

Ning in Education











Using Ning for Educational Social Networks

- Main
- My Page
- Members
- Forum
- Blogs
- Ning Help

+ Invite Colleagues

Gary Latman's Page

Latest Activity

-  [Coral Perez](#) left a [comment](#) for [Gary Latman](#) June 18
-  [Gary Latman](#) updated their [profile](#) May 19
-  [Gary Latman](#) updated their profile photo May 18
-   [Christina Jenkins](#) and [Gary Latman](#) are now friends May 18
-   [Gary Latman](#) and [Liesl New](#) are now friends May 18
-  [Gary Latman](#) added a discussion **The Demise of Public School Education** May 14
Once society valued our public school educational Institution. It prepared our children for the future. Respect of the institution was translated into students and parents who supported high standards and valued behavior that was conducive to lear...
-  [Christina Jenkins](#) [replied](#) to [Gary Latman's](#) discussion '[Direction of Education](#)' May 13
“ I'm a tech coach at a fairly large middle school in the Bronx (850 kids, 6-8th grades, 70 teachers), and it's taken us almost two full school years, but we've managed to integrate technology into every aspect of teaching and learning at our school...”
-  [Kerry Franta](#) [commented](#) on [Gary Latman's](#) blog post '[Educational Ning Sites](#)' May 13
“ The EnhanceTV Community is a Ning site which we developed to help teach with TV. EnhanceTV is a non-profit organisation in Australia.”



Profile Information

Location:
Best Practice High School

Organization:
Chicago Public Schools

Occupation:
English Teacher / Technology Coordinator

Ning Networks:
[Classroom 2.0](#)
[Ning in Education](#)
[The Global Education Collaborative](#)
[English Companion](#)
[Digital Directions](#)

Welcome to Ning in Education

[Sign Up](#)
or [Sign In](#)

Welcome

Welcome to the community for those using [Ning](#) to power their educational social network. Also be sure to check out [Classroom 2.0](#) for general discussions of Web 2.0 in the classroom.

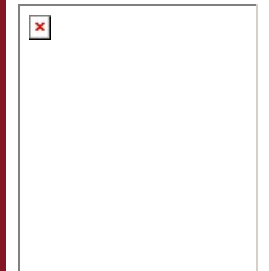
Please introduce yourself in the "[Introductions](#)" forum post. And to see a list of Ning networks being used in education (or to add yourself!), please visit [Social Networks in Education](#).

And have fun!

Badge






Loading...

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Birthdays

Birthdays Today

-  [Connie Brawley](#)
-  [Ben Roche](#)
-  [Amanda C. Bristow](#)
-  [Jim Burke](#)
-  [MissHicks](#)

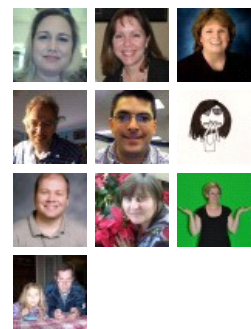
Gary Latman

Male
Chicago, IL
United States
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- [Discussions](#) (2)
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[Gary Latman's Apps](#)

Gary Latman's Colleagues



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Gary Latman's Groups

 [Professional Development](#)
108 members

[View All](#)

Gary Latman's Discussions

[The Demise of Public School Education](#)
Started May 14

[Direction of Education](#)

1 Reply
Started this discussion. [Last reply](#) by Christina Jenkins May 13.

[View All](#)

**Educational Ning Sites**

[Classroom 2.0](#)
[Ning in Education](#)
[The Global Education Collaborative](#)
[English Companion](#)
[Digital Directions](#)
[TechCo Ning](#)
[Education Consultants](#)
 Posted on April 29, 2009 at 11:00am — [5 Comments](#)

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[TechCo Ning](#)
[Education Consultants](#)
[The V.I.E.W. Program Community](#)

Website:

<http://harper.wikispaces.com>

Blog:

<http://harper.edublogs.org>

Web 2.0: Technology Integration and Game Theory Application**Game Theory Application, the Audio/Visual Learner, and Interactive Education**

Through a combination of traditional blackboard/whiteboard instruction, group projects, visual media and interactive game-based instruction, teachers can grab the attention of today's learners and deliver content effectively. The following web sites support this pedagogy:

Can Game Development Impact Academic Achievement? - An article from T.H.E. Journal that tries to answer that question

The Effectiveness of Instructional Games: A Literature Review This report documents a review of 48 empirical research articles on the effectiveness of instructional games.

Bibliography | Digisplay Initiative - Understanding digital games

Immersive Gameplay: The Future of Education? -- This article from T.H.E. Journal suggests that, "New immersive learning environments--built on state-of-the-art data modeling and "intelligent" game systems--may be the future of education."

Game Elements in Instruction from **A Learning Theory for 21st Century Students**

Engaging Brains with Games and Simulations by Bernie Dodge

IN TIME -- Integrating New Technologies into the Methods of Education from University of Northern Iowa

Flash Games Generator from Southern Adventist University. After registration users can create and play flash based games.

Instructional Games includes designing and playing board games for instruction.

Jump into the Internet - This interactive kid's site is challenging, informative, and visually engaging.

