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Books and Toys

WipeBook and Rocketbook

How can these products help you in class?

-WipeBook and Rocketbook would be a great resource to have in my classroom because each student can have their own and it allows them to re-write, re-draw, and re-do anything, anywhere. This would be helpful because students can brainstorm and avoid wasting paper when making and keeping temporary notes. It would be so helpful with elementary grades because they can make mistakes and keep this notebook throughout the year.

Smartboard and Promethean

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

I learned that some versions of the Smartboards and Prometheans can move up and down to give the perfect height for the students you are working with. I would use a Smartboard or Promethean in my elementary classroom to help with the different learning styles. For example, I can play videos on the Smartboard for the students who are audio learners and work out problems on the board for visual learners. I would also use the Smartboard to encourage student engagement. Students can write and edit

directly on the screen so the students can interact during a lesson. For example, put a math problem up on the board and have students solve it at their desks and then ask for a volunteer to show their work on the board.

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?

My top 5 books were:

1. If you Give a Mouse an iPhone
2. Technology Tail
3. Tek the Modern Cave Boy
4. Blackout
5. How to Code a Sandcastle

I could use these books in my class to teach the advantages and disadvantages to technology. Some of the books like "How to Code a Sandcastle" shows how you can use technology to help you like she does in the book. She had to give the robot instructions in order for him to know what to do which is called "coding." The books can also show how too much technology or using the technology wrong can be a disadvantage. For example, in the book "Blackout", everyone was so busy with technology whether they were on the computer working, on the phone talking, etc., that they didn't have time for the daughter. When the blackout happened, it showed how much people are brought together without technology.

Specdrums

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

I really enjoyed how Specdrums allowed me to create my own music. I liked playing around with it and creating something that I personally liked with the music. One way I could use Specdrums in my class is with students with visual impairments because they rely on their other senses like hearing to create meaning of their environment. Secondly, I could use it to assist my students in their development of tactile awareness and listening comprehension. Lastly, I could use these to help my students develop orientation and mobility skills.

Beebot

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

I could use Beebot with small children to work on their letter recognition. For example, Beebot can be place on a rug that has the alphabet on it and students can work together to get Beebot to a specific letter. Students can also use this on a rug/board with colors. I could also have an easy math fact on the board like "4+4=" and the students would have to lead Beebot to the correct answer.

Code-a-pillar

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

Code-a-pillar is an early coding and problem-solving toy for children. There are different segments that can connect to the motorized head and each segment has a dial for kids to turn to program a path for the code-a-pillar to go. I could use this in my classroom as a fun and interactive problem-solving toy. I could have a place where code-a-pillar must

start and a place where it must end. The students will have to add the segments that they think will get code-a-pillar from start to end.

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?

One way I can use these robots in my classroom is to have my students use the app which introduces them to a variety of ways to code and control the robots. Another idea is having the students use the challenge cards for individual practice or small-group rotation stations. Thirdly, I could use the robots in my class as a way for students to get free play and explore on their own. There are many different accessories you can get like a sketch kit, launcher, xylophone, challenge cards, building brick connectors, and a blaster. These robots would be best used by students age 6+. These robots are more complicated to teach and harder to grasp, so I would encourage to use these robots for older students.

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 coding robotic ball. There are LED lights inside that can be programmed. Also, there are robot sensors that you can program and use. Sphero Bolt is controlled through an app that you can move it around and code. One way I could use

this in my classroom is give my students challenges that they have to figure out for STEM time. Another way I can use Bolt in my class is by letting my students spell out their spelling words rolling Bolt around on a rug/mat with the alphabet on it.

OSMOS

Which game was more interesting to you and why?

The most interesting OSMOS game to me was the spelling game. This was the most fun game and I love competition, so this game was the best for that. This game started off easy and got harder as it went which I liked about it because it gave me time to figure out how to play. This game also interested me most because I thought this was the best game for students to play as well. It is a great way for them to figure out the word they are spelling based on the picture given, then find the correct letter, and spell the word correctly.

Overall

What did you like best about toys and books?

I really enjoyed the toys and books because I got to play and read books that I may have never seen if I weren't in this class. It gave me many ideas for my future classroom that I can integrate technology into. My favorite part out of all the toys and books was OSMOS because it was so fun to compete with myself or others while still learning.