Redefining Classroom Participation with Socrative

Tuesday, May 14, 2013

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2013 Technology U
Redefining Class Participation with Socrative
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WORKSHOP GOAL:
The purpose of this presentation and workshop is to link literacy and technology. The Socrative App correlates to the levels of Bloom’s Taxonomy. As we continue to prepare our students for STAAR assessments, it is important to consider the depth of knowledge of the lessons, activities, and assignments that we design. By using apps such as Socrative, teachers can properly address those levels of questioning in order to enhance student thinking.
THE SOCRATIVE APP & BLOOM’S TAXOMONY

iPadagogy Wheel

Originally discovered on the website of Paul Hopkins’s education consultancy site minwweb.org.uk adopted by Allan Carrington at the University of Adelaide and further modified for teachers at Zeealand Public Schools.

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Technology U, South Padre Island Convention Centre
ICEBREAKER: DOT.COM ON

Imagine yourself as a website. What would your World Wide Web address be? What kinds of graphics and messages would visitors find on your site? What kinds of links would guests find there? Be sure to write your web address on the sentence strip, and be ready to discuss your website as a way of getting to know the other participants of this workshop better.
NON-TRADITIONAL TYPES OF LITERACY:

According to Edyth E. Young, Ph.D., NCREL Program Director/Research, Center for Literacy, there are at least 7 types of literacy aside from the traditional form of literacy that consists of reading, writing, listening, and speaking.
Information Literacy: The ability to access and use information, analyze content, work with ideas, synthesize thought, and communicate results.

Digital Literacy: The ability to attain deeper understanding of content by using data-analysis tools and accelerated learning processes enabled by technology.
New Literacy: The ability to solve genuine problems amidst a deluge of information and its transfer in the Digital Age.

Computer Literacy: The ability to accurately and effectively use computer tools such as word processors, spreadsheets, databases, and presentation and graphic software.
Computer-Technology Literacy: The ability to manipulate the hardware that is the understructure of technology systems.

Critical Literacy: The ability to look at the meaning and purpose of written texts, visual applications, and spoken words to question the attitudes, values, and beliefs behind them. The goal is development of critical thinking to discern meaning from array of multimedia, visual imagery, and virtual environments, as well as written text.
Media Literacy: The ability to communicate competently in all media forms—print and electronic—as well as access, understand, analyze and evaluate the images, words, and sounds that comprise contemporary culture.
Which type of literacy do you promote in your classroom? How can we alter our current teaching practices and methods to help our students achieve all types of literacy?
Two ways to help students achieve the various types of literacy is through socrative teaching and the use of technology.

Tenants of Socratic Teaching
1. Teach Students to Think
2. Promote Active Learning
3. Encourage Students to Become Responsible for their own Learning
4. Use Technology as a Tool to Help Students Learn How to Learn
The Socrative App

• Allows students & teachers to participate in class discussions via iPhones, iPads, laptops, and desktop computers
Benefits of the Socrative APP

• It allows all students to participate in class activities and discussions
• Fosters reflective, independent thinking
• Through online discussions, dialogue, and problem solving, students realize what they have and have not learned
• Can be used in any content area
• Provides students with access to missed assignments and quizzes
Additional Benefits of Socrative:

• Allows teachers to differentiate instruction for English Language Learners & Students with Special Needs
• Reduces the amount of time teachers need to spend in the work room making copies
• Provides substitute teachers with access to lesson plans, assignments, and special instructions online
Downside of Socrative:

- Requires at least 2 roles: student & teacher
- Requires at least 2 devices
- Teacher must be logged on in order for students to access assignments & quizzes
- The integrity of student work becomes compromised because students can complete classwork unsupervised
- Only 50 users can participate in Socrative activities at one time
- Although teachers can import quizzes from other teachers using socrative, they cannot download & print hard copies of quizzes & assignments.
- Assignments must be teacher paced or led, or accessed by students online using an electronic device at their own paces and convenience upon their teachers’ discretion
Where to Begin

