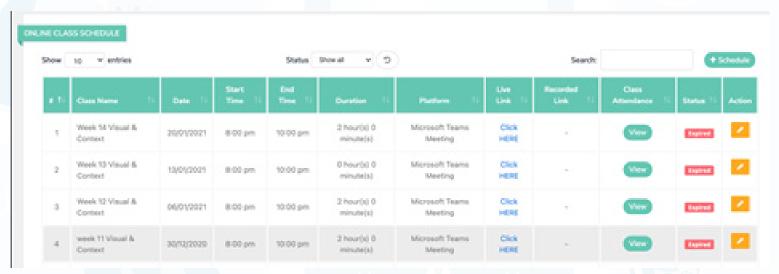


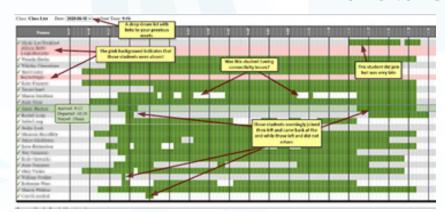
TEACHING TECHNOLOGY TOOLS II

http://hea.uitm.edu.my

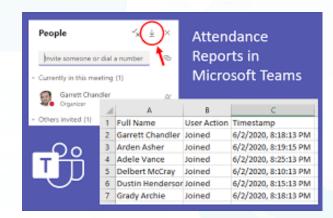
Attendance



uFuture



Google Meet



Micosoft Teams



Smart Classroom

Definition



Smart Classrooms are technology enhanced classrooms that foster opportunities for teaching and learning by integrating learning with technology.

UiTM Smart Classroom









3600 Smart Classroom (ARIF 5)

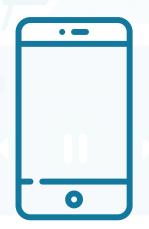




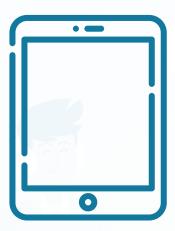
Device Setup







SMARTPHONE



TABLET

Differences

Operating Systems















Differences

Ports



Installation



MirrorOp Sender

MirrorOp Receiver

Setup Your Own Smart Classroom



















Education 5.0 Philosophy

5 Important Pillars

Coherent and Relevant Curriculum

Innovative Delivery and Assessment

Meaningful Learning Experience

Transformative Learning Environment

Inspiring Educators

Learning Styles

Felder & Solomon Instrument

4 Dimension of Learning Styles

Input (Visual & or Verbal)

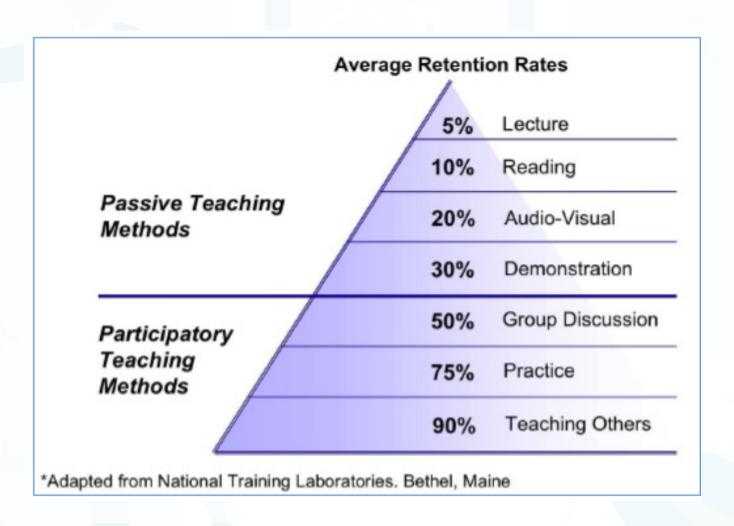
Perception (Sensing & or Intuitive)

Process (Active & or Reflective)

Understanding (Global & or Sequential)



T&L Approaches



Instructional Design

Gagne's Nine Events of Instruction

- Gain attention
- Inform learners of objectives
- Stimulate recall of prior learning
- Present the content
- Provide "learning guidance"
- Elicit performance (practice)
- Provide feedback
- Assess performance
- Enhance retention and transfer to the job
 - Robert Gagne -

