



Bring Your Own Device

The World in Your Hands!

BYOD-
The World in
Your Hands

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About
Me...
My Journey



My educational journey



My technology journey --the original Macintosh (1984) then onto the iMac that you could carry around by its handle. (Still using Macs today-MacBook Pro) but then onto more mobile devices, the Palm pilot, the Palm smartphone, then the iPod, iPad, and a brief side trip with an Android phone,too! And now, I'm back on track with my iPhone 5!



My motivation for being on my journey! OWEN ("Sponge Bob Ohwie Pants") who was 3 in this picture and is now almost 6. Share story of his first day with my iPad.

I want all of the people he meets throughout his educational journey to be ready for him and to give him every possible opportunity for success...

and I'm doing everything I can to help make that happen

MY GOALS

Inform

Provoke thought

Entertain

Motivate

Provide Useful Stuff

Enough about me!

My Goals today are to:

Inform you

Provoke some thought

Entertain you, at least a little

Motivate you

And provide some useful Stuff

B
Y
O
D
Toys
or
Tools?

CHIEF & CHUCK



Used
With
Permission
from
Dave Blazek,
Creator


from the ebook
"Chief and Chuck
Battle I.T. from the
Future" available at
Amazon.com (\$1.99)

Profits are donated
to DonorsChoose.org
which supports
teachers' classroom
innovations.

A final note from Dave:

"Hi. I kind of sort of make a living from [my comics]. And, hey, since, y'know, these cartoons are a piece of me, stealing them without permission is like taking one of my arms. And that will smell after a few days. Just ask. You'll be surprised how nice I can be. I just like to know where my kids are."

looseparts@verizon.net



[http://todaysmeet.com/
Kielbyod](http://todaysmeet.com/Kielbyod)

One tool you may want to consider using in your BYOD classroom is a "Back Channel"

The term "backchannel" generally refers to online conversation about the conference topic or speaker.--similar to a chat during a webinar.

Using a backchannel for educational purposes can function as a formal class activity or even an independent discussion.

Aside from the normal discussion, a backchannel can also be used for note taking, asking questions, offering suggestions on different topics, and sharing resources with other students and faculty members.

In addition to Today's Meet, there are many different media networks out there that can be used as a backchannel, including Twitter, Facebook, Google+, Instant Messaging, Socrative, and [Google Moderator](#)

All of these can be accessed from a wide variety of devices.

For those of you with a mobile device, navigate to todaysmeet.com/LCBYOD and

Let's
Stop
Talking
About
21st
Century
Skills!



I attended a Wiscnet webinar presented by Jon Tanner, Technology Director for the Oregon (WI) School District, part of which I just had to share with you today.. with his kind permission.

He and I want you to Stop Talking about 21st Century Skills!

Why? You may ask...

Well first, The concept is just too big to be meaningful and useful...it's a WHOLE century! we can't possibly know what skills our kids will need for the entire century...it made sense to talk about them in the mid-90s--We were entering a new century and the new era was only 10 years away.

The high school freshman of 2014
has spent their ENTIRE school life
in the 21st Century!

The high school freshmen of 2014 have spent their ENTIRE school life in the 21st Century!

If we are still talking about 21st century skills, what have we been teaching them for the past 12 years?? We have been teaching them something, and presumably at least some of them are doing OK, so we must have been doing something right..but we need to stop talking about those GRAND "21st century skills" because we are there NOW!

What skills did the 20th Century student need?

Turn to your neighbor and discuss for 2 minutes:

Review, discuss.. Punctuality and I love Lucy story in the chocolate factory...not as critical a skill as it was then...manufacturing jobs are moving overseas and not ever likely to come back! Although our students still need these skills, they also need to be able to competently and efficiently use technology as a tool to help them learn and to keep them learning throughout their lives.

What skills do 21st century learners need?

What skills do our learners need in order to remain competitive today?

What skills are employers looking for? Many you shared that kids needed in the 20th Century, they still need in today, but there are some additions to that list.

Employers want:

- communication skills
- literacy and numeracy skills
- health and safety skills
- customer service skills | in person, on the phone, and online

- communication skills
- literacy and numeracy skills
- health and safety skills
- customer service skills – in person, on the phone, and ONLINE

- **planning and organizational skills**
- **initiative and a can-do attitude**
- **problem-solving skills**
- **ability to work well in a team**
- **good work habits**
- **confidence learning about & using computers and technology**

