

iPad Application List

Fall 2014

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Literacy and Language Arts

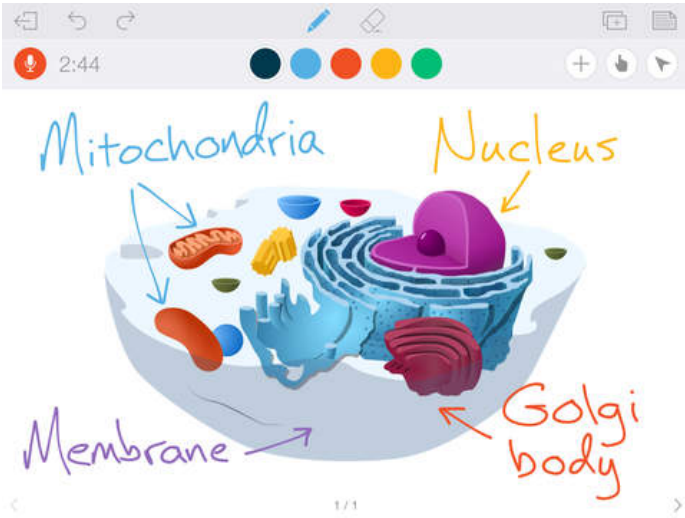
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Math

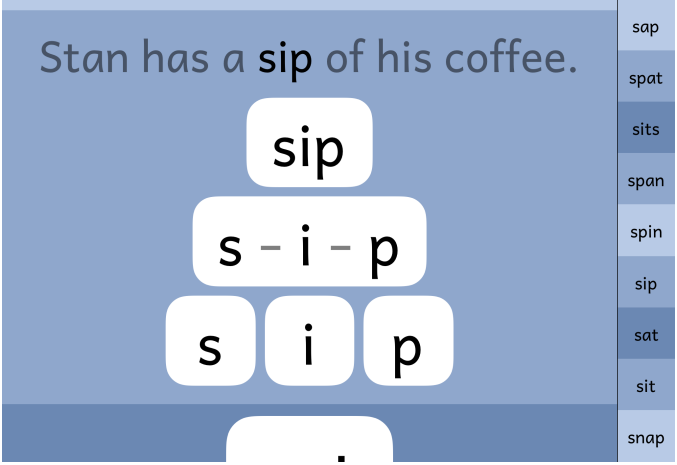
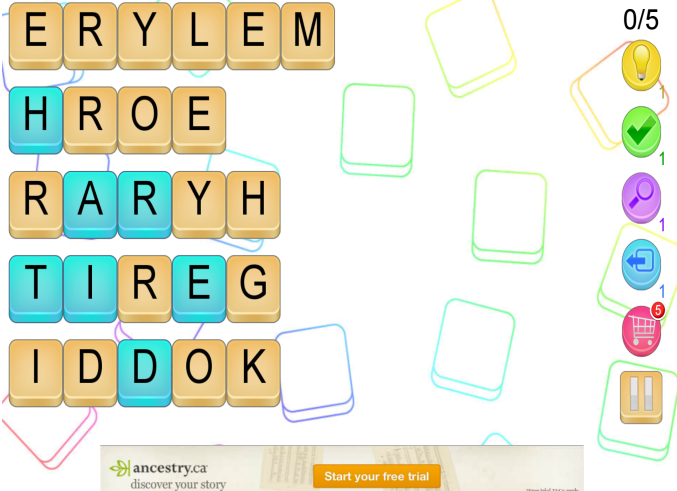
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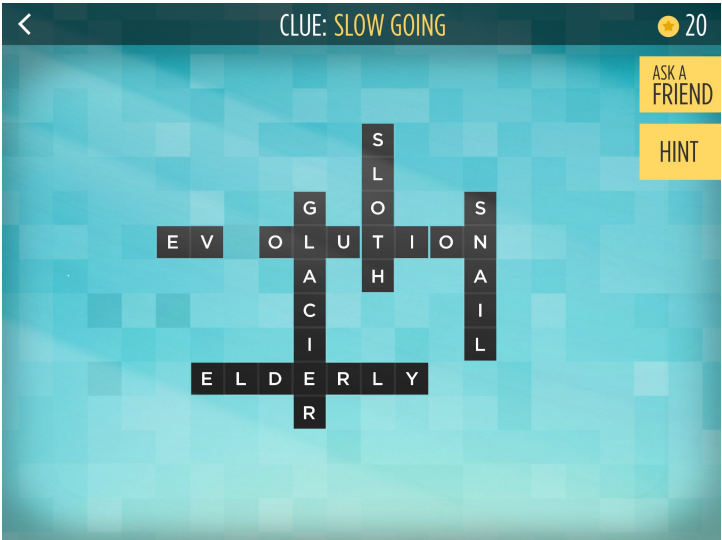

