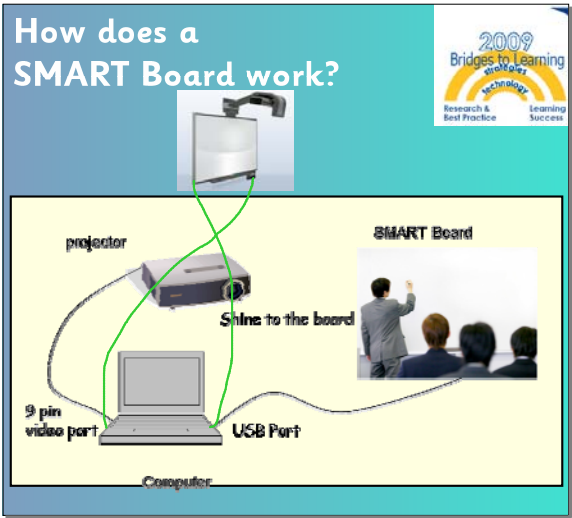


GAME ON!!!

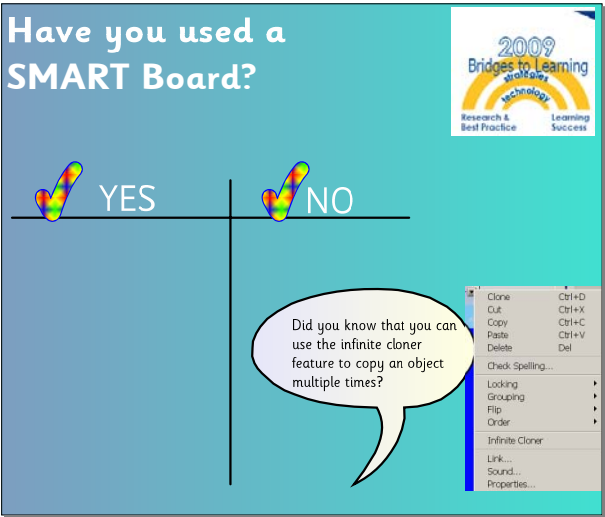
Presenters: Marianne Salvo & Terry Poirier



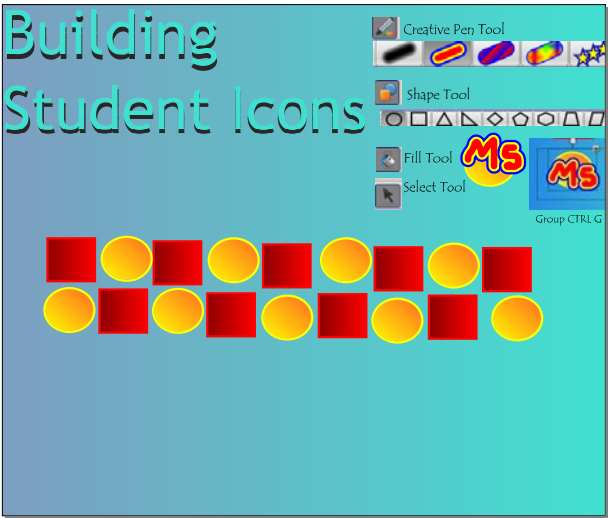
Title Page - Gallery Elements



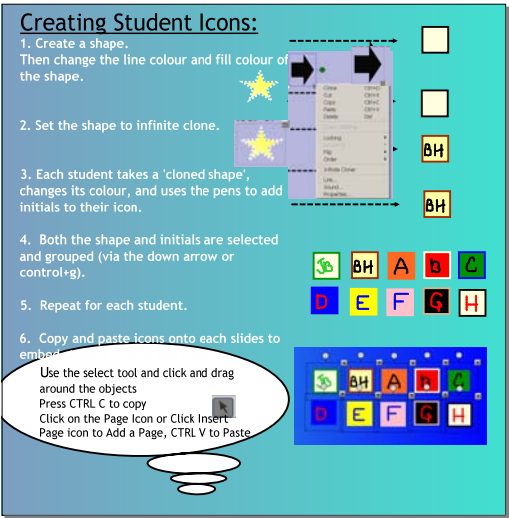
Equipment For SMART Board



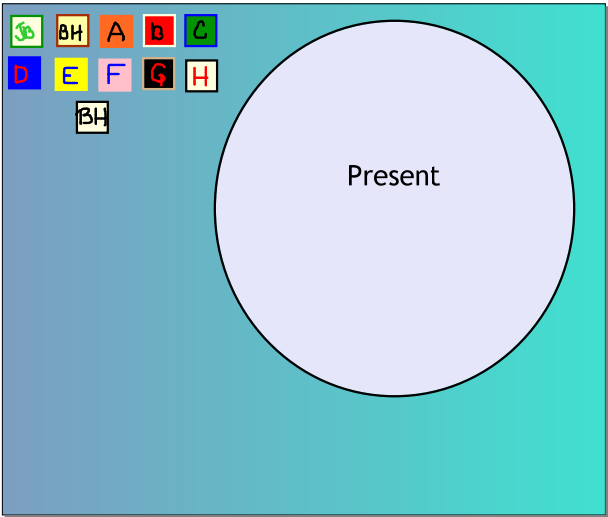
SMART Board Y/N?