ASSURE

- A Analyse learners
- S State standards & objectives
- S Select strategies, technology & Media
- U Utilize technology, media & materials
- Require learner participation
- Evaluate & revise

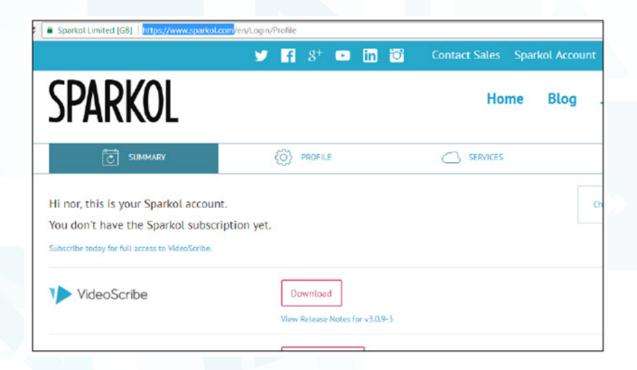
- Sharon Smaldino -

Engaging The Digital Native with the tools

NO	URL	Remark			
1	https://www.sparkol.com	A video software for users to make to make their own whiteboard video Animation Can Assign student to make their own Video [registered already]			
2	https://biteable.com	Create beautiful infographic video to share with students [registered already-recommended]			
3	https://screencast-o-matic.com	Screen-casting Tool, to cast slide/ drawing board/ your face & combine it as video [registered already- recommended]			
4	https://www.techsmith.com/do wnload/camtasia/	To create video [registered already]			
5	https://app.emaze.com	Presentation tool; Share presentation online/ offline, website, blog, ecard, photo album [registered already]			
6	https://prezi.com	Presentation tool (you have to pay for full version)			
7	https://create.piktochart.com	Infographic tool [registered already]			
8	https://www.canva.com/	Infographic tool [registered already]			
9	https://www.mindmeister.com/	Mindmapping tool [registered already, recommended for simplified mapping]			
10	https://app.wisemapping.com	Mindmapping tool [registered already, recommended for detailed mapping]			
11	https://www.pinterest.com/	Curation Tool – organize and share all beautiful things find in web [registered already]			
12	https://www.tes.com/l	Curation Tool -blendspace [registered already], Add students as collaborators			
13	https://create.kahoot.it/	Gamification tool [registered already]			

NO	URL	Remark
14	https://quizizz.com/	Gamification tool [registered already] similar as kahoot.it
15	https://edpuzzle.com	Video Based Quizzing Tool [registered already], can integrate any questions in between the video
16	https://ed.ted.com/	Video Based Quizzing Tool ;Ted-Ed Lesson, [registered already] ; sharing video & have interaction with learners
17	https://goformative.com/	Real time Quizzing Tool, Go formative among the best; upload the pdf, in between we can put video, remark,; if 20 students you can see 20 whiteboard; the most you have to explore; recommended, [registered already]
18	https://b.socrative.com	Real time Quizzing Tool ; recommended, [registered already]
19	https://padlet.com/	Brainstorming tool, among the best [registered already]
18	https://pollev.com/	Brainstorming tool, [registered already]
19	https://www.mindomo.com	Mind mapping / Brainstorming tool[registered already]

