**Technological resources for the classroom**

The technologies that I would like to use/have used in the classroom are:

1. **SmartBoard/SmartTable**: although all classrooms in our board have them, and I have experience using them, I would really like to learn how to better use them and utilize their full potential. I’ve used these in many different ways from presenting videos, having students demonstrate learning, as a projector, as an interactive station when doing gallery walks, learning new skills, research station, and to listen to music.

**Comfort Rating:** Good

1. **Digital Cameras:** for digital scavenger hunts, using pictures for creating digital comic strips, creating communication boards for exceptional students who have limited verbal communication skills, etc.

**Comfort Rating:** Good

1. **Assistive technologies for exceptional students** – to help exceptional students communicate, take notes, understand presented material, etc. ie: voice to text/text to voice, etc.

**Comfort Rating:** Poor (have not had the opportunity to use)

1. **FM System/Headphones linked to FM System** to amplify my voice to help students with focus/hear.

**Comfort Rating:** Poor/Good (have only used a handful of times)

1. **Voice Recording:** can be done either on a phone, iPod, tape recorder or directly onto a podcast that would be posted to classweb site or emailed to student(s) with exceptionalities**.**

**Comfort Rating:** Poor/Good (I have not had the opportunity to use)

1. **Cell Phones/iPods:** I would like to be able to effectively use cell phones/iPods as part of the classroom, but this can be difficult because of policies against using cellphones in the classroom. I feel that they can be useful tools/resources in the classroom because they are essentially handheld computers.

**Comfort Rating:** Poor/Good

1. **GPS/mapping programs/Google Maps/Street view:** to help students go on a digital field trip/scavenger hunt, to “see” things (ie: pyramids, deserts, waterfalls, oceans, etc), create maps, and understand distance, etc.

**Comfort Rating:** Good

1. **Minecraft and similar such “games”:** I would like to receive training on how to use programs such as minecraft in math class. The Board I work for has offered this type of training to permanent teachers and I would like to further explore gamification in the classroom and how it can supplement my teaching toolkit.

**Comfort Rating:** Poor

1. **Collaboration Resouces/Tools:**
	1. **Google Drive** (I have experience using these with students as an OT, but would like some training on how to effectively use them in the classroom). I find that this is a much better alternative to usb sticks that students may have as they can access Google Docs/Drive/Classroom at their home computer as well therefore, this decreases the chance of lost drives or lost work.
	2. **Edmodo/Blog** to communicate with students and caregivers (This can be used to communicate school/classroom events, assignments/due dates, test dates/topics, additional podcasts/video podcasts, tips for at home skill development.
	3. **Wikispaces**: I would like to use Wikispaces in my classroom as a tool for collaboration. It is similar to Google Docs or Edmodo. I would like to try this tool/resource as well to help students communicate. As I mentioned, it is an alternative to Google Docs/Edmodo and I would like to try a variety of on-line, cloud-based collaboaration resources to help students work together and communicate ideas.

**Comfort Rating:** Poor/Good

1. **Audio/Video: DVDs, online videos, podcasts, radio broadcasts, etc.** I would use this technology to supplement classroom teachings. Specifically, it would be to help students gain enriched understanding (first hand accounts/interviews, visual representation of material, etc.) through differentiated means of instruction/learning. I try to present material in as many different and appropriate/applicable formats to help students really understand what is being communicated. This could be presenting a math skill/concept/idea using the textbook information (print) that is also supplemented by a youtube video, and then reinforced by independent/group practice.

**Comfort Rating:** Excellent/Good

**Additional Information:**

There are usually 6-10 iPads in the classroom with access to 30 chromebooks/surface pros in each school and I feel quite comfortable using them. Often these tablets have taken the place of a computer lab in smaller schools and in the larger ones, as a supplement to them so that there is less issue with not being able to access computers. I have used projectors and created transparencies and feel quite comfortable using them. I have not encountered projectors in any school in the Board that I work in but know that they might still be out there and may need to be used if the SmartBoards break down!

**Resources**

Canadian Broadcasting Corporation. The Current. 4 September 2014. *Gamification: Creating new education tools by applying video games to classroom learning.*

Pollishuke, M., & Schwartz, S. (2013). *Creating a dynamic classroom: a handbook for*

 *teachers, second edition.* Toronto: Pearson Education Canada.