Hyperlinked Titles & Descriptions to all 94, One Best Thing iBooks
http://itunes.com/onebestthing

iPad Enhanced Reading Interventions: Developing Adolescent Readers

Could giving students 24/7 access to literacy instruction on an iPad improve their reading achievement? This action research project demonstrates impressive gains with results that are easy to replicate. Learn how to transform the reading classroom using research based literacy strategies and the power of an iPad.

If Shakespeare Could Tweet: Transforming Literature with iOS

Most high school students aren't necessarily excited to read Shakespeare. By integrating iOS into their

lessons, teachers can transform the experience of learning Romeo & Juliet and other other plays. Students can go from laboriously reading Shakespeare to excitedly interacting with Shakespeare with just an iPad, iPhone, or iPod touch.

APPied Poetry: Creating and Publishing Multimedia Poetry

Learn to engage students in creative poetry enhanced and shared with iOS apps. This One Best Thing will explore quality integration of apps and use of tools to extend the audience in the poetry writing and publishing process for students of all ages.

Write to Change the World: Challenge Based Learning for Persuasive Writing

Persuasive writing skills can be connected to purposeful experiences through the process of Challenge Based Learning. Students choose topics that personally matter to them and create written solutions to change people's perceptions, thereby using their writing to "change the world." Students not only develop persuasive writing and speaking skills, but also develop important skills in teamwork, initiative, and innovative thinking. Most importantly, students are transformed into activists doing meaningful work that carries on long after the last exam is scored.

Photography Inspired Writing: Using iOS Photography to Inspire Struggling Writers

A picture is worth a thousand words." This classic cliche is the foundation for using iOS photography to inspire struggling writers. This One Best Thing uses student iOS devices as a starting point for writing and demonstrates ideas for moving students from reluctant to resonant writers.

Short Film Adaptations: The Writing Process Through Film

Explore how a professional writes, draws, or directs a movie and use this creative process to facilitate student writing. This authentic learning experience brings together student and filmmaker as students learn the basics of filmmaking in order to create their own short-film adaptations.

Rekindling Literature: Digital Engagement in Literature with iPad

An increasing range of educational apps in the iOS ecosystem are transforming the way students experience excellent literature. Engage in an exploration of iPad strategies aimed at enhancing the study of literature. Includes case studies and examples involving literary apps, iBooks Author and iTunes U.

Student Centered Literacy: Adolescent Reading Development with iPad

Student-centered learning requires student engagement, immersion and personal responsibility. This One Best Thing demonstrates how teachers can leverage Apple Technology, specifically iPads, to build a student-centered curriculum that builds strong literacy skills.

[Literature Circles with iPad: Collaborative Reading Discussions](#)

Discussing a book that you are reading makes the experience much richer and more full of meaning. One of the ways that we can do this in schools is through literature circles. The iPad is an amazing and natural tool for literature circles. Read this One Best Thing to learn how this educator successfully implemented literature circles in a one-to-one environment.

[Connected Creative Writing: Rich Learning Through Personal Connections](#)

Students produce rich creative writing when personally connected. This One Best Thing shares ideas for connecting creative writing to students' experiences including the use of ballads to inspire student poetry and iBooks Author to produce Multi-Touch books of traditional fairy tales with a cultural twist.

[Becoming Lewis Hine: Student-Photographed History](#)

This One Best Thing asks students to analyze the child labor photographs of Lewis Hine and then use their new knowledge and an iPad to photograph problems in their own community. Apply this project to variety of historical topics with strong community connections.

[Photographing History: Archiving With Apps](#)

Take your students through a learning activity that combines the power and captivation of photography with historic and archived primary source images. Like peeling back the layers of a place, person or event, students can provide context and perspective to a learning topic by combining research and their own photography.

[Quality Writing Through Quality Talk: Verbalization to Improve Writing](#)

Writing skills can be improved by developing writing vocabulary. This multimodal project focuses on structuring talk to improve writing within the backdrop of a fantasy world. A variety of activities, applications, and apps are used to demonstrate how technology helps students communicate.

[Turning Memories into Story: Writing Biographical Narratives](#)

This One Best Thing shows how a high school teacher uses inquiry to extend beyond the confines of the classroom and connect to the community. Students interview local seniors and use the stories as a launch pad to create and publish their own versions of the stories using a combination of iPhone, iPad and MacBook computers.

