



Hardware and Software used in CMS

Module 1
Lesson 2

Pre-Assessment



Have you used google drive before?

How much do you know about the software that your child's school uses?

How does your child's teacher use hardware/software in the classroom?

What questions do you have?

Do you know what technology is currently used in your child's classroom? Let's Discuss



- Hardware – any device that a teacher or student uses
 - Vs
- Software – the programs, apps etc. that are used by teachers and students

Hardware to be familiar with

- Projection hardware:

- Smartboard- “Smart” touch board which allows teachers and students to touch the display and move objects. Often used in elementary schools.

<http://www.touchboards.com/smartboard-vs-promethean/>

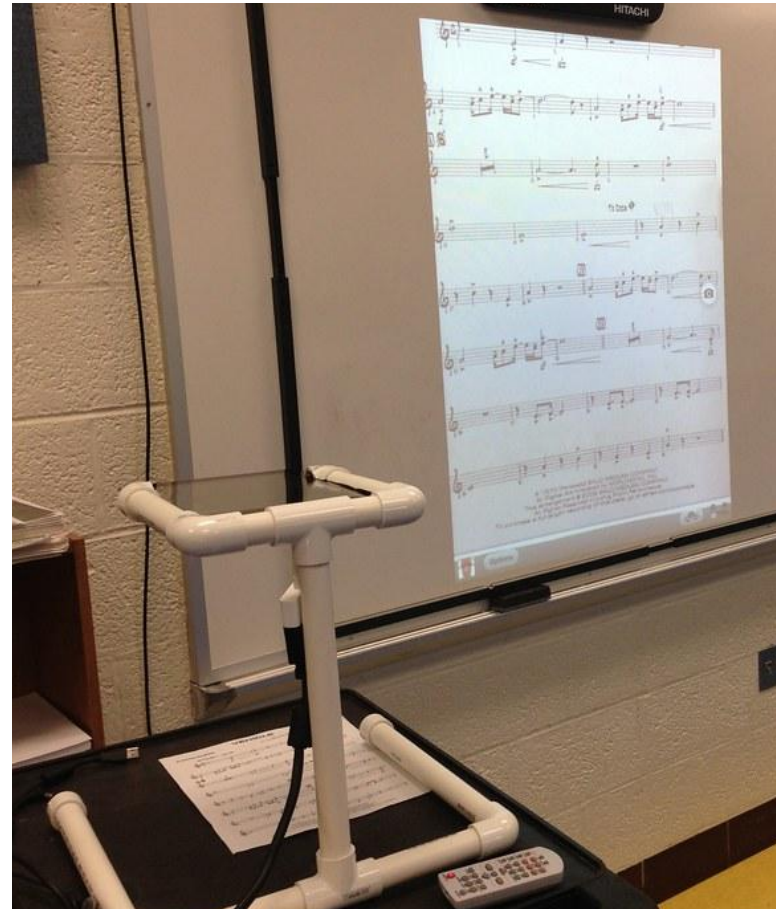
- Promethean board- Similar to the Smartboard but in general has fewer touch features. Most often found in secondary schools.
- Short throw projectors – Non-touch board that operates with the use of an interactive pen

- Elmo or document camera – allows a teacher to display writing, small objects etc and project them on to a screen or board.

https://www.youtube.com/watch?v=ru3_gD9UCOo

- All of these replay the old overhead projector
- Smartboard and Promethean boards have associated software which allows the teacher to create interactive presentations

<https://www.youtube.com/watch?v=lnkAzmVTFXU>



Type of computers

- Laptops or Chromebooks - most schools allow student access to laptops or Chromebooks. A traditional laptop is bigger, heavier, faster and has more storage. Chromebooks are smaller, lighter, have almost no storage and much cheaper. Storage occurs in the cloud.
- Ipads - Common in elementary classes. They are popular because they are touch capable and align with young kids learning styles. Other tablets like the Samsung tablet is almost identical but has different applications.
 - Apps - or applications are the programs that run on tablets

BYOD or BYOT

CMS bring your own device policy is slightly different based on the school/level

BYOT in CMS allows students to use their own technology at specified times during the day to enhance the learning experience

Here students bring in their own devices and are responsible for the correct use and safety of their devices.

Laptops, phones. Kindle etc..



FAQ

- **Who is responsible for security of the device? How will theft, loss, or damage of a personally-owned device be handled in a school?**
 - The school is not responsible for lost, stolen, or damaged devices. The student, not the teacher, is in charge of the student's device.
- **When will my students use the device?**
 - The teacher is in charge of classroom procedures, including internet access. The teacher will let the students know when they can use the device. Students can use the devices for reading, research, note taking etc.
- **Does my child have to participate in BYOT?**
 - No. The choice to bring a device to school is up to you. If you either do not want to participate or do not have a device, your child will still have access to computers currently available at school.
- <https://www.cms.k12.nc.us/cmsdepartments/StudentPlacement/Pages/FAQs.aspx>

Common classroom software

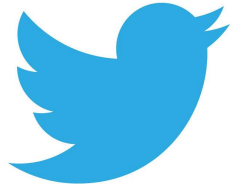
- Kahoot – software program which allows for interactive educational games, quizzes and assessments.

<https://kahoot.com/>



- Twitter – online application that allows teachers and students to interact via text, video, pictures

<https://twitter.com/>



- Remind – app that allows teachers and parents and students to get instant notifications or reminders. Often used to remind about projects, tests, deadlines

<https://www.remind.com/>



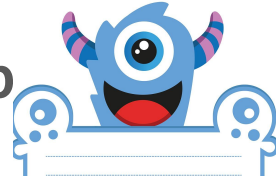
- Edmodo – Facebook-like online platform which allows online messaging, chatting, and sharing of documents

<https://www.edmodo.com/>



- Class dojo – This is often used for classroom management
<https://www.classdojo.com/>

- Show me - This is a common app which is used to help students show their thinking on work
<http://www.showme.com/>



- Canvas – This is the Learning Management Software (LMS) that CMS uses. This means that students may have any of the course materials in the online space.
<https://canvas.instructure.com/login/canvas>



- Google Classroom – This is a online space that allows students to exchange class work and materials with the teacher and other classmates
https://www.youtube.com/watch?v=Yiu3dBeSI_A

What Does CMS Use?

Classroom Dojo:

Many teachers like to use Classroom Dojo to reward students with points for behavior but also can use it to manage students as well and their behavior. Parents can see how their student is behaving in class through this app

Google Classroom:

This is where students access their work, tests, quizzes, ect

Student also turn work in using this site

Kahoot:

Teachers like to use this website to give quizzes to their students. It is a quick and easy way to access learning

Explore 3 Softwares

Take 5 to 10 minutes to explore at least 3 of these softwares

Write down 3 questions you have from exploring these softwares

Again these softwares include:

- Kahoot
- Twitter
- Remind
- Edmodo
- Classroom Dojo
- Show me
- Canvas
- Google Classroom

Post Assessment

5 things you learned about hardware or software

2 questions you still have on this subject