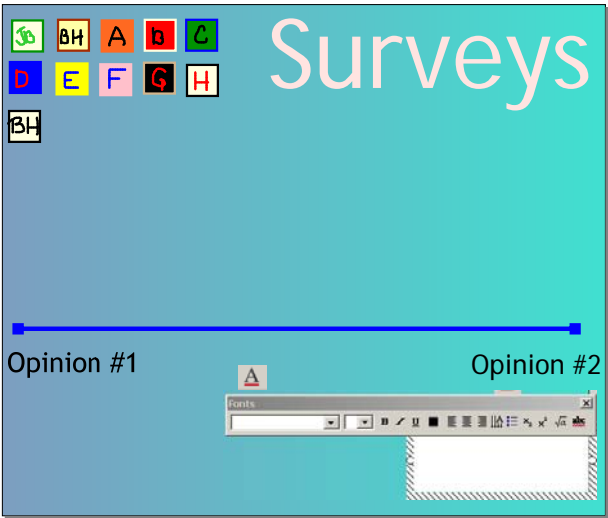
Building Student Icons



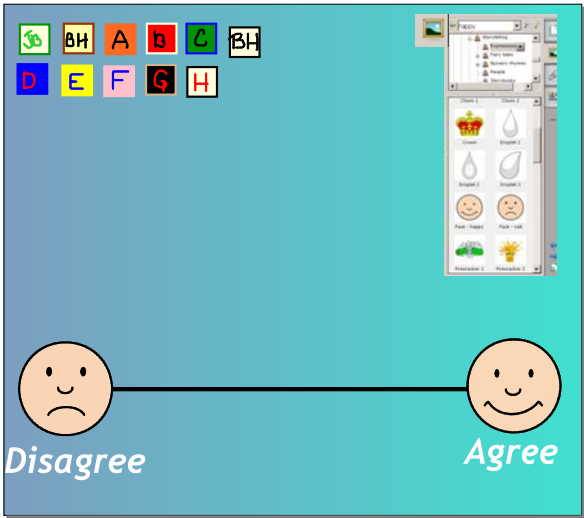
Status of the Class



Attendance



Stand on the Line



How Are You?



Four Corners Activity

Literacy Strategy

Ergonomic Audit

How to make the Learning Strategies classroom accessible to all?

How can you advocate for a more accessible classroom at your school?

2009 Bridges to Learning Conference

Research & Best Practices

Learning Strategies

What	So What	Now What
<div>Can the SMART Board be raised and lowered to accommodate the varying heights of students?</div> <div>Do you have access to a wireless tablet (Airliner)? If a student can not approach the SMART Board.</div> <div>Can the mice be moved to accommodate left-handed computer users?</div> <div>Does your classroom have access to Internet with a wireless router for those who have difficulty using?</div> <div>Can the monitors be easily raised, lowered, and tilted to adjust to the sight lines of users?</div> <div>Is there enough cord room and cord length for users to manipulate mice and keyboards comfortably</div>		

