

Glossary of Tools and Terms

This appendix includes a list of terms and resources we introduced and used throughout the book. Apps, programs, and websites are listed, as well as digital and academic terms that will aid you in lesson planning both NOW and in the future.

1:1 or one to one: Describes the number of technology devices (iPads, laptops, Chromebooks) given to each student in an academic setting; a 1:1 school has one device per each student

1:2 or one to two: Describes the number of technology devices (iPads, laptops, Chromebooks) given to each student in an academic setting; a 2:1 school means that one technology device is available for every two students in an academic setting. Two classes may share one class set, or students may partner up to use devices.

10 Frame Fill (www.classroomfocusedsoftware.com/10framefill.html): A mathematics app that uses the ten-frame concept with drag-and-drop manipulatives

ABCya (www.abcya.com): An educational app with games for students pre-K through fifth grade

ABC Magnetic Alphabet (<https://itunes.apple.com/us/app/abc-magnetic-alphabet-lite-for-kids/id389132393?mt=8>): An app reminiscent of a chalkboard that uses virtual magnetic letters that students can manipulate into any configuration

anchor chart: A chart for making thinking visible during the learning process while recording strategies, processes, guidelines, and other content

Animals A–Z (<http://a-z-animals.com>): An online encyclopedia with information about a huge variety of animals

Animoto (<https://animoto.com>): A video creation website and app with limited free features and options for educator accounts (see <https://animoto.com/education/classroom>)

app smashing: The process of using multiple apps to create projects or complete tasks

ArtStudio (www.luckyclan.com): An app that includes a sketching, drawing, and photo editing tool

Bee-Bot (www.bee-bot.us): An introductory coding toy for elementary students

Big Brown Bear keyboarding (www.bigbrownbear.co.uk/keyboard): A simple website for learning beginning keyboarding skills

Blabberize (<http://blabberize.com>): A website that mixes together an uploaded picture and recorded speech to make it seem like the picture is talking

Blackboard (www.blackboard.com): An educational technology services company that includes comprehensive LMS products

- Book Creator (<https://bookcreator.com>):** An app students can use to create, share, and publish their own ebooks
- BookFlix (www.scholastic.com/digital/bookflix.htm):** A digital resource that pairs fictional video stories with nonfiction ebooks
- BrainPOP Jr. (<https://jr.brainpop.com>):** A website that features short, animated educational videos for students in grades K–3 that also includes quizzes and related materials
- camera app:** The app found on most portable devices that gives access to its camera for taking photos or recording video
- Canvas (www.canvaslms.com/k-12):** An LMS software tool for organizing students' digital work and managing, tracking, and reporting educational data and courses
- ChatterPix Kids (www.duckduckmoose.com/educational-iphone-itouch-apps-for-kids/chatterpixkids):** An iPad- and iPhone-only app that students can use to record their voice, select a picture to attach the recording to, and play the recording back as if the object says what the students recorded
- Chirbit (www.chirbit.com):** An app and website that allow users to record voice memos and export voice memos as QR codes or as social media posts
- cloud computing:** The practice of using a network of remote, Internet-hosted servers to store, manage, and process data
- Code.org (<https://code.org>):** A website for learning coding and programming on iPads, Chromebooks, and Android devices
- Common Sense (www.common sense.org):** A collection of articles, videos, and resources to use for teaching digital citizenship; connects with offshoots Common Sense Media (www.common sensemedia.org) and Common Sense Education (www.common sense.org/education)
- D2L (www.d2l.com):** A technology-based learning company that offers a comprehensive K–12-focused LMS platform
- Daisy the Dinosaur (www.daisythedinosaur.com):** An introductory coding app
- Dropbox (www.dropbox.com):** A free, cloud-based service for storing and sharing files
- Edge (www.microsoft.com/en-us/windows/microsoft-edge):** A Microsoft-developed web browser that has replaced Microsoft Internet Explorer
- Edmodo (www.edmodo.com):** A global education network that allows students to collaborate and access resources
- Educreations (www.educreations.com):** An interactive screencast whiteboard with free and premium options that students can use to record their learning
- Epic! (www.getepic.com):** A website and app that provide students with a digital library of high-interest books