Helpful Tips


- Clicking the home button (circle on the front of the iPad) and lock button (button on the top of the iPad) simultaneously takes a screenshot of the screen
- The screenshots will be automatically saved onto the camera roll
- There is a built in microphone located on the top of the iPad
- iPads have two cameras, one on the front of the iPad and one on the back
→ You can take pictures, videos and time lapse videos for documentation


Application	Grade(s), Expectation(s) and Activities	Highlights	Considerations
<p>Educreations</p> 	<ul style="list-style-type: none"> • Oral Communication • Media Literacy • Writing – publishing skills and strategies 	<ul style="list-style-type: none"> • Students are able to create presentations by using pictures, typing texts, drawing on the screen and recording their voices • Can create multiple pages to their presentation → flip the pages with the bottom arrows • Pressing the microphone captures the student’s voice and flipping of the pages • Can choose from a variety of colors to draw and variety of “paper” to draw on (white paper, lined paper, graph paper or coordinate grid) • Students can import pictures taken from the iPad or search the educreations gallery for images • Once saved, the presentations are saved onto the account 	<ul style="list-style-type: none"> • This app requires an account to create presentations/lessons → suggestion: create a class account for everyone to use → can only save 1 draft on free account • Once something is drawn with the pen, the drawing cannot be moved → but text and images can be moved • Students will have to be taught how to speak into the microphone in order for the application to record their voice • Possible projects: → students take pictures of a piece of work they are most proud of and explain what it is all about → upload pictures of characters from a book and explain the character in the book → insert pictures from a personal experience and explain the events that occurred

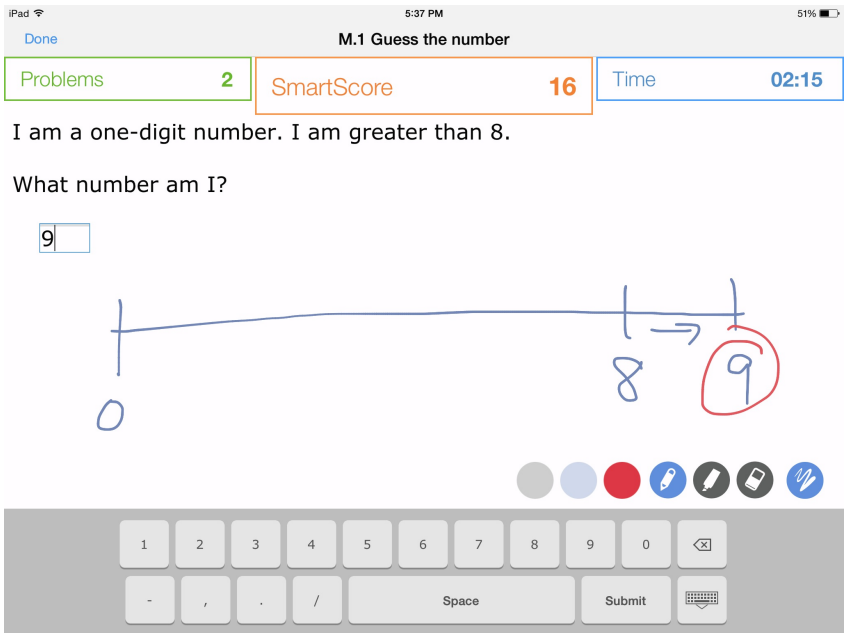
Application	Grade(s), Expectation(s) and Activities	Highlights	Considerations
 <p>News-o-matic Unlimited Access The Daily Newspaper Just for Kids Sunday, November 2, 2014</p> <p>Games News Room Info</p> <p>THE WEEK AHEAD</p> <p>Too Old to Trick-Or-Treat? Kids Say NO! Let kids trick or treat! Ania, age 11</p> <p>"We Want Change"</p> <p>The New York City Marathon is on Sunday, November 2. Stay tuned for news about it!</p> <p>Wacky Week</p> <p>Red Cross Heroes!</p> <p>Vietnam</p>	<ul style="list-style-type: none"> • Reading • Media Literacy • Oral Communication 	<ul style="list-style-type: none"> • Newspaper articles written for kids • The topics range from historical events, opinion, sports, unique careers and current events • Each newspaper article features facts about the issue, what students can do to "act" on the issue, browse through a slideshow of pictures or videos, a read aloud version, draw their response to the article, highlight important information, and save the article into their account • There are also games <ul style="list-style-type: none"> → puzzles → mystery word (similar to hangmen) → on this day- factual information about what happened on this day in history 	<ul style="list-style-type: none"> • Cannot track individual students records • Students should be taught critical literacy skills to assess the validity of the content provided, target audience and what can they do with the information provided

