Froject 2 -



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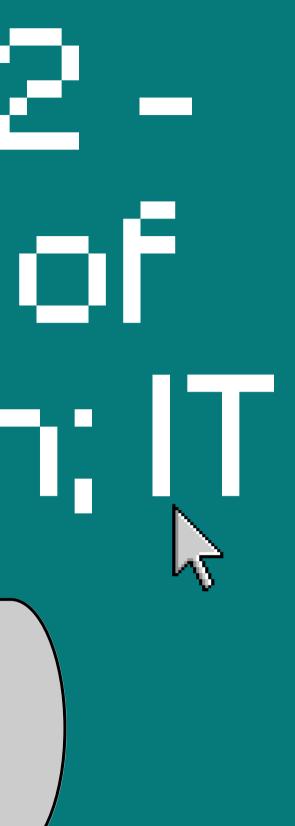










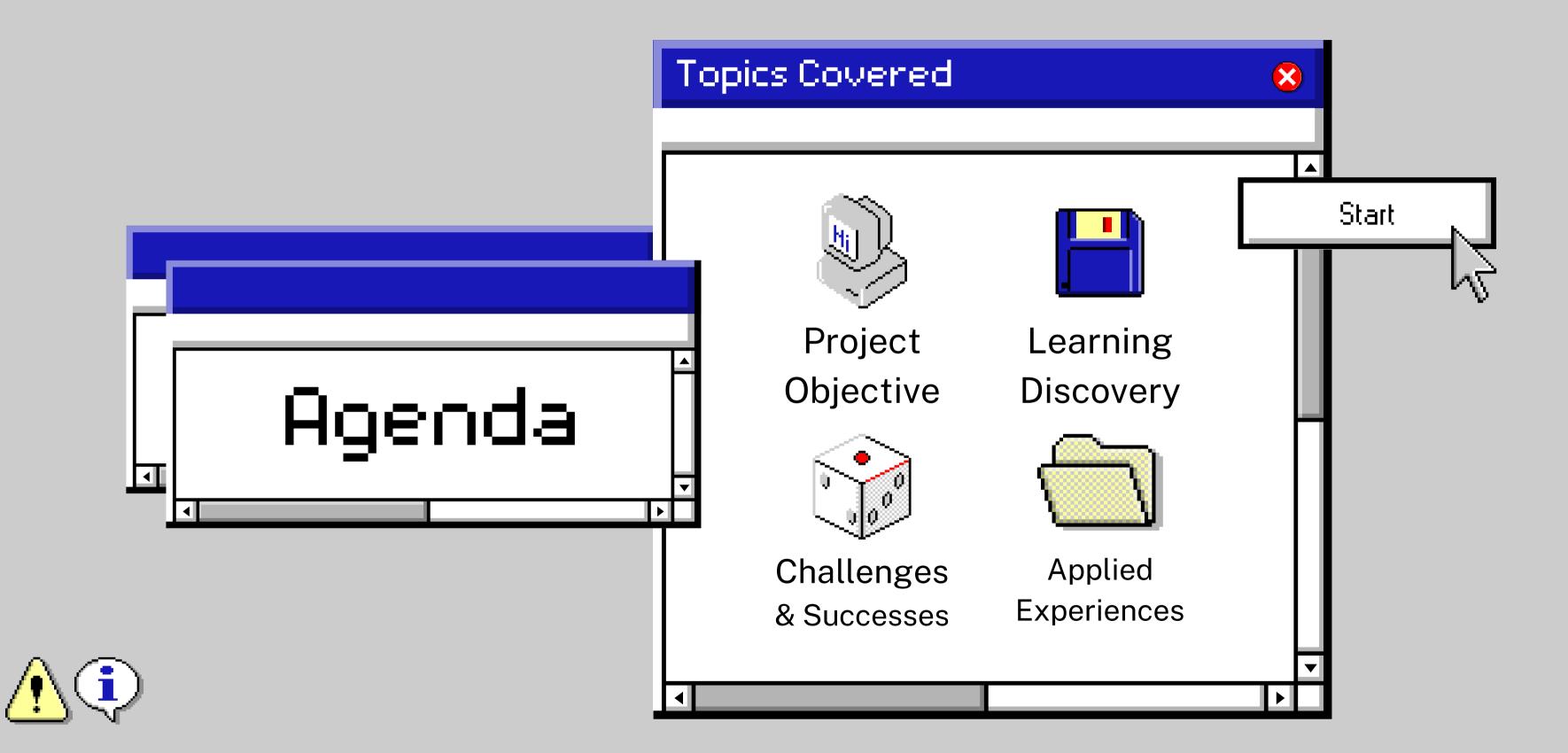












Introduction

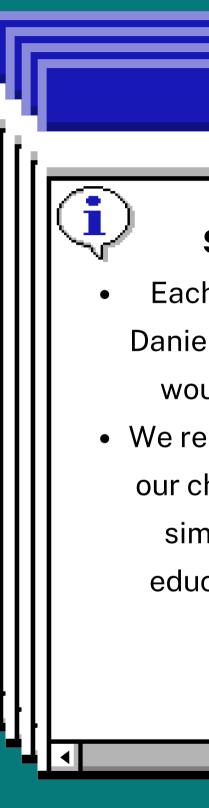


Daniel Becker - Project Sponsor

- Works at the Faculty of Education IT Department at York
- Adept in helping educators to build and maintain their courses
- Helps out educators when it comes to refining a course, as well as any eClass troubles they may have

Objective of our Project

- Identify and explain programs and technologies that educators and students can use to create a positive learning environment
- To give educators and easy to use guide that is at their fingertips to help them when trying to implement these programs and technologies into their classroom.





Summary of our Project

Each of us had chosen a program that Daniel Becker provided to us that we felt would be be impactful for educators
We researched and got accustomed with our chosen program and aimed to give a simple yet comprehensive guide for educators at York or anywhere else to start using these programs

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Perusal

Overview

Perusall is an online platform that allows students to collaborate, whether it be working on a written assignment, annotating readings, or even note-taking. It is designed to promote active reading and to deeply grasp course material. Teachers and students are encouraged to learn from one another while using this platform.

- sharing.
- place.



How To/Tips Students can ensure that all group members are equally adding their own thoughts and ideas to the work they are

• Can communicate with each other there and it is all in one