[Poetic Digital Storytelling: Transforming Poetry Into Artistic Digital](#)

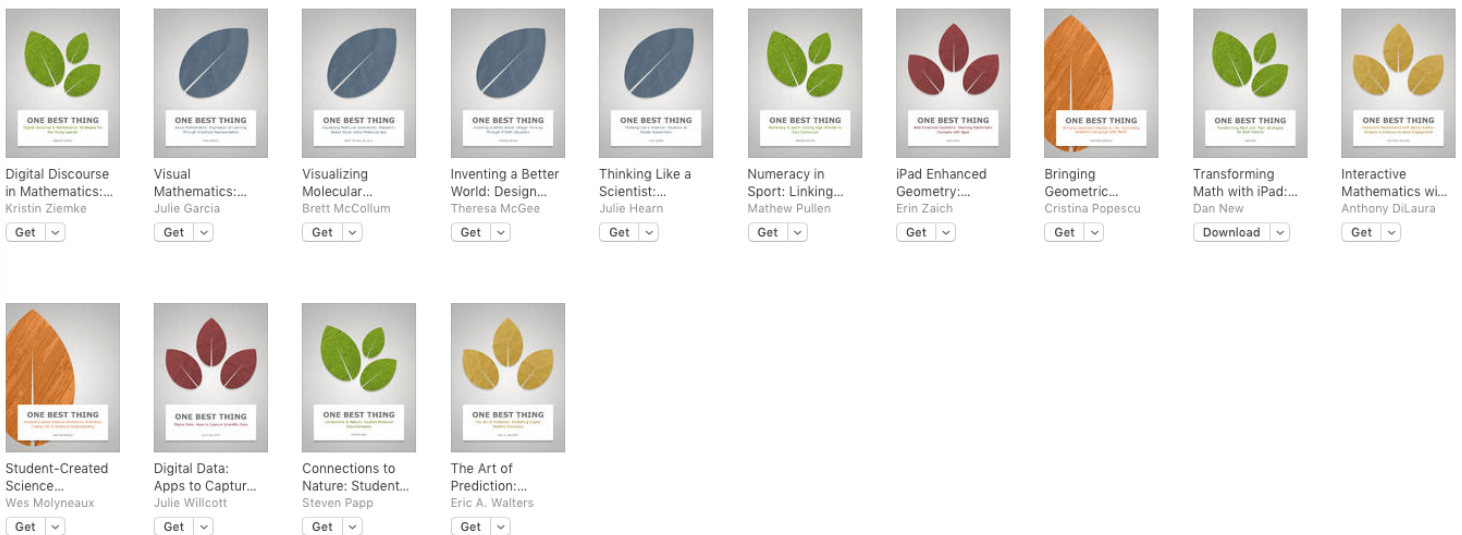This One Best Thing teaches students how to use various apps to transform their written poetry into

artistic digital stories. See several example projects and app suggestions for creating digital presentations based on traditional poetry.

Transforming Academic Writing: A Thesis With iBooks Author

Transform academic writing into richer, more meaningful work for students with this One Best Thing. Senior students produce a graduation thesis on a topic of choice with iBooks Author. Students create theses rich with multimedia by utilizing various apps at all stages of the writing process.

Mathematics & Science

Featured ⌄

Digital Discourse in Mathematics:...	Visual Mathematics:...	Visualizing Molecular...	Inventing a Better World: Design...	Thinking Like a Scientist:...
Kristin Ziemke	Julie Garcia	Brett McCollum	Theresa McGee	Julie Hearn
Get ⌄	Get ⌄	Get ⌄	Get ⌄	Get ⌄

Numeracy in Sport: Linking...	iPad Enhanced Geometry:...	Bringing Geometric...	Transforming Math with iPad:...	Interactive Mathematics wi...
Mathew Pullen	Erin Zaich	Cristina Popescu	Dan New	Anthony DiLaura
Get ⌄	Get ⌄	Get ⌄	Download ⌄	Get ⌄

Student-Created Science...	Digital Data: Apps to Captur...	Connections to Nature: Student...	The Art of Prediction:...
Wes Molyneaux	Julie Willcott	Steven Papp	Eric A. Walters
Get ⌄	Get ⌄	Get ⌄	Get ⌄

Digital Discourse in Mathematics: Strategies for the Young Learner

One of the Common Core Mathematical Practices is to construct viable arguments and critique the reasoning of others. Promoting mathematical discourse can be a daunting task for teachers of young students. In this One Best Thing, an early elementary teachers shares strategies for increasing math discourse for young learners via digital drawings, written conversation and video capture.

Visual Mathematics: Expression of Learning Through Graphical Representation

This middle school math project shows how students use the Camera app, Numbers App, and Explain Everything to address Common Core Standards and teach "above the line" in the SAMR model. How-to screenshots, rubrics, and student samples all included. Students investigate and chart how many licks it takes to get to the center of a Tootsie Pop in this data analysis project transformed with iPad.

