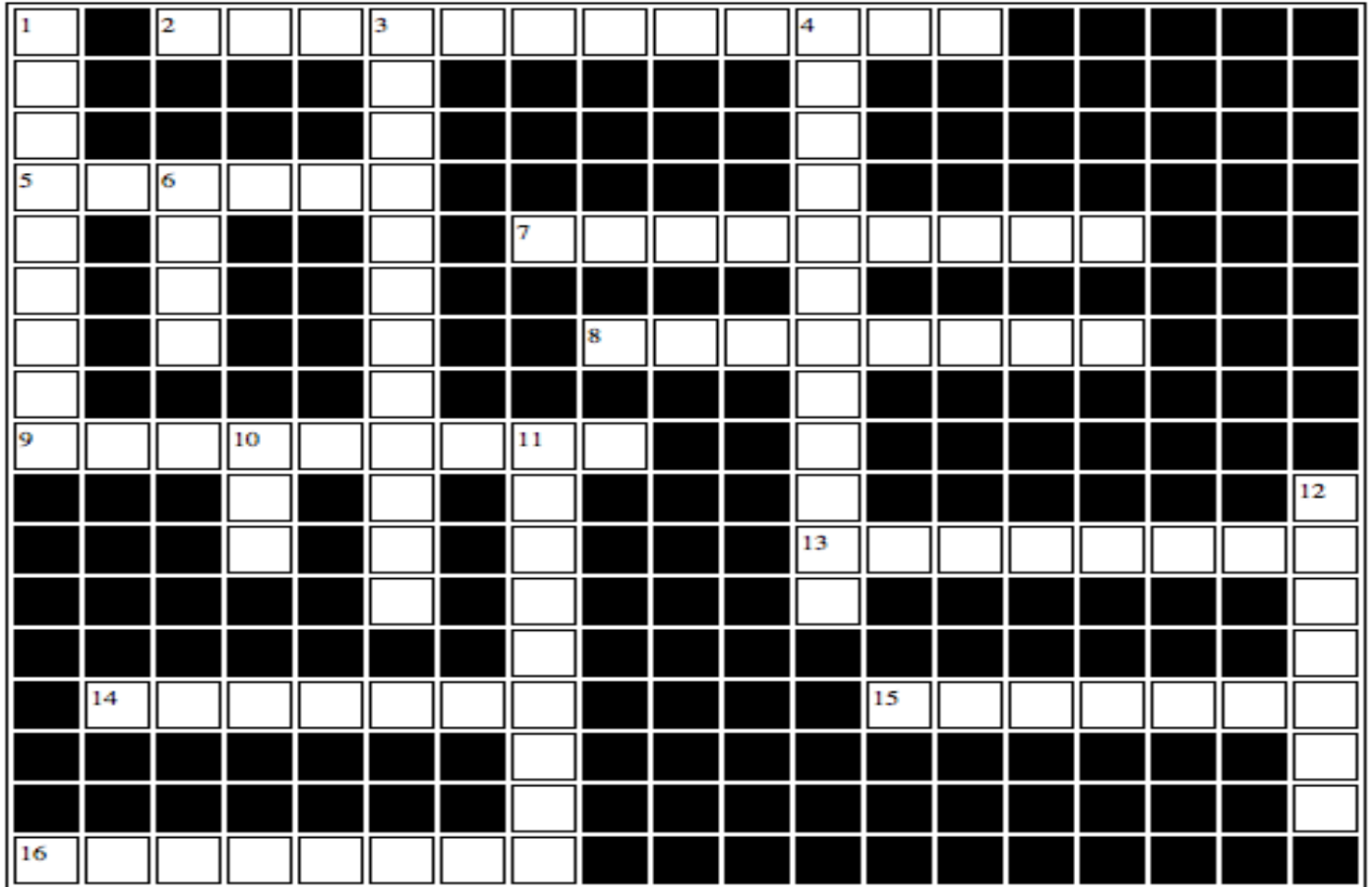


Directions: Complete the crossword puzzle by using current educational buzzwords and information relevant to the 2013 Iowa 1:1 Conference



Across

- 2 Using game design and mechanics to drive motivation and increase engagement in learning
- 5 Social learning platform for teacher, students and parents. Commonly used as an LMS for 1:1 environment
- 7 Not requiring paper because of the use computers to record and convey information
- 8 Work or study done in preparation of an event
- 9 Presenter of “How 1:1 Changed Homework” at the 2013 Iowa 1:1 Conference
- 13 Left to choice; not compulsory or automatic
- 14 Online learning tool in which users create customized lists of terms that can be studied under several different modes
- 15 Classroom structure where students learn lessons at home with the help of videos and supplemental and spend class time doing assignments with the teacher
- 16 Type of learning that involves software that adapts its content and pacing to the current knowledge level of the student

Down

- 1 Statement that describes what a student should be able to do at the end of a lesson
- 3 Graphic visual representations of information and data
- 4 Process that schools use to help identify students who are struggling: Response to _____
- 6 An open-course in which materials and instruction are delivered over the Internet to students around the world (abbrev)
- 10 Software application used for the administration, documentation, tracking, reporting and delivery of educational courses (abbrev)
- 11 Type of on-going assessment, review and observation done by classroom teacher to informally measure and assess student learning
- 12 Type of learning which involves students learning in a classroom setting and students engaging with content delivered online

Seeing how assignments were impacted by the change to 1:1, it got me thinking about homework in general. Why do I give assignments and what is their purpose? What am I measuring when I grade homework? What message does send about learning?

My classroom philosophy:



In a Nut Shell: Students have instant and constant access to resources with the laptop. Lessening the focus on homework gives me more time to do activities and projects in class that involve higher order thinking skills and a true application of knowledge

Presentation and Presenter Resources:

Presentation: <http://i11i2013.wikispaces.com/306>

Personal EduBlog: <http://www.srahuff.wordpress.com>

Blogs to get inspired by:

<http://reformbydesign.posterous.com>

<http://www.dangerouslyirrelevant.org>

<http://www.boxoftricks.net>

Useful Web 2.0 Tools

www.edmodo.com

www.quizlet.com

www.wordchamp.com

www.prezi.com

Other favorites

<http://pen.io>

www.socrative.com

www.todaysmeet.com

www.jux.com

www.littlebirdtales.com

www.voicethread.com