LOW-TECH SOLUTIONS TO UPGRADE YOUR CLASSROOM ENGAGEMENT AND ASSESSMENTS

Alex Adams

START HERE

pollev.com/alexadams365









Health & Human Performance

LEVEL 1

Educator

Google for Education

LEVEL 2

CERTIFIED Educator

Google for Education



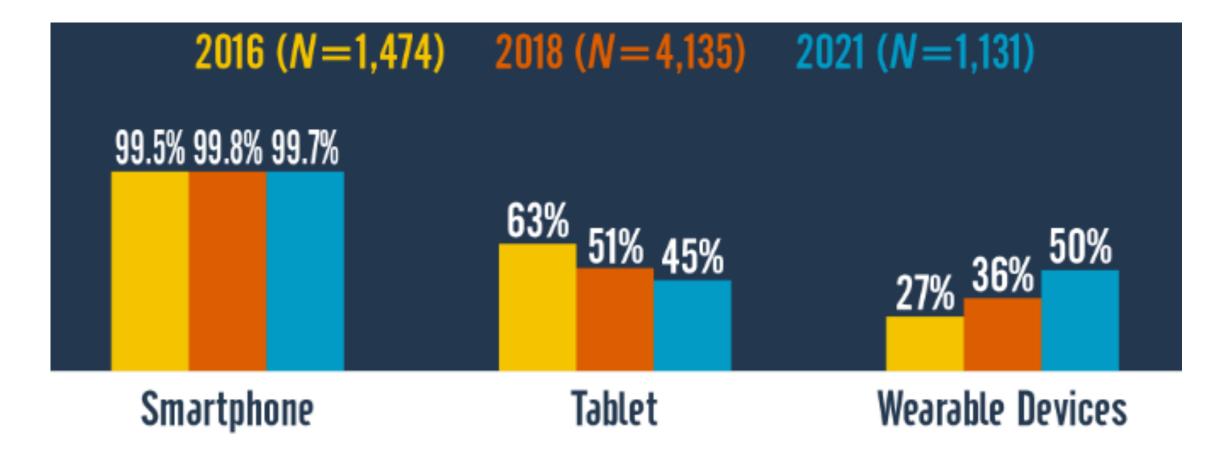


Today's Learning Outcomes

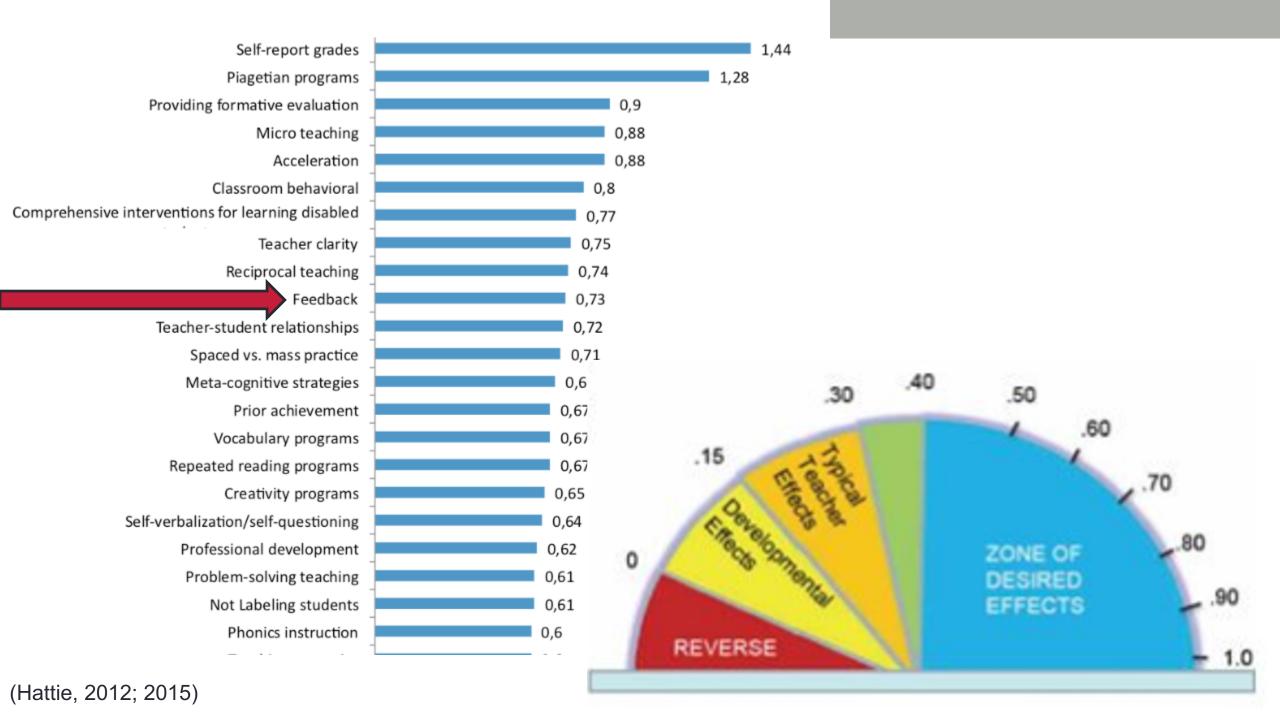
To be able to have some new ideas to embed free (freemium) technology into your teaching in order to provide a more engaging classroom and timely feedback to students.



