16th Annual Partnerships in Health Conference

My Health Class Dull? No Way!

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Session Objectives:

1. Demonstrate 4 techniques to assist teachers in integrating technology into their classrooms.
2. Practice techniques to assist in self efficacy.
3. Discuss additional ways teachers integrate technology into their classrooms.
Technology Integration Strategies

1. Animoto
2. Kahoot
3. Plickers
4. Word Art
Animoto is a Web 2.0 tool that allows users to produce videos that blend photos, video clips, text and music.

https://animoto.com/play/7SyGcqfxX6RCltg602X4eQ
At the start of the school year, students could use Animoto to introduce themselves or their classmates.

https://animoto.com/play/QovN3TZ477p5rKKa94NK6Q

https://animoto.com/play/nonfe1weHoRKD1OIFMlOfg
Your homework assignment is to create an "About You" Animoto video, similar, but not exactly the same as the one I made:

- Minimum 15 slides (no max)
- Must have music
- Minimum of 8 slides must contain pix or images (no max)
- Video must give the class an idea of who you are as a person, past, present and, if you want, future
- It cannot be exactly the same template and music as my demo - experiment with different templates and different music selections!
Evaluating the Animoto Video

- Create a step-by-step tutorial for your students or use one such as Animoto Instructions.
- Model for students how to create an Animoto video.
- Distribute a rubric to students:
  
  https://animoto.com/blog/education/rubric-student-videos/

- Allow time for students to evaluate a partner’s Animoto video before the entire class views the videos. Additionally, allow students to revise after this evaluation.
- Allow time for students to share their Animoto videos with the class.
1. About Me – Self Esteem
2. Peer Teaching – present to classmates
3. Demonstrate Skills – pictures and videos to demonstrate refusal, communication, information literacy, etc.
4. Research Projects – research and present on a topic
1. If you do not feel comfortable having students login to Animoto unsupervised, you can apply for a free educator account at the Animoto Education page.

2. You will receive a confirmation email from Animoto that will include a code for your students. This renewable code is valid for six months.

3. Next, set up your free student accounts by following the instructions found at How Do I Set up Accounts for My Students? found in the Animoto help section.
• **Independent, active learning.** One of the best ways to make sure students understand something is to let them explain a concept on their own.

• **Differentiated instruction.** Video lets students work at a level that’s comfortable for them.

• **Real-world applications.** Students work harder if they can see the purpose of learning a new skill.

• **Student engagement.** Because video lessons require creativity and have real-world applications and actively involve the student throughout the lesson, they tend to keep students engaged longer.

• **Peer collaboration.** Since video assignments are often developed as group projects, they can offer students a chance to help their peers and to learn to work collaboratively as they problem solve.
Create a fun learning game in minutes – they call these ‘kahoots’. You can make a series of multiple choice questions. The format and number of questions are entirely up to you. Add videos, images and diagrams to your questions to amplify engagement.
How to Create a Kahoot!

Go to getkahoot.com and create an account. They don’t email or spam you.
Go to create.kahoot.it and sign in (if you aren’t already).

On the main page, click the question mark to create a quiz.
Go to create.kahoot.it. Click “My Kahoots” at the top of the page.
Find the quiz that you made and click “Play”. Once the quiz loads, click “Launch”. Your screen should look like this picture. You should project your screen for your class.
All of your students should go to kahoot.it. They should type in the game pin that is displayed on your computer.

They will be prompted to choose a nickname.

As they log in to the quiz, their nicknames will be displayed on your computer.
While your computer displays the question, the student only sees the color of the answer options. This is the key part that keeps them engaged!
The teacher can use the Kahoot results as an assessment tool and a teaching tool.
plickers
clickers, simplified.
Plickers is a classroom response app that teachers can use very easily without having devices for each student.
...and, a tool that lets teachers collect real-time formative assessment data.
How does it work?

- Each student is given a card with a unique visual code.
- The code has 4 sides, each lettered A, B, C, and D.
- The student holds the card so that the letter they choose to answer the question with is at the top of their card.
Go on the website and create a teacher account on plickers.com.
1. Choose the tab labeled classes at the top of the page and type in your class roster.

2. It will assign all your students to an individual plicker.

3. You can add additional classes and students later as well.
Choose the tab on the website labeled cards to print out the students plickers.

Printing the cards on cardstock
Do not laminate because of the glare
Printed in sets of 2 to a page - you will need to cut the page in 1/2
Choose the library tab to create questions.

Responses can be either in multiple choice or true/false format.
If you have a computer connected to a smart board, projector, or apple tv in your classroom and are connected into your plickers account.