Equipment For SMART Board

Determining How Much Time Is Spent On An Activity

Gallery

MODE: work or count down

0:00:00

START

STOP

RESET

Timer

00:00 59

Clock

4:42:27 PM

12 1 2 3 4 5 6 7 8 9 10 11

120000

Timers

Reminders

Gallery

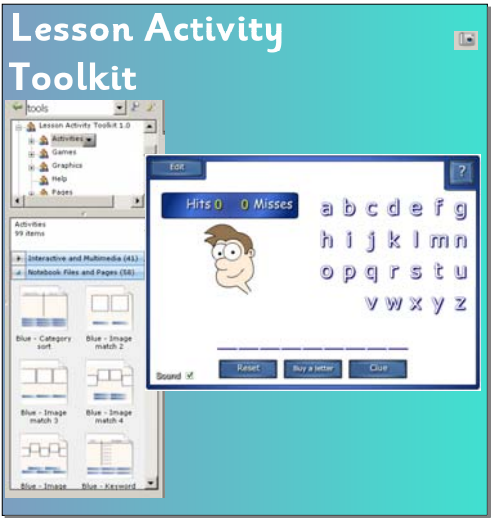
Lightbulb

Cartoon character

Reminders



Grammar



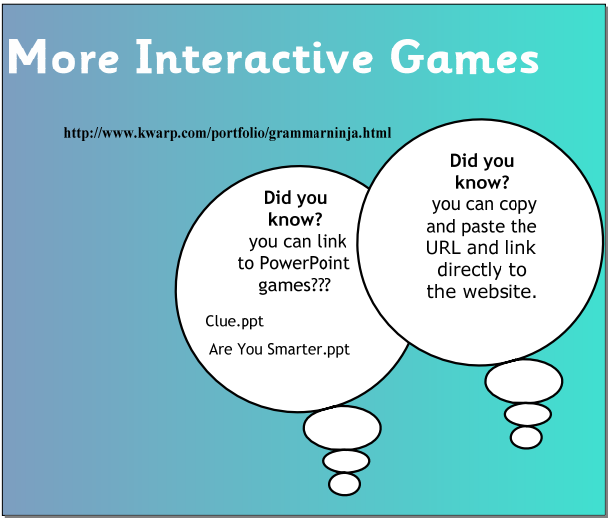
Spelling



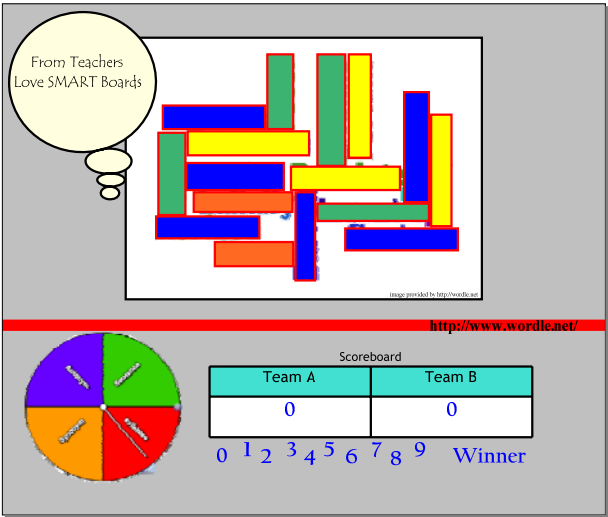
Spelling



Review



Review



Create Your Own Vocab Game

Presenters: Marianne Salvo & Terry Poirier

Students can record conversation

Record Podcast

Record Videocast

[illegible][illegible][illegible]

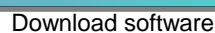
Presenters: Marianne Salvo & Terry Poirier

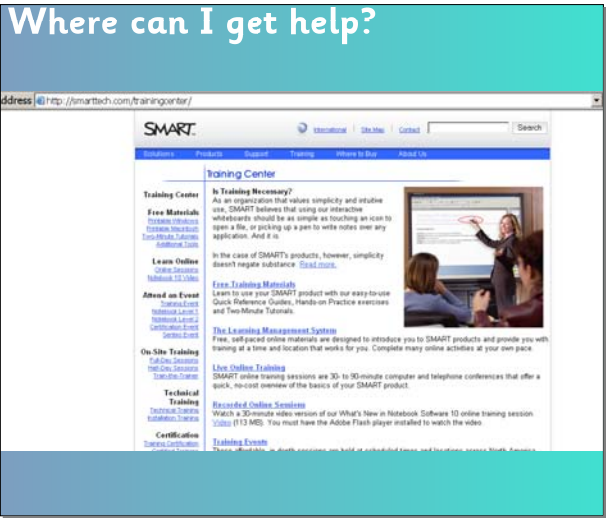
Connecting Literacy To Life

Stages Of Implementation

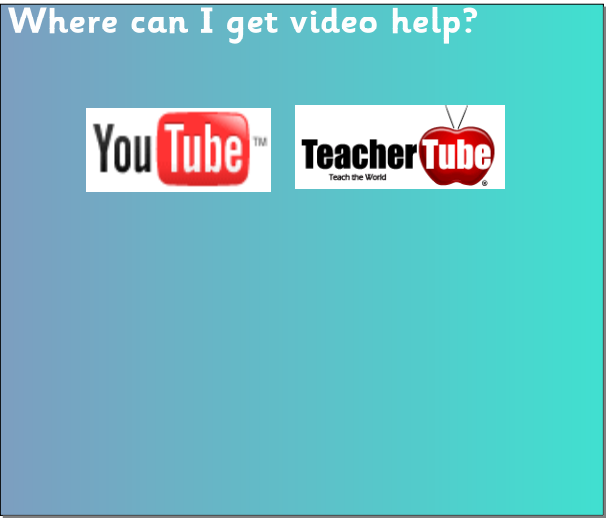
Resources

Presenters: Marianne Salvo & Terry Poirier





HELP



Teacher Tube - Youtube



Thank-you

GAME ON !!!



With...



GAME ON !!!



- Based on research in the field of educational psychology



GAME ON !!!



- Focus on male gender
- Reluctant readers
- High school / intermediate age
- Large demographic of “gamers”



GAME ON !!!