Most of Our Students Have Mobile Devices





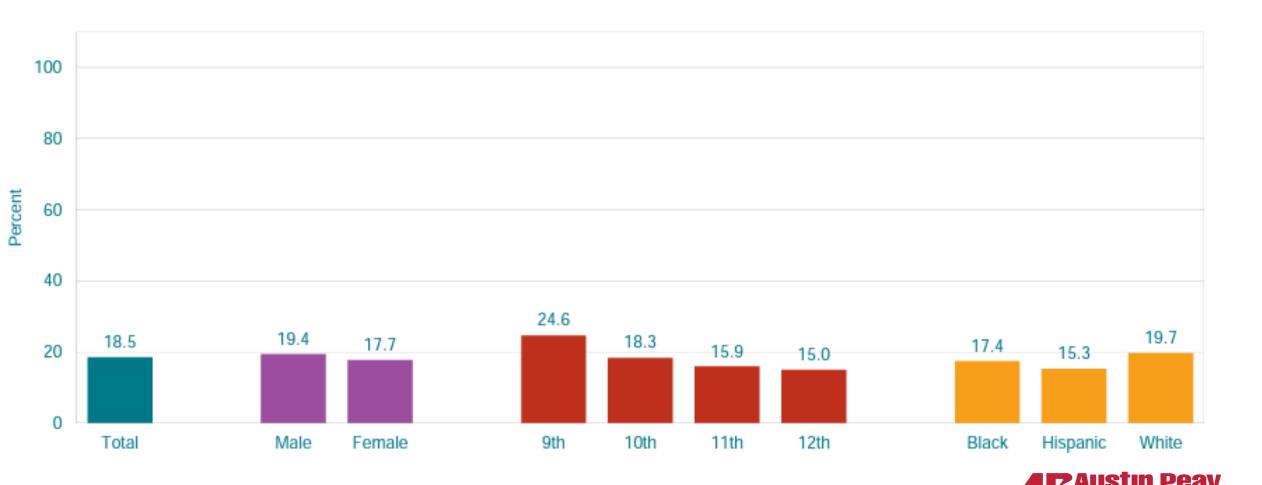


Poll Everywhere

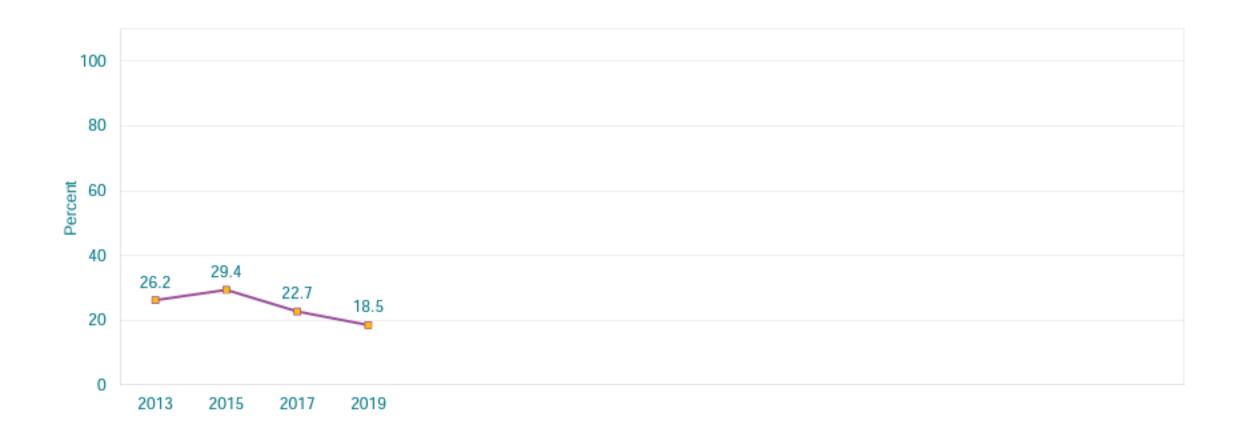




Percentage of High School Students Who Got 8 or More Hours of Sleep,* by Sex, Grade,† and Race/Ethnicity, 2019



Percentage of High School Students Who Got 8 or More Hours of Sleep,* 2013-2019[†]