Visualizing Molecular Geometries: Research-Based Study Using Molecules App

If you could help students bridge a major gap in understanding in only 15 minutes with an iPad, wouldn't

you? In this One Best Thing, learn how this educator increased visual-spatial and representational competence skills relative to paper-based learners when learning about molecular geometries using the Molecules app on iPads. Both application and research results are included in this informative book.

Inventing a Better World: Design Thinking Through STEAM Education

In this project students engage in design thinking to create an invention to make the world a better place. Visual imagery created on iPad apps is combined with audio recording in GarageBand to create enhanced podcasts to showcase students' STEAM learning with the world.

Thinking Like a Scientist: Students as Mobile Researchers

When we experience something for the first time, we are filled with a sense of wonder and curiosity. How can we capture these moments to be more engaged and successful as learners? This One Best Thing is dedicated to helping students use the variety of features and apps available on the iPad to work as researchers and truly tell their learning story.

Numeracy in Sport: Linking High Interest to Core Curriculum

This One Best Thing shows simple ways teachers can connect numeracy to sports in order to make curriculum more relevant for students. See how one teacher connected basketball to math for his students with iPad apps.

iPad Enhanced Geometry: Teaching Mathematic Concepts with Apps

You are striving to share your understanding of a mathematics concept with others. You are trying to make sense of vocabulary words. You are a visual learner. You are an auditory learner. You are a kinesthetic learner. How do we teach key mathematics vocabulary to a variety of learners who all have different needs, desires, and interests that will later be applied to a hands-on project? By using the iPad to find, to photograph, to annotate, to define, and to record basic geometric vocabulary, you are giving students a tactile, engaging medium with which to learn so they are able to apply their understanding to the design and to the construction of three dimensional objects.

Bringing Geometric Shapes to Life: Cultivating Academic Language with Morfo

Students use an iPad and the Morfo app to become living, breathing geometric shapes. By organizing their thoughts with a graphic organizer, they showcase the attributes of geometric shapes in first person. This One Best Thing project reinforces the power of "play" in mathematical language development.

Transforming Math with iPad: Strategies for Best Practice

This One Best Thing looks at instructional tools as starting points for a teacher who might just be

undertaking the formative steps of integrating technology into their mathematics classroom. The main topics include: iPad as Content Delivery Tool, iPad as a Tool for Student Discovery, and iPad as a Tool to Demonstrate Student Learning.

Interactive Mathematics with iBooks Author: Widgets to Enhance Student Engagement

Learn how this high school mathematics teacher creates engaging Multi-Touch books with interactive widgets using Geogebra and Tumult's Hype. This book includes details on how to create widgets that bring inquiry and instant feedback to the learning experience.

Student-Created Science Animation: Animation Creator HD to Enhance Understanding

This One Best Thing centers around the use of student created animations in the science classroom. Animations can be used as both a learning tool and as a way for students to demonstrate mastery of content. The teaching method described in this book provides an opportunity for students to engage and re-engage with material in ways never possible before the introduction of the iPad and the Animation Creator HD app.

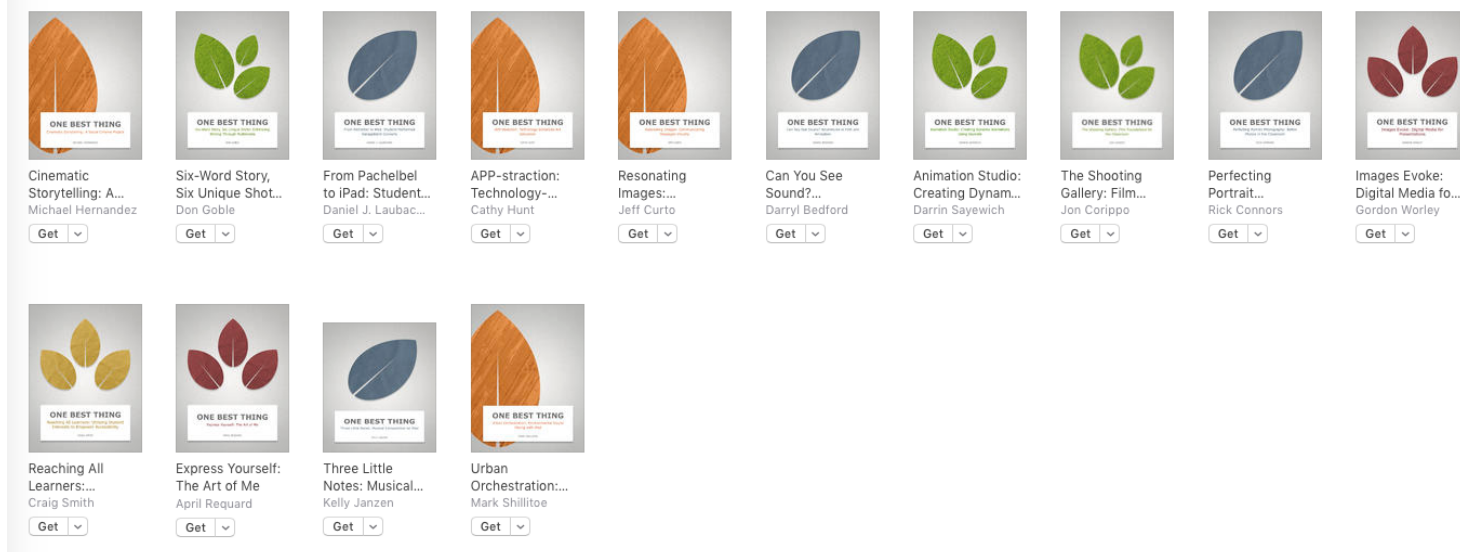## Digital Data: Apps to Capture Scientific Data

