



technology & integration

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Minute to Win it!

Personalized Learning

DIGITAL CITIZENSHIP

Creating a positive school culture that supports safe and responsible technology use



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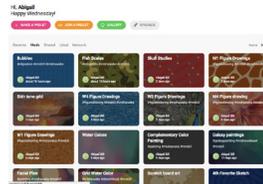
COVER PHOTO
Courtesy of Tim Seitz, Jr.
Videographer/Photographer Consultant

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Why Blended Learning?

While it might seem obvious to state that ‘teachers teach’, it is not a complete reflection of their efforts. Teachers spend years refining their craft in order to reach their students in engaging and life changing ways. They are consummate professionals who spend countless hours designing lessons that break down difficult concepts into understandable elements, delivering content through excellent instruction, and carefully choosing appropriate assessments to properly gauge understanding.

When we really stop and think about all of the expertise, knowledge, and care used in traditional instructional methods, it is nothing short of amazing. However, our students’ needs are changing and they need different skill-sets that traditional instruction cannot fully meet.

That’s where the integration of technology and traditional methods meet. A blended instructional approach that lays a solid foundation of lifelong learning, while unlocking new levels of collaboration, creativity, and innovation.

While a pencil and a piece of paper work well while learning to write a well crafted sentence, technology can be utilized to engage with authentic audiences, receive instant feedback, and improve

quality not attainable with traditional teacher/student interactions. Imagine publishing a student writing piece and having that piece read by and commented on by peers in New Zealand. Or, telling a story through a podcast or film that is seen and appreciated by a worldwide audience. Powerful learning to be sure.

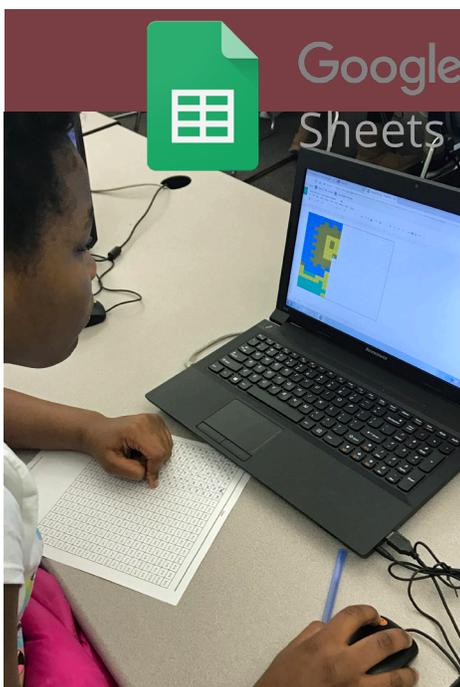
A blended instructional approach takes the tried and true and meshes those successful methods with the ‘new-fangled’. Intentional use of technology for classroom instruction creates efficiencies through improved student/teacher feedback loops and assessment, while still hitting learning targets.

The best teachers will continue to craft lessons that help students learn by using a pragmatic approach of ‘what works’ and incorporates digital tools and resources that make new levels of learning possible. Technology will never replace teachers. The integrated use of technology and traditional methods makes them more vital than ever for tomorrow’s students.

Eric Johnson
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 @scmtechnology



Google Sheets/Pixel Art

ERICA WEAVER-CREED
Technology Assistant
MHS JV Softball Coach
LaSalle Elementary School

Google Sheets makes your data pop with colorful charts and graphs. Built-in formulas, pivot tables, and conditional formatting options save time and simplify common spreadsheet tasks.

Alice Keeler is a Google Certified Innovator, keynote speaker, and workshop presenter that came to Mishawaka Schools last summer to train educators. One tool and activity she showed us was creating pixel art with Google Sheets.

A fun use of Google Sheets is to create pixel art. Students can draw and represent objects by coloring cells in the spreadsheet. This is not only a fun activity, but a good excuse to get students started with spreadsheets, a valuable life skill.

Erica Weaver-Creed at LaSalle has been using pixel art with Google Sheets to help students learn how to use spreadsheets. This is making learning fun for students! Check out their art!