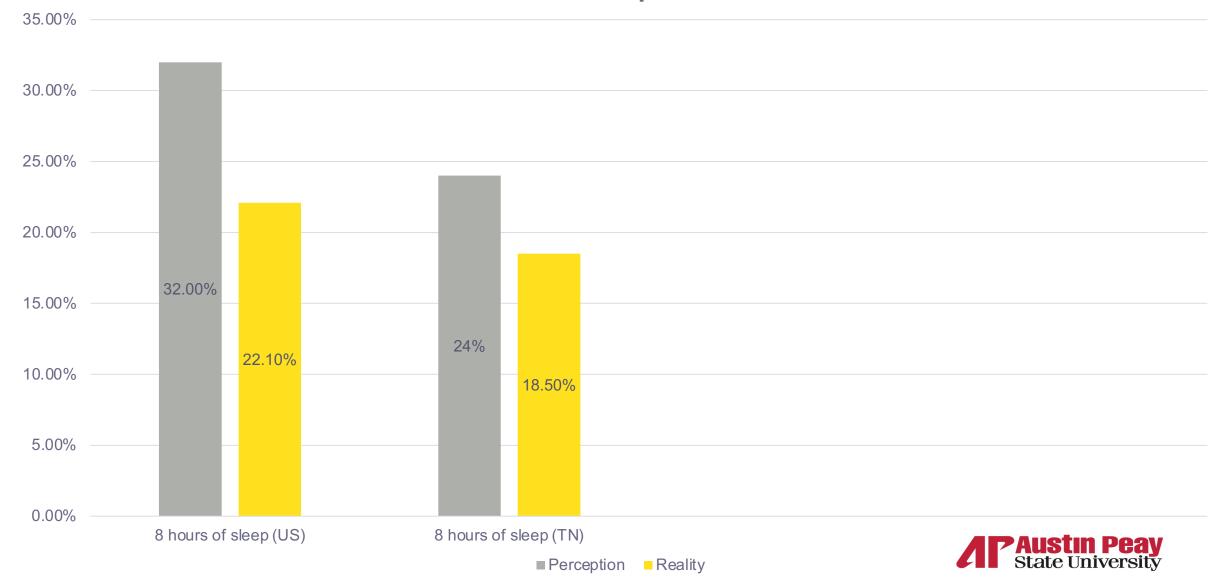


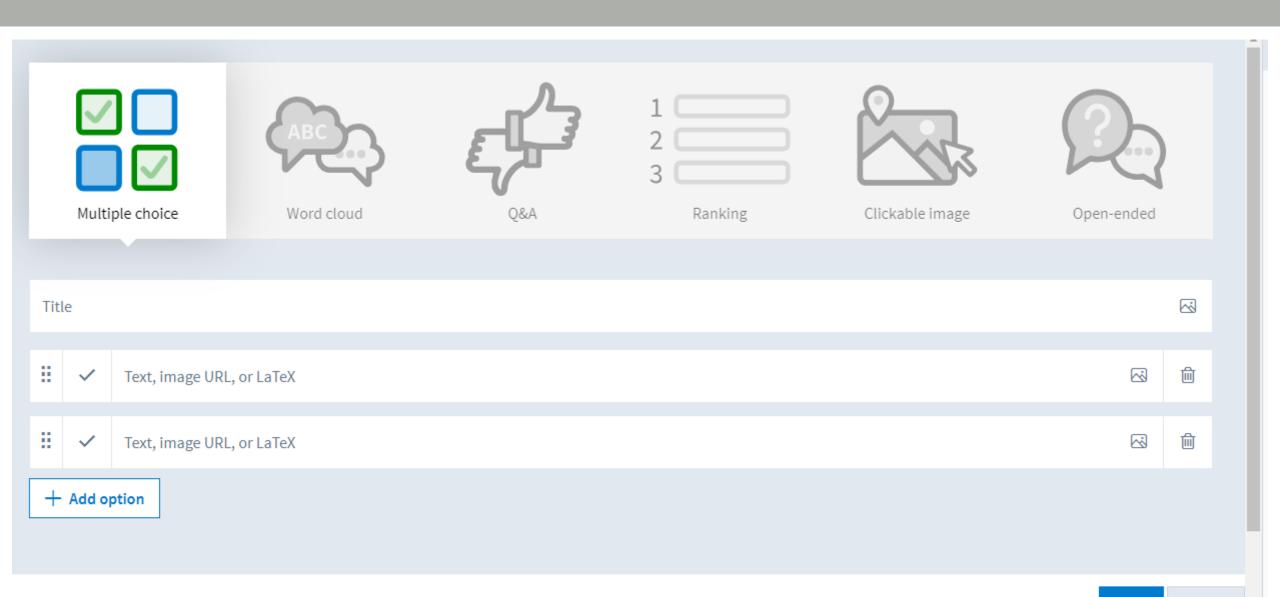
High School Youth Risk Behavior Survey

Question	Tennessee 2019	United States 2019	p-value	Tennessee 2019 More Likely Than United States 2019	United States 2019 More Likely Than Tennessee 2019	No Difference
Did not get 8 or more hours of sleep (on an average school night)	81.5 (78.8–84.0) 2,123	77.9 (76.3-79.4) 13,105	0.02	•		



Sleep?