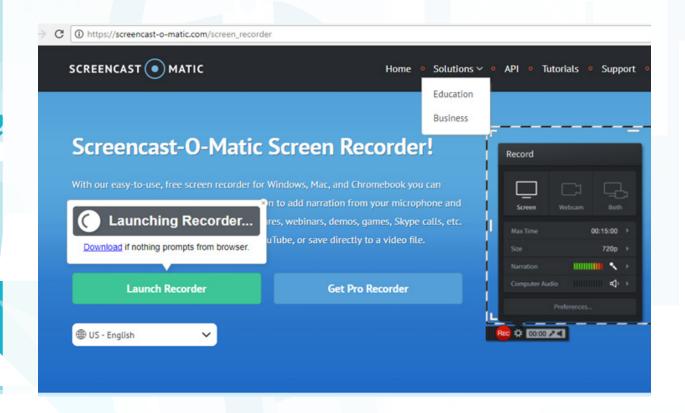
Sparkol





Creating Video scribe

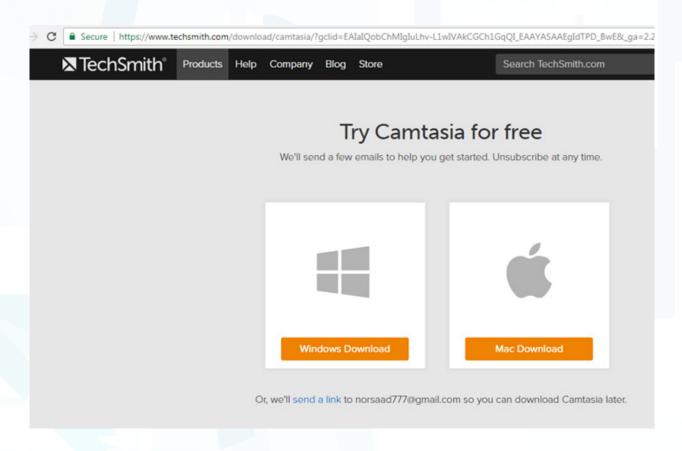
Screencast O'Matic





Screen Recording

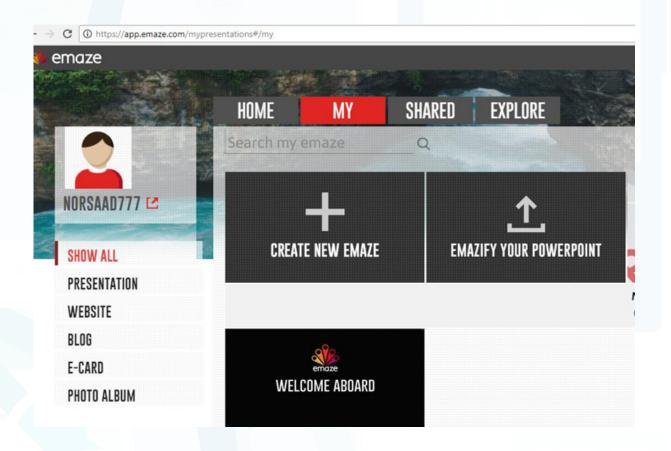
Camtasia





Screen Recording++

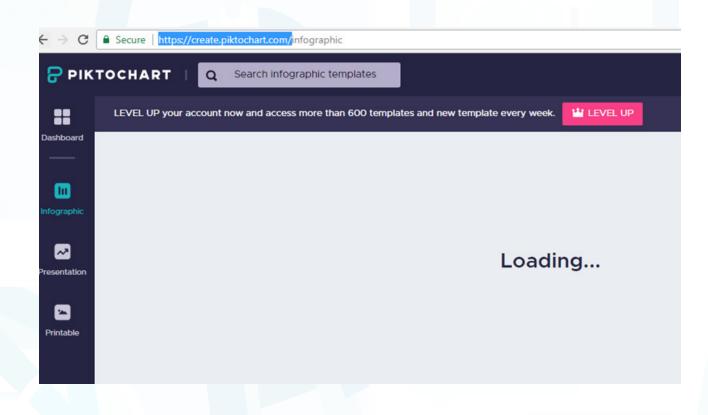
emaze





Presentation, Website, Blog +++

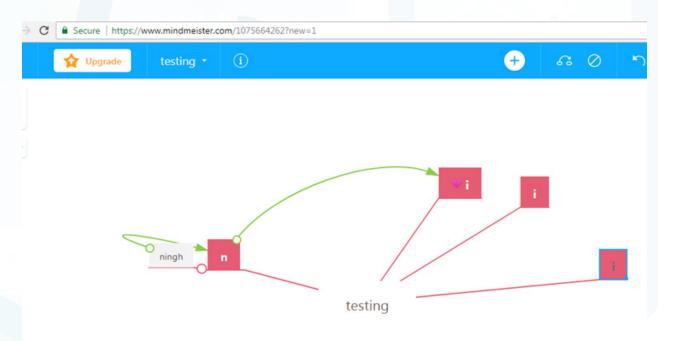
Piktochart





Infographic, Presentation, Portfolio +++

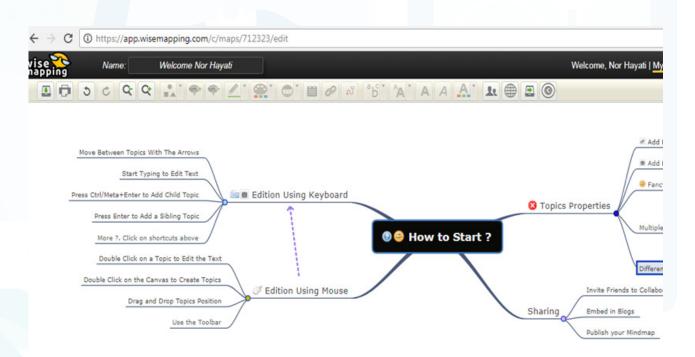
Mindmeister





