



# TECH TIDBITS

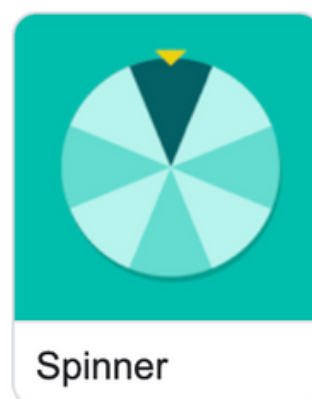
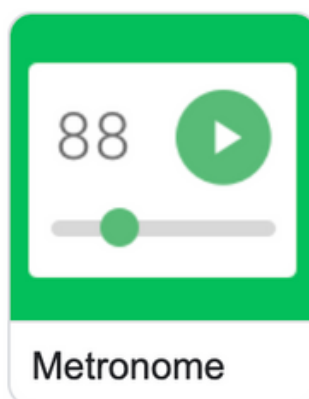
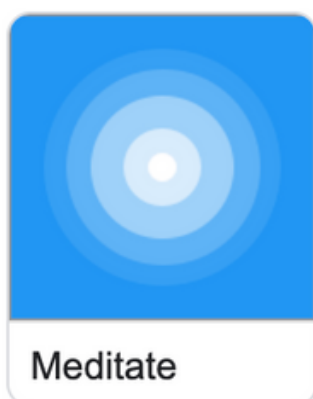
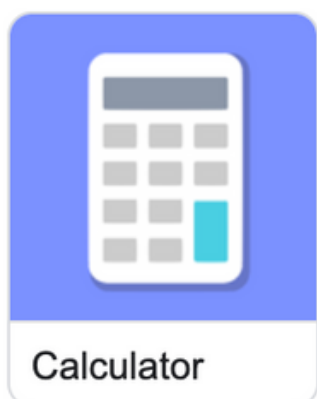
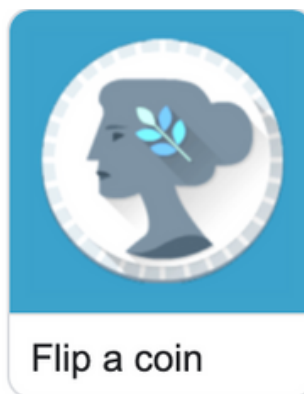
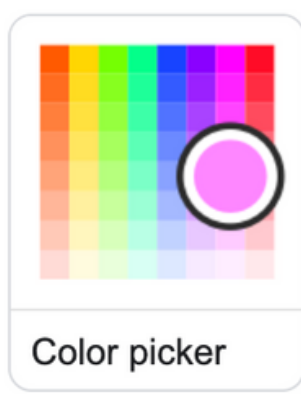
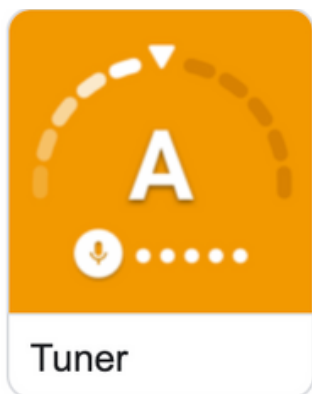


## GOOGLE TOOLS

Google has hidden a bunch of neat tools right into Google Search! Head on over to

Google and do a search for any of the following:

- **Google Dice**
  - 4, 6, 8, 10, 12, 20 sided options, can have multiple up at the same time!
- **Google Spinner**
  - 2-20 numbers
- **Calculator**
- **Google Color Picker**
  - Get the code for any color! In HEX, RGB, CMYK, HSV, or HSL!
- **Google Metronome**
  - 40-218 BPM
- **Google Coin Flip**
- **Google Breathing Exercise**
  - 1 minute breathing exercise
- **Google Tuner**



## CLASSROOM JOBS <https://classequity.com/>

I went back and forth about sharing this one because it takes a LOT of work to get it set up. I got exhausted just thinking about it! I couldn't imagine doing it on top of a full class load. HOWEVER, it is so neat of an option that I decided to share it anyway. Teaching middle school, I struggled with how to do something like this and how to keep it organized, WITHOUT it feeling like we were in kindergarten. Class Equity is a digital classroom economy. You can use it as a way to let students earn prizes in your class or as part of an entire financial literacy project. It's difficult to explain all that it does and how it does it in writing, so I am just going to encourage you to go check it out if you are interested in that sort of thing! This is a free program, but like with everything else, there are paid tiers for extra features.

**"Promote positive social behaviors and teach financial literacy as students learn to earn, save, and spend classroom dollars."**

 <p><b>Jobs</b></p> <p>Students take responsibility for classroom routines by applying to class jobs and earning paychecks for their hard work.</p>	 <p><b>Bills</b></p> <p>Students use their income to pay bills, such as rent for their desk, to practice budgeting in a safe environment.</p>	 <p><b>Bonuses</b></p> <p>Students can earn bonuses and fines to reinforce classroom values and to promote positive social behaviors.</p>	 <p><b>Class Store</b></p> <p>Students set goals, budget, and save to purchase rewards. Choose from ClassEquity's suggestion list of free rewards!</p>
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## SMART HOME HUBS - PROS/CONS - CLASSROOM USE

This topic is going to have lovers and haters. So if you are interested - Read more! Just like with anything, there are pros and cons to using a smart hub in the classroom, for instance, when you walk into my office, all you have to say is, "Alexa, turn on the office." Then, as if by MAGIC, my lamp, air purifier, and my Scentsy all turn on. I had one in my classroom in the past, and I only had one student that yelled out a test question in the middle of a test (I made it clear that that was not allowed and that if it continued to be a problem, it would be removed), It never happened again. I have used both the Google Home Mini and an Amazon Echo Show, it is really down to preference on which kind you use.