choice



cloud









Q&A Ranking

Clickable image

Openended

Title



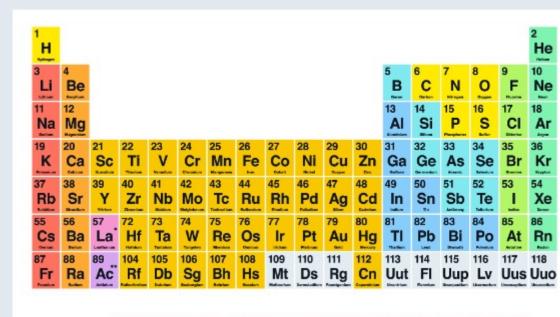








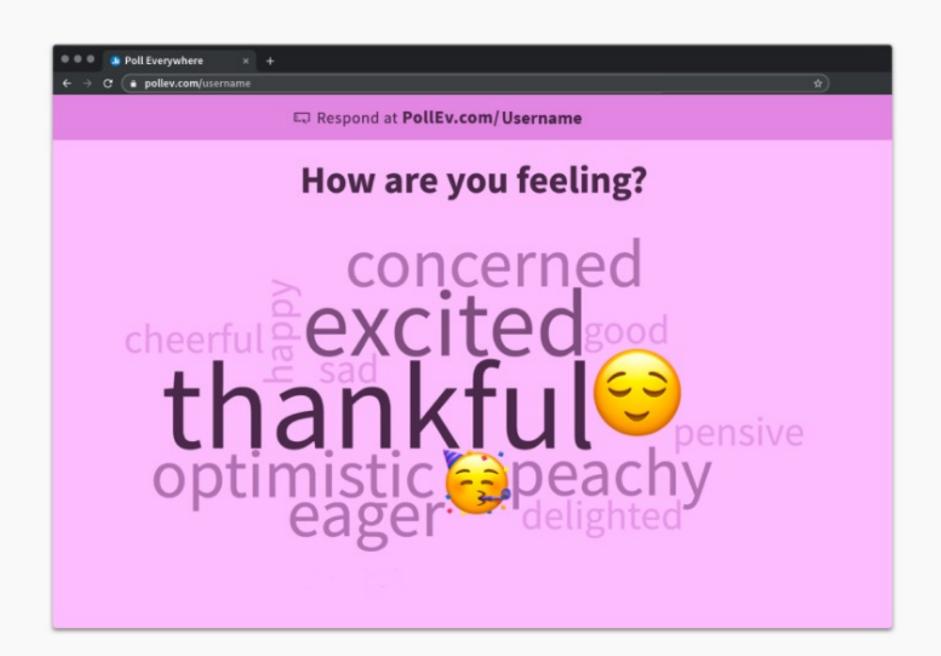






Delete







Quizlet Live

Type this link into any browser to play:

Quizlet.com/live

Enter game code

Your teacher will give you a join cod

123 - 456

Then type your name

Quizlet Live



ELEVEN

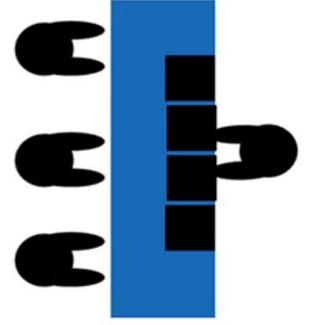
Players stop when their team reaches eleven. This game is meant to allow slower teams to master the vocabulary.

Slower teams may not master the vocabulary as fast as other teams. Shuffle constantly, so students don't feel they are on a slow team.

Find more suggestions for playing Quizlet Live

Eleven here.

