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TCEA Convention and Exposition 2018 Austin Texas

This conference had over a 1000 sessions throughout the week that focused on best practices, personalize learning, digital classrooms, flipped classrooms, cutting edge ideas, technology integration, google classroom, and many other ideas for improving education. Below I summed up key points of sessions that were thought provoking.

### **Technology Integration in the Math Classroom**

More relevancy for students, application to the real world, making it more student centered, making formative test student center, learning should start after the quiz

### **Digital Choice Board**

Collaborative white board where the whole class participates- Real time board practice sheet, Teachers' notes automatically go into your practice sheet to provide feedback

### **PADLET**

Takes 5 minutes to set up, To Share you just use a link, Students can load videos of them solving problems presented to them in the classroom

Click on ...Upload, link, google, snap, film, voice, draw, map, Padlet links

### **NEARPOD**

Example Area and Perimeter of Rectangles, Already loaded in Near Pod, build in Learning Objectives

Students tailor it to find what works best for them, Use Video, math field trips, Khan Academy, virtual tours

Interactive, Assessments can be built in, Reports students who did it, shows quiz answers, add it to your library, link to add to your google classroom, Play Pause it, you can add questions to the video-Forces students to answer questions to go on in the video

### **Go Formative**

Each student logs in by their name, Teacher can give point values to each student for questions or answers

It also lets teachers know how the class did as a whole to see if you need to reteach-break down by missing questions or ideas

Can give feedback immediately to a student or the class.

You can assign to a standard to keep track of what standards students are mastering

Great tutorials for Go Formative in You Tube

### **Gamification of Learning**

-adding games to the classroom, Progression, Level up, Social, Player Control student centered

Immediate Feedback, Fun and Engagement

Games by Google

Google A Day, Google, Feud, Flippity, Organization, Random Name Picker, Breakout EDU

Smashboard, Problem-based learning, Design-thinking process smashed into gaming

**Marlee Matlin** keynote speaker -play writer, actor, activist

Marlee is a deaf person that overcame her disabilities to be passionate about being an advocate for deaf children. Calls for better accessibility for children especially deaf and hard of hearing and people in developing countries.

Key Ideas she presented

Dreams- the can do spirit, Ideas- can do anything despite obstacles,

You can have success and do not let anyone tell you anything different,

Follow your dreams, you can be what you want to be, you have to make it happen for yourself,

Do what best for you and not pay attention to critics,

We are only cut off from people only if you let it, do not let your disabilities cut you off,

The real disabilities lie in the mind not in the body,

Rely on your abilities not your shortcomings,

Our attitudes stand in the way, 90 % of people with disabilities worldwide do not attend school,

Have the right to dream and achieve success, Courage success dreams

The conference brought educators come from around the country to share ideas, best practices, and the latest in educational technology. We were able to dig deeper into google classroom and google docs that gave us ideas that we could use in our school. Many of the ideas fit right into personalizing our school and classrooms. It had great strategies and ideas on how to create a blended learning classroom that gives students a voice and choice in their learning.

Educators using technology, blended learning, and personalization within their classroom presented the sessions. Innovation with in the classroom is giving students a choice on what they want to dive deeper into using technology to enhance, engage, and create. Students become passionate about their learning when we provide the tools and resources for them.



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