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Google Sheets - create and edit spreadsheets online, for free. (2018). Retrieved March 26, 2018, from <https://www.google.com/sheets/about/>

Google Sheets: Create Pixel Art - Teacher Tech. (2018). Retrieved March 26, 2018, from <http://www.alicekeeler.com/2015/05/24/google-sheets-create-pixel-art/>

Canvas

CAITY STOCKSTELL
Curriculum Integration Specialist
School City of Mishawaka



In response to a Technology Task Force recommendation (SCM Tech Plan, April 2016) for a Learning Management System (LMS) to coincide with teacher and student device implementation, an exploration committee comprised of Technology Department, building secretaries, administrators, and teachers began to investigate various companies for an LMS solution. The LMS that was selected was Canvas.

Canvas, the selected LMS, is an industry leader in LMS solutions and is used by over 3,000 Universities, Districts, and Institutions around the world. Canvas has easy to use features, thus Canvas attains one of the highest user adoption rates in K-12 systems. Available to all user groups on multiple device platforms, Canvas will offer enhanced learning opportunities for SCM students, improve teacher efficiency, improve home partner engagement, and classroom transparency.

Quick Facts

- Used by more than 3,000 universities, school districts, and institutions around the world.
- Selected by Cisco Networking Academy to power “the world’s largest classroom.”

Educators Leading the Way: Mishawaka educators received access to Canvas in December and have actively been engaging in learning the new system. Educators have been learning through a blended learning model approach utilizing both online and in person support on the Canvas system. Mary Stantz, Science Olympiad Head Coach and Science (Biology, IUACP, PLTW Biomedical) instructor at Mishawaka High School, has been facilitating courses online to help other educators master how to use and best integrate Canvas into their classroom.

Albert Gongwer, Biology Teacher and Head Freshman football coach, has been engaging learners with Canvas in the classroom. Albert Gongwer is averaging 1,000 participations and over 100,000 page views by students...PER WEEK!



Photo courtesy of Canvaslms.com



Gimkit

CHRISTIE BUCHMANN

*English Instructor
MHS Yearbook Sponsor
MHS Alltold Supervisor
Partner-in-Tech
Mishawaka High School*

Gimkit is a new and innovative game for learning created and maintained by high school students! Students not only have fun but engage in their learning when using Gimkit. Teachers have found that it increased test scores up to 14%.

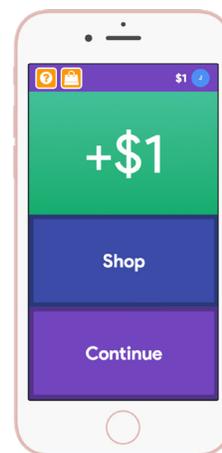
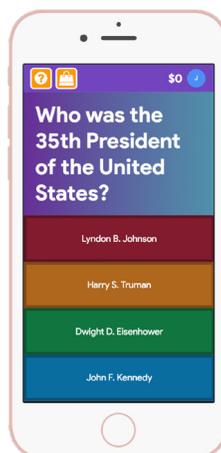
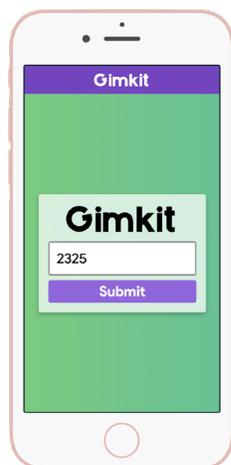
I have used Gimkit for three vocabulary cycles. The student data before Gimkit shows a 63% pass rate (passing is considered a 70%+) across my four English 11 sections. After using Gimkit ONCE the data revealed an 80% pass rate. That is incredible! Just to make sure my data was solid I tracked scores for the next two weeks using Gimkit for two of the four classes. Sure enough, the data confirms the students who used Gimkit in the classroom are passing above 80%. The two classes I used traditional study methods would slide back to mid 60%. I am a believer of Gimkit. It offers competition, repetition and remediation in a fun game setting.

Christie Buchmann gathered additional feedback to inform her decision making in using Gimkit. This is what her students had to say after using it for their learning:

“I like it. It’s different than Kahoot! but better.”

“I like that when you got a question wrong, it asks it again with a new set of words. Helped me learn better.”

“I like the clap button. Makes me feel good.”