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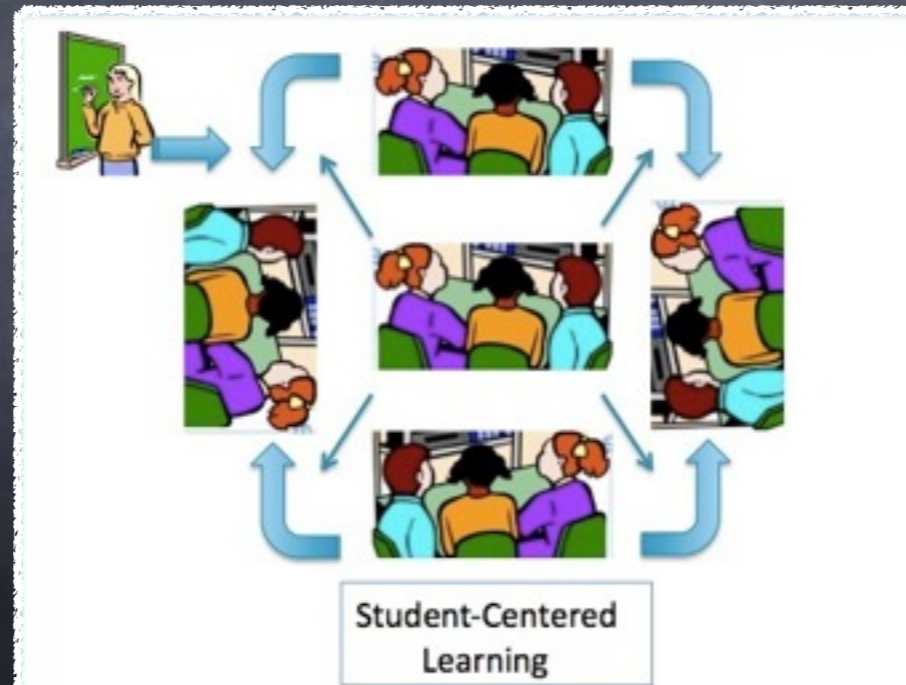
Among this list of employability skills are many related to the effective use of technology and here's where BYOD can help.

Why BYOD?



Numerous studies are showing that when technology is ubiquitous--as available as pens and pencils, it can make a real difference in student learning--not just in understanding concepts, but also in student's ability to gain that knowledge more quickly.

Allows learning to be more student-centered



Technology allows learning to be more student centered, it allows for easy collaboration (with tools like Google Apps for Education), and it more easily allows for a variety of interventions for students who are struggling.

In this diagram, the teacher acts as a facilitator or guide for the students. Learning is multidirectional. This is also called "active learning" where the focus is on the student taking charge of their learning path. (Many apps/websites for these interventions--would we need pull out RTI programs? Possibly not??) And, of course individualizing instruction is critical--we all know about NO CHILD LEFT UNTESTED...I MEAN BEHIND!

Acce\$\$

Schools are working hard to provide their students with technology-enhanced learning, but at the moment they're falling short. The 21st Century Classroom Report found that 86 percent of students use technology more outside of school than they do in class. A major reason is access. Although many schools provide notebook and tablet carts and computer labs, students often have to leave the classroom and go to another part of the school to use a computer or share time with other students.

A BYOD initiative overcomes this access hurdle, much as one-to-one computing programs do, but without the capital costs associated with purchasing the technology or the need to refresh, support and train users. With BYOD, students are responsible for figuring out and fixing their own devices. (It's spelled out in the BYOD Acceptable Use Agreement)

"By allowing kids to bring in their own devices, you free up school resources for the kids who don't have access," says Doug Johnson, director of media and technology for the Mankato Public School System, one of many in the nation moving to BYOD.

Digital Expectations



Students

Parents

Teachers

Admins

<http://www.Tomorrow.org>

Schools that have embraced BYOD are enjoying other benefits as well:

Schools meet students' "digital expectations." The current generation of students has grown up with technology and use it in every aspect of their daily lives — and they expect to be able to use it in school as well. They have an expectation that the same technology they use at home will be available at school.

Story about Theresa who has 8 year old twins. She is in our ETS dept and has LOTS of technology at home. The twins are calling going back to school "Going to Prison!" Little or no access to the technology they use every day at home. Also PreK students coming in expecting to touch screens --having to spend time teaching the use of a mouse, which is NOT intuitive!)

Many schools who recognize these expectations are trying to meet them and have invested heavily in classroom and mobile learning technologies. Unfortunately, it's not happening everywhere.

Tomorrow.org's NetDay Speakup 2012 results are revealing: Of the 2.5 million students in grades 3-12 that were surveyed, Only 39 percent of high school students said that their school is currently meeting their technology expectations.

Project Tomorrow
Speak Up

DO YOU KNOW?

Ten Things Everyone Should Know about K-12 Students' Views on Digital Learning

- #1. USE THE INTERNET TO HELP WITH HOMEWORK AT HOME?**
Over 50% of students in grades 6-12 say that they do that at least weekly; for 29% of high schoolers, it is a daily event with 68% saying their primary Internet access is through a 3G/4G device.
- #2. LEARNING ANYTIME, ANYPLACE, ANY PACE?**
41% of students who have not taken a fully online class would like to take a virtual class; they see the #1 benefit as being able to learn at their own pace.
- #3. WHAT DO KIDS THINK ABOUT FLIPPED CLASSROOMS?**
6 out of 10 students say it would be a good way for them to learn.
- #4. PIXEL OR PRINT - WHAT IS YOUR READING STYLE?**
1/3 of students in grade 6-8 say their preference is to read a digital book for schoolwork; put that hard copy book away – 44% of students want to read on a digital reader.
- #5. LEARNING VIA YOUTUBE?**
Yes, 29% of students have used an online video to help them with their homework.
- #6. TEACHER - I HAVE A QUESTION!**
30% of students say that being able to text their teacher during class (and getting a personalized response) would help them be more successful in science.
- #7. WHO IS TODAY'S GAMER?**
75% of students in Kindergarten through second grade are using computers and mobile devices to play educational games on a regular basis.
- #8. TWEET-TWEET?**
34% of high school students are Twitter users now – a three-fold increase since 2011 when only 11% of students acknowledged tweeting as part of their social media profile.
- #9. WHERE DO KIDS DO SCHOOL GROUP PROJECTS IN 2013?**
They do them on Facebook – 38% of students say that they regularly use Facebook to collaborate with classmates on school projects.
- #10. STUDENTS ARE MOBILISTS!**
Students' personal access to mobile devices has reached several significant tipping points: 80% of students in grades 9-12, 65% of students in grades 6-8 and 45% of students in grades 3-5 are smartphone users now; middle school student tablet access doubled from 2011 to 2012 with 52% of those students now tablet-enabled.

