

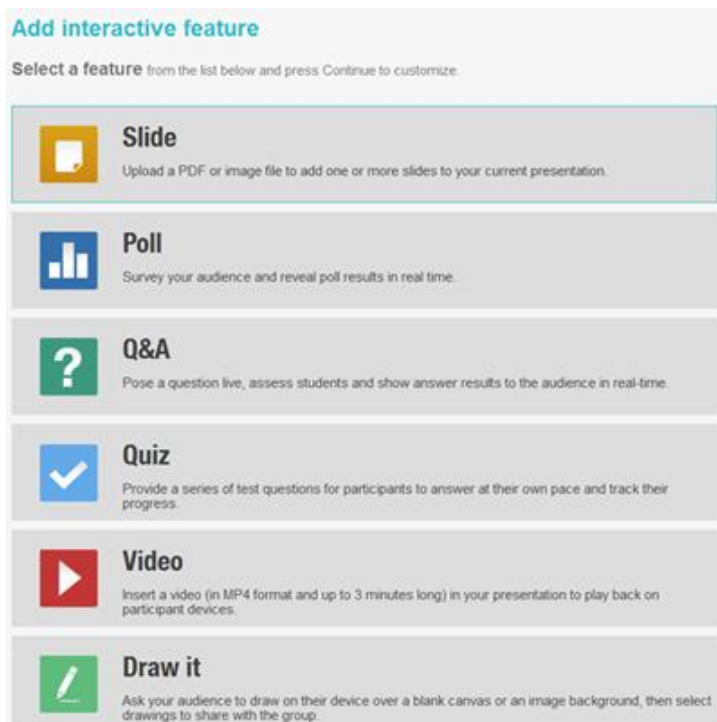
Workshop - Mobile devices and content creation

The workshop is divided into three parts.

Part 1: demonstrating the use of iPads in the class

We start with Nearpod (<http://www.nearpod.com/> Apps: the [teacher app](#), the [student app](#)) an all-in-one solution for the synchronized use of iPads in the classroom. It is a collaborative presentation tool that allows teachers to engage and assess their students using mobile devices. Educators can easily create interactive presentations anywhere with the Nearpod Content Tool and then monitor classroom activity for individual students or groups, as well as receiving post-session reports.

How to use it?



Add interactive feature

Select a feature from the list below and press Continue to customize.

- Slide**
Upload a PDF or image file to add one or more slides to your current presentation.
- Poll**
Survey your audience and reveal poll results in real time.
- Q&A**
Pose a question live, assess students and show answer results to the audience in real-time.
- Quiz**
Provide a series of test questions for participants to answer at their own pace and track their progress.
- Video**
Insert a video (in MP4 format and up to 3 minutes long) in your presentation to play back on participant devices.
- Draw it**
Ask your audience to draw on their device over a blank canvas or an image background, then select drawings to share with the group.

1. Register Nearpod.
2. Create presentation by simple dragging or uploading your PDF (max 10 Mb), image (max 3 Mb) or ZIP (max 10 Mb) file using PC.
3. The presentation has to start with at least 2 slides of a chosen topic.
4. Add different interactive features to the presentation.
5. Finally install both apps (teacher and students') on iPads and use it in the classroom.

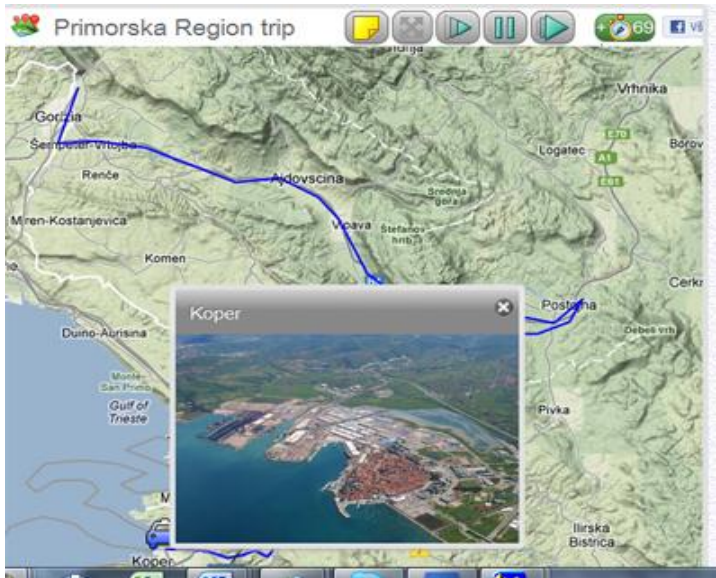
What about using games in education?

Tim Rylands shares his amazing experience and unique students' creations (using a set of iPad apps) with us (<http://www.porchester.notts.sch.uk/citadel/2010/10/the-pickpocket.html>).

We start our journey in [Epic Citadel](#) (app), take some pictures of the ancient town while walking through it, think about possible stories, create some typical aircrafts for that time (apps: [Pottery](#) - shape the pot, [Sculpture](#) - wood cut a sculpture, [Greared](#) - combination skills) and finally create our own short story (app: [Educreations](#) - screencast possibility by using the images and voice recording)

Part 2: creating an animated map

Animaps (<http://www.animaps.com/>) extends the My Maps feature of Google Maps by letting you create maps with markers that move, images and text that pop up on cue, and lines and shapes that change over time. Students can use it to plan their trips, present possible visits of a certain region, place or towns to their partners etc. It appears like a video - they can play, pause, slow and speed up the action!



Each one creates an easy example of Animaps and publishes (imbed) it in the eJournal.

Part 3 (if there is time left): QR codes and VOKI avatars



QR code in colours (<http://www.qrhacker.com/>) - read / listen to the code by using iPads, smart phones, create them and publish them in eJournal.

An example of QR VOICE (<http://qrvoice.net/>) code.



VOKI avatars (<http://www.voki.com/>)

Make a talking avatar using TTS technology or recording your voice. Embed it in eJournal.

Part 4 conclusion

We try shared whiteboard to collaboratively express our opinions.
(<http://groupzap.com/>)

Participants use this link (<http://groupzap.com/b/8iz6absnrnaf/>)

Finally let's use a response systems to evaluate the workshop.



Socrative, <http://m.socrative.com/lecturer/#lecturerLogin>

PollEverywhere <http://PollEv.com>

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