Images courtesy of gimkit.com

Padlet

ABIGAIL BILL

Visual Arts Teacher

PLC STEP Leader

Destination Imagination Coach

Mishawaka High School

Padlet is the easiest way to create and collaborate in the world. Make beautiful boards, documents, and web pages that are easy to read and fun to contribute to with Padlet. Customizable bulletin boards jazz up collaboration and ease discussion. It's beyond easy to use, the interface is intuitive, and help is available around every corner. Padlet gives students their own little corner of the internet to collect and save information in a simple, fun manner.

Padlet has been an excellent way for me to collect visual data from my students. Each Padlet I create displays each classes work of art all on one organized board so I can always have a high quality image of my students work. This is an easy way to collect art and show technical growth to students and parents.

"I like seeing the other classes' artwork that I normally would not get to see." – Kincade, 9th Grade Mishawaka High School

"I love seeing how many hearts my drawing has."

– Michaela, 9th Grade Mishawaka High School

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Padlet Review for Teachers | Common Sense Education. (2018). Retrieved March 15, 2018, from <https://www.common sense.org/education/website/padlet>



Digital Citizenship

CAITY STOCKSTELL

Curriculum Integration Specialist

School City of Mishawaka

Being a good digital citizen is more than knowing your way around the web. It's about connecting and collaborating in ways you didn't even know were possible. When you teach digital citizenship to your students, you help create a positive school culture that supports safe and responsible technology use.

Educators at John Young Middle School are helping foster safe, smart, and ethical decisions online with Common Sense Education's Nearpod-enhanced K-12 Digital Citizenship curriculum.



Photo courtesy of nearpod.com

What is Common Sense Education?

Common Sense is the nation's leading nonprofit organization dedicated to improving the lives of kids and families by providing the trustworthy information, education, and independent voice they need to thrive in the 21st century.



What is Nearpod?

Nearpod is an interactive presentation and assessment tool that can be used to amazing effect in the classroom. The app's concept is simple. A teacher can create presentations that can contain quiz's, polls, videos, images, drawing-boards, web content and much more!





Sumdog

Personalized Learning Paths

CAITY STOCKSTELL

*Curriculum Integration Specialist
School City of Mishawaka*

As curriculum integration specialist at Mishawaka schools, it is my honor to serve both educators and students. Early in the fall of 2017, I was approached by a student in Ms. Shelly Sparrow's class at Twin Branch. The student wanted to show me a game on his computer. Intrigued, I joined the student at his Chromebook. He introduced me to a game known as Sumdog. His eyes lit up as he explained how he chooses different games to play, personalizes his character, and competes with his friends all while learning math!

As luck, or some would say fate would have it, Eric Johnson, our Director of Technology, reached out to me about being contacted by Sumdog. I immediately returned the call from the international company Sumdog and the rest is history.

Sumdog creates a personalized learning path for each student, and tracks their progress through Indiana State Standards. Sumdog has been developed with the help of teachers and educational experts around the world. The best part, students love Sumdog!

Mishawaka Schools was one of the first school districts in the United States to integrate Sumdog and Clever. The integration price tag was valued at approximately \$7,000. Due to us agreeing to provide feedback and support as they learned to integrate with Clever, our price tag was \$0. Currently, Mishawaka Schools is ranked as one of highest in the nation for usage by students on Clever with quite a few students logging in beyond the school day. This is especially powerful as it is estimated currently that 3 out of

5 school age students play Sumdog in the United States.

Not only did Sumdog provide a free international training webinar for our teachers, the CEO/founder Andrew Hall visited several Mishawaka Schools. He shared information about Sumdog, enterupernship, and discussed the importance of education, especially STEM, for the future of education technology and gaming. Students also provided input about changes to the game that are being incorporated as updated versions are being released.

Sumdog runs local and national competitions. If a class finishes top 3 in a competition, they win a free premium class subscription for their teacher and class. Mishawaka Schools competed in their first local competition February 28, they competed against classes across St. Joseph County such as Penn-Harris-Madison and South Bend Community Schools.