Source: Speak Up 2012 National Research Project Findings – the results of the authentic, unfiltered views of 364,240 K-12 students nationwide. Learn more about Speak Up and other research findings from Project Tomorrow on digital learning at www.tomorrow.org.

http://www.tomorrow.org/speakup/SU12_DigitalLearners_StudentReport.html

What are students' views on digital learning? Over 2.5 million students gave theirs in last year's survey.

As I share some of these, think about your own views--are you and your students working as a "team" as Kid President recommended to us?

The survey tells us that:

-50% of students in grades 6-12 use the Internet to help with homework at home. 68% say their primary access is through a smartphone.

-41% of those who have not already done so, would like to take an online course

-6 of 10 say Flipped Classrooms would be a good way for them to learn

-44% of students want to read on a digital reader

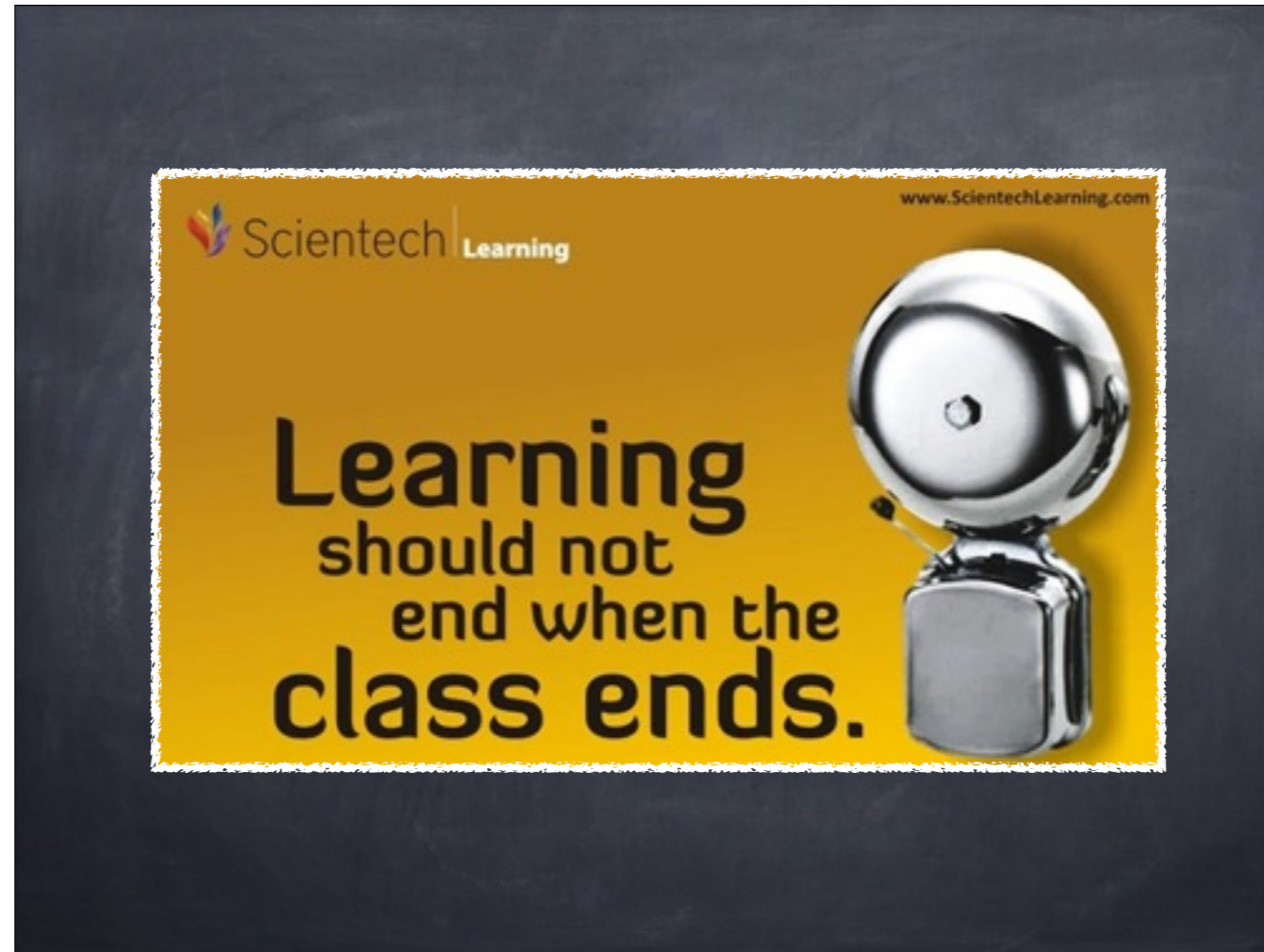
-29% have used YouTube video to help them with their homework

-30% say that being able to text their teacher during science class and getting a personalized response would help them be more successful.



Another benefit of BYOD initiatives is that we are finding that student participation increases. Students like using their personal devices, so they become engaged in whatever it is that they're doing with them — including classwork, which becomes even more interactive when everyone has access to technology.