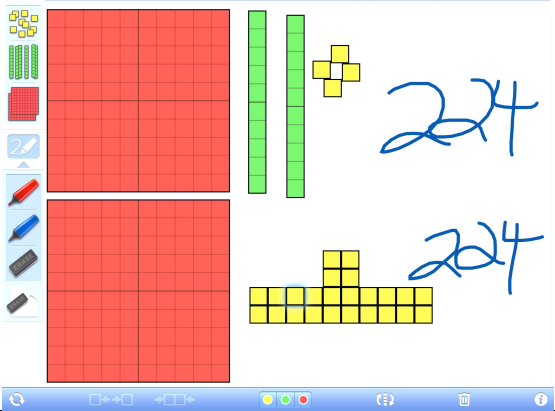
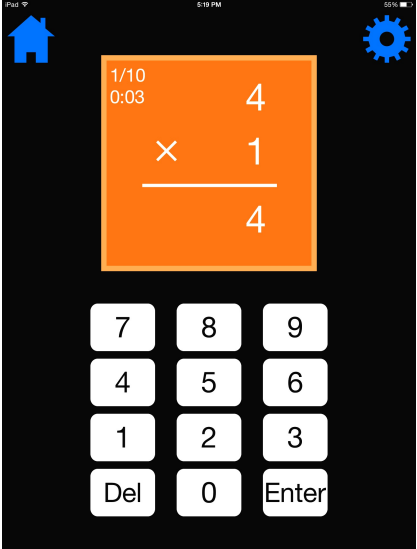
Application	Grade(s), Expectation(s) and Activities	Highlights	Considerations
	<p>Kindergarten – Grade 3</p> <ul style="list-style-type: none"> • Reading • Oral Communication 	<ul style="list-style-type: none"> • Students are able to learn the sounds of phonemes, how they make up words and how these words can be used in sentences • At the end of each phoneme lesson, they are tested by listening to the word verbalized and matching it to the word • Gradually progresses to harder phonemes as they finish each lesson 	<ul style="list-style-type: none"> • The voices/sounds are recorded with a British accent, which may confuse students • Cannot track individual students records
	<p>Grades 1-3</p> <ul style="list-style-type: none"> • Reading 	<ul style="list-style-type: none"> • Students are asked to unscramble letters to make words • Once the letter is in the correct space, the letter tile will light up 	<ul style="list-style-type: none"> • Cannot track individual students records • This application has pop up advertisements. Students should be instructed to dismiss any of the advertisements that pop up