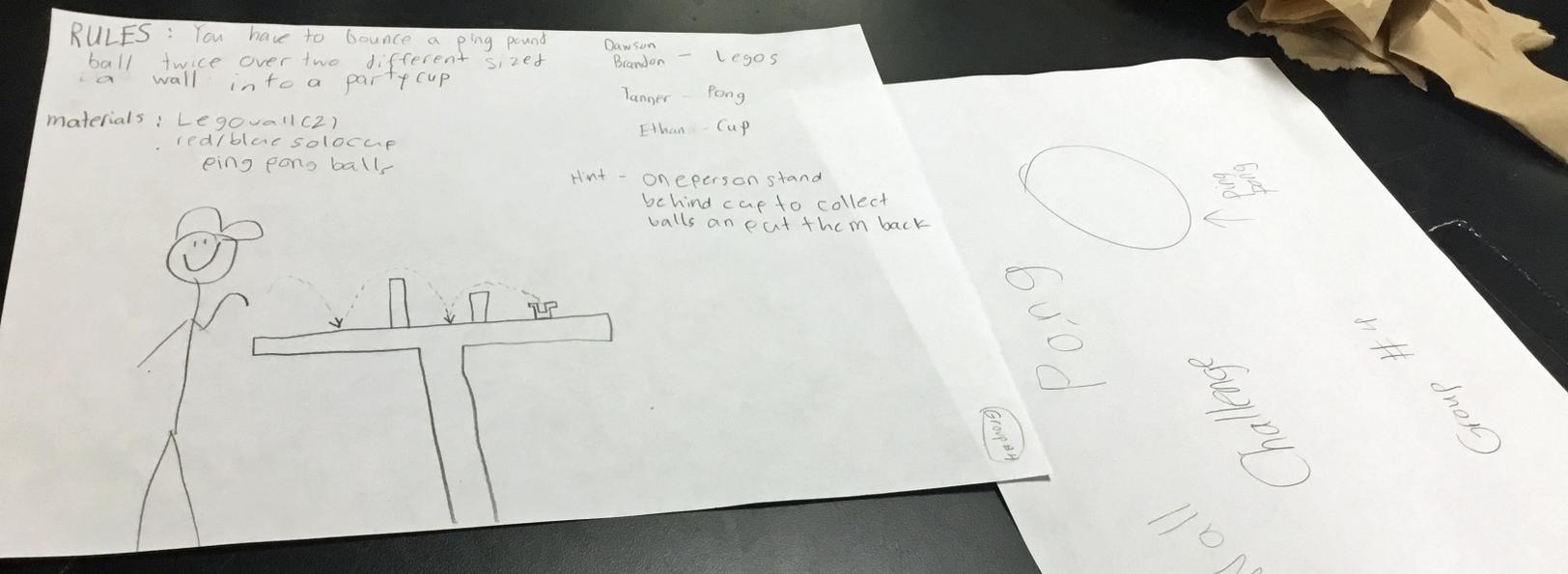
Here are some stats:

- 155 classes entered
- 439,045 questions answered
- 1,725 students participated
- 84% average accuracy

We are proud to announce we finished in the top 3 positions and won class subscriptions. The top three finishers were:

- Mrs. Sparrow – 2nd Grade, Twin Branch Elementary School
- Mr. Matt Went – 6th Grade, Beiger Elementary School
- Mrs. Tracey Libbey – 2nd Grade, Hums Elementary School

Also, we had the top winner of the whole contest – Alison Reppert, 5th Grade student from Hums Elementary. These students not only worked hard at school, but worked beyond school time at home and on the weekends. Congratulations!



Minute to Win it!