Then, select the live view tab on the website to display the question and answer choices for the students.
Go to the Word Art page: https://wordart.com/

(You do not have to sign-up (it is free) but the only way to ensure your image is saved is to create a login and password.)
Click on "Create Now" - it may take a few seconds to load up.

a. You will automatically be in the "Words" section.
b. Click the green + sign to add a word that represents you.
c. Once you have entered a word, if you press "Enter" it will automatically drop down to a new word space.
Then click on shapes and select a shape that best represents you.

You can use their shapes or use one you have downloaded from the internet.

Hint: the words seem to appear in the color parts of the image...
Then click on fonts and select the font you like best.

Then click on layout and select the type of layout (diagonal, vertical, etc).

Experiment with word amounts and sizes until you get something you like.
If you have an account, you can always go backwards to change a previous section. Make sure you save your work.

Download your image and save it as a document.
1. Entire class creates a word cloud in reaction to a topic.

2. Have students create word clouds that generate understanding of a concept, standards or vocabulary word.

3. Have students keep food journal of what they eat for a week. If they eat French fries three times they record that.

4. Students make word clouds to represent different diseases, drugs, and medicines.

5. About Me - self esteem lesson
QUESTIONS?

any questions?
Getting Started with Kahoot!

New to Kahoot!? You’ll be making and playing awesome learning games in no time - just follow the step-by-step instructions in this guide.

You’ll learn how to discover and play games created by others, duplicate and edit public games, and even create your own kahoots.

Once you’re feeling comfortable with the basics, turn to the Kahoot! Guide to Making and Playing Learning Games, where you’ll learn the most powerful ways to play.
First, what is Kahoot!?

Kahoot! is a free game-based learning platform used by millions of people around the world every day to discover, create, play and share learning games.

Kahoot! can be used for any subject, any age, and with any device - and players don’t even need to register for an account.

Our platform is designed to make learning fun - but it’s not just for the classroom.

There are over 25 million people using Kahoot! every month in hundreds of different settings, from classrooms to business meetings to charity fundraisers, awards ceremonies and events. We’ve even seen Kahoot! played at a wedding!

That’s right, Kahoot! is all about coming together and making learning awesome. Whether you come together to learn about quadratic equations, digital strategy or about each other is up to you.

One of the things that makes Kahoot! so unique is that it’s a platform where you decide on the content, the imagery and how the game is played. You can either choose one of the 8.5+ million free public games and adapt it for your own learners, or create something of your very own from scratch.
How to play your first kahoot

Kahoots are best played in a group setting, like a classroom or a conference room – or even with family in the living room.

Games are displayed on a shared screen – for example a smart TV, a laptop or an interactive whiteboard. You can also use screen sharing tools like Appear.In, Skype or Google Hangouts to include players from other classes or other parts of the world.

Players join in using their own device – whether that is a smartphone, iPad, Kano, laptop, or desktop doesn’t matter, as long as they have a browser and good internet connection.

**Step 1. Find a game to play**

Either choose one of the millions of publicly available kahoots, or one that’s been shared with you, or one you created yourself. Click “Play”.

![Top tip! Players don’t need an account to play Kahoot!](image)
**Step 2. Launch the game so players can join**

Change the **Game Options** if you like, and then click **Classic** to play with one device per person, or **Team Mode** to play with one device per team.

A unique Game PIN will be displayed at the top of the screen. Players go to kahoot.it and enter the Game PIN, then enter their nickname.

**Step 3. Play the kahoot**

Click **“Start”** once you can see all the players’ nicknames on the “lobby” or waiting screen. During gameplay you can use the space bar or your mouse to go to the next question.

Which of the following is an example of a homogeneous mixture?

1. air
2. chocolate milk
3. smog
4. mud

At the end of the game, click **Feedback and Results**, and then **Final Results** to save and download the scores, favorite, play again, or play in Ghost Mode.
How to make your first kahoot

▶ Step 1. Log in and click Quiz, Discussion or Survey

Log in to create.kahoot.it and click Quiz, Discussion or Survey to create a fun learning game in minutes, made from a series of multiple choice questions.

Create a new Kahoot!

Quiz
Introduce, review, evaluate, reward and more with a quiz

Discussion
Facilitate discussion or initiate debate with just 1 quick question

Survey
Gather opinions and insights to facilitate discussion and debate

▶ Step 2. Add a description, tags and cover image

Adding a good description helps you define learning objectives for the game and keep it focused. Using descriptive #tags will ensure other people can find it easily. A great cover image helps the kahoot stand out and attract more players.
Step 3. Create the learning game by adding questions, answers and imagery

Follow the instructions on-screen to add questions, answers, images and video clips. You can also fine-tune the kahoot using different timer and points settings or setting multiple correct answers.