• Set up your Teacher Account at socrative.com
• Remember your Room Number
• Refer to the user guide
• Start with your content area
DEMONSTRATION

INSTRUCTIONS:

USE EDMODO OR LOOK IN YOUR FOLDER AND FIND A COPY OF THE POEM BY ROBERT FROST ENTITLED “THE ROAD NOT TAKEN.” WE WILL READ THE POEM TOGETHER THE FIRST TIME, BUT THEN IT WILL BE NECESSARY TO READ THE POEM ONCE AGAIN ON YOUR OWN. ONCE YOU ARE COMFORTABLE WITH YOUR UNDERSTANDING OF THE POEM, REFER TO THE READING LABELED WITH THE SUBHEADING “THREE KINDS OF QUESTIONS.” PLEASE BE SURE TO CONTINUE READING PAGE 25. THIS WILL ALLOW YOU TO FOLLOW ALONG & BETTER UNDERSTAND THE ACTIVITY THAT WE ARE GOING DO TOGETHER USING SOCRATIVE. THANKS!
RESOURCES & WORKS CITED

• www.google.com
• www.edmodo.com
• www.online-stopwatch.com
• www.librarything.com
• www.socrative.com
• www.todaysmeet.com
• http://www.ncrel.org/sdrs/areas/issues/content/cntareas/reading/li300.htm
• http://www.mosdospress.com/pdf/7th_grade/final_pdfs/the_road_not_taken.pdf
Contact Information:

AVAILABLE UPON REQUEST

THANKS FOR BEING A GREAT AUDIENCE!

ENJOY THE REST OF YOUR WEEK & HAVE A GREAT SUMMER!

☺
Socratic helps teachers engage & assess the class with educational activities on laptops, smartphones and tablets. We provide a platform for questioning and discussion while displaying real-time visuals. After the activity you’ll receive a detailed report to assist in further personalizing learning.

Log in from any device, on any operating system

iOS Apps  Android Apps  All Browsers

Grab a FREE account – It’s super simple

**Teachers**
- Browser sign up at [socratic.com](http://www.socratic.com)
- iOS app - Socratic Teacher clicker
  - iTunes store
- Android App - Socratic Teacher
  - Google play store
- Assigned a unique Teacher Room #
- Log in at socratic.com or via apps

**Students**
- No account registration necessary
- iOS app - Socratic Student clicker
  - iTunes store
- Android App - Socratic Student
  - Google play store
- Connect to teacher at socratic.com or via apps with Teacher Room #
Getting Started

Teacher Instructions
1. Go to t.socrative.com via web browser or launch an iOS or Android Teacher app
2. Enter Email Address and Password
3. From the Teacher Main Screen, click on a SINGLE QUESTION ACTIVITY or a QUIZ-BASED ACTIVITY

Student Instructions
1. Go to m.socrative.com via browser or launch an iOS or Android Student app
2. Enter the ROOM NUMBER supplied by your teacher and click JOIN ROOM
3. Complete the QUESTION(s) based on the teacher chosen activity
4. Click LOG OUT when prompted by the teacher

Single Question Activities

Multiple Choice and True/False Questions
Pose a multiple choice question orally, in your presentation slides or write it on the board. Simply tap “Multiple Choice”, and the students will be given A through E options. Your Teacher Screen will then show the student selections in columns. Now you can discuss whole class results instantly! A great extension is to let students ask the questions. Follow the Same process for the True or False!

Short Answer Questions
Pose a short answer question to your students and then tap “Short Answer” on your Teacher Main Screen. Students can then type in a response to your open-ended question. When a student selects “submit”, their answer will populate your screen.

You can then have students vote on the responses by tapping “Vote on responses.” It provides you another round of formative assessment. Each student device will be presented the short answer responses as multiple-choice buttons. Your device will then reflect a tally of the student votes.
Quiz-Based Activities

Quiz (Self-Paced)
In a quiz, you give students a set of pre-planned questions. After a student submits one question, they move onto the next one, and the next until they’re finished. It’s student paced. The first question will automatically be their name.