Mind Mapping & Collaborating

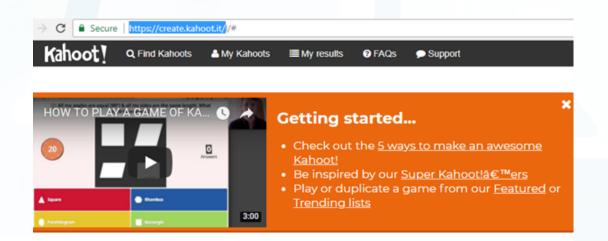
Wisemapping





Mind Mapping & Collaborating

Kahoot



Create a new kahoot







Quizzes

edpuzzle





Video & Quizzes

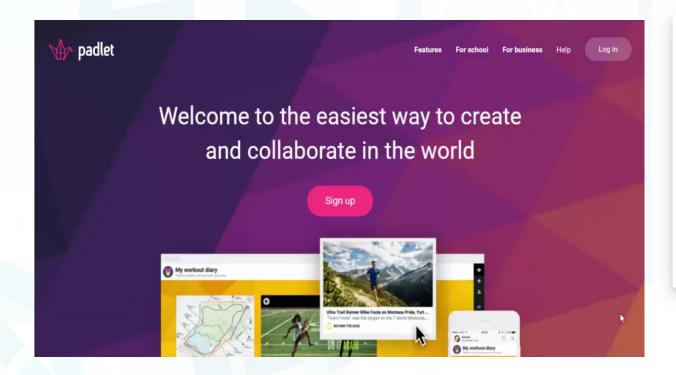
POOL Everywhere / POOLEV

oll Everywhere How should				How should it work?	2
Questi	on				
On-T	he-Fly - Apr 13, 2018 at 1:2				
Numbe	er of choices				32
	2	3		4	
Answe	rtype				
		A-E			
Can th	ey pick more than one?				
		No			
_			_		



