

MAKING TECHNOLOGY WORK FOR *YOU*

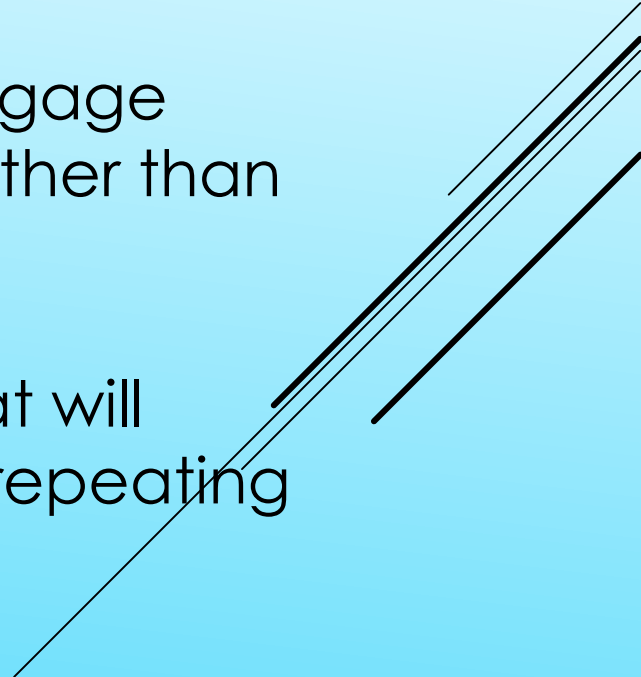
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Making technology work for **you**

Session intentions:


- Looking at apps and digital ideas that are easy to use and will work for you
 - Practical examples that don't take long to organise, engage students and enable teachers to become facilitators rather than “stand out the front” instructor
 - Explore a variety of easy-to-use technological apps, that will enhance student understanding and reduce teachers repeating instructions
 - Play, discussions and questions!
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Technology is an integral part of life – as HPE teachers we can either embrace this to enhance our teaching practices or ignore the scary things we know nothing about.

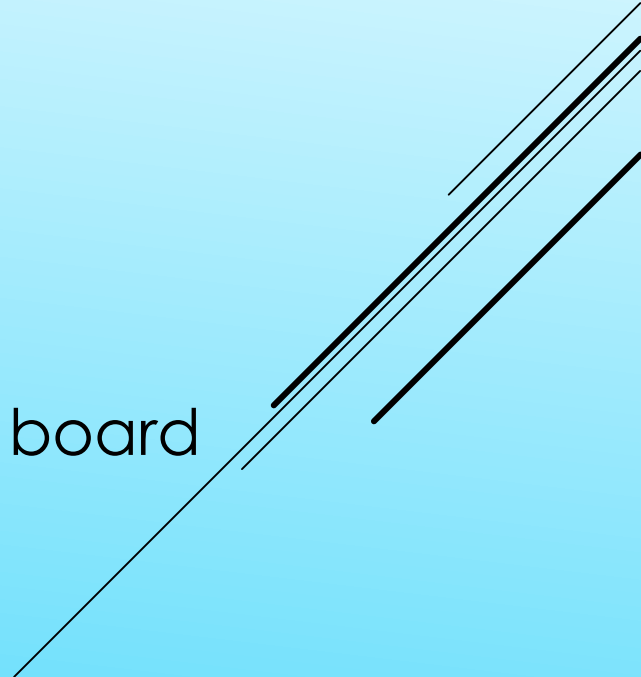
Which choice will you make?

When making the choice make sure that you don't use technology because "ICT has to be used to stay with the times" or "Everybody else is using the device / app". The device / app / program needs to be able to support what you need it to do – to facilitate learning.



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Tech products I can't live without!