On the lecturer’s device, click “Live Results” to see who has responded and how they scored. Once everyone has completed the quiz, click “End Activity & Send Report.” An Excel spreadsheet, with all of the data from the quiz, is available for download or you can choose to have it emailed to you. Multiple Choice questions will be graded for you and a total score will be provided for each student. The quizzes will also be available in the Manage Quizzes section of your Teacher Main Screen.

Excel Data Report. The green-filled boxes are correct answers; the red-filled are incorrect.

Quiz (Teacher-Paced)
A teacher paced quiz lets you control the pace of the questions. Students will all answer the same question at the same time, and your device will aggregate the student responses in real time. You have the option to hide and unhide the live results. If it is a short answer question, your screen will show each line of student entered text. If the question is a multiple choice, you will see a tally of the students’ responses visualized in a chart of columns (below). To move to the next question, you select “Send Next Question To Students”. At the end of this activity you will also receive a detailed data report of student answers.
Space Race
Students compete in small groups (maximum: 10) to answer your pre-loaded multiple-choice quizzes. It’s super fun and the kids will love it for review, quizzes, surveys and more.

The team that gets the farthest right in the allotted amount of time wins. When you’ve decided time is up, click the “end activity & send report” button at the bottom of your screen. You’ll be emailed a data report with all the results!

1. From the Teacher Main Screen, click **SPACE RACE**
2. From the drop-down list, select the preferred quiz
3. From the second drop-down list, select the number of teams
4. Turn **AUTO-ASSIGNED TEAM COLORS** on or off
5. Click **NEXT**
6. Click **START SPACE RACE**
7. When students have completed the race, click **END ACTIVITY**
8. Click **EMAIL REPORT, DOWNLOAD REPORT, NO REPORT, or CANCEL**

Running an Exit Ticket
1. On the Teacher Main Screen click **EXIT TICKET** in the **QUIZ BASED ACTIVITIES** section
2. Students will be answered the following questions:
   - What’s your name?
   - How well did you understand today’s material? (Multiple Choice)
   - What did you learn today? (Short Response)
   - Please solve the problem on the board. (Short Response)
3. When students have responded, click **END ACTIVITY**
4. Click **EMAIL REPORT, DOWNLOAD REPORT, NO REPORT, or CANCEL**
Creating Quizzes

Quizzes are made up of Multiple Choice questions, Short Answer Question or a combination of the two. Once a quiz has been created you can instantly run it by selecting Start Quiz on your main screen.

Creating a Quiz

1. Select MANAGE QUIZZES
2. Select CREATE A QUIZ
3. Name your Quiz
4. Choose the Question Type and follow the on-screen instructions
   NOTE: Be sure to place a checkmark next to the correct answers where appropriate.
   NOTE: You can make True/False questions by selecting Multiple Choice and making answer selection 1. TRUE and answer 2. FALSE
5. To add another question - scroll down and select another Question Type
6. Complete the question and add more questions until your quiz is done
7. Click SAVE
   NOTE: After Saving, Socrative adds a question #1 which asks students to enter their name
8. Click CONTINUE
9. Click MAIN SCREEN

www.socrative.com
Making your Quiz Sharable

When you are creating quizzes, there is a box, pre-checked, that enables you to share a quiz.

After you save your new quiz, you will be provided with a code (SOC-XXXX). This code will allow others to import your quiz into their room.

Import a Shared Quiz

This functionality allows you to add a community member’s quiz to your library in a few easy steps.

1. Identify the SOC # of your colleague's quiz. (e.g. SOC-299269)
2. Select MANAGE QUIZZES
3. Select IMPORT SHARED QUIZ
4. Enter the SOC-XXXX
5. Select IMPORT QUIZ and you’re done.