• With the commenting and annotating aspect, this can help students perhaps understand certain readings in a different light, or even assist them in grasping certain concepts better. • Perusall is not only great for student engagement but also teacher engagement as well. Students can share their work with their instructors right on Perusall, without having to transport the documents to other platforms.

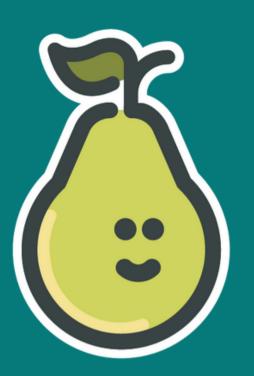
• Perusall overall is a very accessible platform that allows educators to get involved with their students outside of the classroom. It is a look into their progress, and becomes a collaborative tool for instructors to connect with their students and better understand their thoughts and ideas.

Panopto Overview & Benefits

- Video platform that provides its users with an entire suite of tools such as :
 - creating video content, recording, as well as sharing video content.
- Allows teachers and students to :
 - Create and engage with online content
 - Track student engagement with the content
 - Share content as well as give students feedback
 - Have an online hub of information and lecture/lesson content

How to Use Panopto

- Step 1: Create an account on Panopto
- Step 2 : Create your very first folder
- Step 3 : Download the recording software that is applicable for your operating system (ie; Windows, Mac, etc.)
- Step 4 : Record your first video
- **Step 5** : Give your video a title and description and then upload your video onto Panopto
- Step 6: Begin the management process of the video, this can include adding interactive elements such as a link to a website.
- **Step 7** : Add your video(s) into a folder/playlist
- **Step 8** : Share the link to your content with others!



Pear Deck

Overview

Pear Deck is a **sufficient** technological learning tool that succeeds in taking classroom lessons to another level. Pear Deck is very engaging and informative, allowing high levels of interaction and ensuring students are **interested** from start to finish.