- iPad – apps organised into files
 - Wireless USB
 - iOgrapher case on a tripod
 - Bluetooth speaker
 - TV with HDMI & USB connections or portable interactive board (with cords left on trolley!)
 - Portable 'flip' magnetic whiteboard
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- **Coach's Eye or Hudl Technique**
- **What do the apps do?**

Video analysis apps that allow you highlight and draw over the video (arrows, text, angles, shapes etc), play in slow motion, record audio over the top of original video, link two videos together for comparisons on technique

Video review of skill by peers or teacher

“Record – Analysis – Improve”

Coach's Eye

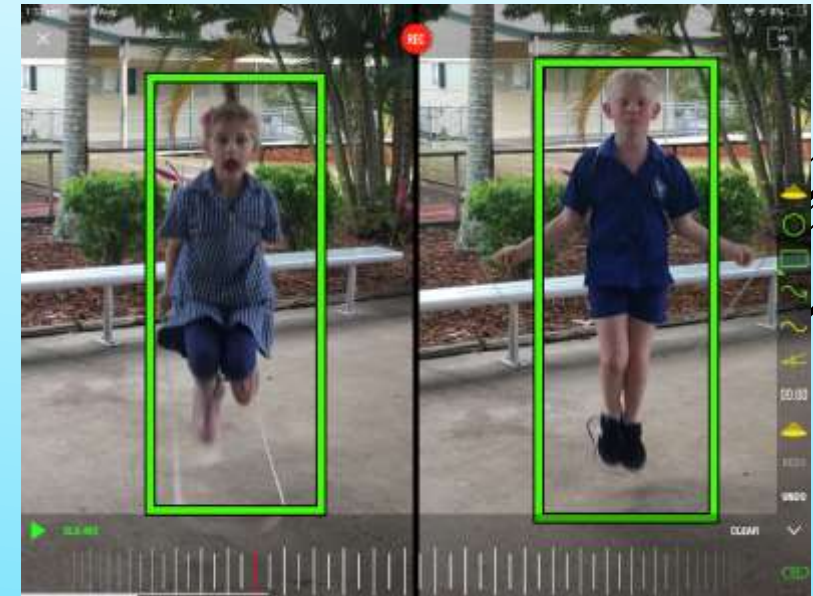
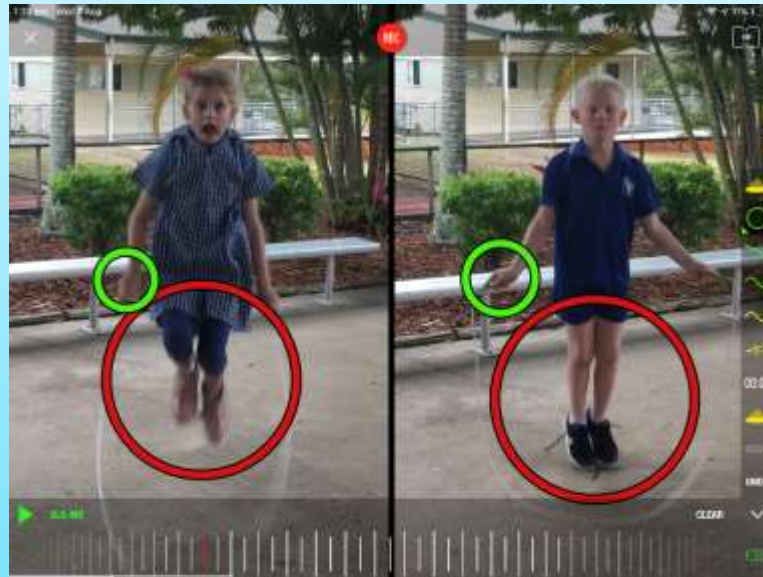


Hudl Technique



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- Using the link tool, students can analyse, compare & evaluate performance



Students are making decisions about theirs and others performance and solving performance errors

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GIF : a movement that keeps repeating

Why use a GIF:

- Visual reminder
- Constant reminder of ideal model
- Show easy to advanced skill level
- Skill plan for the session



Img Play



*** Complete each level 10X before you move to the next level**

Level 1: Throw with one – catch with two

Level 2: Throw with one – catch with one

Level 3: Partner catch, Throw with one – catch with two

Level 4: Partner catch, Throw with one – catch with one



MASCOT CHALLENGE



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The Triangle Challenge



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BaM Video Delay – continual feedback showing what has just happened for quick visual feedback. Continuous feedback where preferred time delay can be set

- Narrow down specific area to be checked by student – position take off foot on board for long jump or opposite arm and leg position in an underarm throw



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Augmented Reality

HP Reveal: video of ideal model can be attached to instructions for task, sequence of movement or performance
Catching example

