

Newsletter

Special Interest Articles

- Technology in the Classroom

Individual Highlights

- Alive Studios
- 4D Anatomy
- Professional Development Opportunities

Technology in the Classroom

by George Jones | Edudemic

The number of devices and uses for tech in the classroom has been steadily increasing over the years. According to a [recent survey](#) of 2,500 educators, 60% of teachers expect to use more technology in the classroom than in the past this current school year. Three out of four say they use some sort of technology each day in class, with as many as 80% reporting that technology is a positive in the classroom.



The most popular technology used in classrooms has been small laptops and tablets. Apple iPads and other tablets were adopted early by many schools because of their easy interface and touchscreens. Tablet apps can allow for fun learning in young students and has found many new uses with disabled students.

In recent years, Chromebooks have become the go-to classroom device due to their low cost, various hardware options, and simple Web-based operating systems. These small laptops also provide educators with control over students activities and can be preprogrammed with education apps. Students are able to use Chromebooks for everything from group collaboration on spreadsheets and documents to research opportunities. Chromebooks can be especially useful in schools where students have limited access to devices and Internet at home.

Tech-savvy teachers have also been adopting SMART Boards in the classroom in recent years. These computer-connected white boards use a projector and specialty pen sensors to allow writing on computer programs such as AutoCAD or PowerPoint as well as recording all written notes. Teachers can explain a concept on the board during class then save the lesson plan so that students can rewatch it later at home. It's a great tool for students of all ages and a number of disciplines.

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Technology in the Classroom

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Some educators have been experimenting with virtual or augmented reality. Students can use high-end tech, such as Google Glass or low-end Google Cardboard VR headgear, to enter to three-dimensional locations. History students can visit far off locations via free apps or explore current events with new software from The New York York Times. Cardboard headsets can cost less than \$10, use free apps, and only require a smart-phone for operation.

Using technology in the classroom [dates back nearly 100 years](#) when radio stations began broadcasting on-air classes, according to Purdue University. Since then, innovations such as the overhead projector, the calculator, desktop computers, CD-Roms, and countless other inventions have transformed the teaching landscape. Although these technologies have provided boundless opportunities over previous generations of students, they also produce myriad distractions and much higher costs. For example, access to Chromebooks can lead to wasted time on social media, and buying a SMARTboard for the classroom is a significant expense for many schools.

Read more online at: <http://www.edudemic.com/classroom-technology-in-2017/>

Alive Studios - Augmented Reality Math and Literacy Learning

by Kaplan

Our friends at Alive Studios are changing the way pre-kindergarten and elementary students develop reading and math skills. Using this series of powerful augmented reality learning tools, students will engage more, learn more, and retain more of the key concepts they are learning in the classroom!

The mission at Alive Studios is to equip teachers with engaging solutions that help young students become proficient in reading and math by third grade. Their products are the first of their kind to utilize augmented reality within a full-year curriculum. Kaplan is proud to partner with Alive Studios to bring these new augmented reality tools into PreK and elementary classrooms.

The Learning alive™ Suite contains:

- Letters alive®, Math alive®, Storybooks alive® on USB Drive
- One classroom license (Users are affectionately referred to as "Zoo Keepers")
- Teacher Lesson Plan Manuals for Letters alive® and Math alive® provided in PDF Format - Full School Year of daily lessons plans mapped to Common Core State Standards for Kindergarten/1st Grade
- Tracking Mat for Cards
- Keyboard Shortcuts Sticker Set
- Ziggi USB Camera and Box Stand
- Card Sorting Box
- Training Videos

Letters alive® includes:

- Letters alive® Software on USB Drive
- One User License per classroom (Users are affectionately referred to as "Zoo Keepers")
- Teacher Lesson Plan Manual for provided in PDF Format - Full School Year of daily lessons plans mapped directly to Common Core State Standards for Kindergarten
- Tracking Mat for Cards
- 26 Alphabet Posters
- 26 Alphabet Cards
- 94 PreK and Kindergarten Sight Word Cards
- Keyboard Shortcuts Sticker Set
- Ziggi USB Camera and Box Stand
- Card Sorting Box
- Training Videos

Math alive® includes:

- Math alive® Software on USB Drive
- One User License (Users are affectionately referred to as "Zoo Keepers")
- Teacher Lesson Plan Manual provided in PDF Format - Full School Year of daily lessons plans mapped directly to Common Core State Standards for Kindergarten/1st Grade
- Tracking Mat for Cards
- 45 Skill-Based Learning Games
- 41 Teacher Cards that activate the Augmented Reality Activities: 10 Number Cards, 10 Animal Cards, 9 Color Cards, 7 (2D) Shape Cards, 5 (3D) Shape Cards
- Ziggi USB Camera and Box Stand
- Card Sorting Box
- Training Videos

Watch the ALIVE video introducing Letters Alive: <https://www.youtube.com/watch?v=8kfyk6ZxACA>

4D Anatomy

Search structures...Test students...Create syllabus



4D Anatomy Online is a cloud based, interactive, dissection-simulation resource and a state of the art education platform. We provide online access to actual human data in an interactive format as never seen before.