The Distribution Game is a simulation game in which the player controls shipments from a supplier and from a central warehouse. The goal is to cost effectively manage the flow of goods to satisfy random customer demands at multiple locations.

FactCheckEd offers help to students learn to be smart consumers of these messages, not to accept them at face value; to dig for facts using the Internet, not to stop looking once they get to Wikipedia; and to weigh evidence logically, not to draw conclusions based on their own biases.

3rd World Farming is an interactive game that teaches the hardships of 3rd World farming.

Peanuts and Crackerjacks- The Federal Reserve Bank of Boston's interactive baseball game that tests your knowledge of economics and pro sports trivia.

Media Awareness Network offers educational games covering a variety of media based topics.

Bantam Shakespeare offers games, plays, and audio and video

Games with a Purpose - The site claims, "By playing our games, you're training computers to solve problems for humans all over the world."

Pollen Park - takes kids on a journey with a bee to collect the pollen needed to make the queen bee's honey. Pollen Park introduces students to the concepts of pollination and seed dispersal. Students will also be introduced to the parts of and functions of a flower.

Educational Games from NobelPrize.org - You don't have to be a rocket scientist to play.

Show Business: The Economics of Entertainment - Learn how to get rich by breaking into show business.

Educational activities and games for K-6 students from **iKnowthat**

Map Games - National Geographic provides these Map Tools for Adventure

Serious Game Initiative focuses on uses for games in exploring management and leadership challenges facing the public sector

Virtual Cell - The NDSU Virtual Cell utilizes the Xj3D Browser library to bring you the 3D virtual cell experience in your browser's window

Voice of Spoon River - Game Design Project of Utah State University - This downloadable game is based on the series of poem by Edgar Lee Masters

Using PowerPoint to Play Educational Games - Many creative instructors leverage PowerPoint's multimedia and hyperlinking capabilities to create games that they and their students play in class. Games motivate students, hold their attention, and introduce excitement, spontaneity, and fun into a class session. They are particularly useful for review or as a novel way to present course content.

The Information Literacy Game - from the University of North Carolina in Greensboro. This is an online board game that tests information literacy.

Ask the Techies presents a sizable number of videos on numerous technology applications.

Current Internet Issues provides students and teachers interactive issues related to Internet literacy.

Webwise Online Course offers an introduction to the Internet from the BBC.

Doing Research: An Introduction to the Concepts of Online Searching - This is a visual tutorial on doing research presented by the University of Illinois in Chicago (UIC).

Annenberg Media provides **Literature and Language Arts videos**

The Learning Resources site offers web-delivered instruction using current and past CNN San Francisco bureau and CBS 5 - KPIX (CBS Broadcasting) news stories.

ProCon - Although ProCon is not a game site, it deals with issues in a well organized and engaging manner, so it had to be included.

[Adam Showalter](#)[cecilia omobola egharevba](#)[Barbara Joan Usher-Crespi](#)[d I griffy](#)[Pam Orchard](#)

[Above the Influence quizzes kids to see how much peer pressure effects them.](#)

[BrainPOP](#) is an animated educational site that covers the core subjects. Some of it is free and some may require paid membership.

[Algebasics](#) offers interactive Algebra tutorials, simply and visually presented.

[Frontline Online](#) - Since 1983 these award winning documentaries have educated and entertained late night audiences.

[Discovery Education's Video Clips Screening Room](#) provides short video clips on numerous subjects that can be used as a lead in to a discussion or for more extensive research.

[Siemens Science Day](#) - Learn by doing in Earth Science, Life Science, and Physical Science videos and activities

[Science @a Distance](#) eLearning Modules - Science based learning units created by Prof. John Blamire

[7-12 Student Interactives](#) from Utah Educational Network

At [2020Green](#), high school students experience real-life financial situations inside a virtual building of businesses, retail shops, and institutions.

[The Virtual Astronaut](#) - Become a member of the International Space Station (ISS) and move around in zero gravity. This site is a virtual simulation of the actual experience.

The [Video Guide from Archaeology Channel](#)

[CBC | Interactive](#) features videos from Canada Broadcast Company.

[Interactive Constitution](#)- The National Constitution Center provides an interactive explanation of the Articles of the Constitution.

[Art Access](#) examines objects from various areas of the Art Institute of Chicago's permanent collection to enrich visitors' understanding of their content, style, and historical context. Included are a variety of online resources of special interest to educators, parents, students, and young people, including lesson plans for the classroom and art projects for the home.

[It's No Laughing Matter](#) - analyze political cartoons at this educational web site

[Make Beliefs Comix](#) - This interactive site is a good follow up to the previous web site. Here students can make their own comics (supports foreign languages).

[E-Literate](#) is A 15-minute educational video introducing information literacy to young people.

[TV 411](#) offers slide presentations that help strengthen literacy skills in reading, writing, and math test prep.

[Teen Second Life](#) is a Second Life virtual site but for teens.

[Habbo](#) is an interactive virtual world where teens can design their own rooms, collect cool furniture, and even throw parties.

[Millsberry](#) is a virtual world for kids; explore, and make friends!