Quizlet Live



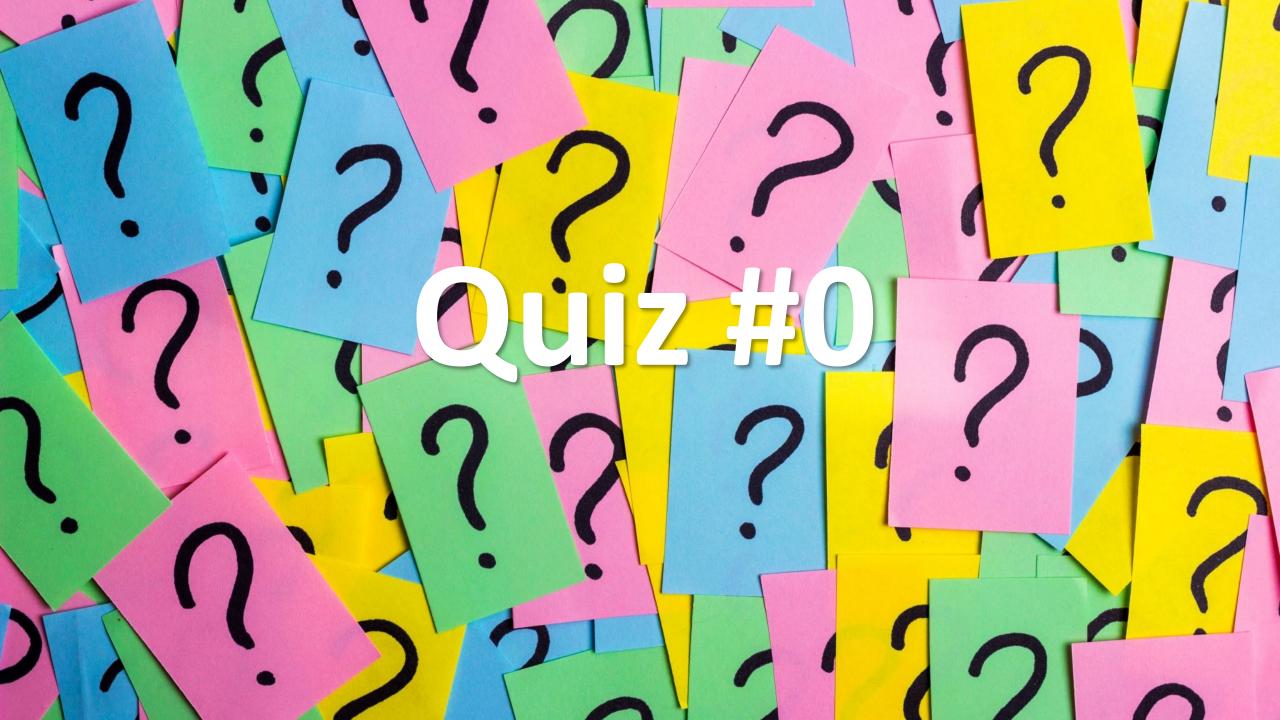
RELAY

Students will set up the computers for their team next to each other. Team members will line up behind their computers (so they can't see). Each player takes turns looking at all the computers, finding the answer, then tagging the next player.

Students will love the active nature of this game, but make sure to have plenty of room.

Want to see Quizlet Live Relay in action? Check out

this <u>fun post.</u>

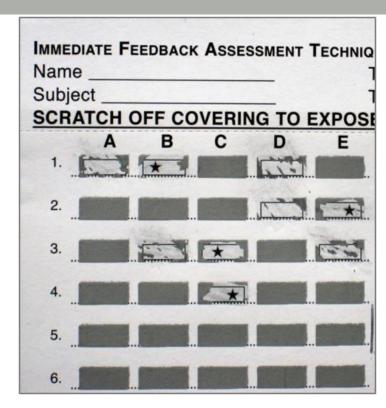