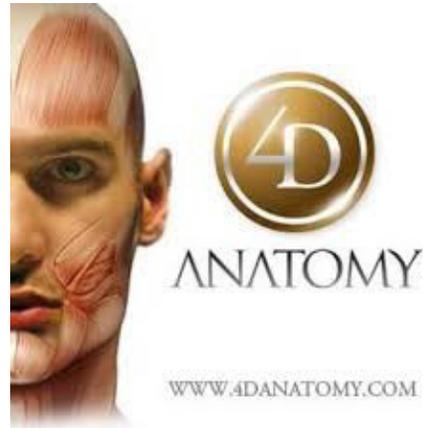
4D Anatomy offers a striking visual experience and reproduces detailed anatomical dissections. It enables students to understand and explore the intricate structural details of the human body and provides superior, interactive content that far surpasses other animation or illustration based applications.

4D Anatomy's unique Imagery is based on photography and so provides the most authentic simulation environment to date. The application serves as an invaluable anatomical resource for students to practice dissections and complement their lab work. Doctors and surgeons find this a superb and convenient reference tool.

Unique image navigation and manipulation features allow tilting, rotating and dissecting real specimens peeling away anatomical layers representing the stages of dissections.

Quiz management features provide intuitive tools for students' self-assessment and provides instant evaluation forms available in dissection or classrooms.

Content Management tools provide an intuitive platform for faculty to develop their own multimedia enhanced course syllabus.



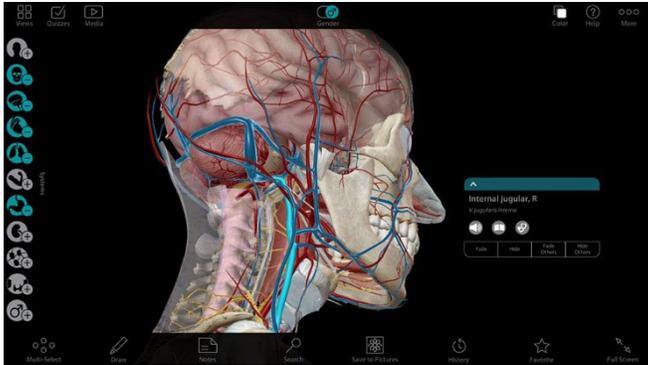
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4D Anatomy

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Why was 4D Anatomy created?

Anatomy is the cornerstone of undergraduate, postgraduate and continuous medical education.



Today's anatomy labs are crowded. In most instances 10-20 students are gathered to watch a master demonstrator teaching anatomy. Available time for students is greatly restricted allowing a limited opportunity to validate their knowledge. In addition, cadaver tissue being a unique teaching material is becoming less and less accessible as whole body donations have decreased worldwide. The cost of cadaver storage and handling represents a huge financial burden on teaching institutions. More and more medical schools are looking for alternative tools of education to build competency in anatomy studies.

Other available interactive or semi interactive anatomy tools are based on illustrative imagery such as drawings or animated computer models. The anatomy content is dependent on the perspective of the creator rather than actual real photographs of dissections.

4D Anatomy Online brings the most authentic reconstruction experience of anatomy dissections to home computers. 4D Anatomy provides an invaluable simulation environment for medical studies.

Site licensing saves money, streamlines administrative and compliance processes, and improves teaching and learning. With IP based site licensing –compatibility issues are eliminated – because everyone works on the same version of the application, leading to greater confidence with the technology. The site license also centralizes –licensing administration and promotes better resource allocation.

For more information on 4D Anatomy go to: <https://www.4danatomy.com/>

Summer of eLearning

The 2017 Summer of eLearning marks the sixth year of regional conferences sponsored by the Indiana Department of Education, Office of eLearning. This conference series continues our strong tradition of supporting high-quality professional learning in Indiana. Events this summer will span 21 days in June and July. 22 locations will host conferences, most in collaboration with neighboring corporations. In all, a record 51 school districts will combine their efforts to produce the Summer of eLearning!



[Conference Map](#)

Identify opportunities near you with marker detail.

[Conference List](#)

Browse the list of featured keynotes and link to websites.

[Conference Calendar](#)

See host districts by date and save them to a Google calendar.

[Speakers Bureau](#)

Join our list of featured presenters to connect with conference planners.

[2017 Session Presenter Form](#)

Fill in your info if you have a session you are willing to present a session.

For questions about this project, please email [Jason Bailey](#).

What PRISM Can Do For You!

- Easily find the perfect teaching and learning resources from our library of over 4,000.
- Store your classroom materials online so that they are available to you from any computer.
- Select from free learning resources that emphasize visualization, rich context, staged-problem solving, and electronically enabled collaboration / communication.
- Save a list of your favorite resources for quick retrieval.
- Reach your students more effectively by using web media for the digital age.
- Augment your own dynamic presence in the classroom with teaching tools that mirror the skills needed for success in higher education and the 21st Century workplace.
- Create and share lesson plans that teach your subjects utilizing your favorite resources.
- Earn PGP points by completing PRISM led online Moodle course – either Beginning Moodle or Intermediate Moodle courses are available to you at no cost several times throughout the year.

Through our strong support from the [Lilly Endowment](#) and others, we are constantly growing and improving. Check our site regularly to see what new resources you can use in your classroom.

www.rose-prism.org