Learn how this science educator helps students use apps on their iPads to capture data and develop methodology of the use of apps to increase accuracy of their results. This One Best Thing focuses on the students use of apps on the iPad to capture data, incorporating specific apps as well as lesson plans.

Connections to Nature: Student-Produced Documentaries

The creation of nature documentaries provides authentic opportunities for students to explore environments and become familiar with the habitats and the species they contain. Unleash the next David Attenborough. Learn how student created documentaries helped to facilitate quality connections to nature, aided in the development of literacy skills and to introduced students to filmmaking using an iPad.

The Art of Prediction: Publishing Digital Weather Forecasts

This One Best Thing highlights a long-running project entitled "Your Weekend Weather" and its development for a senior elective Atmospheric Science course. In this project, students research, write and produce a short weekend weather video forecast for the school community in New York City as well as a sister school in Los Angeles.

Cinematic Storytelling: A...	Six-Word Story, Six Unique Shot...	From Pachelbel to iPad: Student...	APP-straction: Technology-...	Resonating Images:...	Can You See Sound?...	Animation Studio: Creating Dynam...	The Shooting Gallery: Film...	Perfecting Portrait...	Images Evoke: Digital Media fo...
Michael Hernandez	Don Goble	Daniel J. Laubac...	Cathy Hunt	Jeff Curto	Darryl Bedford	Darrin Sayewich	Jon Corippo	Rick Connors	Gordon Worley
Get ⌄	Get ⌄	Get ⌄	Get ⌄	Get ⌄	Get ⌄	Get ⌄	Get ⌄	Get ⌄	Get ⌄

Reaching All Learners:...	Express Yourself: The Art of Me	Three Little Notes: Musical...	Urban Orchestration:...
Craig Smith	April Requard	Kelly Janzen	Mark Shillitoe
Get ⌄	Get ⌄	Get ⌄	Get ⌄

Cinematic Storytelling: A Social Cinema Project

Expand your classroom walls and check for learning with an authentic, self-published project. In this project, students use mobile devices to create their own cinematic stories and publish them using a social media platform.

Six-Word Story, Six Unique Shots: Enhancing Writing Through Multimedia

Explore an activity that brings the writing process to life with digital storytelling. A simple six-word story, created as a video with six unique camera shots, allows students the ability to tell a powerful visual story. This One Best Thing guides educators through a unique project that addresses the fundamentals of film making as well as the digital storytelling process.

From Pachelbel to iPad: Student-Performed GarageBand Concerts

Create high level musical performances without trained musicians. This One Best Thing guides teachers through the process of inspiring musical creativity in students by conducting an iPad concert with GarageBand's Smart Instruments.

APP-straction: Technology-Enhanced Art Education

With a passion for using art as a vehicle for engaging with creative processes, improving visual literacy and divergent thinking skills, this author is keen to share her knowledge and experience in transformational learning in the art room. Explore this One Best Thing and learn how apps can be used to enhance lessons on abstraction.

[Resonating Images: Communicating Messages Visually](#)

Learn how to introduce students to the visual concepts of gestalt psychology, helping them see the cognitive reasons that some images resonate with us and others don't. Using both graphic and photographic visual examples, this One Best Thing shows how to go beyond making images that are just visually pleasing and examines how images communicate messages to viewers.

[Can You See Sound? Adventures in Film and Animation](#)

This One Best Thing demonstrates the use of multimedia in the exploration of the senses. Hearing impaired students use film and animation techniques to broaden their understanding of sound in a range of cross curriculum activities.

[Animation Studio: Creating Dynamic Animations Using Keynote](#)

Using animation as a platform to reinforce curriculum can motivate students to think beyond the confines of the textbook and assist finding meanings, discovering ideas, and expanding artistic capabilities. This One Best Thing reveals how easy it can be to use Keynote to create dynamic animations.