Immediate Feedback Assessment Technique (IF-AT)

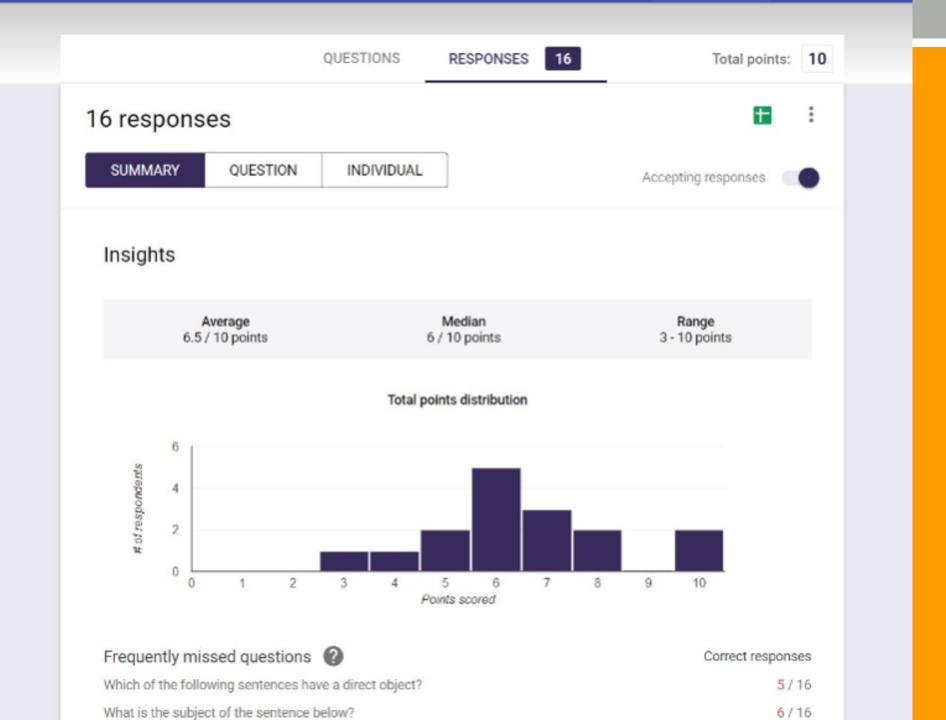
- One person be the reader
 - Read the question and all options
- One person be the recorder
- Rest of group should play devils advocate
 - Don't just agree with the first answer that is said.
- If your group gets it wrong the same question will appear. Reread the question and the reaming options and try again. If you are correct on the second the next question will appear and you will receive partial credit. You get three total chances to get it correct.

