

Digital Resources to Support Literacy Learning

PARENT-U

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Teens are spending more than 1/3 of their day using technology resources:

- ▶ 56 average minutes teen boys spend playing video games daily
- ▶ 7 average minutes teen girls spend playing video games daily
- ▶ 92 minutes teen girls spend on social media daily
- ▶ 52 minutes teen boys spend on social media daily
- ▶ 46% of total screen time spent by teens (ages 13-18) on mobile devices daily
- ▶ 6.5 hours of screen media consumed by teens daily
- ▶ 36% of teens say they enjoy using social media “a lot”
- ▶ 73% of teens say they enjoy listening to music “a lot”
- ▶ 45% of teens say they enjoy watching TV “a lot”

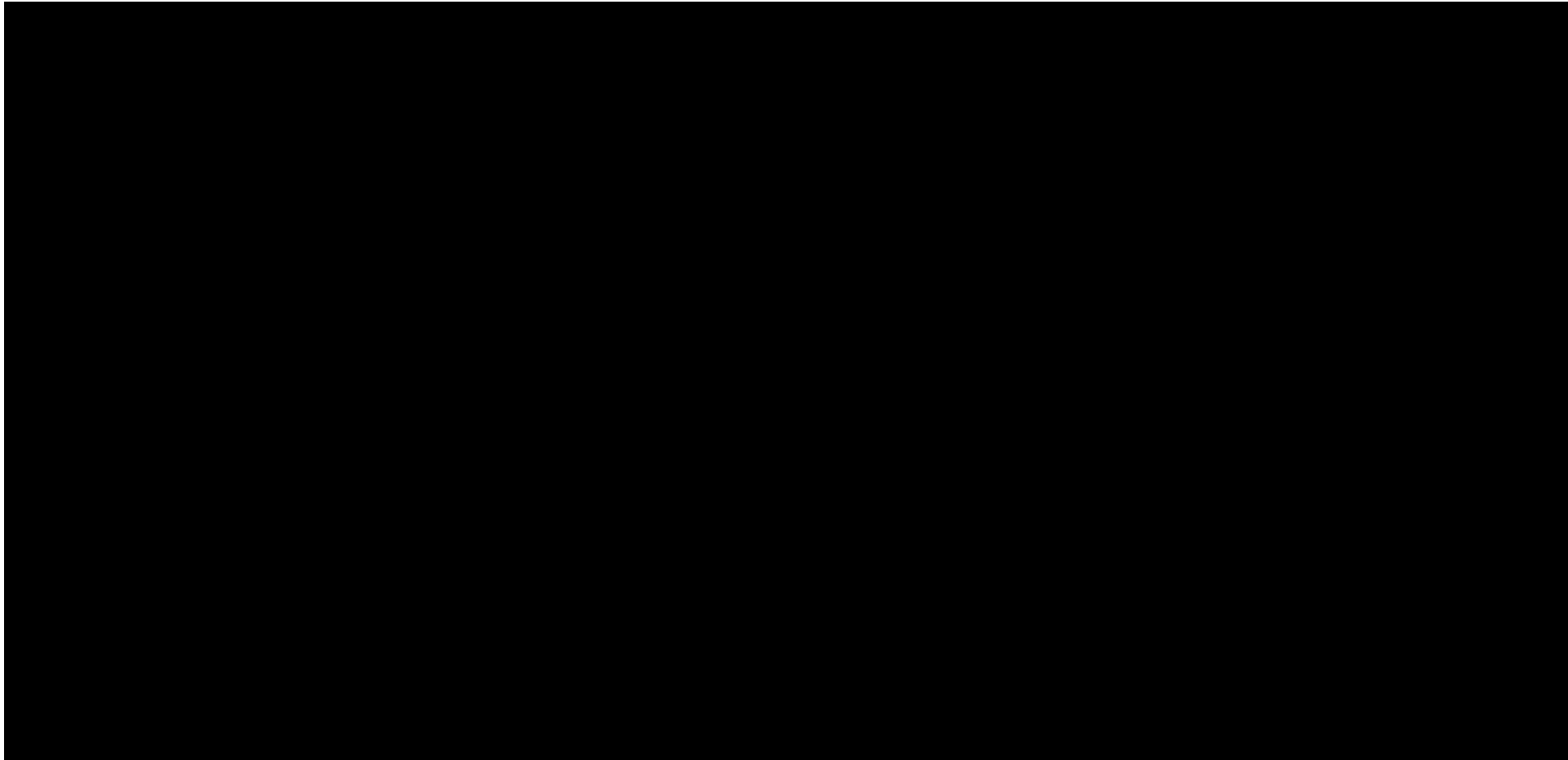
- ▶ Source: “Common Sense Census: Media Used by Tweens and Teens”

