



☆ Classroom2.0

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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. Articles are followed by web site that best exemplify the methodologies discussed:

Supporting Literature

[What Works in Public Education](#)  This comprehensive overview of core concepts from the George Lucas Foundation (GLF) includes articles and videos.


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


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

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


[Can Game Development Impact Academic Achievement?](#)  An article from T.H.E. Journal that tries to answer that question

[Getting It Wrong—Slaying Myths about Video Games \(Part I\)](#)  and [\(Part II\)](#)  from Tech&Learning

[High Tech Simulations Linked to Learning](#)  an Education Week article suggests that while games are not a panacea, they assist in exploring and learning difficult concepts.

[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."

[Definition: Game Elements in Instruction](#)  from [A Learning Theory for 21st Century Students](#) 

[Study—Virtual Games Hone Real Business Skills](#)  from National Public Radio (NPR) looks at skills that underly game playing.


[Engaging Brains with Games and Simulations](#)  by Bernie Dodge


[Let the Games Begin](#) posits, "Video games, once confiscated in class, are now a key teaching tool. If they're done right."

[Engage Me or Enrage Me](#) Mark Prensky examines what today's learners demand.

[Professor Pushes for Video Games in Schools](#) This PC Magazine (by way of Reuters) article argues for games and simulation software to assist in learning.


[Serious-Games—Incorporating-Video-Games-in-the-Classroom](#) The authors maintain, "Games designed using sound pedagogy actively engage the Net Generation in learning."

[Innovate - June-July 2009 Issue](#)  This journal of online education has devoted this entire issue to a "celebration of just how far interest in simulations and virtual environments has come in the last six years."




[Teens, Video Games and Civics](#)  The Pew Internet & American Life Project and the MacArthur Foundation came together on this project in an effort to quantify the youth gaming space and the civic implications of teen video game play.

[IN TIME](#)  Integrating New Technologies into the Methods of Education from University of Northern Iowa




[Do Serious Games Work? Results from Three Studies](#)  by Richard Blunt, formerly the director of Plans and Programs for the Department of Defense Advanced Distributed Learning Initiative.

[The Effectiveness of Instructional Games](#)  This pdf report documents a review of 48 empirical research articles on the effectiveness of instructional games.

[Bibliography - Digiplay Initiatives](#)  Understanding digital games

Educator and lecturer [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.




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-  [Manage Wiki](#)



TECHNOLOGY DRIVEN


- [Technology Integration and Game Theory Application](#)
- [The World Is Flat](#)
- [The Swinging Pendulum](#)
- [Transforming Teachers, Transformed Students](#)
- [Why Wiki, Why Not](#)
- [Tech for Teachers](#)

Focusing on




- [Technology Integration in the Classroom](#)
- [Flat Classroom Project](#) 
- [Classroom2.0](#) 
- [Visions for the Future and Education Policy](#)
- [Integrated Studies](#)
- [Educational Reports](#)
- [Education Journals](#)
- [the.News](#) 
- [Tutorials](#)

Technology Applications - Experimental

My Classroom Wikis

- [Survey of Literature](#)
- [ACT Test Prep - A Village](#) 
- [Named Harper](#)

My Other Ed Web Sites

- [Teacher Tools and Educational Links](#)
- [The Computer Lab](#) 
- [Differentiated Instruction](#) 
- [Resources for Students with Disabilities](#)
- [SecondLife Guides](#) 
- [Educational Articles](#)

[MyYahooBookmarks](#) 

BLOGS ABOUT TECH@HARPER

[Harper Technologically Speaking](#)
[How Bottom-dwellers Travel through Cyberspace](#)
[Trash-Talking and Opinion](#)
[Harper Talk](#) : Podcasts about Harper and my situation there
[Suggestions for Technology Integration Sense and Sensibility](#)

Other School Web Sites

[Manley Career Academy](#)
[Manley Library](#)

MS in Ed [Portfolio](#)
G Latman Education
Technology Services

[edit navigation](#)

[Writing, Technology and Teens](#) This 2008 Pew report from a study by the National Commission on Writing is worth reviewing, especially for those educators who want to help students develop their written expression.

[Instructional Design Models](#) 20th and 21st Century models of learning include Behaviorist, Cognitivist, Prescriptive, and Constructivist.

[Instructional Design for Online Learning](#) is a resource page of links maintained by Mandi Axmann, Instructional Designer, RAU University, South Africa

[Multiple Intelligences and Technology](#) is a Teachers in Technology Initiative from The University of Rhode Island.