TRACEY ACKERLEY

Science Teacher

100 Hallway Team Leader

PLC Leader

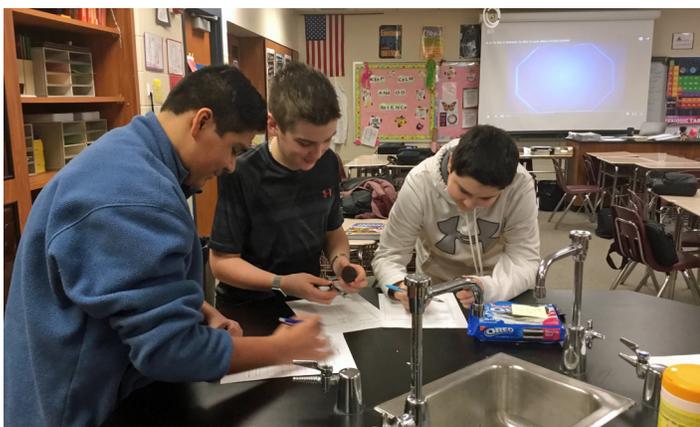
John Young Middle School

BRITTANY DUFF

Science Teacher

John Young Middle School

Minute to Win It is an international game show franchise where contestants take part in a series of 60-second challenges that use objects that are commonly available around the house. Educators across the country are finding ways to incorporate features of this engaging game to enhance learning experiences.



As an introduction to our Force and Motion Unit, Ms. Duff and I had our students create Minute-To-Win-It games. Students had to come up with a game, had to try the game, and make sure it could be completed (even if it took longer than a minute). Once they tried their game, they were given

the opportunity to adjust the “rules” for their game to either make it easier (to be able to be finished in one minute) or more difficult (to be a challenge to finish in one minute). Groups then created a BASIC direction sheet (modeled off the examples from the original TV game show).

Groups then rotated through all the games and kept track of what made it easy or difficult. We discussed the games as a class. As we discussed the games, I introduced vocabulary to go with their explanations of what was happening. As well as, introducing Isaac Newton and his Three Laws of Motion.



The students then spent a class period trying one more activity. I then asked the students to use some of our vocabulary and Newton’s Three Laws to explain what had happened with this specific activity. Students typed their answers on an assigned slide, so we could all see each other’s responses. We were able to see how examples were similar, but also how some people thought of completely different examples for some of the vocabulary and laws.

Flipgrid®

BOB O'HARA
 3rd Grade Teacher
 PLC STEP Leader
 Partner-in-Tech
 Beiger Elementary School

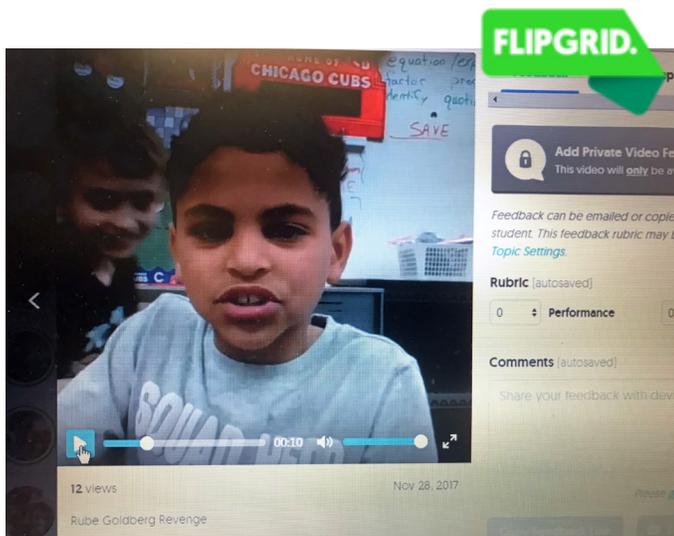
Flipgrid is where your students go to share ideas and learn together. It's where students amplify and feel amplified. It's video the way students use video. Short. Authentic. And fun! That's why it's the leading video discussion platform used by tens of millions of PreK to PhD educators, students, and families in 150 countries.

Our class used FlipGrid to share written responses to our book, Boys Start the War. The kids are so engaged when they get to work together and use technology to add their own personal touches. They love sharing their work, too! They look forward to seeing the videos on the big screen. Normally, with traditional classroom sharing, you get about half the class willing to share. Flipgrid makes sharing ideas so fun that EVERYONE wants to share. I also notice a huge difference in the quality of work, too! The kids are motivated...and that's most of the battle in teaching!