[The Shooting Gallery: Film Foundations for the Classroom](#)

The Shooting Gallery project, originally geared towards a film class, also lends itself to core classes. In this One Best Thing teachers and students make their media-based projects look better in just one class of shooting with an iPad, iPhone or Macbook and one period of editing on iMovie or Final Cut Pro X. Students can create a very cinematic look through participating in this learn-by-doing project.

[Perfecting Portrait Photography: Better Photos in the Classroom](#)

With a bit of attention to detail and a connection with your subject you can take better photos of people. People can be one of the most difficult subjects to work with. They can also be some of the most rewarding images you take.

[Images Evoke: Digital Media for Presentations](#)

This book explains how motion and depth of field affect how we focus our attention to details of an image. Developing an understanding of the exposure triangle gives photographers control over an image's impact. Common Core standards call for students to make strategic use of digital media in presentations to enhance understanding of findings, reasoning, evidence, and to add interest.

[Reaching All Learners: Utilizing Student Interests to Empower Accessibility](#)

The importance of personal interests for children on the Autism Spectrum cannot be overstated. Learn

how this educator leveraged the passions of his students in order to empower them to access the expectations of the school curriculum using film and multimedia production.

Express Yourself: The Art of Me

Using technology, this One Best Thing takes a traditional silhouette art project and redefines it. This project combines language arts, fine arts, and technology as students grades 3 and up create a modern expression of identity.

Three Little Notes: Musical Composition on iPad

Using just three notes, see how easy it can be to create original music compositions with GarageBand on the iPad in this composition project for middle and high school students.

Urban Orchestration: Environmental Sound Mixing with iPad

Enter a learning journey of creating urban soundscapes. This 4th Grade unit of inquiry explored the creative potential of sound recording, music manipulation, creation and production on iPad. Discovering the potential to remix their sounds, students spontaneously conducted a live remix in GarageBand and, as live DJs, produced a serendipitous recording, captured in SoundCloud on iPhone.

Digital Citizenship Featured ⌄

Digital Leaders: Transforming...	Propaganda Literacy:...	Kids Connect: Student-Led...	Cultivating Dynamic OER: ...	Student-Centered...	Student as Teacher:...	Peer Tech Tutors: Best Practices f...
Mark Anderson	Colin McAuley	Shaw, Paul	Michael S. Mills	Chris Carter	Dan Aivaliotis-Ma...	Ann Roberts-Telli...
Get ⌄	Get ⌄	Download ⌄	Get ⌄	Get ⌄	Download ⌄	Get ⌄

Digital Leaders: Transforming Learning with Students in the Lead

Learn about how one school created student digital leaders and the positive impact they had. Ideas will be shared about introducing this concept to your institution and replicating it with student technology leaders in your school.

Propaganda Literacy: Understanding Media Messages

This One Best Thing lays out a process to help students highlight the obvious (overt) and hidden (implied)

messages found in print ads and commercials. It is written for students demonstrating their knowledge using different apps primarily on the iPad. /

Kids Connect: Student-Led Technology Conferences

Follow one teachers journey in empowering students to plan, launch and run a student led technology conference for other students. This One Best Thing captures the essential elements for effectively facilitating and delivering a student led conference of your own.

Cultivating Dynamic OER: An Open Educational Resource Guide

Students deserve free or low-cost open educational resources that are dynamic and engaging. Educators can provide these resources by exploring the many free options available through the Public Domain or licensed through Creative Commons. What's more, educators can and should take advantage of their rights under Fair Use to legally acquire and use copyrighted material. This One Best Thing teaches others how to cultivate this content with creativity and confidence.

Student-Centered eSafety: Promoting Online Safety with Creative Apps
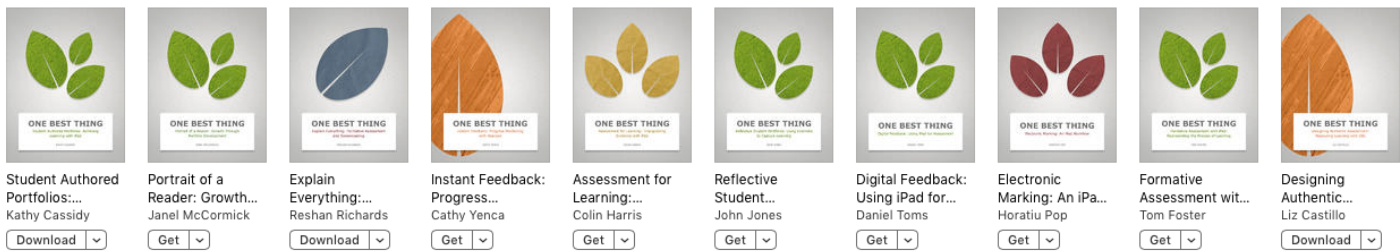
With mobile devices becoming more and more common, and children having greater access to the online world than ever before, it is essential to teach internet safety. This One Best Thing provides ideas and suggestions for using the creative potential of iPads to support the teaching and reinforcing of eSafety with an aim of students ages 7 -11 (but can be adapted for students both younger and older).