Explain Everything (<https://explaineverything.com>): A paid collaborative and interactive whiteboard website and app for Android and Apple devices as well as a Google Chrome extension

FaceTime (<https://itunes.apple.com/us/app/facetime/id414307850?mt=12>): A video telephone and video chat service for conducting one-on-one video calls among Apple devices

Flickr (www.flickr.com): A free website for searching for images that includes Explore functions and a Creative Commons category with images in the public domain

Flipagram (<https://flipagram.com>): An app that allows users to create short video stories with photos, video, and music

flipped learning: A learning model where the traditional classroom work–homework model is flipped—students watch video lectures at home and work on exercises, projects, and discussions in class

G Suite for Education (www.google.com/intl/en_us/edu/): An overarching term for all the Google products that a school system has available for staff and student use

glitch: A problem that arises when using technology

Global Read Aloud (<https://theglobalreadaloud.com>): A reading program that connects classrooms through common read alouds

Gmail (<https://mail.google.com>): Google’s email platform

Google (www.google.com): A search engine developed by Google

Google Chrome (www.google.com/chrome): A Google-developed web browser that you can use on any device and that has additional features such as extensions and the ability to sync bookmarks across all devices

Google Chrome Web Store (<https://chrome.google.com/webstore/category/apps>): A place to discover apps, games, extensions, and themes for Google Chrome

Google Classroom (<https://classroom.google.com>): A file management system with some features of an LMS that allows classrooms to share announcements and documents and conduct discussions

Google Docs (www.google.com/docs/about): A G Suite for Education word processing tool for creating and editing documents independently or in collaborative groups available to all teachers and students who are members of the Google domain through their school

Google Drawings (<https://drawings.google.com>): A drawing app within G Suite for Education

Google Drive (www.google.com/drive): A cloud-based storage platform that can store and sync files across multiple devices using a single login

Google Earth (www.google.com/earth): An interactive satellite map of the world

Google Hangouts (<https://hangouts.google.com>): A unified communications service that allows members to initiate and participate in text, voice, and video chats either one-on-one or in a group and that is built into Google+ and Gmail and available as an app for Apple and Android devices

Google Keep (<https://keep.google.com>): A cloud-based tool for gathering and organizing notes, lists, and ideas and sharing them for online collaboration

Google Maps (<https://maps.google.com>): A Google tool that students can use to generate maps to support their learning

Google Photos (<https://photos.google.com>): A photo storage, organization, and editing website, formerly called Picasa

Google Sheets (www.google.com/sheets/about): A G Suite for Education spreadsheet program that supports common spreadsheet functions such as data entry, sorting, number calculation, and chart creation

Google Slides (www.google.com/slides/about): A web-based presentation creator in G Suite for Education that allows users to insert images, text, charts, and videos, as well as modify transitions, layouts, and backgrounds

Google+ (<https://plus.google.com>): A social network where users can connect over a variety of interests; many educators post ideas, questions, and requests to connect with other classrooms through Skype, Google Hangouts, and blogging

Hour of Code (<https://code.org/learn>): An international event to encourage students of all ages to try coding; schools, public libraries, and community organizations hold programs where participants can try their hand at website building, game creation, graphic design, and more

i-nigma (www.i-nigma.com/i-nigmahp.html): A QR code scanner website

iMovie (www.apple.com/imovie): An Apple iOS and MacOS video-editing tool for creating high-quality movies; users can import photos, videos, music, and sound effects and use filters and special effects to enhance movie content

Instagram (www.instagram.com): An online photo- and video-sharing social networking site

interactive whiteboard: An interactive classroom display board, often referred to as a *SMART Board* even though many different manufacturers exist, including SMART Technologies, Promethean, and Mimio

