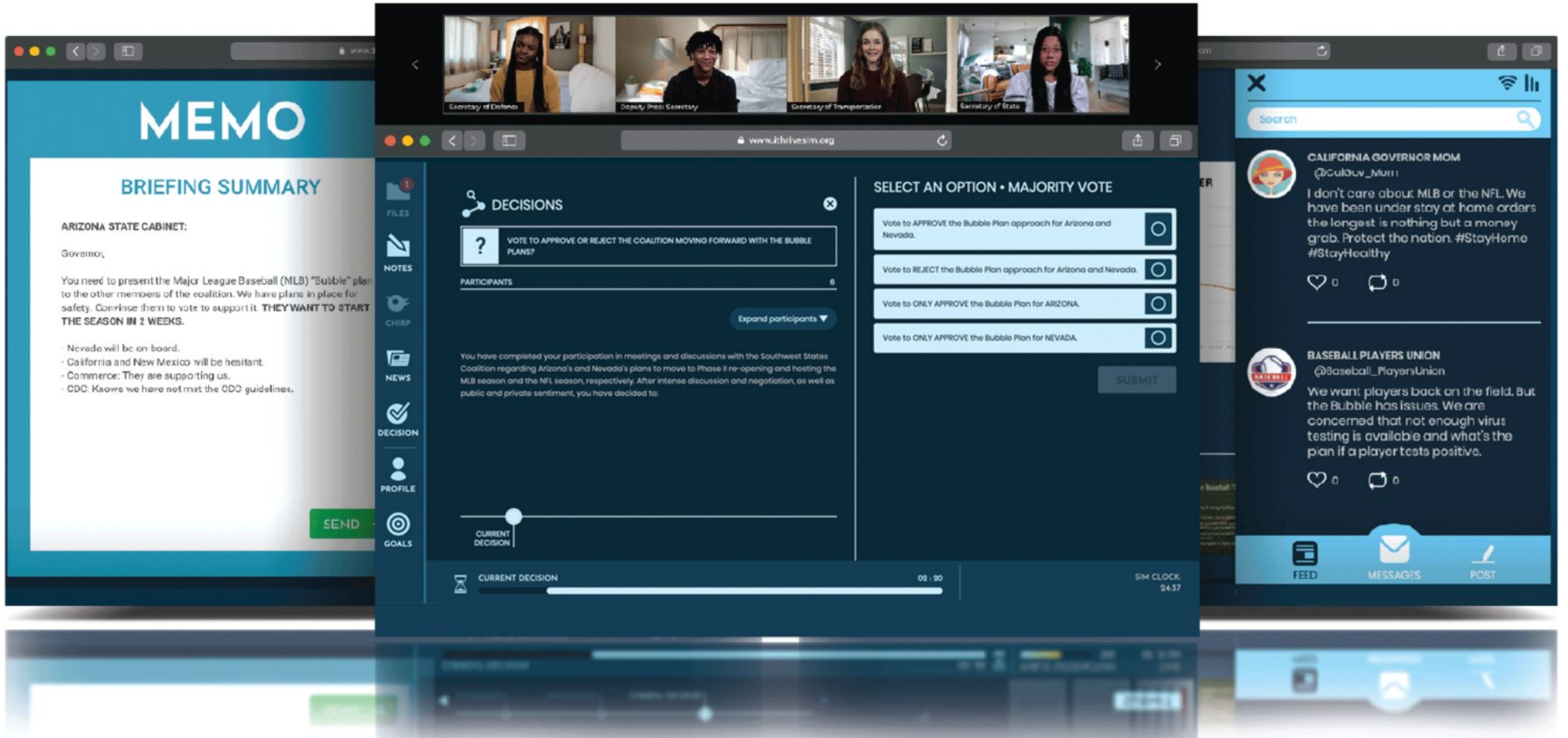
DIGITAL CITIZENSHIP

NOW PLAYING

Using TEACHFLIX TO BUILD COMMUNITY

- Pair the videos with an activity - use a thinking routine, Ditch That Textbook template, or Eduprotocol
- Have students post their work in a gallery - Wakelet, Microsoft Sway or Google Slides
- Combine a Think-Pair-Share and gallery walk activity to scaffold student reflection before a whole group debrief.

iThrive Games



LIVES IN BALANCE

SUBJECT

Federalism, State
Rights, SEL

AMOUNT OF PLAYERS

5-7

RECOMMENDED GRADE

9th-12th
grade

SHOW MORE

LEADING THROUGH CRISIS

SUBJECT

25th Amendment, U.S
Executive Branch, SEL

AMOUNT OF PLAYERS

5-7

RECOMMENDED GRADE

9th-12th
grade

SHOW MORE

FOLLOW THE FACTS

SUBJECT

Media Literacy, News
Literacy, Journalism

AMOUNT OF PLAYERS

4-6

RECOMMENDED GRADE

9th-12th
Grade

SHOW MORE

Using iThrive

TO BUILD COMMUNITY

- Highly motivating as a learning game.
- Help students learn to make decisions by scaffolding with a decision tree etc.
- Reiterate ground rules for discussion so that “in the moment” students remember how to have discussion.

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://bit.ly/vste2023>



Thank you for
joining us!