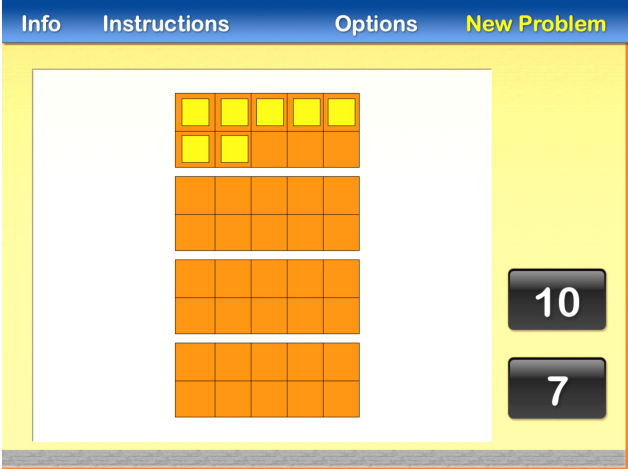
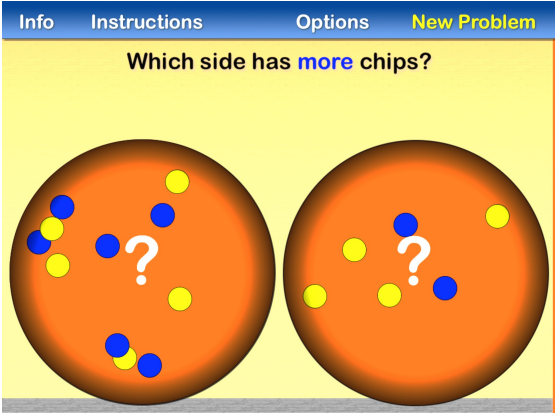
Application	Grade(s), Expectation(s) and Activities	Highlights	Considerations
<p>Bonza</p> 	<p>Grades 4-6</p> <ul style="list-style-type: none"> Reading 	<ul style="list-style-type: none"> Students have to manipulate blocks of letters to create words → altered version of crossword puzzles They can use hints to help form words 	<ul style="list-style-type: none"> Cannot track individual students records Most levels are free (60 levels) → additional levels costs extra
<p>Word Abacus</p> 	<p>Grades 4-6</p> <ul style="list-style-type: none"> Reading 	<ul style="list-style-type: none"> Students string together letters to create words Words must have 3 letters or more → no abbreviations → no proper names Longer words yield more points 	<ul style="list-style-type: none"> Cannot track individual students records This application has pop up advertisements. Students should be instructed to dismiss any of the advertisements that pop up

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<p>Flashcards</p> 	<p>Grades 7-8</p> <ul style="list-style-type: none"> • Oral Communication • Reading • Media Literacy 	<ul style="list-style-type: none"> • Students can create virtual flashcard decks to test their knowledge → they can also edit previously created flashcard decks • Recommended for vocabulary, novel studies and character studies • Can increase the size of font and have the cards read out loud • Can shuffle the deck 	<ul style="list-style-type: none"> • Cannot track individual students records • Should be used to test students' understanding