Internet Live Stats (www.internetlivestats.com): A site for monitoring how many users are using the Internet

iWriteWords (<https://itunes.apple.com/us/app/iwritewords-handwriting-game/id307025309?mt=8>): A simple letter-tracing app

Kahoot! (<https://getkahoot.com>): A free website for creating quizzes and answering the questions from any digital device

Keynote (www.apple.com/keynote): The Apple presentation tool for iOS and MacOS devices

Khan Academy (www.khanacademy.org): A screencast tutorial website for students to watch videos and check their understanding of concepts

Kidblog (<https://kidblog.org>): A website where students can publish and share their learning in a secure environment

KidRex (www.kidrex.org): A student-friendly search engine for researching content

KWL: A type of graphic organizer designed to help students learn by asking them the following questions: What do we know about this already? What do we wonder about this? What did we learn about this?

learning goal: An expectation and target for what students should learn and know

learning management system (LMS): Software used to manage, track, and report educational data and courses

LightBot (<https://lightbot.com>): An introductory coding website and app

Microsoft Excel (<https://products.office.com/en-us/excel>): A spreadsheet program that you can use on both Apple and Windows devices that makes up part of the Microsoft Office suite

Microsoft Office (<https://products.office.com>): A productivity-oriented software suite that contains Word, PowerPoint, Excel, and other Microsoft programs

Microsoft PowerPoint (<https://products.office.com/en-us/powerpoint>): A presentation creation tool in Microsoft Office used to create slideshows incorporating images, text, video, and audio

Microsoft Word (<https://products.office.com/en-us/word>): A word processing app that is part of the Microsoft Office suite

Moodle (<https://moodle.org>): An online learning platform for creating personalized learning environments

Mozilla Firefox (www.mozilla.org/en-US/firefox/new): A web browser

My Storybook (www.mystorybook.com): A simple book creation website

Mystery Skype (<https://education.microsoft.com/skype-in-the-classroom/mystery-skype>): A service offered on the Skype website to help teachers connect and collaborate with another unknown classroom

National Geographic (www.nationalgeographic.com): Houses a collection of information about geography, cartography, and exploration

National Geographic Kids (<http://kids.nationalgeographic.com>): A kid-friendly version of National Geographic with a collection of information and games

Newsela (<https://newsela.com>): A site with leveled news, primary sources, standards-aligned formative assessments, and more that includes free content and premium features

Notes: A default iOS app that allows users to take and share notes

The NOW Classrooms Project (<http://nowclassrooms.com>): A website about the entire NOW Classrooms Project, including the *NOW Classrooms* blog and details about the book series

Otus (<http://otus.com>): A classroom LMS that integrates data from third parties to get a more comprehensive snapshot about student growth

Ozobot (www.ozobot.com): Small coding robots that help teach students how to code

Padlet (<https://padlet.com>): A digital bulletin board for student collaborative projects that students join through a code the teacher provides

PebbleGo (www.pebblego.com): A series of databases for beginning researchers enriched with audio and video media

PicCollage (<https://pic-collage.com>): A free media mashup app (with in-app purchases) for all devices that allows students to add pictures, stickers, and backgrounds and use various templates

PicMonkey (www.picmonkey.com): A free online image editor

Pinterest (www.pinterest.com): A digital, visual bulletin board with ideas and links to a variety of teaching and learning ideas

PowerSchool Learning (www.powerschool.com/solutions/lms): An LMS from PowerSchool for K–12 school systems

Puzzlets (www.digitaldreamlabs.com): A coding game by Digital Dream Labs that uses a puzzle board and puzzle pieces to help students learn how to code

QR code: A scannable code that links to online information

QR Reader (<https://itunes.apple.com/us/app/qr-reader-for-iphone/id368494609?mt=8>): A free QR code reader for the iPhone