[Whyville](#) is a virtual world where boys and girls from all over the real world come to chat, play, learn, and have fun together.

[There.com](#) is an everyday hangout where you can have fun with your friends and meet new ones -- all in a lush 3D environment that's yours to build and explore!

[Teenwire](#) - sexuality and relationship information for teenagers

[Zoey's Room](#) is an online community for girls in middle-school.

[edutopia's video library](#) shows successful applications of technology integration and project based learning in K-12 classrooms nationwide.

[Teaching Now](#) visits classrooms where technology integration has been implemented successfully.

[Reading Rockets](#) goes inside the classroom and captures effective techniques for teaching all aspects of reading.

[Getting Results](#) is a multimedia resource for community college faculty that will challenge previous thinking about teaching and learning, providing basic tools for effective classroom practice.

[Futurelab's Podcasts and Videos](#)

[Kathy Schrock's Brief Overview of Podcasting for K-12](#)

[Podcasting 101](#) - video tutorial on podcasting

[Podcasting Toolbox](#) - podcasting tools and resources

[Podcasting Tools](#) - resource for podcasting

[Podcast Resources](#) - information on how to create, produce and publish podcasts

[Digital Podcasts](#) - find and add audio and video podcasts.

[PodBean](#) - free podcast hosting

[Publicizing Podcasts](#): 13 free services you can use

David Warlick's Colearners [Guide to Podcasting](#)

[The Education Podcast Network \(EPN\)](#) - The Education Podcast Network is an effort to bring together into one place, the wide range of podcast programming that may be helpful to teachers looking for content to teach with and about, and to explore issues of teaching and learning in the 21st century.

[How to Podcast](#) - Audacity tutorial for podcasters

[Editing Audio with Audacity](#) - an introduction to working with Audacity, a multi-track audio editor.

[EdTechLIVE](#) webcast interviews series by Steve Hargadon focusing on K-12 educational technology.

[Video with Professor Monkey](#) - Video 101 tutorial

The use of video to create and integrate content in the lesson and instruct students has been show to be extremely effective. Unfortunately, there are some who use the medium to exploit sex and violence, so many school districts ban such sites as YouTube. Because the need exists, a couple sites have been created by and for educators: [TeacherTube](#) and [SchoolTube](#) provide a place to showcase videos created by teachers and students.

[Edublogs.tv](#) is another video hosting site dedicated to education.

[UStream](#) "In just minutes, you can broadcast and chat online with a global audience. Completely free, all it takes is a camera and Internet connection."

[VoiceThread](#) - Beth Guth's [VoiceThread Tutorial](#). Also this [tutorial](#) from TeacherTube, explains how to use it in the classroom.

[Brightstorm](#) - Online Courses for students using video, requires nominal fee.

[UnitedStreaming](#) provides superb video on demand with pre-designed lessons, handouts, and a quiz maker, but it requires an annual access fee.

A more specific application of the visual concept is [Tel.A.Vision](#), which "provides a great new tool for students entering a critical period of life to tell their story - to themselves and others.

[Tech Talk](#) from the University of Minnesota presents tech tutorial instructional videos.

Education World's [Techoirals Archive](#) offers free technology tutorials.

[Classroom Learning 2.0](#) is an online learning program by California Technology Assistance Project Region 1 and the California School Library Association, which focuses on using Web 2.0 tools in the classroom

[MERLOT](#) is Multimedia Educational Resources for Learning and Online Teaching - registration is free

[Teachers Edition of Pageflakes](#) offers resources for teachers.

OSU's [Department of English](#) is not really a Web 2.0 site, but is a superbly organized site to assist post-secondary students with organizing and developing their writing skills.

[Social Software and Learning](#) - a Futurelab publication

[Synching Up with the iKid: Connecting to the Twenty-First-Century Student](#) - an Edutopia article about keeping pace with the digital generation

[Closing the Gap Between Education and Technology](#) - Apple curriculum evangelist offers his thoughts about 21st century education at FETC 2009 Conference

[David Thornburg's Handouts](#) and [Presentations](#) - One of the influential educators whose work I read and whose lectures I watched as I pursued my MS in Ed with a Focus in Technology Integration in the Classroom through Walden University.

[Insight and Innovation for Technology Leaders Tech Forum](#) - Handouts, videos, and podcasts of this Spring 2008 technology forum.

Finally, we must [Pay Attention](#) to how our students learn. This insightful video speaks volumes to all of us who teach. Please watch it if you haven't seen it before.

[Web Tools and Applications](#) for Tech Integration [indispensibletools](#) for Tech Integration

[Wallwisher](#) provides a communal board for stickie posts.

Check out how one teacher, Nik Peachey's [Web 2.0 Tools for Teachers](#) uses Wallwisher as a place to post your favorite application/web site with a brief description.

[How to Create a Fillable Form for Word 2003](#) -- tutorial on creating a fillable form using Word 2003

[Slide](#) lets you upload pics, create a slide showshow with music, and provides embeddable code that can be added to wiki and blog sites.

[Yacapaca!](#) is kind of like Blackboard, only it's free and teachers can share tests and quizzes with other teachers.

Comment Wall

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No comments yet!