We are more comfortable and more effective working with tools we are familiar with. (I am NOT comfortable working on a PC!)



Unlike a school-provided device, the personal device (and the desire to continue using it) goes home with the student. In this way, BYOD enables and fosters 24x7 learning.



Digital handout and hand in of work can save BIG money! Chicago Public Schools' policy for printing requires preauthorization and the pledge of your first born child! ;-)

There are many cloud-based tools that facilitate this kind of exchange...free tools like Google Apps for ED and Dropbox as well as paid tools like My Big Campus and Schoology. Access to work is 24x7

Something else to think about:

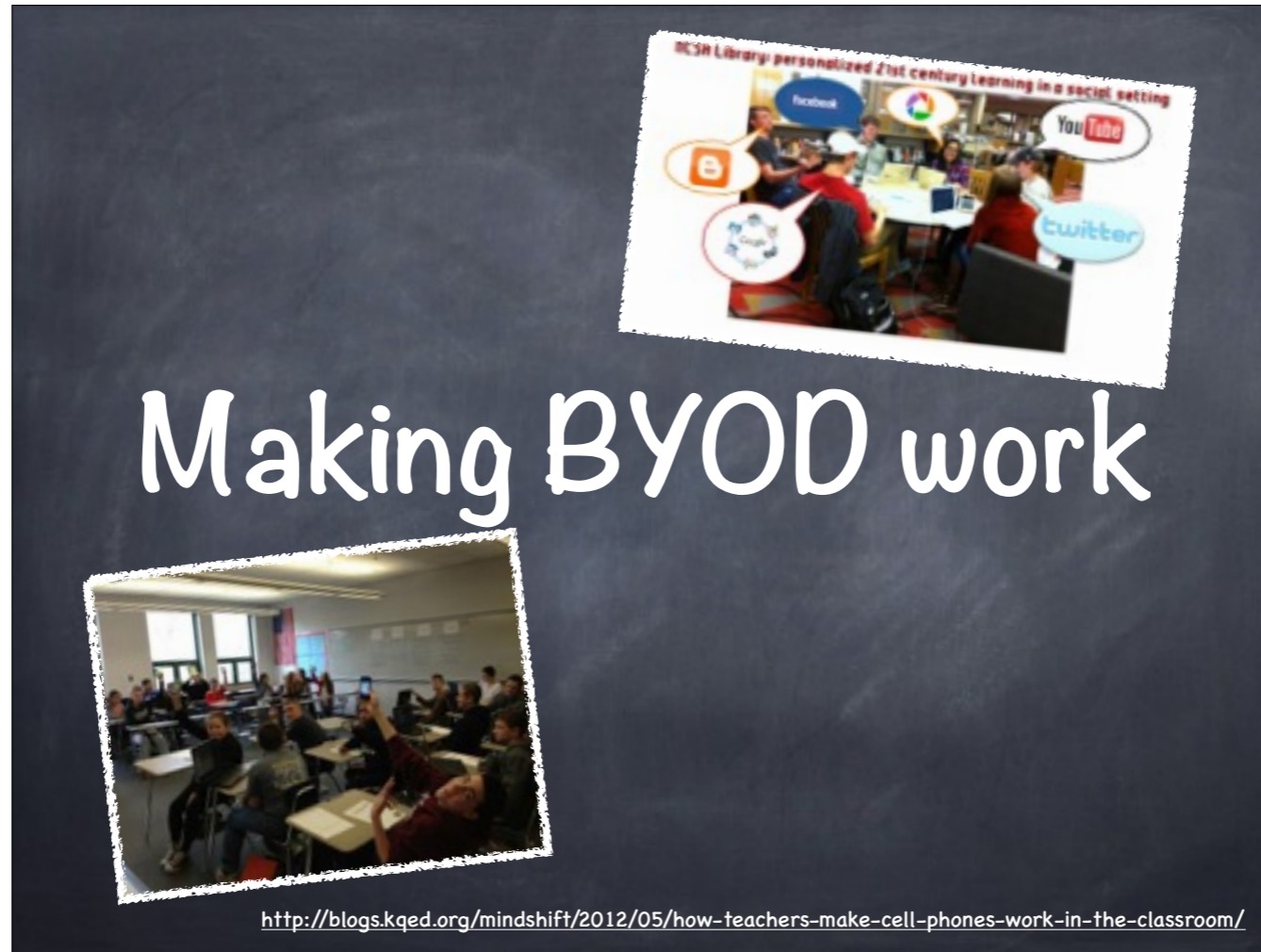
Business is rapidly moving to BYOD for their employees--predictions are that by 2015, 90% of businesses will offer BYOD and by 2017 (when your current freshman will be graduating,) half of employers will require employees to supply their own devices to use at work!



The Common Core State Standards have teaching the effective use of technology built into them. As teachers, we can no longer think of technology as an "add-on," it needs to be ubiquitous.



The Next Gen Assessments (Smarter balanced) will REQUIRE students to be able to use technology to be successful--the test will be taken on technology (ipads w/external keyboards and netbooks will be OK to use) they will have to type, and cut and paste and research and collaborate and more. There are some sample test items on the Smarter Balanced site if you're interested. [Http://smarterbalanced.org/practice-test/](http://smarterbalanced.org/practice-test/)



Making BYOD work

With the proper policies and ground rules in place – and when the program doesn't exist merely to cut costs and corners – BYOD can work in many ways to enhance learning for both educators and students.