QuickVoice (www.nfinityinc.com/quickvoiceip.html): A voice recorder for iOS devices

Raz-Kids (www.raz-kids.com): A digital guided-reading program that provides teachers with digital, downloadable, and printable books

Remind (www.remind.com): A website that allows users to send messages to other users' devices

Reminders: A default iOS app that allows users to make a list of reminders

Safari (www.apple.com/safari): An Apple-developed web browser that can only be used on iOS and MacOS devices

Safe Search Kids (www.safesearchkids.com): A search engine for students

Scan (www.scan.me): A QR code reader

Scholastic Story Starters (www.scholastic.com/teachers/story-starters): A website where teachers can have students build stories

Schoolkit Math (www.schoolkitapps.com): An app that provides virtual mathematics manipulatives

Schoology (www.schoology.com): A learning management system containing a discussion board where students can write posts in response to an ongoing discussion

Scratch (<https://scratch.mit.edu>): A free coding language and online community developed by MIT that acts as the basis for Google CS First courses and tutorials

ScratchJr (<https://itunes.apple.com/us/app/scratchjr/id895485086?mt=8>): A tool for learning a programming language

screencast: A recording of a digital screen with audio added to explain a concept

Screencastify (www.screencastify.com): An extension of the Chrome browser, or an application that users can install and run through the Chrome browser; it is a screen recorder that can capture video or screenshots

screenshot: An image of the display on a computer screen

Seesaw (<http://web.seesaw.me>): A site and app for creating student-driven digital portfolios, with free basic features, premium advanced features, and school versions

Shadow Puppet Edu (<http://get-puppet.co>): An app that allows students to make simple video slide shows

Showbie (www.showbie.com): A learning management system used to give and receive assignments while allowing for feedback

Skype (www.skype.com): An Internet-based communications app that facilitates audio and video communication among multiple parties

Skype in the Classroom (<https://education.microsoft.com/skype-in-the-classroom/overview>): An online community where teachers can find resources to use Skype in their classrooms, including information on guest speakers, Mystery Skype, virtual field trips, and lesson plans

Sphero (www.sphero.com): A robotic toy that users can code using a corresponding app

Stickies (www.zhornsoftware.co.uk/stickies): A website that provides a downloadable program for using digital sticky notes on a PC

Sticky (www.stickynotesapp.com): An iOS app that mimics sticky notes on the screen

Symbaloo (www.symbaloo.com): A social bookmarking website to organize research tools for students to access that works similarly to a hyperdoc but has much more visual appeal

Tangram Free (<https://itunes.apple.com/us/app/tangram-free/id400629406?mt=8>): A mathematics app that uses tangram shapes

tech-spert: An expert in a certain technology task, website, or application

Trello (<https://trello.com>): A free website and app that allow students to create and organize lists within online boards; users can share Trello boards with each other, making task assignment and voting easy for group projects

Twitter (<https://twitter.com>): A social networking service that enables users to send short messages (or *tweets*) to their followers

Twitter Analytics (<https://analytics.twitter.com>): A Twitter tool for reviewing and analyzing activity on a Twitter account

TypingClub (www.typingclub.com): A website that teaches typing

unplugged coding: An activity one can conduct without the use of a computer or electronic equipment to understand how computer coding works

Voice Memos: An iOS app that allows you to record audio, edit your recorded audio, and export the file

WeVideo (www.wevideo.com): A video creation and video-sharing tool that uses cloud-based video-editing software and includes free and premium features

World Book Online (<http://worldbookonline.com>): An online encyclopedia, dictionary, and atlas

Writing Wizard (<http://lescapadou.com>): A tablet app that allows students to trace and learn letters, sight words, and teacher-created word lists; it is accessible through iTunes or the Google Play Store

YouTube (www.youtube.com): A video platform for publishing and viewing video content

YouTube Kids (<https://kids.youtube.com>): A student-friendly video-sharing app for finding and viewing student-safe videos