[Tapping into Multiple Intelligences](#) is provided by thirteened online "Concept to Classroom" and offers a fairly extensive view of MI and its applications for enhancing classroom instruction.

[Technology and Multiple Intelligences](#) This site from [Eduscapes](#) is a MI repository of professional development resources for educators and librarians

[Sourcebook](#) From Teacher Magazine, this Teacher Professional Development Sourcebook Directory calls itself "the most complete interactive, online resource for K-12 educators who are seeking professional growth."

Games

[Flash Games Generator](#) from Southern Adventist University. After registration users can create and play flash based games.

[Classtools.net](#) allows you to create free educational games, activities and diagrams in a Flash! Host them on your own blog, website or intranet!

[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.

[Math Games Using Excel](#) is a series of links to the games which can be downloaded and played, or saved for later.

[Cyberchase](#) teaches kids that math is everywhere.

[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.

[Conspiracy Code—History through Gaming](#) watch the trailer which introduces the game, then [try the demo](#) This project activity is offered through a Florida's Virtual School history course.

[3rd World Farming](#) is an interactive game that teaches the hardships of 3rd World farming.

[Farmersi](#) is "an economic game in which players manage their virtual farms in the Wild West - they grow crops, raise cattle and make investments."

[NationStates](#) With this simulation game you build a nation and run it according to your own political ideals.

[You Are Here](#) where kids learn to be smarter consumers.

[Peanuts and Crackerjacks](#) The Federal Reserve Bank of Boston's interactive baseball game that tests your knowledge of economics and pro sports trivia.

[WeSeed](#) is a virtual tool that uses actual companies, stock prices and data — but all trades are made with **fake money**. Students can buy and sell shares anytime — and see first-hand how the market is affecting the portfolio they build.

[Media Awareness Network](#) offers educational games covering a variety of media based topics.

[Map Games](#) - National Geographic provides these Map Tools for Adventure

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

[ImmuneAttack](#) can teach players about the molecular processes in the game. But Immune Attack also inspires students to make their own game.

[Caduceus](#) is an interactive adventure game that kids can play at Generation Cures. The game transports players into an ancient and mythical world of science and alchemy. As kids move forward in the game, they encounter scientific and medical puzzles, One goal is to learn about the challenges facing modern-day medical researchers. Teachers should view [What's Caduceus](#) before beginning.

[Celestia](#) offers a free download of space simulation that lets you explore our universe in three dimensions.

[Voice of Spoon River](#) - Game Design Project of Utah State University - This downloadable game is based on the series of poems by Edgar Lee Masters

[my StoryMaker](#) is a free, easy-to-use Flash-based story development platform developed by The Carnegie Library of Pittsburgh.

[Bantam Shakespeare](#) offers games, plays, and audio and video

[Of Mice and Men](#) provides a drag and drop interface of matching items and a complete the chart activity to review knowledge of the novel.

[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, but if you want to win, you have to be smart.

[Show Business - The Economic\\$ of Entertainment](#) Learn how to get rich by breaking into show business and climbing the charts - from the Federal Reserve Bank of Boston.

[Learning, Earning, and Investing - The Game](#) presented by the Council for Economic Education gives students

the chance to learn important personal finance skills.

[100 Most Common SAT Words](#) offers This is a simple matching game using common SAT words and their synonyms / definitions

[iKnowthat](#) offers educational activities and games for K-6 students

[Scarygirl](#) may help middle grade students focus, although it's not content based. It's a "platformer, in which you play the scarygirl of the title. You must jump about the pretty cartoon worlds picking up gems and fish, and beating enemies. You have to find your friends and gather information, build a motorbike, drive it around and all this in some of the most fabulous surroundings you can imagine."

[Evony](#) is a turn based strategy game played online. According to a [review](#) player build cities and then conquer others.

[Fun 4 the Brain](#) offers free flash-based interactive games in math, science, and English, primarily for K-6 students.

[Lumosity](#) offers brain fitness games

[Interactive Whiteboard Games](#) is a production of PBS Kids and has learning games for pre-K-2 students in core subject areas.

[Infinite Learning Lab](#) from Professor Garfield, yes it's Garfield the Cat with a fun and educational game site.

[Serious Game Initiative](#) focuses on uses for games in exploring management and leadership challenges facing the public sector

[The Information Literacy Game](#) from the University of North Carolina in Greensboro. This is an online board game that tests information literacy.

[The Problem Site](#) Play educational games, solve problems and puzzles.

