

Chapter 5

Technology Target, Tool, Task, and Tweet

With your district team, read the following and complete the activities. The information in this section highlights a technology tool that can be used in your BYOD.



Target: Checking for understanding is an important step in the teaching and learning process (Fisher & Frey, 2007). Checking for understanding helps teachers know what students understand and helps them identify common misconceptions regarding what was taught. Several online tools are available to assist with checking for understanding, such as Socrative (www.socrative.com), Kahoot! (www.getkahoot.com), and Plickers (www.plickers.com).



Tool: Kahoot! is an engaging, free game-based classroom-response system that can be used to ask questions and gather data on student responses. Visit <http://blog.getkahoot.com> to access Kahoot!'s blog to get started. There are also several independently posted YouTube videos that provide examples on how Kahoot! can be used in the classroom. The following are a couple that you may find helpful in generating ideas.

- “How to Use Kahoot! In the Classroom” (<http://bit.ly/KahootBYOD>) shows you how to create an account and use Kahoot! in the classroom.
- “Kahoot! Gamify Your Class” (<http://bit.ly/Kahootexamples>) shows fifth-grade students—each with a personal device—using Kahoot! in a review activity.



Task: Create a short quiz for the BYOD steering committee using Kahoot! Its questions can focus on some of the topics discussed in this book.



Tweet: Share your thoughts and follow the ideas others contribute on BYOD professional development using the Twitter hashtag #BYODchat.

Source: Fisher, D., & Frey, N. (2007). Checking for understanding: Formative assessment techniques for your classroom. Alexandria, VA: Association for Supervision and Curriculum Development.