Quick Survey Result

Padlet





Link

Traditional Class VS Flipped Class



Effective Flipped Classroom

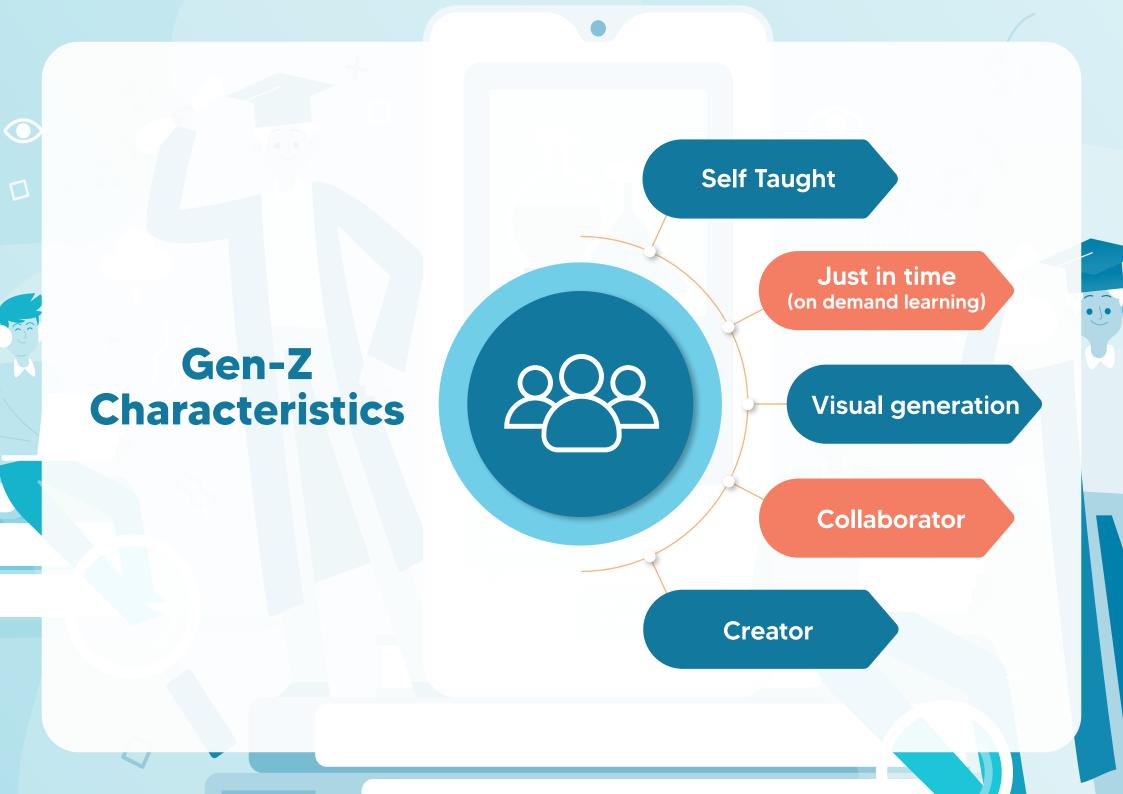
- Part of Assessment
- Students to complete the assessment before the class
- Gamify the process (put some element of fun, game)
- Put your class based on the work they have done on their own before
- Get the students to present using their own words/ go for infographics (avoid plagiarism) [Assessment for learning, assessment as learning. Use the class time to show students creativity (user generated content)
- To choose few answers/ feedback/ students output & explain it during the face to face classes.
- At the initial stage -students might complain; explain 5 minutes why we / students have to go through the activities..
- Motivation on Online learning is a main issue
- Consideration -in doing online learning (discipline of students, setting up the activities and learning outcome)

Engage Active Learning

- Input from MULTIPLE sources through MULTIPLE senses (Visual, Auditory, Kinesthetics, Gustatory & Olfactory)
- The process must be interactive -interacting with other people & materials, stimulating multiple areas of the brain to act:
 - * Student -student
 - * Student -Social media
 - ★ Teacher -student
 - ★ Group of student -group of student
- To collect the response/ evidence of learning

Assessment & Learning

OF/FOR/AS	REMARK			
Assessment OF Learning	Never do assessment of learning as part of assessment because: Validity - hard to validate the person who is taking the assessment Difficult to monitor the source of content/ where they take (content focused)			
Assessment FOR Learning	- Giving assessment to make you learn (can do online)- Activity - focused @ Learning - focused			
Assessment AS Learning	- Self - Assessment (can do online) - Activity - focused @ Learning - focused			



Hologram



Augmented Reality

- To capitalize by scanning an image & reveal a video for real situation
 Example:
 - * Process of dismantle & install of components for training purposes
 - ★ Process of maintenance of machines....
 - * 'HP Reveal' to be installed (to scan the AR material) or to prepare the AR material
 - ★ Creator AVR
 - ★ View Vuforia

Creator XR

eonreality.com/avr

Virtual Reality

Computer Generated Environment which can be explored and interacted with by a person. That person becomes part of this virtual world or is immersed within this environment and whilst there, is able to manipulate objects or perform a series of actions.

Vuforia



Apps for VR

Creator AVR

Homido Player

Vuforia (View)





360 Video



Tools to Create 360° Video



360FLY



Maker Space



Definition

A makerspace is a collaborative work space inside a university facility for making, learning, exploring and sharing that uses high tech to no tech tools.

Types of Maker Space

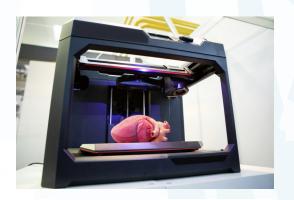








UiTM Maker Space











3D Printer





HOME

COLLABORATIVE GROUP

INDEX LEARNING STYLE

COVID-19

NEWS & ACTIVITIE

ABOU

CONTACT



What Are You Looking For?



Search...

UnderstandingKahoot

Feedback



Thanks



019-3523311 / 03-55443205