"Flipgrid is so fun! It's a great way to share ideas!"
 Sophie, 3rd Grade Beiger Elementary

"It's so much better than regular work!"
 Devin, 3rd Grade Beiger Elementary

References
 Flipgrid - Video for student engagement and formative assessment. (2018). Retrieved March 23, 2018, from <https://info.flipgrid.com/>



Tech Buddies

| | |
|--|--|
| MEGHAN BARNAUSKAS 6 th Grade Teacher Vex Robotics Coach Partner-in-Tech Emmons Elementary School | MIA TRIMBOLI Technology Assistant Partner-in-Tech MHS JV Cheerleading Coach Liberty Elementary School |
|--|--|

Many Mishawaka Schools are using tech buddies to build technology skills through peer teaching. Student partnerships are created through strategic planning by educators. Older students feel proud of themselves because they are teaching a younger student. It is not just the academic learning, but it also teaches important skills such as collaboration, communication, and critical thinking. Students are empowered to take charge of their own learning through the partnership!



Throughout the year, my sixth graders have worked once a week with our first grade buddies, and when the time came for the Sumdog competition, we decided that it would be the perfect time to share our love of technology with them! It was inspiring to watch the sixth graders act as leaders as they patiently walked their buddies through each step of getting started. The engagement and learning was through the roof as all first and sixth graders competed against each other while practicing math skills. Since we introduced them to the program, the first graders have been able to use it successfully in their own classroom, and we can't wait to share more of our favorite tech tools with them! – Meghan Barnauskas

The 5th and 6th grade students buddy with kindergarten and 1st grade students to help teach them new tools and become comfortable with using technology. The older students love getting a chance to be leaders, and the younger students are always eager to learn from their older buddies. Both students look forward to learning from each other. – Mia Trimboli

Exceptional Learners Device Selection

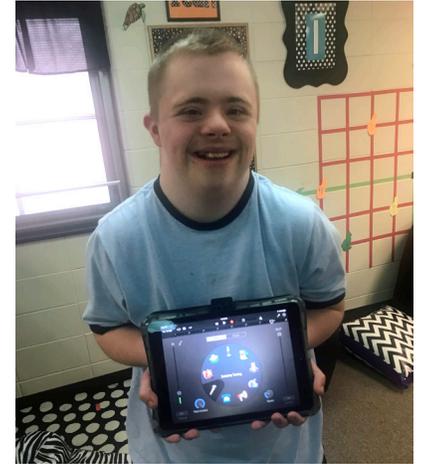
MICHELLE MCCOIGE

*Exceptional Learners Teacher
John Young Middle School*

Michelle McCoige advocated to ensure students with developmental disabilities and autism had the most appropriate device when John Young Middle School went one-to-one with devices this past school year. The Exceptional Learners Department led by Barb Michalos and Eileen Kalman worked closely with the Technology Department led by Eric Johnson and Chris Mabie of Mishawaka Schools to ensure that all students had devices that were appropriate for their use. It has made a positive impact on all students!

Students with disabilities within my classroom had difficulty using a laptop for a variety of reasons, so the students were given iPads to use instead. Since then, we have been able to use Google Classroom to complete work, take quizzes, and the iPads allow the students to be included in the general education classroom. The devices let the students have access to the same tools their peers use in class. Students can independently do a Kahoot in class with their peers on the iPad while they would need staff/peer assistance to do Kahoot on a computer. The iPad allows each student to respond in the way that shows his/her learning and progress.

"I try very hard to help my son get the resources and doctor that he needs. I also listen to the teachers' suggestions, and agree with what they say is best for him for success in his learning. But it is the teachers like Michelle McCoige and Caitly Stockstell that teach my child what he needs to succeed in school, and I am very grateful!!!" – *Cassandra, Parent*



Insights from Students

"I love PBS Kids!"

"I like Google Classroom."

"The iPad is fun!"

Morning Bins

SARA HOOVER

*2nd Grade Teacher
PLC STEP Leader
Partner-in-Tech
STEM Teacher Trainer
Beiger Elementary School*

KASEY SCHULTHEIS

*2nd Grade Teacher
Beiger Elementary School*

NATALIE WHITTEN

*2nd Grade Teacher
Beiger Elementary School*

Teachers at Beiger Elementary are collaborating to give students voice and choice. Kasey Schultheis, Natalie Whitten, and Sara Hoover created morning bins for engineering, math, writing, art, and technology. These bins give students choice when they come in the morning. It also gets them moving and prepares them for the school day.