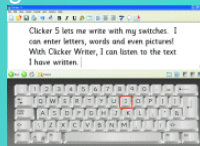
- Assumptions
 - Basic working knowledge of Clicker and “edit mode”
 - Have ‘access’ to gaming media
 - Create from templates in Clicker 5



GAME ON !!!



- Clicker 5 features ‘sending’ grids for writing
- ‘Full screen’ grids
- Accessibility features



GAME ON !!!



- What if.....
 - We added the ‘catch’ of popular interests
 - Included ‘live’ footage
 - Followed ‘current’ events in literacy practices



GAME ON !!!



- Clicker 5 'accepts' video, audio, engagement
- What tools can be used in Clicker to "Game"?
- Delicate balance between education and 'edutainment'



GAME ON !!!



- High school 'boys club' is selective
- Not just any 'game' will do
- Elements of design and level of instruction



GAME ON !!!



- Elements of fantasy
- "increasing vocabulary"
- "Increasing the sophistication of the written imagery of learners"
- Example:
 - <http://suesmithe-fellowship.wikispaces.com>



GAME ON !!!



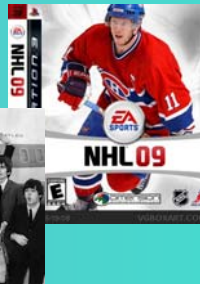
- In Clicker 5
 - “Motivating boys to create more original and creative narrative storylines.”



GAME ON !!!



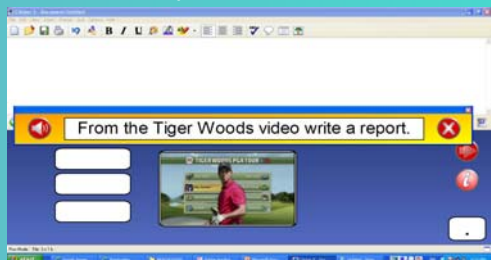
- “Multi-disciplinary”, “Inter-Disciplinary”
- Business writing
- Marketing
- Math, Geography etc....



GAME ON !!!



- Clicker 5
- ‘Live Video’ reports



GAME ON !!!

- “The Rewrite” – pg.194 (PTL) - Drama



2009
Bridges to Learning
Technology
Research & Best Practice
Literacy Success

look support check it I can't
You are please understand wow

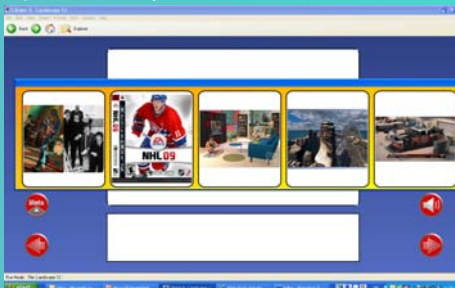


- “The Rewrite” – pg.194 (PTL) - Drama



GAME ON !!!

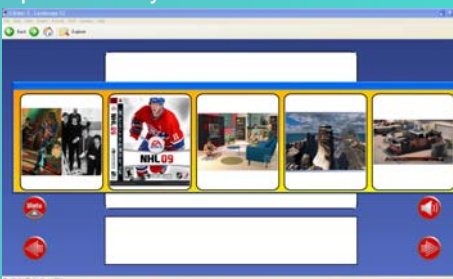
- A photo essay



The screenshot shows a web browser window displaying a photo essay titled "Game On!!!". The page has a blue header and footer. The main content area features a row of five images: a group of people in a room, a person in a red NHL jersey, a person sitting at a desk, a person in a blue jacket, and a person in a red jacket. Below the images are two large white rectangular boxes, likely for text. The browser's address bar shows the URL "http://www.bridges2learning.org/". The browser's status bar at the bottom shows the text "You're on the homepage".



- A photo essay



GAME ON !!!

- Tools of the 'trade'



The collage features several educational technology tools and resources. At the top left is a large teal banner with the text "GAME ON !!!" and a bullet point "Tools of the 'trade'". To the right is a logo for "2009 Bridges to Learning" with a rainbow arching over the words "strategies", "technologies", "Research & Best Practice", and "Literacy Success". Below the banner are various images: a Google search page, a silver video camera, a silver Flip camcorder, a black digital voice recorder, a black document camera, a blue and yellow sound wave graphic, a map of North America, and a small image of a game console.



- Tools of the 'trade'



GAME ON !!!

Links for review

- <http://www.mystjourney.com/myst/>
- <http://www.austinchronicle.com/gyrobase/issue/story?oid=oid%3A597187>
- <http://nextround.net/2009/04/20/when-prom-goes-bad-a-photo-essay/>
- http://www.highschooljournalism.org/teachers/lesson_plans/detail.cfm?lessonplanid=300