Student as Teacher: Professional Learning Workshops by Student Experts

This One Best Thing demonstrates how to empower students by providing them with the opportunity to become technology leaders themselves. A teacher created concept called "iLearn uLearn" teaches students how to create and deliver professional learning workshops and tutorials for others. The program promotes an open learning community where the learning process between students and teachers has been redefined. It offers students the opportunity to share their knowledge with teachers and other students by planning and delivering their own ICT workshops.

Peer Tech Tutors: Best Practices for Student Mentorship Programs

This reverse mentoring program paired 5th grade students with kindergartners in a partnership entitled iTutors. Student-to-student weekly connections allowed older students to perform 'teaching-like' practices, all the while reinforcing their own developing technology skills with iPod touch and iPad, and went so well that it was expanded to a senior citizen mentorship program as well.

Student Authored Portfolios:...	Portrait of a Reader: Growth...	Explain Everything:...	Instant Feedback: Progress...	Assessment for Learning:...	Reflective Student...	Digital Feedback: Using iPad for...	Electronic Marking: An iPa...	Formative Assessment wit...	Designing Authentic...
Kathy Cassidy	Janel McCormick	Reshan Richards	Cathy Yenca	Colin Harris	John Jones	Daniel Toms	Horatiu Pop	Tom Foster	Liz Castillo
Download ⌄	Get ⌄	Download ⌄	Get ⌄	Get ⌄	Get ⌄	Get ⌄	Get ⌄	Get ⌄	Download ⌄

[Student Authored Portfolios: Archiving Learning with iPad](#)

This One Best Thing highlights primary students archiving their work with iPad, a few apps and a blogging tool to create digital portfolios that reflect their learning in all subject areas.

[Portrait of a Reader: Growth Through Portfolio Development](#)

Teachers of the twenty-first century struggle to meet the diverse needs of their students. The Common Core and National Council of Teachers of English (NCTE) along with International Society of Technology Educators (ISTE) standards ask teachers to create an environment that challenges students while promoting problem solving and creative thinking. However, national and state governments place high stakes on standardized testing that does not assess the same outcomes. In fact, the two are at odds with each other. In a rapidly changing world, many educators are interested in changing methods of instruction and considering changes in assessment. However, instead of ensuring that new teaching methods use appropriate assessment methods, research has shown that it is quite the opposite. Curriculum should not determine assessment, nor should assessment determine curriculum. Instead, the two should work together to create authentic learning experiences for the twenty-first century. Digital portfolios are one possible solution to this issue. This book includes the process and ideology behind the use of digital portfolios and how they can help middle-school literacy students to be more reflective and accountable; it is an effort to begin to bridge the gap between twenty-first century instruction and assessment.

[Explain Everything: Formative Assessment and Screencasting](#)

Student screencasting on the iPad provides a multimedia and multimodal approach for capturing understanding and making thinking visible. This chapter provides three repeatable, modular, and scalable examples of teachers using screencasting to capture student thinking, provide contextual feedback, and engage learners in a rich and authentic creation process. Technology by itself can not make a teacher great. However, this approach using technology allows great teachers to create incredible learning environments for their students.

Instant Feedback: Progress Monitoring with Nearpod

Using iPads, the Nearpod app, and a "template model", instant formative assessment feedback has helped middle school students "know what they don't know". This One Best Thing guides teachers through the process of creating simple Nearpod templates that can be used on demand based on student need.

Assessment for Learning: Triangulating Evidence with iPad

In order for assessment to be meaningful it must be descriptive in nature and delivered in a timely fashion. Furthermore, assessments must consist of more than just student products and include observations and conversations of student learning. Discover how triangulating the evidence of student learning through the collection of conversations, observations and products, can help instructors compile much more accurate student assessments than through tests and quizzes alone.

Reflective Student Portfolios: Using Evernote to Capture Learning

The ability for students to easily reflect in a variety of formats, on both analog and digital work, is truly a redefinition of learning and would have been previously inconceivable. Now, with Evernote, students can create interactive portfolios that detail their work in a user friendly, navigable and cohesive way This One Best Thing details how this is possible and why it made a difference.

Digital Feedback: Using iPad for Assessment

Feedback has a huge impact on pupil progress. This One Best Thing demonstrates how to use apps such as Showbie, Notability, and Explain Everything to give effective digital feedback via the iPad.