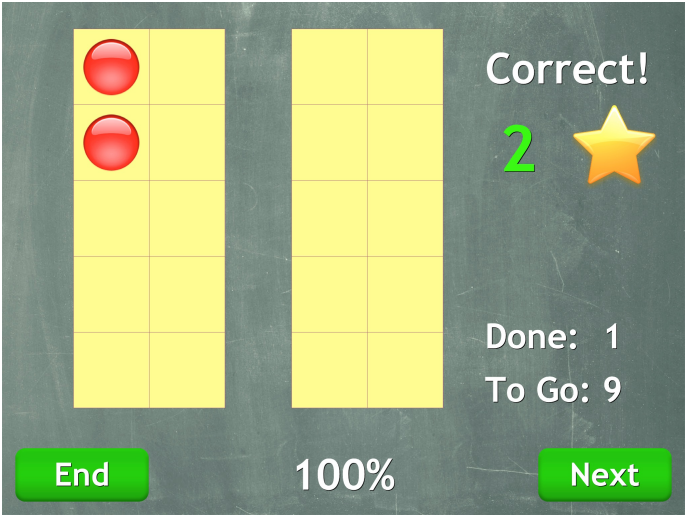
Application	Grade(s), Expectation(s) and Activities	Highlights	Considerations
<p>Quizzitive</p>  <p>The screenshot shows the Quizzitive app interface. At the top, it displays 'QUESTION 1', 'SPEED DRILL :18', and 'SCORE 0'. The word 'eccentric' is prominently displayed in the center. Below it are four buttons with the following options: 'complex', 'odd', 'exciting', and 'old-fashioned'. At the bottom, there is a navigation bar with icons for 'PLAY MONSTERS', a blue ball, a green ball, a yellow owl, a purple cat, a green ball, and a 'PLAY NOW' button.</p>	<p>Grades 7-8</p> <ul style="list-style-type: none"> • Reading • Oral Communication 	<ul style="list-style-type: none"> • Students can chose between four different quizzes to test their understanding of vocabulary • Each quiz has 10 questions • Points are awarded based on speed and accuracy • A list of “missed words” is compiled at the end where students can go over their mistakes and learn the proper definition → once they have learned the proper definition, students can take a missed words quiz to check their understanding • Speed drill- a word appears on the screen and students need to select the most appropriate definition → multiple choice of 4 possible definition choices • Tunnel Vision- a word appears on the screen and students need to press yes or no to the given definition → 4 possible definition choices per word • Name that thing- an image appears and students must select the corresponding word • Hidden letters- a word appears on the screen and students strategically make out the definitions where some letters are missing 	<ul style="list-style-type: none"> • Cannot track individual student’s records • An extension of this application would have the students write sentences or paragraphs using their missed words once they have learned the proper definition • This application has pop up advertisements. Students should be instructed to dismiss any of the advertisements that pop up

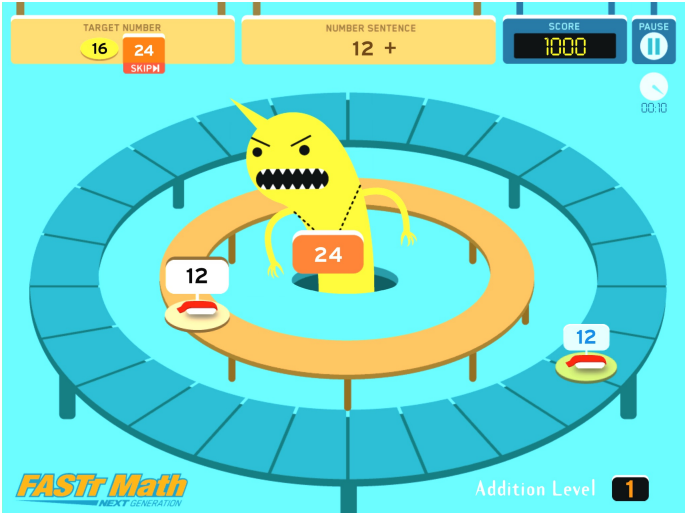
Application	Expectation(s)	Highlights	Considerations
<p>IXL.com</p>  <p>The screenshot shows a math problem on IXL.com. The problem is: "M.1 Guess the number. I am a one-digit number. I am greater than 8. What number am I?". A number line is drawn with 0 at the start and 8 and 9 marked. The number 9 is circled in red, indicating the correct answer. The interface also shows a SmartScore of 16 and a time of 02:15.</p>	<p>Number Sense and Numeration Patterning and Algebra Geometry and Spatial Sense Measurement Data Management and Probability</p>	<ul style="list-style-type: none"> • Various lessons within each topic • Various questioning and prompts → multiple choice, fill in the blanks, short answer • Questions can be verbally prompted • The marker allows students to solve problems in the open space • Interactive and visually appealing activities • Money lessons are done in Canadian dollars 	<ul style="list-style-type: none"> • Log onto the guest account → restricts the numbers of daily activities based on the free trial