- Educators can use codes to allow students to follow and actively participate on their
 - personal devices
- Compatible with numerous other technology systems, including Google and Microsoft
- Organizes and filters student's work, responses, and active interaction
- - tools like multiple choice, drawing, flash
 - cards, games, and true/false
- Ensure that enough time is given to create and perfect lessons using Pear Deck as it may be a longer process that includes high levels of creativity when compared to other systems

How To/Tips

- Provides functions such as lock timers, social
 - emotional learning templates, and interactive

How To Use

- 1. Create an account on Flipgrid by signing up with your email address.
- 2. Create a new topic by clicking on the "New Topic" button.
- 3. Add a prompt or question for students to respond to, along with any instructions or guidelines.
- 4. Share the topic with your students by providing them with a unique link or QR code.
- 5. Students can then click on the link or scan the QR code to access the topic and record their video responses.
- 6. Once students have submitted their responses, you can view and moderate them within the Flipgrid platform.

Flip Grid

Overview

Flipgrid is a website and mobile application that allows users to create and share short video responses to prompts, questions, or discussions. It is a popular tool for educators and students, as it enables collaborative and engaging online discussions and assignments.

Purpose

Encourages student engagement and participation:
Fosters creativity and selfexpression
Facilitates remote and distanced learning

- **One Note** is similar to a digital notebook in that it allows users to organize their thoughts, ideas, and briefs.
- You can separate and organize them according to pages, sections, colours or importance.

One Note/Teams

The benefits of both tools:

- Productivity is increased
- Meeting and scheduling tools
- Organization hacks
- Super charged communication
- Helper bots
- Voice calling, Video chat
- Notification
- Security guests.
- Customized work space



- **Teams** is similar to messages, it is designed for organizations and work relations.
- It is a tool that enables your teams to actively stay connected; you can hold meetings, make phone calls, share files, and communicate within your team document.

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Time management was a huge. challenge for us. We thought it was hard to meet weekly, always have material to work with, on top of working part time as well as having a full course load. Another big challenge for us was getting to know these platforms and programs. They are fairly new to us as well and we wanted to do it jusice to explain. them, therefore it was time. consuming compiling this information.

Challenges

Start













Takeaways

The biggest takeaway from the experience was new knowledge. Everyone and everything, including the team, sponsors, and research, has something to teach you. We looked into a variety of tools and resources that support learning and found some valuable suggestions, tools, and guides for our ongoing education. In relation to this, this is also what we are most proud of; we have been very intrigued by the new information we have learned about AI and the development sector. Although it was difficult to choose from the many helpful tools and resources that are available, we were able to do so and conduct additional research on our tools to determine which ones best met the needs of this project.







Our Experiences

York Student

- Explored our likes/dislikes
- Learnt our strengths and weaknesses
- Enlightened our experience as a working group member
- Weekly reflections supported our personal growth

Educator

- Introduced us to new
 technological systems and programs that we may use
- Allowed us to explore the functions of each program
- Strengthened our time management and communication skills

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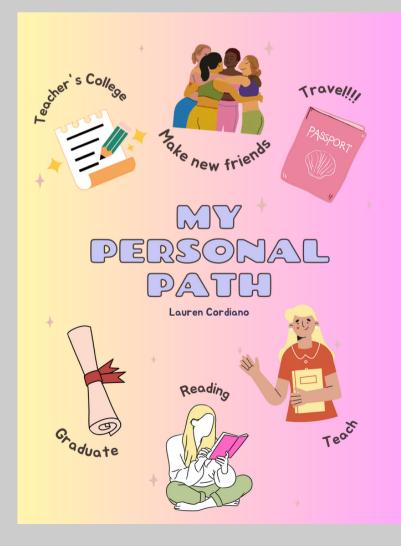
- Ensured we are aware of the technological advancements in the educational world
- Allowed us to work as an efficient and respectable project member
- Created a pathway to explore new ideologies and utilities

Our MyPATH











MY PATH **GIANLUCA ORSINI**









TRAVEL





FAMILY AND HOME





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