

# Ed Tech Ideas

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## Two basic structure suggestions:

- Stations set up with different technologies. Families visit stations and students teach the adults how to use them.
- Lead the group in trying out different technologies together. Encourage students to help teach the functions of the technology and contribute their experiences and ideas for using the technology in education.

In either scenario, students can either be assigned a technology to teach everyone or partner with their adult to instruct them. A few possible activities are listed below, but it would be best to work with school partners to use technologies common in their school. If school partners aren't available, poll students for ideas.

## Kahoot

- **What:** An interactive quiz game used by teachers to engage students in class. Might be used as a review or to introduce new topics. Keeps score and declares a winner at the end.
- **How:** Play a Kahoot Quiz. Have adults operate the device and work with their student on the quiz. Pause between questions to review the answers to the previous question if anyone missed it in the way a teacher would in a classroom.
- **Materials:** One internet connected device to display quiz large enough for the players to see and one internet connected device per participating family. Choose a pre-made Kahoot quiz here: <https://kahoot.com/academy/study> or create your own.

## VR Field Trips

- **What:** Virtual field trips let students interact with places around the world like they might on a field trip. 360 cameras have taken pictures of cultural sites, museums, etc. so users can explore by “walking” and “turning their heads”.
- **How:** Provide the links below to participants and invite them to visit a location that sounds interesting to them, thinking of ways a teacher might use this virtual field trip in their class.

- **Materials:** One internet connected device per family. (Optional, some locations might have cheap/free VR viewers available like [Google's Cardboard](#).)
  - The British Museum: [bit.ly/FieldTripBrit](http://bit.ly/FieldTripBrit)
  - The Eiffel Tower: [bit.ly/FieldTripParis](http://bit.ly/FieldTripParis)
  - Swim with Sea Lions: [bit.ly/FieldTripSea](http://bit.ly/FieldTripSea)
  - The Taj Mahal: [bit.ly/FieldTripTaj](http://bit.ly/FieldTripTaj)
  - Ford's Theater: [bit.ly/FieldTripFord](http://bit.ly/FieldTripFord)
  - Hindu Temples in Indonesia: [bit.ly/FieldTriplnd](http://bit.ly/FieldTriplnd)

## SMART Board

- **What:** SMART Boards are digital boards that work with a computer and a projector to allow teachers to display things like they would on a screen and write like they would on a white board. They can also save what is written on the SMART board to use later and interact with objects projected on the board. They are not the newest technology, but many adults have never used them.
- **How:** If you have a SMART Board in your meeting space, come up with a way to allow adults to try writing on the board with an activity like Pictionary or working out simple math problems. Encourage students to teach their adults about the functions of the SMART Board and how they use it in class.
- **Materials:** SMART Board installed in the room (they are not typically mobile).

## Google Slides/Docs/Etc. (Maybe brainstorm ed tech tools)

- **What:** Google Drive allows many users to collaborate on documents, slideshows, etc. in real time online
- **How:** Create a Google Doc or Google Slideshow with instructions for families to edit the document. For example, include instructions throughout the document for families to add their names and change the text to a color they like, add an image of their favorite animal, vote on which season is best, etc. Have all families work at the same time so they can see how it looks when they edit simultaneously.
- **Materials:** You'll need to use a Google account to create the document or slideshow but if you change the share settings to

[anyone can edit](#), participants won't need to log in. It might be useful to create a short link (bitly) so it's easier to share and access.

## Plickers

- **What:** Plickers are a way to introduce interactive activities when students don't all have their own device. They are printed paper QR-type codes that students use to respond to multiple choice questions. It could be used for polling the class, for example, about whether students are comfortable with a topic or if more time needs to be dedicated to teaching. A good example of a low tech interactive option.
- **How:** Pass out Plickers to participants (one per person or per family) and ask them to respond to questions by holding up their papers. Use a smartphone or tablet to record answers and then show the results on screen. Explain how the question might be used in the classroom.
- **Materials:** You'll need to make a free Plickers account, print enough Plickers for participants, and install the Plickers app on a smartphone or tablet to be used during the workshop. You'll also need a device to display results.

## Play & Learn Online Games

- **What:** There are many online games that teach concepts and skills. They keep students engaged with the topics they are learning and give them a chance to try them out.
- **How:** Provide the links below to participants and invite them to try something that sounds interesting to them. Encourage families to try games together and discuss whether they would enjoy continuing this game and what they think they could learn from playing it.
- **Materials:** Internet connected devices for participants and links.
  - <https://www.digitalcompass.org>
  - <https://www.icivics.org>
  - <https://g.co/interland>
  - <https://scratch.mit.edu>
  - <https://code.org/learn>

## Common Sense Media: Homework Help Apps

- **What:** Common Sense Media, a trusted website for information about all kinds of things students might be doing online, has a list of homework help apps with reviews and information for parents.
- **How:** Give families the link below. Ask them to look together and find an app that might help their student in a class they have or learn more about a topic they're interested in. They should click on that app to see what other students and parents have to say as well as any costs or risks involved in using the app. Be sure to touch on the difference between using a website or app to help with homework versus cheating.
- **Materials:** Internet connected devices for participants.
  - <https://www.commonsensemedia.org/lists/homework-help-apps>