The Thing in the Wall: problem solving and collaboration activity where students solve health problems while working in a group



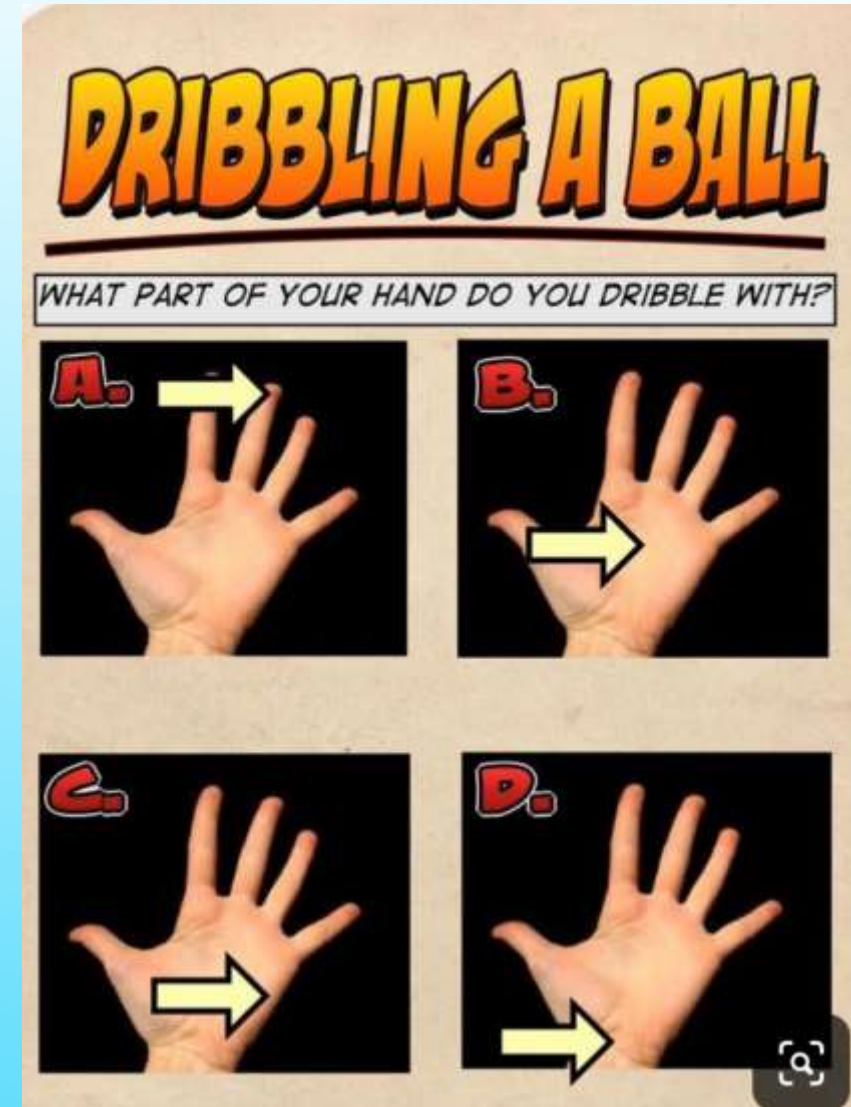
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- **Tempo Magic:** an app that lets you adjust the speed of a piece of music but doesn't affect the vocals (when music is made faster it doesn't sound like the Chipmunks!)
- This app is great for slowing music down to start to learn dance steps / aerobic sequence
- Speed music up to add a challenge or for a cardio activity



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- **Lesson Starter: Inquiry question**
- Students think about question
- Do activities pertaining to dribbling
- Answer the question



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- **Quick Bites!**
- **One Note:** excellent for storing evidence and unit plans (videos, anecdotal notes, “to do” list, website links etc). Share folders with other teachers for moderation
- **Keynote:** using an iPad Keynote is equivalent to PowerPoint Newsletter items, daily challenges



WordFoto

Think outside the box – use other apps to support your lessons or promote what you do



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In conclusion:

- Don't give up, if at first you don't succeed – give it another go. Don't be frightened to make mistakes.
- Start small
- Don't just use the app or device just because everybody else is – it may not suit your needs or environment
- Play a little when it doesn't matter if it doesn't work!