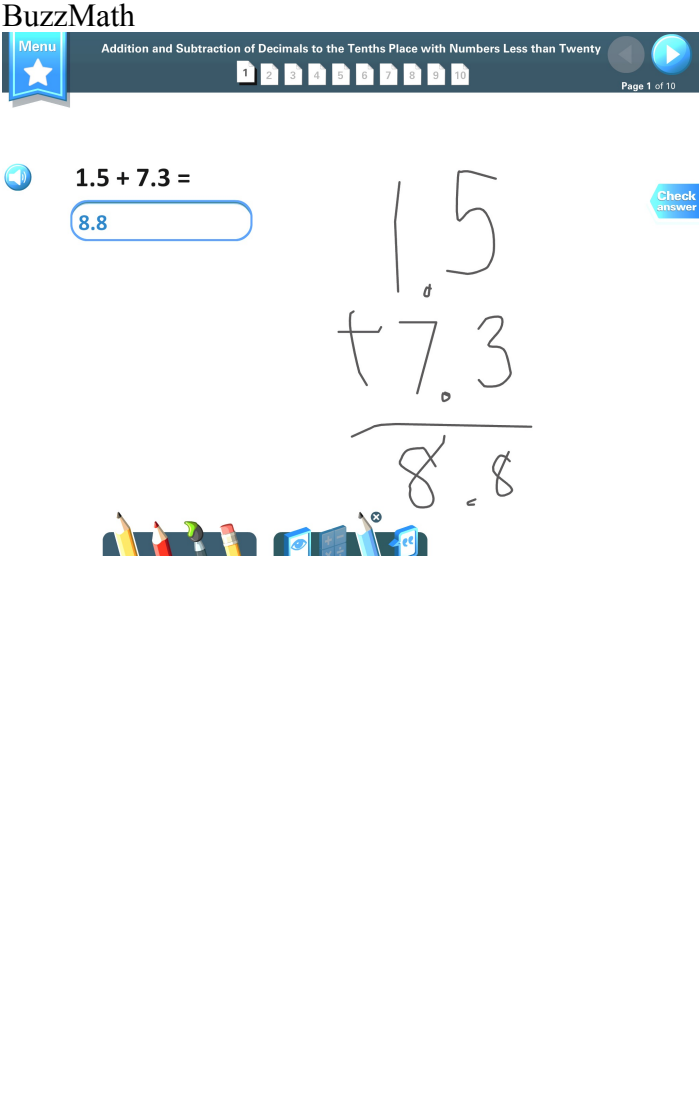
Application	Recommended Grade(s) & Expectation(s)	Highlights	Considerations
<p>Number Pieces Basic</p> 	<p>Number Sense and Numeration</p>	<ul style="list-style-type: none"> • Students are able to represent their understanding of numbers by using 100 grids, 10 frames and single units • 100's and 10's can be broken up and built back together <ul style="list-style-type: none"> → 100's into 10's → 10's into single units • Marker allows students to write the number next to their representation 	<ul style="list-style-type: none"> • Cannot track individual students records
<p>Mental Math</p> 	<p>Grades 1-8 Number Sense and Numeration</p>	<ul style="list-style-type: none"> • Series of math drills for addition, subtraction, multiplication or division • Within each series the level of difficulty can be adjusted (easy, medium and hard) and the number of question (10, 25, 50) • Once the series of questions are completed, students can enter their names and compare their time from previous attempts • The challenge activity is a series of various math questions (addition, subtraction, multiplication and division). 	<ul style="list-style-type: none"> • This application should be used to reinforce mental math <ul style="list-style-type: none"> → the intention of this application should not be to drill students