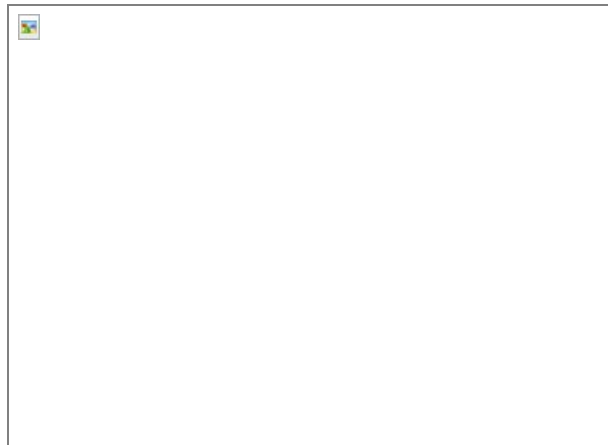
[Using PowerPoint to Play Educational Games](#) Many creative instructors leverage PowerPoint's multimedia and hyperlinking capabilities to create games that they and their students play in class. Games motivate students, hold their attention, and introduce excitement, spontaneity, and fun into a class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

[Gateway to Fractions](#) is provided by a Chicago Public School educator John Woods.

Video and Interactive

*For the visual learner, sites with Videos and **Interactive** manipulatives may introduce or augment a topic, making content easier to comprehend, adding another dimension to a lesson. These sites help the learner to take ownership of and be responsible for the information.*

An Introduction to Technology Integration is a promo from Edutopia, showing young people using 21st century technology applications in highly engaging learning modalities



[Ask the Techies](#) presents a sizable number of videos on numerous technology applications.

[Woopid](#) provides video tutorials

[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.

[Annenberg Teacher Resource Video](#) can be used as an introduction or supplement to a unit being taught

[WatchKnow](#) is a Web site designed to offer free access to thousands of education-related videos for students ages 3-18,

created by Wikipedia co-founder Larry Sanger.

[Videojug](#) offers how-to videos on a variety of topics from cooking to mechanics, from health to culture, and much more.

[Scholar Spot](#) offers informational videos on eclectic topics.

[TED](#) presents numerous video lectures, including the fascinating [James Geary explaining about metaphors](#)

[Open Culture](#) claims that it's "the best free cultural & educational media on the web".

[C-SPAN Classroom](#) offers free resources, including a video clip, for teaching Civics and U.S. Government

[American Experience](#) offers videos about government, technology, popular culture, much more.

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

[Literature and Language Arts videos](#) content provided by Annenberg Media

[Free Algebra Video Math Tutors and Lessons](#) Free math videos and lessons for when you fell asleep in class.

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

[National Geographic Videos](#) provide various visual perspectives from the natural world.

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

[LabCAST](#) presents very geek oriented video from MIT's Media Labs

[Video Guide from Archaeology Channel](#)

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

[Snag Films](#) provides documentary films on numerous and varied topics

[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.

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

[Book TV](#) These videos on C-SPAN2 present authors discussing the non-fiction topics of their books

[Storyline Online](#) is an online streaming video program featuring SAG member reading children's books aloud. Each book includes accompanying activities and lessons.

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

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

[Teaching Geometry](#) with [Google SketchUp](#) "From MathForum.org: The resources at this site will help you bring SketchUp into your classroom and show you some wonderful projects in 2D and 3D geometry.

[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.

[Ships](#) is a Google Earth simulation in which you get to be the helmsman of your own fleet of ships (the simulation does require a free plug-in).

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

[Global Warning](#) is a short video about the climate change that humans have caused.

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

[Interactives](#) "provides educators and students with strategies, content, and activities that can enhance and improve students' skills in a variety of curricular areas."

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

[Evolution of Life](#) Discover the principles of evolution through animations, movies and simulations [We Choose the Moon: Pre-launch](#)

[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.

Combine [We Choose the Moon](#) which is the simulated launch and flight of Apollo 11 and the [NASA Restored Moon Walk Videos](#) and enjoy an exciting and informative reenactment of the historic flight to the moon.

[Frogguts](#) Dissect a frog, virtually.

[Deep Brain Stimulation Surgery](#) All of the [Edheads](#) activities are engaging. This one provides a virtual brain surgery experience, so slap on those rubber gloves.

[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).

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

[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).

[How To Use Blogger](#) comes from the excellent tutorial site, Teacher Training Videos.

[Edutopia's video](#) 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.

Podcasting and Video Production

Another dimension offered by technology is that a classroom can be transformed into a production studio. Thanks to the Internet, there are numerous applications (many free to download) and free tutorials for anyone with a computer and a microphone to be a radio broadcaster or podcaster, or for anyone with a digital camera to create videos. The educational benefits can be seen by the process and the results of creating and producing a radio show, slide show, or a video. What follows is information and tutorials about creating podcasts and videos, as well as sites where they may be presented and shared.