### PROS

- set timers - independent reading, quick writing prompts, think-pair-share activities, etc...
- set alarms
- set reminders - student release, attendance, lunch count, etc...
- read aloud books from most well known sources.
- centers/independent work - groups/individuals can ask for: synonyms, antonyms, definitions, part of speech.
- random fact checking and trivia
- play music

### CONS

All of the cons that I could think of are from a behavioral / classroom management perspective. If you have set expectations for it and the students know it from the start, you should not have many issues.

They are tied to accounts, so some of my notifications pop up there, but those are customizable and can be edited or turned off . I learned this from a student, "MRS. SIZEMORE, your \_\_\_\_\_ is getting delivered from Amazon tomorrow." (Thankfully I do not order questionable things!)

## WHAT'S COMING IN ED TECH IN 2023?

I have been spending some time this past week looking over predictions of what tech could be coming in 2023 and considering how it will affect us in regards to the classroom. Here are a few of the things that researchers are saying will be big this year in regards to educational technology. I will go more in depth with these in future content.

- **Gamification** - The highlight of my elementary career was Oregon Trail on those old PC's that were limited in color/pixels. At the time, I did not realize how much I was actually learning from it. It was fun for me, and it got a little of the content to stick! There are two main types of gamification in the classroom, fully immersive things such as that, and a more game show based trivia model. A lot of you already use different game-based learning programs, but if you don't, I encourage you to at least give one a shot in 2023, just see what happens! *(all links on last page)*
  - **I have used:** Kahoot, Quizizz, Khan Academy, Jeopardy (in Google Slides), Virtual Scavenger Hunt, Escape Rooms (I have done these in Google Slides with ELA content)
  - **Others:** Duolingo, SoloLearn, Classcraft, Gimkit, BookWidgets, Brainscape, Flippity
- **Augmented reality (AR) & virtual reality (VR)** - Immerse learners in subject matter.
  - **AR** - no special equipment needed, just a device with a camera, puts a digital overlay in your real surroundings.
    - [Co Spaces EDU \(free option\)](#), [Assemblr EDU \(free option\)](#), [QuiverVision \(free option\)](#) - I used this teaching PreK-5 summer school with great success, [Narrator AR \(free\)](#),
  - **VR** - Need special equipment (goggles/headset), total immersion in a digital space.
  - **MR** - mix of both - requires special glasses.
- **Nano-Learning** - Bite sized learning (2-10 minutes). Attention spans are getting smaller and smaller. Break up learning into smaller chunks and have sound bites, texts, videos, and images that can be absorbed easily. This does NOT take the place of traditional learning, but it enhances it by showcasing a small bit of information in a different format. Most of us already use this technique in the classroom (focused YouTube videos or mini lessons), this is just a new term.



*“Technology used effectively can close educational gaps and prevent learning loss.”*  
*- Mark Gura*

*Sizemore* **TECH TIDBITS**

**CONTACT ME!**

**Tech Integration  
Request Form**



**Tech Integration  
Website**



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**Twitter:** [@mrscsizemore](https://twitter.com/mrscsizemore)

**TikTok:** [@sizemoretechtidbits](https://www.tiktok.com/@sizemoretechtidbits)

**JANUARY TIS SCHEDULE**

Here is my building visit schedule for November, remember that you can request me to come outside of this schedule as well! When I am not at other buildings, I am in room 321 @ CES!

- 1/10 - CHS - Afternoon
- 1/12 - RMS - Afternoon
- 1/17 - LELC
- 1/24 - RMS - Morning
- 1/26 - CHS - Morning



**TECH TIDBITS NEWSLETTER LINKS**

- [Class Equity](#)
- [Co Spaces EDU](#)
- [Assemblr EDU](#)
- [QuiverVision](#)
- [Narrator AR](#)
- [Kahoot](#)
- [Quizizz](#)
- [Khan Academy](#)
- [Duolingo](#)
- [SoloLearn](#)
- [Classcraft](#)
- [Gimkit](#)
- [BookWidgets](#)
- [Brainscape](#)
- [Flippity](#)



**UPCOMING CONTENT**

These are created content pieces that will be coming out soon!

- **CANVA Updates** / New Features (graphic/video)
  - Edit PDFs
  - Remove Video Backgrounds
  - Collaboration Tools
    - Whiteboards
  - Canva Events
- **AR in the Classroom** (graphic/video)
- **Easy Ways to Gamify Your Classroom** (graphic/video)
- **Nano Learning to Success** (graphic/video)

**UNIT RESOURCES**

If you have an upcoming unit or a topic that you would like me to find digital content and activities for, just send it my way! I love scouring the internet for valuable resources. Send me the topic(s) and the grade level and I will add it to our list!