Application	Recommended Grade(s) & Expectation(s)	Highlights	Considerations
<p>Count Sort</p>  <p>10 frames activity</p>  <p>More or Less Activity</p>	<p>Kindergarten & Grade 1 Number Sense and Numeration</p>	<ul style="list-style-type: none"> • 5 different number sense and numeration activities • Can change the color of the chips, maximum number of chips displayed, and shape of chips <p>1) Sort- students sort the various chips into two groups. Each group has a counter, and an overall counter also displays a number</p> <p>2) Count-count the number of shapes appear on the screen</p> <p>3) Estimate-estimate the number of shapes on the screen</p> <p>4) 10 frames- 4 sets of 10 frames show up, and students are asked how many are displayed</p>	<ul style="list-style-type: none"> • Cannot track individual students records • Select blue and yellow as the color so students can categorize and sort based on color → otherwise they are creating two groups of the same color • Change the number of answer choices depending on the developmental level of the student • Students may choose to count versus estimate the number of shapes. Therefore encourage them to subitize small numbers or estimate the group • Regardless of which numbers are selected, there will always be 4 sets of 10 frames on the screen

			(for example, if you set numbers 1-10, there will be a empty ten frames on the screen)
		<p>5) More or Less- students are asked which side has more chips or less chips? → Questions vary each time, so students must pay attention if they are being asked to indicate which side has more or less</p>	<ul style="list-style-type: none"> • Increase or decrease the number of shapes depending on the developmental level of the student

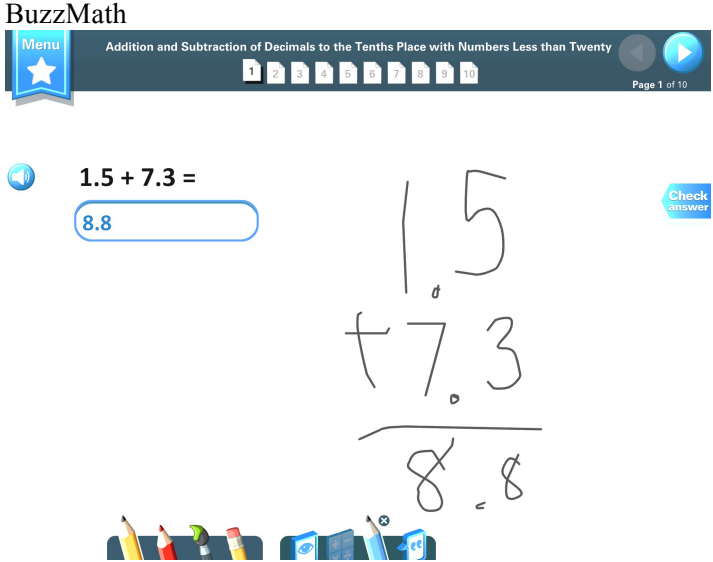
Application	Recommended Grade(s) & Expectation(s)	Highlights	Considerations
<p>Number Flash</p> 	<p>Kindergarten & Grade 1 Number Sense and Numeration</p>	<ul style="list-style-type: none"> • Within 2 sets of 10 frames, a problem pops up. Students have between 1-5 seconds to answer how many chips were in the frames • Settings allow teachers to set the flash time, answer time, sounds, repeated problems and what numbers to include → set certain numbers to work on skip counting or patterning • Once students finish their round of problems, they can email the report for you to track their progress → suggestion: set up a class 	<ul style="list-style-type: none"> • Regardless of which numbers are selected, there will always be 2 sets of 10 frames on the screen (for example, if you set numbers 1-10, there will be an empty ten frame still on the screen)

		email to collect their progress reports and see which questions they missed	
Application	Recommended Grade(s) & Expectation(s)	Highlights	Considerations
<p>Sushi Monster</p> 	<p>Grades 1-3 Number Sense and Numeration → Addition</p>	<ul style="list-style-type: none"> • Feed the monster the appropriate numbers to make up the sum • Students must strategize using the right numbers → if they use a wrong number or did not plan out their numbers appropriately the monster will get angry 	<ul style="list-style-type: none"> • Cannot track individual success levels or records