SBISD ~ Literacy Goals For Each Student's Success

- ▶ Preparing Students for Post-Secondary Success
- ▶ Reading proficiency – variety of genres and purposes
- ▶ Writing proficiency – variety of genres and purposes
- ▶ Vocabulary proficiency - within a purposeful context
- ▶ Listening proficiency – variety of genres and purposes
- ▶ Speaking proficiency – variety of genres and purposes
- ▶ Presenting proficiency – variety of genres and purposes
- ▶ Digital proficiency – variety of tools and purposes



How can apps and on-line resources
support literacy learning?



Technology and Education

- ▶ Technology integration: use the tools we have to the best of our abilities.
- ▶ Works best when there is a 50-50 sharing between face-to-face instruction and digital instruction (blended learning).
- ▶ Today's students are engaging in the creative process more often due to using technology.
- ▶ Students are able to share their work with a worldwide and appreciative audience.
- ▶ Technology allows for personalized learning.
- ▶ Teachers and parents can be facilitators on this journey along with their students.
- ▶ Technology is bringing joy to the experience of learning.

Digital Resources to Support Literacy Learning

<http://www.tweentribune.com/>

Smithsonian TweenTribune Grades K-12

- ▶ Twice-daily AP news articles
- ▶ Lexile® leveled for K-12
- ▶ Self-scoring quizzes customized by Lexile® level
- ▶ Critical thinking questions
- ▶ Student commenting
- ▶ Espanol AP articles
- ▶ Weekly lesson plans
- ▶ Weekly video
- ▶ Weekend "Monday Morning Ready" newsletter as prep for the week ahead

Digital Resources to Support Literacy Learning

- ▶ <http://youthvoices.net/>
- ▶ Six paths or channels to follow in your journey on Youth Voices
- ▶ 1. Blog about your life and the world. 2. Create a multimedia profile. 3. Share your stories and poems. 4. Follow your own questions. 5. Annotate stories and novels *with other students*. 6. Play games and learn how to code.

Youth Voices is a school-based social network that was started in 2003 by a group of National Writing Project teachers. We have found that there are many advantages to bringing students together in one site that lives beyond any particular class. It's easier for individual students to read and write about their own passions, to connect with other students, comment on each others work, and create multimedia posts for each other.

Digital Resources to Support Literacy Learning

- ▶ <https://www.duolingo.com/>
- ▶ Free website for learning foreign languages. Self-paced and interactive.

Digital Resources to Support Literacy Learning

- ▶ <https://www.commonsemmedia.org/app-reviews/storylines>
- ▶ The game allows for 3, 5, 7, or 9 players. It begins with a player typing in a phrase or choosing an option from four different categories: elementary vocabulary, intermediate vocabulary, SAT words, or quotes. This allows the game to have an educational purpose, as players then have to visualize and draw out the phrase for the next player. The next player types in what they think the phrase is, based on the picture. Then the next player draws a picture of the new phrase, and so on until all players have taken a turn.

Digital Resources to Support Literacy Learning

- ▶ <https://www.sascurriculumpathways.com/portal/>
- ▶ We develop interactive resources that utilize technology to create learning environments otherwise difficult to achieve in the classroom setting. Our resources are intended to supplement instruction to engage students in meaningful learning experiences that foster a deep, robust understanding of concepts.

Digital Resources to Support Literacy Learning

- ▶ <https://storybird.com/>
- ▶ Storybird lets anyone make visual stories in seconds. We curate artwork from illustrators and animators around the world and inspire writers of any age to turn those images into fresh stories.
- ▶ It's a simple idea that has attracted millions of writers, readers, and artists to our platform. Families and friends, teachers and students, and amateurs and professionals have created more than 5 million stories—making Storybird one of the world's largest storytelling communities.

Thank you for attending tonight's Parent U focused on Literacy

- ▶ Please feel free to contact me if you have any questions about tonight's presentation or need more information.
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