[Project Based Learning Online Video Library](#) - These short videos exemplify the different aspects of PBL.

[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

[Create Your Own Podcasts](#) by Rick Broida is a CNET video tutorial

[ConnectingEducation](#) podcast site offers great resources and a video tutorial. The homepage has other classroom 2.0 technologies as well.

[Editing Audio with Audacity](#) is a tutorial on editing audio with Audacity.

[Podcast Audacity](#) John Larkin, a secondary school teacher who lives in New South Wales, Australia, created this

tutorial.

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

[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.

[Teach Digital](#) Curriculum by Wes Fryer has numerous Podcasting links

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

[Futurelab's Podcasts and Videos](#)

[Intelligent Video - The Top Cultural and Educational Video Sites](#) provides an exhaustive list of links to sites that offer educational and cultural videos - thanks to Dan Coleman.

The use of video to create and integrate content in the lesson and instruct students has been shown 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. Videos are filtered to make sure they are acceptable for the K-12 audience.

[Vimeo](#) says it's "a respectful community of creative people who are passionate about sharing the videos they make."

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

[Animoto](#) claims, "It takes just minutes to create a video which can bring your lessons to life."

[Make Internet TV](#) offers tutorials on the entire production: shooting, editing, and publishing.

[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](#) - Check out Beth Guth's [VoiceThread Tutorial](#). Also this [tutorial](#) from TeacherTube, explains how to use it in the classroom. Here are other examples of how [VoiceThread](#) has been used in the classroom and to [connect people around the world](#)

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."

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

[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.

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

Education World's [Techtorials 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.

Virtual and Interactive Communities

There are a number of sites that present a virtual environment where you may assume a virtual identity, represented by an avatar you create and name, the most sophisticated of which is Second Life. A modified PG version is Teen Second Life. The last four sites are communities where kids can communicate, learn, and play.

[Teen Second Life](#) is a Second Life virtual site but for teens. [SecondLife-Educators Working with Teens](#) is a Teen SL wiki tutorial

[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 to 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](#) 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!

[The Sims2](#) Sim City software has been around for quite some time. This Sims is online.

[Worlds](#) "Worlds is the pioneering platform in 3D virtual communities and rich immersive environments."

[Active Worlds Educational Universe](#) is the web's most powerful Virtual Reality experience, dedicated to exploring the educational applications of the Active Worlds Technology, so the site claims. This requires a special browser download.

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

[Cybertown](#) The year is 2094 and you are in Cybertown, where civilization for the virtual age socializes.

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

[gURL](#) is a place for pre-teen girls to share with their peers and obtain information.

[SparkTop](#) is another pre-teen site with lots of interactive offerings.

[Youth Voices](#) is "a meeting place where students share, distribute, and discuss their digital work online."

[Teen Ink](#) is the online version of the print magazine that provides a space for student writing, photography, and art.

Web 2.0 Applications and Other Useful Applications for Tech Integration

The following are composite Web2.0 sites or specific ones that can be used to engage students. This list may grow, and if there are any you believe should be included, email the link and a brief description to: garylratman@yahoo.com

On some of the many educational Ning forums, I often see posts by teachers who admit they are new to Web2.0 and don't know where to begin. I subscribe to numerous ed-tech newsletters and blogs, where other instructional technologists review and discuss some of these sites. One such educator and instructional technologist is Kathy Schrock. Now affiliated with Discovery Schools, she provides the weekly [Kathy Schrock's Guide for Educators](#). Recently, she shared the link to Texas Computer Education Association (TECA) 2009 Conference [handouts](#). One presenter, in particular, Dr. John Thompson of Buffalo State College has a fairly comprehensive PowerPoint presentation, *50 Ways to Energize Your Teaching Using Web 2.0 Applications*, you can download with links on many of his slides to Web2.0 applications he identifies in his presentation.

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

[Web 2.0 for the Classroom Teacher](#) This Web 2.0 hotlist has been provided by Sue Summerford

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

[zWebquest](#) is a web-based software for creating WebQuests in a short time. When you use **zWebquest**, you will not need any of writing HTML code or using any web editor software.

[Indispensabletools](#) for Tech Integration

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

[280 Slides](#) is an online tool for creating presentation. It provides embedded code for placing the final product on a web site.

[Slideshare](#) Upload and share a PowerPoint presentation or Word document

[Embedit.in](#) helps you show multi-page documents as a presentation you can embed on your website.