Application	Recommended Grade(s), Expectation(s) & Activities	Highlights	Considerations
 <p>The screenshot shows the BuzzMath app interface. At the top, it says 'BuzzMath' and 'Addition and Subtraction of Decimals to the Tenths Place with Numbers Less than Twenty'. Below that, there's a navigation bar with numbers 1-9 and a decimal point. The main area displays the equation $1.5 + 7.3 =$ with a text input field containing '8.8'. To the right of the input field is a 'Check answer' button. Below the equation is a handwritten solution showing the addition of 1.5 and 7.3 to get 8.8. At the bottom, there are icons for various math tools like pencils, eraser, and a calculator.</p>	<p>Grade 6</p> <p>Number Sense and Numeration</p> <ul style="list-style-type: none"> → Decimals → Fractions → Percent, ratio and proportions → Integers → Numeric Expressions → Equations and Inequalities → Divisibility, Factors and Multiples <p>Patterning and Algebra</p> <ul style="list-style-type: none"> → Algebraic Expressions → Patterns and Tables <p>Geometry and Spatial Sense & Measurement</p> <ul style="list-style-type: none"> → Geometry and Measurement <p>Data Management and Probability</p> <ul style="list-style-type: none"> → Patterns and Tables → Data and Graphs 	<ul style="list-style-type: none"> • Range of activities with various types of questions <ul style="list-style-type: none"> → multiple choice and fill in the blanks • Each question has examples, calculator, and a pen to write out problems • Students are able to retry questions that they got wrong 	<ul style="list-style-type: none"> • This app requires an account to access the activities <ul style="list-style-type: none"> → suggestion: create a class account for everyone to use • Need to follow up with students afterwards as there are no reports generated on free, student accounts • Each section of activities are split by review and lessons <ul style="list-style-type: none"> → suggestion: explicitly tell students to work on activities within specific sections • Some of the measurements are presented in inches and yards. Converse with the students about the differences of inches and yard to centimeters and meters

Application	Recommended Grade(s), Expectation(s) & Activities	Highlights	Considerations
<p>Sushi Monster</p> 	<p>Grades 4-6 Number Sense and Numeration → Addition → Multiplication</p>	<ul style="list-style-type: none"> • Feed the monster the appropriate numbers to make up the sum • Students must strategize using the right combination of numbers → if they use a wrong number or did not plan out their numbers appropriately the monster will get angry 	<ul style="list-style-type: none"> • Cannot track individual success levels or records

Intermediate Math (Grade 7 & 8)

Application	Recommended Grade(s), Expectation(s), and Activities	Highlights	Considerations
 <p>The screenshot shows the BuzzMath app interface. At the top, it says 'BuzzMath' and 'Addition and Subtraction of Decimals to the Tenth Place with Numbers Less than Twenty'. Below that, there's a navigation bar with a star icon and a play button. The main content area shows the equation $1.5 + 7.3 =$ and a text input field containing '8.8'. To the right of the input field is a 'Check answer' button. Below the input field is a handwritten solution showing the addition of 1.5 and 7.3 to get 8.8. At the bottom of the screen, there are icons for various math tools like a pencil, eraser, and calculator.</p>	<p>Grade 7 Number Sense and Numeration → Rational numbers and computation → Expressions → Equations and Inequalities Geometry and Spatial Sense & Measurement → Geometry and Measurement Data Management and Probability → Probability and Statistics</p> <p>Grade 8 Number Sense and Numeration → Rational & Irrational Numbers, and Computation → Expressions and Equations Data Management and Probability → Relations, Functions and Coordinate Graphs Geometry and Spatial Sense & Measurement → Geometry and Measurement</p>	<ul style="list-style-type: none"> • Range of activities with various types of questions → multiple choice and fill in the blanks • Each question has examples, calculator, and a pen to write out problems • Students are able to retry questions that they got wrong 	<ul style="list-style-type: none"> • This app requires an account to access the activities → suggestion: create a class account for everyone to use • Need to follow up with students afterwards as there are no reports generated on free, student accounts • Each section of activities are split by review and lessons → suggestion: explicitly tell students to work on activities within specific sections • Some of the measurements are presented in inches and yards. Converse with the students about the differences of inches and yard to centimeters and meters