Books and Toys

WipeBook and Rocketbook

How can these products help you in class?

WipeBook is a notebook that has 2 whiteboards inside instead of paper, I love this because it is Echo friendly and would be great to use in a classroom when you want students to write down answers then hold the book up to show their answers! This product would be great to give to my future kindergarten class because they could practice writing their alphabet without wasting a large amount of paper!

RocketBook is a notebook that you can write in, scan with your phone, then erase! This would be perfect because I could jot down lesson ideas or things that are concerning me that I may need to contact a parent about into, scan it, then erase! This is also very echo friendly and would help reduce the use of sticky-notes or hundreds of note pads!

Smartboard and Promethean

What did you learn about them? How would you use them in your class? Give 2 examples

Smartboard is an touch screen interactive white board, Smartboards can be pesky at times if you have to re-configure them every day before lessons but it is very simple to do., all you have to do is click the buttons on the screen and bam your set! Promethean is also a touch screen interactive white board. The main difference between the two is

that with Smartboards you have to pay an annual maintenance fee for the Smart Notebook software. Promethean is currently $200 cheaper than a Smartboard and is 11 inches bigger, has 20 touch points while Smartboard has 10, Is anti-glare while Smartboard is not, and does not require a PC to run while Smartboard does. This is kind of crazy to learn about because I always assumed Smartboard was the only thing out there but it seems like they have some real competition in the interactive white board market!

I could use a Smartboard in my room to play interactive games on. There are hundreds of interactive games aimed of kindergarten aged children so a Smartboard would be a great way to turn these games into an interactive class activity!

Another idea would be to use Promethean as a place to write my notes on in real time in front of students, this would be perfect if you are out of room on your white board but you don't want to erase it, just get the Promethean ready and start writing notes on it with the Promethean pens!

Books

How could you use any of these books (or other books that you may have looked for) in your class? Which were your top 5?

I could use some of these books in my classroom, I am aiming to teach kindergarten so books like "If you give a mouse an iPhone" would be a great age appropriate book for the class. Most of these books are aimed at children so it would be perfect for a Kindergarten classroom, my top 5 books are ones I enjoyed and ones I believe could be used in my Kindergarten classroom library.

Top 5: I liked the book "If you give a mouse an iPhone by Ann Droyd, I think this book covers the important topic of having too much screen time in a fun and cute manner. The next book I liked is "Technology Tail" by . I think this book is fantastic and covers the importance of not posting hurtful things or inappropriate things online, Once you post something online it is there forever and I think this is a great message to show kids at a young age. My next favorite book is "Goodnight iPad" by Ann Droyd, I think this is a funny and cute book all about technology and social medias. This is a great book for kindergarten aged kids and I enjoyed it! My next favorite book is "Webster's Bedtime" by Hannah Whaley. I liked this book because it is a cute story of a spider taking care of his technology devices so they could "Sleep", I think this is a cute story that involves technology and it is age appropriate for a Kindergarten student. My fifth favorite book is "When Charlie McButton Lost Power" by Susan Collins. I liked this book because I think this was a funny book about how people react when the power goes out and they can not use technology devices, this is a fun parody to how most kids play with and use technology devices in most of their free time, this is also an appropriate book for kindergarten students.

Specdrums

What did you like about Specdrums? How could you use Specdrums in your class? (explain 3 ideas.)

This is a fun musical device that is connected to technology devices, I like that this is like a beat box board and it would be fun for people to create their own short sounds that they could make videos with!

One idea is creating personalized background audio to videos I put on my website. I could have a soft background song playing in my videos to help get rid of blank space and spice the videos up.

Another idea would be to use this in a music lesson, I would let my students play around with this and create a short audio of their own to show the class. We could even have a "Show and tell" type thing where everyone listens to each other's short songs!

My last idea would be to do a rhythm type game where the player has to click the lit up color on the screen to make the noise and follow the screens rules (Kind of like guitar hero)

Beebot

You have to work today with young children. What are some ways you can use Beebot?