Your school has created policy for BYOD but it will be up to you, on a daily basis, to remind students and communicate those expectations.

The idea of mobile learning touches on just about every subject that any technology addresses: social media, digital citizenship, content-knowledge versus skill-building, Internet filtering and safety laws, teaching techniques, bring-your-own-device policies, school budgets.

In the most ideal class settings, mobile devices disappear into the background, like markers and whiteboards, pencil and paper – not because they're not being used, but because they're simply tools, a means to an end. Source: KQED MindShift

Tip #1

**Communicate Expectations
Clearly!**

Some tips from those who have been there! First: Communicate Expectations Clearly!

Signage lets everyone know when personal device use is OK.



https://sites.google.com/a/friscoisd.org/itunes_project-inspire/classroom-management

Did you notice the signs as you came into the room?

Use signage to indicate when BYOD use is appropriate and when it is not. (See several examples in this YouTube Video – <http://www.youtube.com/watch?v=zg-SnyulrAE>) Poster Examples

https://sites.google.com/a/friscoisd.org/itunes_project-inspire/classroom-management

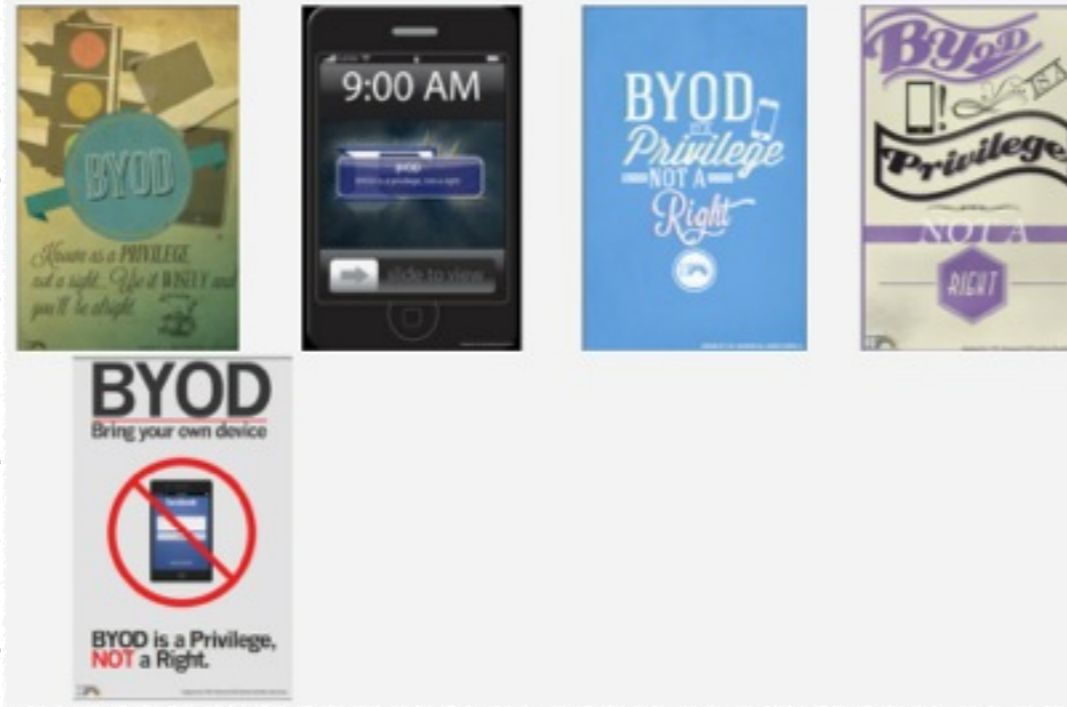
Post Expectations – (See P.R.I.D.E. example below from <http://techcoachcarl.com/index.php/techcoachcarlblog/288-byod-classroom-strategies>)

Have students help generate classroom rules regarding device use. (Example specific to cellphones – <http://padlet.com/wall/cellphones>)

Create a Digital Social Contract with Students. The example below was taken from a Powerpoint by Mark Ray from Vancouver Public Schools. www.edtech.wednet.edu/pdf/BYOD.ppt.

https://sites.google.com/a/friscoisd.org/itunes_project-inspire/classroom-management

BYOD posters about it being a privilege and not a right.



https://sites.google.com/a/friscoisd.org/itunes_project-inspire/classroom-management

Here are some student created posters reminding students not to abuse their BYOD privileges.

Students involved in setting rules



[Padlet.com/wall/cellphones](https://padlet.com/wall/cellphones)

Have students help generate classroom rules regarding device use. This board is called Padlet (formerly WallWisher) and is a free web-based brainstorming tool that anyone can access from any device. It's as simple to use as pasting post-its on a wall.

Create a Digital Social Contract with Students

P.R.I.D.E

<http://blogs.fcps.net/byod/2013/03/11/byod-and-classroom-management-help/>

Create a Digital Social Contract with Students. The example was taken from a Powerpoint by Mark Ray from Vancouver Public Schools.
www.edtech.wednet.edu/pdf/BYOD.ppt.

P.R.I.D.E.

P – Purpose for using device is always educational

R – Responsible use of devices is always expected

I – Instructions for device use will always be followed

D – Devices must always be using the school's WiFi network

E – Everyone will always conduct him or herself responsibly online

Digital Social Contract:

As a student,

I am responsible for the choices I make when I use technology,

Tip #2

Being social is part of life.



Don't fight it.