[28 Online Photo Editing Websites To Have Fun With](#) - Some of these should excite an imaginative teacher who wants to mix the visual with some technology

[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.

[posterous](#) is a very cool site that can be used educationally, but can also be abused. After creating an account and associating it with your email, you can post to your new **posterous** web site either thru email message or with an attachment or by a cell phone text message.

[oneword](#) A single word is presented and you must use the word to generate a minute of free-writing, stream of conscious, and all responses are immediately posted.

[myStoryMaker](#) is an interactive book that helps you create a story. It's interactive and looks like a real winner for K-5

[Tools for Creating SCORM Content](#) (Sharable Content Object Reference Model) Learning course management systems, like Blackboard and Moodle, are used mostly by distance learning and post-secondary educators.

[ScreenToaster](#) and [ScreenCastle](#) are two web based screen recording sites that allow you to record the actions on your computer's screen, and both include voice capability; they are excellent tools to demo an application.

[12 Free Online Quiz Makers to Create Online Quizzes](#) Create quizzes

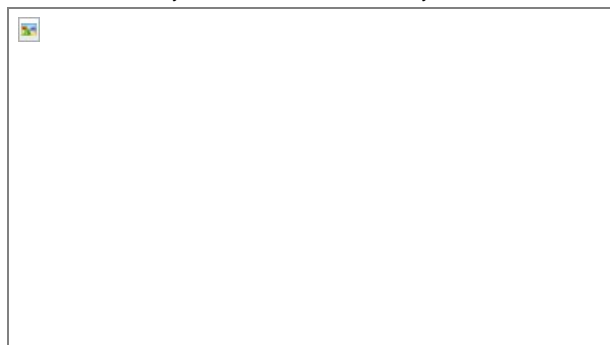
[Studiyo](#) helps you create multi-media quizzes for your web site or blog

[Google Apps for Educators](#) At this tutorial site, Google shows teachers how to maximize the use of some of their applications for the classroom

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

[BrainHoney](#) is a free management system that aligns with your state's standards and helps teachers track grades.

[iCyte](#) is similar to [Evernote](#), [Clipmarks](#), [SimplyBox](#), [LiveBinders](#) and Microsoft's **OneNote**, but if you are not familiar with any of these watch the short iCyte video. I'd be interested in hearing which ones others favor and why.



[iCyte Overview](#) from [stephen foley](#) on [Vimeo](#).

Free and Simple To Create Web Sites

I am definitely a proponent of using Wikis to create web pages that don't require knowledge of HTML or JAVA, and that include widgets for embedding audio and video, as [Wikispaces](#) for educators provides. But I would be remiss if I didn't mention other web design sites that offer a great degree of flexibility and are free:

[Wetpaint](#) and [PBWorks](#) (formerly PB Wiki) are two other wiki sites that provide plenty of flexibility for users in management and content integration.

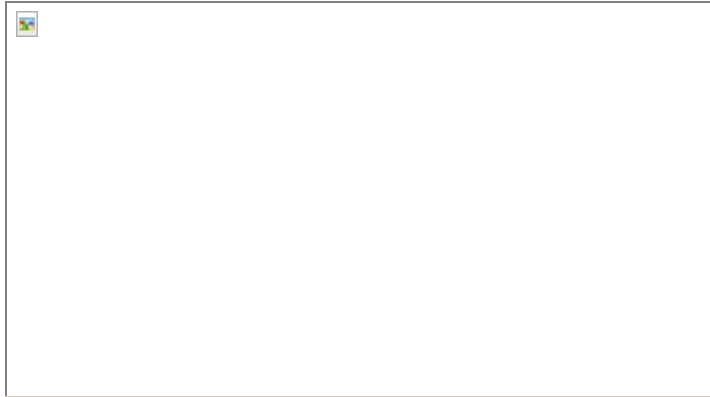
[Jottit](#) is a totally easy way of creating a web site which can be used privately or collaboratively. Here's a simple [video tutorial](#) by Molly McDonald on how to set it up and use it.

[Weebly](#) is drag and drop web site creator, but a little clunky and not as versatile as the wiki sites.

[Wix](#) is a free drag and drop web site creator that seems to be used extensively for promoting art, graphics, and design.

[Ning](#) Although it is a social network site, a good web site should be a place where students can go to find content information that the instructor provides, as well as a place to communicate with the instructor and classmates.

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.



This page, one of many I've created (see the links in the left hand margin), has been developed at the Wikispaces web site. They offer a free [wikispaces](#) account for teachers, for which they remove all ads. The account for non-teachers is also free, but it includes ads.

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