I could give students a small paper with a routine they must make Beebot do (Up, down, down, left, right, up for example) to see if the children can make Beebot follow the routine on the paper.

Another idea would be to lay out letter of the alphabet on the floor and draw a random letter. The letter drawn is the letter the students have to get Beebot to go to!

Code-a-pillar

Describe this tool. How could you use it in your class

Code-a-pillar is a tool that teaches the basics of coding since Code-a-pillar follows the sequence in the order you put his tail in, Code-a-pillar has 8 segments but can hold up

to 15. Code-a-pillar also comes with target discs to help challenge kids to get Code-a-pillar from one disc to another.

I could place the discs down in my classroom and we could decide as a class which segments should go on Code-a-pillar to help him get from one disc to another, we can run test's to see if its working until we end up completing our goal!

Cue or Dash

Describe at least 3 ideas on how you would/could use these robots in your class

What accessories can you get and create to use with the robots? What ages would you use these robots with?

I think Cue and Dash both are aimed for kids in Middle school aged 10 and up. It would be hard for me to make use of these robots in my classroom since I plan on teaching kindergarten students.

An idea you could do is to have Cue go through an obstacle course that the students made to show off Cues sensors and show to Cues ability to move freely without hitting objects.

Another idea would be for students to have a conversation with Cue, I could imagine that any kindergarten aged child would be excited and would freak out to talk to a robot like this about would talk about it for days!

The last activity would be to take control on Cue on a device and have him go through an obstacle course made by another student and compare how Cue did on its own VS how Cue did when a student was controlling it.

Sphero Bolt

Describe Sphero Bolt. How is it different from Cue or Dash? How can you use it in your class (2 ideas minimum)?

Sphero Bolt is a programing robot in the shape of a sphere. The Sphero Bolt is a robot that you can code to get it to move, change colors, or flip. Sphero Bolt does not speak like Cue and has a smaller more compact design. Sphero Bolt also seems to be faster than Cue most likely do to its smaller compact design. Sphero Bolt comes with an obstacle course set up and Cue does not.

One Idea would be setting up the obstacle course that comes with Sphero Bolt and try coding the robot to complete the obstacle course without bumping into the wall, this would be hard for the students my grade is aimed at so I do not think they could fully use Sphero Bolt.

Another Idea would be to create a race track obstacle and have students code their Sphero balls and race on it to see who coded their Sphero ball to best suit the racing obstacle.

OSMOS

Which game was more interesting to you and why?

My favorite game from OSMOS was definitely Pizza Co! This game comes with play money, pizza toppings, and a pizza. You open the game and you get animal customers that come up and order a pizza. The animals will say things like "I like things that start with M" and the player must only put topping that start with the letter M on the animals pizza. This is a fantastic game for kindergarten because it would help with letter

recognition and would be fun for the child at the same time! I love simulation games and would love playing this type of game personally. When I put this game up to their other games like Coding Jam I lean more to Pizza Co due to its fun but educational game play. This is a game I would thoroughly enjoy if I was younger so this is by far my favorite from OSMOS!

Overall

What did you like best about toys and books?

I enjoyed learning about more technology based toys that I have never heard of before, It's crazy when I see things like Cue to imagine that this is what children have access to now! I defiantly wouldn't imagine a talkable robot that you can code would be something people would have so it was crazy for me to see how far technology based toys have come! Since I plan to be a kindergarten teacher I love finding more kindergarten aged books that I can potentially add to my future classrooms so I really enjoyed reading and checking out these books. I also like that the books have a technology based story since most kids now days have had technology since day 1 and its like a second nature to them, having books with technology in them is pretty neat! I was worried that I would only enjoy the book part of this since my grade level is to young to code but I was very shocked to see things like Code-a-pillar and Beebot that is aimed at a younger audience!