Electronic Marking: An iPad Workflow

Learn how to electronically collaborate with students on their work using an iPad, stylus, the Notability app, and a Dropbox account. Experience one teacher's simple workflow to electronic marking with iPad in this One Best Thing.

Formative Assessment with iPad: Representing the Process of Learning

This One Best Thing demonstrates how the innovation of iPad in the classroom and the plethora of educational apps that can be used to formatively assess the process of learning for students. Learn how iPad can enhance the practice of formative assessment in the classroom.

Designing Authentic Assessment: Measuring Learning with CBL

Challenge Based Learning provides a strong framework for critical thinking and relevant learning. In order to assess this authentic learning, assessments must reflect and emphasize the process as well as the

product. In this One Best Thing explore strategies for building authentic formative and summative assessments that align with CBL.

Content Creation in the Classroom   Featured ⌄

Bringing Community to...	Student Authored Textbooks: A...	Design Secrets Revealed:...	Faraway Friends: Collaborative...	Creating Authentic Storie...	Don't Create a Book, Create a...
Simon Pile	Isaac Pineda	Keri-Lee Beasley	Carolyn Skibba	Jane Ross	Sean Junkins
Get ⌄	Get ⌄	Get ⌄	Get ⌄	Download ⌄	Download ⌄

Just-Right Books at Their...	Student Authored Books on iTune...	Sharing Learning with Real...	A Moment in Time: A...
Kristi Meeuwse	Jenny Grabiec	Gavin Smart	Joachim Castella...
Get ⌄	Get ⌄	Get ⌄	Get ⌄

Building Literacy Through...	Authoring Guided Language...	Creating a Spark with Authoring:...	Early Literacy with iPad:...	Orientation eBook: Assistin...	Designing Innovative...
Robyn Torry	Elizabeth Birch	Andrew Dickenson	Jaylene Fritchley	Cherryl	Melvin Tan
Get ⌄	Get ⌄	Get ⌄	Get ⌄	Get ⌄	Get ⌄

Bringing Community to Life: Student-Created Virtual Field Trips

The original London Project was put together with a team of five teachers and 102 children. During an eight-week program of study, we visited London for four consecutive weeks and made videos at over 50 locations in the city. This lesson is designed for one class to be able to successfully achieve augmented reality in just seven weeks, but the possibilities of this project, up to a whole school level, are endless.

Student Authored Textbooks: A Student's Perspective on History

This One Best Thing promotes shifting from a traditional teacher-centered model of instruction to a student-centered one by allowing students to become authors and publishers of their own content. In the process students interpret history, write it from their perspective and publish their own history iBooks textbook with iBooks Author for an authentic audience, not only for their classroom or school, but also for the entire world.

Design Secrets Revealed: Teaching Students the Principles of Design

Four simple principles of design - Contrast, Alignment, Repetition & Proximity - can have a significant impact on the quality of student created posters. This book will take you step-by-step through each design

principle, and provide you with examples and suggestions to help guide the teaching process for your students.

Faraway Friends: Collaborative Student Publishing

In this One Best Thing third grade students from Illinois work with kids in Iceland to co-author a multimedia book using Book Creator for iPad. See ideas for building a culture of collaboration, managing workflow with Book Creator & Dropbox, and sharing a collaboratively authored book.

Creating Authentic Stories for iPad: Publishing Student Authors on the iBooks Store

From authoring on an iPad to publishing on the iBooks Store on a Mac, students can become authentic authors on a variety of subjects for which they have a personal passion. In this One Best Thing, learn how a teacher from Indonesia developed a model that works with children across the globe.

Don't Create a Book, Create a Field Trip: Building Interactive Multi-Touch Books

Teachers can design fully interactive pages and activities that take advantage of the wealth of interactive features available in iBooks Author. These pages can take students on "virtual field trips" which create opportunities to truly explore content as active participants in the learning process. Learn great tips for creating teacher-made content in iBooks Author.

Just-Right Books at Their Fingertips: Authoring for Primary Readers

Learn how one kindergarten teacher uses iBooks Author to create leveled texts that perfectly match the students' emerging reading levels. These "Just Right Books" on iPad resulted in a personalized learning environment, self-efficacy in young readers, and reading achievement that exceeded expectations.

Student Authored Books on iTunes U: Sharing Learning Globally

Students have been authoring books in the classroom for years, but now is the time to transform those yarn, spiral and staple bound books into Multi-Touch, interactive books that can be enjoyed from iOS devices and web browsers. Learn how to share student-created digital books in ePub or iBooks format through a collection or course on iTunes U.