More about creating your own kahoots:

How to use the Kahoot Creator

5 ways to make a kahoot awesome

Made an awesome kahoot? Here’s how to attract players
Need a hand?

Get in touch any time - whether you need a hand, have stories or resources to share, want to challenge the K!rew to a game you’ve created or just want to say hello.

@GetKahoot

facebook.com/GetKahoot

hello@GetKahoot.com

@GetKahoot

instagram.com/GetKahoot

youtube.com/user/GetKahoot

pinterest.com/GetKahoot

Support and FAQ:

FAQ (currently being updated)

Kahoot! Support, Knowledgebase and Suggestions

@KahootSupport

Facebook Community (quick help from other Kahoot!’ers)

Ready for more?

Once you’ve got the basics, it’s time to truly master the art of Kahoot!’ing.

We’ll take you through powerful ways to play, like Ghost Mode, Connected Kahoot!’ing, Learners to Leaders and using Kahoot! to introduce brand new subjects.

Download the Kahoot! Guide to Creating & Playing Learning Games.
Getting Started
In order to scan students' responses, you must have the **Plickers mobile app** installed.

- Plickers is available for free on
- **Only the teacher needs the Plickers App. Students don’t need to download a thing!**

For the **iPad**, filter by **"iPhone only"** and search for Plickers in the App store.
Print Your Cards

• Print out your cards from plickers.com/cards or purchase a set on Amazon.com.

• Each card has a **unique number** that can be assigned to individual students.

• **Each side** represents an answer choice.
• Add **classes** and **students** through the Plickers website on the Classes page.

• Plickers automatically assigns **card numbers** to **students** as you enter their names.

• Add up to **63 students** per class.
Add Your Questions

- Create new questions in your Library on the web or on your mobile app using the “+” icon.
- Choose from multiple choice or true/false questions.
- Include images in your questions.
• Select the question you want to use on the mobile app.

• Tap the camera icon to scan students’ responses and receive instant feedback on their answers.

• Use the Live View tab on the website to display classroom results to students.
View Results

• Use Scoresheet to monitor student progress and save time grading. Question History shows you your latest results.

• Select the date range and questions for your Scoresheet and hit apply to see total results for your students, questions, and class.

http://plickers.com/scoresheet
Resources

• http://plickers.com/help
• help@plickers.com
• Twitter - @plickers
• http://plickers.com/presenters
• Suggestions - https://plickers.uservoice.com/
Animoto Instructions

2. Click Sign in at the top of the page.
3. Fill in the user name and password.
4. Click on a style and use the play arrow to preview the background. You will be adding your own music so do not be concerned about the song that is playing. Because we are using the free version, you will not be able to choose a style that has the word Pro in the corner. When you have found a style you like, click Create Video.
5. Click the Advanced Settings button that is on the right hand side at the top:

6. Fill in the Video Title and change the Producer blank to your name. You can leave the rest of the information the way it appears.

7. Now click Add Pics and Vids that is on the left hand side of the screen.

8. Choose From Your Computer and click Upload.
9. Locate on the computer where you saved your pictures. Hold down the Ctrl (Control) key down on the keyboard and click each picture you want to upload. Then click Open.

10. Now organize your pictures in the order you want them to appear. Simply click and drag the pictures. You can also delete pictures by clicking on a picture and then clicking on the delete trash can on the right.
11. Next you can add text to your video. Click **Add Text**. In the Header line you can type up to twenty-two characters, and in the text line you can type up to thirty-two. The numbers on the right of each blank will go down as you type. Click **Save** when you have finished your text.

![Add Text](image)

12. Now click drag your text slide where you want it to appear in your video. Create as many text slides as you need for your haiku before the next step.

13. The last step to creating is selecting music. First, choose a category and then listen to the songs. What works best with this project is an instrumental selection.

![Choose Music](image)
14. To play a song, click the arrow beside it and let it load. To select it, choose the Add Song button at the bottom of the window.

15. Now you are ready to click the **Produce Video** button on the left hand side.
16. This screen will appear. Simply wait for your video to be produced. You can open other tabs on your computer and work on other aspects of your project while you are waiting.

17. When your video is complete, you will see the first slide on the screen. Click the arrow and watch your video. Check that your music plays the entire time.

18. If you need to make changes, click on My Videos at the top of the page.
19. Click the down arrow beside Edit Project and then choose Edit. This opens up your video and you can make changes. If your music ended before your slides, choose a song that is longer. When you have made your changes, click the green Produce Video button again and wait.

20. When your Animoto is completely finished, click the Email button on the right hand.

21. Uncheck the box that says “E-mail me when my recipient(s) view this video.” In the To box type your email address. Click the blue Share Video button. I will then post it to the project wiki.