Our Time vs. Your Time

Being social is part of life. Don't fight it. Your district policy designates minutes to get personal conversations (tweets, emails, etc) out of the way. Giving students an opportunity to address their personal needs empowers both student and teacher. (And as adults, don't we do the same thing?)

Tip #3

Monitor
Monitor
Monitor

Arrange the classroom to support easy monitoring. It is essential that the teacher be engaged in the same activities as the students (not sitting at their desk on a computer) and moving around the classroom frequently in order to see what students are doing. Use this time to conference with students.

Tip #4

Use easily understood
and consistent
verbal signals



Tip #4:

Use easily understood verbal signals to indicate expectations along with the use of signage. It is helpful if these signals are consistent from teacher to teacher. For example: "Screens Down" or "Spot Check" to indicate all devices should be held up with screens on to see who is on task.

When not in use, direct students to place devices on top of desks, face down, covers closed on laptops/netbooks, cell phones on silent

Tip #5

Teach students to plan and set time-based goals

<http://1to1schools.net/2012/01/keeping-students-engaged-in-a-1-1-project-based-classroom-guest-post/>

Tip #5

This information was shared by Janet Moeller-Abercrombie, who is the author of the book Expat Educator. She has 16 years of teaching experience and currently works full time at Hong Kong International School.

Help students make a plan.

Students are most tempted to open widgets, games, and social chats when they are faced with a blank screen and have no plan.

Much of the time, students think they have a plan. If you ask them What are you going to do?, the answer is usually I'm gonna make a Power Point about... or I want to make a movie about... Those answers indicate that students are thinking of technology before content.

Instead, ask "What are you trying to learn?" or "What are you trying to communicate?" or "What are you working on as a writer?" Those questions get answers like I want to know more about the horses that Civil War generals rode or I want to convince people that Justin Bieber is the best singer ever or I'm trying to describe the character's actions.

When you ask about learning and communication, you are signaling that the content is more important than the technology. Pull aside those who are struggling with plans. Let them talk together and encourage them to sketch their ideas with diagrams or bullet points and return to the computer later.

Focus on activities Not tools

Educators need to focus on activities rather than tools. One of the examples that Apple advocates often give of the superiority of iPads is GarageBand or iMovie. they are awesome applications, but they are not learning activities, they are tools to demonstrate learning.

I'd be really interested in discovering which learning activities can only be carried out on one type of device. I suspect you won't find any.

Likewise, Lisa Nielsen, an education blogger and coauthor of *Teaching Generation Text*, says she doesn't believe teachers need to have standardized software for students in BYOD settings. Instead, she recommends talking to students about the tools they own. "It is interesting to see which tools students will pick. They might surprise you," she says. "For instance, many students are more comfortable writing on their phones than on laptops. They type incredibly fast with their thumbs, and they like taking notes on their phones. This is really about teaching real-world skills of picking devices and applications."

Some have argued that BYOD will dumb down work to suit the least powerful technology in any given class. Nielsen disagrees. "Students working collaboratively share and swap devices," she says. "They bring more technology to the class and update the systems and applications they use much faster than the technology refreshes districts can do."

Plan Curriculum Using The 4 Cs Of Mobile Learning

- Content
- Compute
- Capture
- Communicate

<http://www.teachthought.com/trends/mobile-learning-trends/a-beginners-guide-to-mobile-learning/>

Plan Your Curriculum Around The 4 Cs Of Mobile Learning

Mobile learning goes way beyond a few tailored apps. When you're planning a mobile curriculum, think about the different ways students can use a mobile device. The eLearning Guild calls it "the four C's of mobile:"

- Content: Students can read documents, watch videos and listen to recorded media in a portable format.
- Compute: Through applications, devices can be used to perform calculations, run programs and deliver solutions to student queries. --Anyone ever hear of Wolfram Alpha? It's an web/app resource that can pretty much answer any question you have--sort of like the Star Trek computer! [https://
itunes.apple.com/us/app/wolframalpha/id334989259?mt=8](https://itunes.apple.com/us/app/wolframalpha/id334989259?mt=8)
- Capture: Devices can be used to easily record sound, video, images, and other information, all of which can be stored or shared. (You can use these devices to prepare your flipped classroom videos!)
- Communicate: Students can communicate with students, teachers, and others through text, audio and video. (and vice-versa)

Some great cross- platform tools

That being said, I do have a few great tools that I can recommend to you that are cross platform.

I think you will find very useful for you and your students.

Google Apps in Action

<http://edu.googleapps.com/google-apps-in-action>

Google Apps Education Resource Center

http://www.google.com/a/help/intl/en/edu/lesson_plans.html

Google Apps Edu User Group

<https://groups.google.com/a/appsusersgroup.com/forum/m/#!forum/northamerica>

Google Apps are available on all platforms. Be aware that they work better on some platforms than others. On mobile devices, you will find that not all G Apps are created equally. There are often fewer bells and whistles on mobile devices. However, Google has as its goal that all of its apps will eventually work anytime, anywhere, on any platform. I advise you to keep up with all the updates Google offers--and they do that often!!

Whether you are trying to incorporate Google Earth into a World Geography lesson, or just use a Google Doc to allow students to collaborate on a report, conduct peer editing, or store classroom information in the cloud, Google Apps in Action can help. This Google site offers a multitude of resources contributed by educators to help incorporate various Google Apps into your everyday instruction. (<http://edu.googleapps.com/google-apps-in-action>)

The Google Apps Education Resource Center even offers a premade lesson plan repository that can be searched by Google product, lesson subject, or grade.