Students are excited to get started in the morning now that I have implemented morning bins. It has creative ways to incorporate different activities and skills. I love to see the excitement and collaboration in my students with the array of activities they are working on first thing in the morning. It really jump starts their day in a positive way. – *Sara Hoover*

Students' faces light up with excitement as they complete a variety of activities during morning bin time. Morning bins promote 21st century skills like teamwork and critical thinking. I love how each student comes ready to learn while diving in and exploring different activities first thing in the morning. Morning bins are the way to go! – *Kasey Schultheis*

"I love how morning bins give me choices and are fun. I get to build and be creative."

Malia, 2nd Grade Beiger Elementary

"Morning bins are fun. I get to make stuff."

Liam, 2nd Grade Beiger Elementary



Personalized Learning

BETH SCHWITZ

500 Hall Team Leader

National Junior Honor Society Moderator

WAKA News Moderator

PLC Leader

John Young Middle School

Personalized learning is an approach to learning and instruction designed around individual learner readiness, strengths, needs, and interests. Learners are active participants in setting goals, planning learning paths, tracking progress and determining how learning will be demonstrated. At any given time, learning objectives, content, methods, and pacing are likely to vary from learner to learner as they pursue proficiency relative to established standards. A fully personalized environment moves beyond both differentiation and individualization.

Beth Schwitz at John Young Middle School is piloting the personalized learning approach. This is an inside look at their hero project...

The students were given the assignment to choose anyone, anything, fact, or

fiction that reminds them of the word "hero." They were to research and then display their end project in a "museum exhibit" setting. They selected Indiana Core Standards and essential questions that they wanted to learn and achieve proficiency. Students researched a hero of their choice. The end product was an exhibit about their hero that showed proof of standards learned. Students had to integrate tangible projects with technology. Several students created documentaries, websites, and put together clips of movies to support the standards they chose to cover. They also had to explain the "proof" and answer questions about their chosen essential questions during the museum exhibit in the media center of John Young Middle School.

After returning from a Personalized Learning Conference, I was excited, yet apprehensive, to try this method. It meant giving up my chosen curriculum and allowing my students to choose what they truly wanted to learn. However, as I watched them choose their standards and mull over how they were going to cover their chosen standards, I began to realize that they were taking ownership in their own learning. When it was all said and done, they ended up learning about

someone or something they were interested about and they were able to prove to me through their projects that they understood the standards and the essential questions that they had chosen to cover while completing their project. This is what learning should look like!

"This project gave me the freedom to create and learn at my own pace and in a way that benefited me to the fullest extent. I enjoyed the creativity and imagination used in this project, and I also enjoyed seeing my ideas come to life."

Sarah, 8th Grade

John Young Middle School

References

The Institute for Personalized Learning/Meeting learners where they are, with what they need, when they need it. (2018). Retrieved March 21, 2018, from

<http://institute4pl.org/>

Students have not only been learning how to use the Don Johnston tools, but have been leading training workshops for educators. Students at Battell, Lasalle, and Liberty Elementary Schools and Mishawaka High School have led multiple workshops across Mishawaka Schools. Students show educators how to use the tools and explain why they help their learning. It has been a powerful experience for all involved!

For login instructions, visit www.mishawakaschools.com/techintegration.

"I finally got to teach my teachers something. That was awesome!"

Battell 6th Grade Student

"Snap and read is so cool! Can I use it at home?"

Twin Branch 6th Grade Student



DON·JOHNSTON

Human Learning Tools

"I don't have to ask how to spell words anymore. I can do it myself!"

Liberty 3rd Grade Student

"I immediately, gosh! Just wow, I can't believe it, I did better with the human audio than I did with silent read. I'm really surprised and can't wait to use it more."

Hums 5th Grade Student

"Snap and read is an amazing new tool that helped me improve my reading. I actually like reading now."

Liberty 4th Grade Student

"Wow! Why didn't I know about this tool sooner?"

*Mishawaka High School
Cadet Teacher*

"One teacher asked me to come teach her class how to use the tool. That made me feel special."

Liberty 5th Grade Student

"Snap and read has helped me improve my grades, it makes me like reading now."

Liberty 2nd Grade Student

BACK PHOTO

Courtesy of donjohnston.com



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