Quiz Grade (IF-AT)

- •10 questions
- •60% for individual 10 mins
- •40% group and 8 mins
 - •4 points correct on first chance
 - 2 points—correct on second chance
 - 1 point—correct on third chance

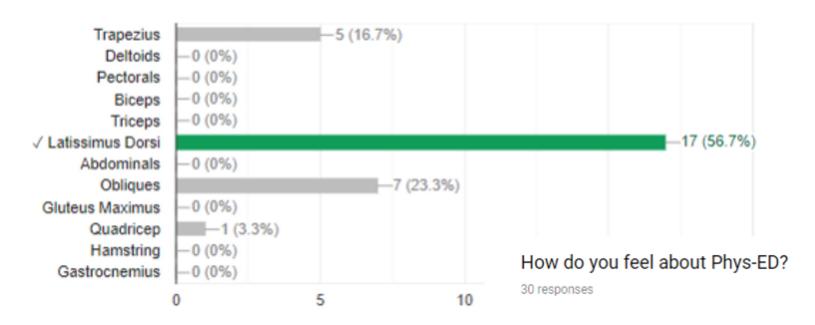


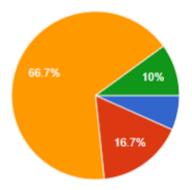




Identify the muscle.

17 / 30 correct responses







CK in Physical Education

CCK

- Knowledge of Rules and Etiquette
- Knowledge of Technique and Tactics

SCK

- Knowledge of Task Progressions
- Knowledge of Common Errors

Check for Understanding

The technique of the sit up!

Think about the sequence of task progression for the teaching the sit up!

Which task progressions would you exclude if you were teaching 8th graders

Which task progressions would you exclude if you were teaching 1st graders with little experience

Common Content Knowledge (CCK)

Specialized Content Knowledge (SCK)

Pedagogical Content Knowledge (PCK)

Flipity

- Make Teams
- Random name picker
- Many more features





Julia Oscar Jenny Luke

Zach Chelsey Chase Fabiola Marvin Matt Cayton Joey Robert Patrick Gabe Kendra





Type this link into any browser to play:

JoinMyQuiz.com

Enter Game Pin

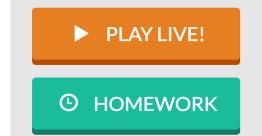
415110

Then type your name



Quizizz

- Use as a formative tool to give feedback during a unit
- Can be used as a pre test. Use it before you've taught
 - a topic
- Can be used as HW
- Go at your own pace
- Has great analytics for you to make adjustments to your teaching
- Have students create their own or just submit a question



Questions





Alex Adams

Austin Peay State University @coachadamspe
Adamsaj@apsu.edu