(http://www.google.com/a/help/intl/en/edu/lesson_plans.html)

The Google Apps Education Community site offers tutorials and tips on how to incorporate Google Apps into your classroom, Google blog subscription opportunities, a community forum, and the ability to network with other educators and students around the globe. If you are interested in beginning or



Flubaroo:

used with
Google forms & spreadsheets

Grading made easy

<http://www.flubaroo.com>

Flubaroo is a free tool you can use in connection to Google Forms and their related spreadsheets that helps you quickly grade multiple-choice or fill-in-blank assignments. It was created by a teacher to use in his classroom and he is sharing it with teachers for FREE.

More than just a grading tool, Flubaroo also:

- Computes average assignment score.
- Computes average score per question, and flags low-scoring questions.
- Shows you a grade distribution graph.
- Gives you the option to email each student their grade, and an answer key.
- Lets you send individualized feedback to each student.
-



Remind 101

<https://www.remind101.com/learn-more>

A safe, free way for teachers to text message students with reminders encouragement, and stay in touch with parents. ONE WAY ONLY--you push messages out to subscribers

Private

-Teachers never see students' or parents' phone numbers. They never see yours.

Easy to use

-Remind 101 gives you a code and a PDF explaining how students and parents sign up

-Students and parents sign up by sending a text message or email. They never visit our site!

Manage classes

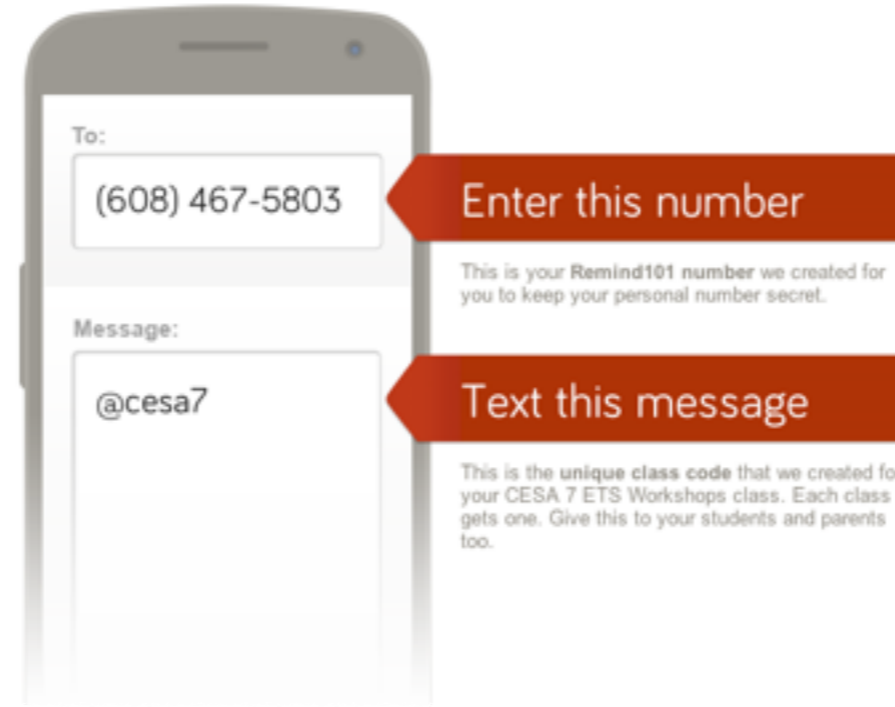
-Add up to 10 classes. Instantly send a message to a class of students or their parents.

Send a message

-Send a message to every student or parent in your entire class. They receive it by text or email.

Grab Your Phone!

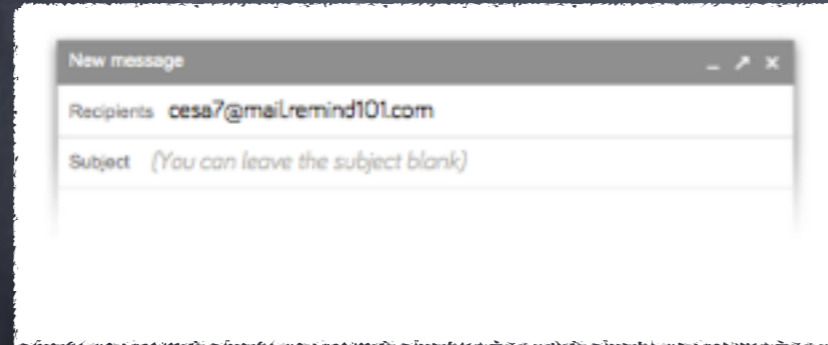
Tell students & parents to grab their phones and follow the steps below to sign up for your CESA 7 ETS Workshops messages.



Sign up to receive reminders about CESA 7 ETS workshops--via text message.

Sign up info for CESA 7 ETS's Remind 101 can be found here: <http://goo.gl/eH9cWI>

Or, Send an email to:
cesa7@mail.remind101.com



Unsubscribe by putting
"unsubscribe" in the subject

Or email. You'll be among the first to get information about the many great offerings we have!



Evernote is an easy-to-use, free app/website that helps you remember everything across all of the devices you use. Stay organized, save your ideas and improve productivity. Evernote lets you take notes, capture photos, create to-do lists, record voice reminders--and makes these notes completely searchable, whether you are at home, at work, or on the go on a variety of devices. Free--60 MB of storage EACH MONTH! Go Premium for \$5 per month and get 1 GB of storage plus other premium features.

Key Features of the free version :

- Sync all of your notes across the computers and devices you use
- Create and edit text notes, to-dos and task lists
- Save, sync and share files and notebooks
- Record voice and audio notes
- Take and add photos to notes

QR Codes



Roxann Nys's wiki site- <http://RoxannNys.pbworks.com>

Has anyone ever seen one of these? They are appearing everywhere! In magazines, in stores, on products (even on bananas) If you have a QR (Quick Response) code scanner on your device, scan this code and see what comes up!

There are MANY free QR code readers for mobile devices. You can also find free applications for your desktop or laptop (Mac or PC.) QR Code Creators also abound for mobile and desktop devices and are super easy to use.

I generated this code on my laptop using the QR code creator called Kaywa.

<http://qrcodekaywa.com>

QR codes can be large or small. They can be printed or you can scan them on a computer screen. You just need to make sure that you are far enough away so the entire code is visible. A code cannot be scanned if it is obstructed. You need to be close enough so that the camera can see the detailing in the QR code.



Here's another QR code I generated on my iPad using the QR code creator called QR Code Maker

This code takes you to one of my favorite handheld learning gurus, Tony Vincent. Here are just a few ideas for using QR codes in the classroom shared by my favorite A former 5th grade teacher from Omaha Nebraska, Tony is now an internationally known presenter on using tech in classrooms effectively.

You can use QR codes to:

Start Class: Students get their devices and scan a code with directions. Perhaps it's a writing prompt, survey, or web page to read. Scanning a code gets students to turn on their devices and get ready for learning.

Link to Your School or Class Website: Include a QR code that leads to your school or class website on your newsletter letterhead so students, parents, and community can be quickly transported to your website.

Distribute Files: The URL you use for a QR code can lead to a file that's stored online. (in Google Docs, Evernote, Dropbox or other cloud based resource)

<http://socrative.com>

Click "Student Log In"

Enter Room:
ROXNYS

Today, you're going to play the role of a student using technology as part of your learning experience.

I'd like to get a little audience participation using technology and whatever device you brought with you today. (Please share with your neighbors who don't have one today--Socrative gives you the ability to allow another student to respond.) Reminder: Socrative is limited to 50 users per activity.

I am going to use Socrative, (available as an iOS or Android app or on the website Socrative.com) to gather your input. Socrative is FREE, It's ENGAGING, involves ALL students, and gives them all a voice, even the ones who would never speak out in class.

1. Go to socrative.com (or to the student app if you have it)
2. Click on "student log in"
3. Enter room: ROXNYS and wait for me to start the quiz.

Teachers login through their device and select an activity which controls the flow of questions, polls, games. Students simply login with their device and interact real time with the content.

Your Back to School Checklist



- Partner up with another teacher to grow your ed tech knowledge and skills.

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•Find a blog/website that will help you learn more about tools, tips and techniques that will help you be a successful BYOD teacher.

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•Allow students to BTOD (Bring Their Own Devices) to use in your classroom...
you'll be surprised by how engaged they will be!

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Additional Outstanding Resources to Explore:
20 BYOD Resources For The 21st Century School

<http://www.teachthought.com/technology/20-byod-resources-for-21st-century-school/>

BYOD: What's in it for me?

<https://sites.google.com/a/friscoisd.org/byod-for-me/home>

Text
10 Places to Find Great BYOD Lesson Plans

NOTE: You will need to sign up for a free eclassroom news account to read this article

<http://www.eclassroomnews.com/2013/08/06/10-places-to-find-great-byod-lesson-plans/>

Bring Your Own Device (BYOD) LiveBinder

<http://www.livebinders.com/play/play?id=404796>

In addition to what I've already shared in this presentation, here are some more great resources for you to explore.

Even More Outstanding Resources to Explore!

Digital Learning Day: Bring Your Own Device

<http://digitalllearningday.org/learn-and-explore/digital-learning-tools/bring-your-own/>

iPaddiction: Clay Riesler's Blog (Pulaski Schools)

<http://ipaddiction.blogspot.com> (Clay writes about iPads but also much, much more!)

Free Technology for Teachers: Richard Byrnes' Blog

<http://www.freetech4teachers.com>

Search <http://Pinterest.com> for BYOD boards
or <http://Twitter.com> using #BYOD

(Note: You will need to create free accounts to search these sites)

And here's even more!

<http://RoxannNys.pbworks.com>

<http://Twitter.com/Rnys>

<http://Pinterest.com/Rnys>

Like us on Facebook:

-CESA 7 Education Technology Services

-CESA 7 ETS Apps for Education

And don't forget to sign up for CESA 7

ETS-Remind 101 messages!

Email: Rnys@tds.net

Check back on my wiki for other resources--it's always a work in progress!

<http://RoxannNys.pbworks.com>

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-CESA 7 ETS Apps for Education

And don't forget to sign up for CESA 7 ETS-Remind 101 messages!

Email: Rnys@tds.net

Your Turn to Share.
(I cannot do it all!)



"If you do what you've always done, you'll
get what you've always gotten."

Anthony Robbins

**“Technology will not replace teachers,
but teachers who do not use technology
will be replaced by those who do.”**

Dr. Ray Clifford, 1983

BYOD-
The World in
Your Hands

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