Sharing Learning with Real Audiences: iPad Project Ideas for the Elementary Classroom

Sharing learning with a real audience immediately provides real purpose for students. This One Best Thing demonstrates ways in which students could share their work with peers, educators and the rest of the world. A range of apps, activity ideas, and student examples are highlighted showing how students can use iPad to share what they have learned with authentic audiences.

[Building Literacy Through Authoring: Students as Book Publishers](#)

This One Best Thing demonstrates how student authoring promotes literacy development in the elementary classroom. Through both individual and collaborative authoring and publishing, the whole process is a valuable learning experience for developing literacy skills through authoring digital and non-digital resources.

[Authoring Guided Language Lessons: iBooks Author to Rethink Language Instruction](#)

Learning languages through iPad-based projects is motivating and engaging and builds essential 21st century skills for students. This One Best Thing will outline 10 essential elements to include when creating resources for iBooks to launch language learning projects using iBooks Author.

[Creating a Spark with Authoring: Building Interactive Books for Students](#)

Creatively crafted content that's aimed directly at students can have a deep impact on the imagination. Learn tips for designing Multi-Touch books with iBooks Author which give students an interactive learning experience. View a complete finished example entitled Dinosaur Hunter where an interactive eBook diary is created to give students an opportunity to experience engaged learning and to motivate them to write about their experiences.

[Early Literacy with iPad: Personalizing Learning for the Primary Classroom](#)

This One Best Thing addresses young learners' need to develop the recognition of sight words to assist them with their reading. See how one early elementary teacher creates a range of content targeting sight word recognition and early literacy skills accessible to the students via iPad.

[Orientation eBook: Assisting Transition for Children with Autism](#)

Learn how this educator authored digital books to assist in the transition of prospective special needs pupils to their school environment. This One Best Thing introduces the use of digital orientation books for young students assimilating into a new environment.

[Designing Innovative Solutions: Student-Created iOS Apps](#)

To make a great iOS app, you need to learn and do many things, but the tools and the iOS SDK make it easy to get a simple app up and running. This One Best Thing explores designing and developing iOS apps; teaching students the essential concepts of Objective-C language, constructs, and capabilities; and the effective techniques of designing and developing iOS apps. Examples of iOS apps created by the educator and his students are also highlighted.

Implementing a Digital Classroom Featured

Let it Grow: Developing the...	Multi-Dimensional...	1:1 iPads and Parents: Stayin...	The "5Cs+" Implementation...	On-Demand Professional...	Differentiated Professional...	Designing for the Learner: Suppor...	Apple TV: A Deployment...	Twitter in the Primary...	Starting with Choice: Primary...
Greg Hughes	Mia Morrison	Craig McNeil	Dale Lopez	Lori Wetzel	Nadine Norris	Tom Lee	Paul Yip	Kristen Wideen	Karen Lirenman
Get	Get	Get	Get	Get	Get	Get	Get	Download	Get

Let it Grow: Developing the 1:1 Digital Ecosystem

Take a look at one educator's essential pedagogy required to make effective use of iPads, regardless of subject or age range, especially in a 1:1 model. This One Best Thing will cover workflows, lesson plans, key skills and ideas for institutions, schools and individual educators alike.

Multi-Dimensional Scaffolding in iTunes U: Best Practices for Course Authoring

Learn techniques from a high school teacher who creates and teaches completely through iTunes U courses. Multi-dimensional scaffolding orchestrates content knowledge with technologic skill building to deliver a dynamic, interactive experience into the eager hands of the Digital Age learner. Maximize the power of iTunes U courses by authoring courses with these principles in place.

1:1 iPads and Parents: Staying on the Right PATH

Are you looking for a way to ensure that the families in your district are on board and embrace iPad technology? Witness how one educator uses a self-developed model entitled PATH that helps educators involve all stakeholders, including parents, when deploying a large 1:1 iPad implementation.

The "5Cs+" Implementation Model: Personalized, Student-Driven Learning

The book shares one school's driving goal to incorporate Information Communication Technologies (ICT) in learning in a meaningful, responsible and cost effective manner. See how a 1:1 iPad program in Queensland puts focus on personalized learning and student-driven curriculum with their "5Cs+" model, complemented with examples in action.

On-Demand Professional Development: Real-Time Learning Through Screencasting

This One Best Thing describes how one educator uses screencasting and her "Tech Tip Tuesdays" website to deliver "On Demand" PD for her staff. Learn simple ways to develop and deliver professional development experiences through screencasting with either a Mac or an iOS device.

[Differentiated Professional Development: Strategies for Implementation](#)

In large districts, the biggest challenge is to differentiate professional development for teachers with varying skills and confidence using technology. This book tells the story of a large school district in suburban Chicago, where for the past three years federal, state, and local funding provided over 5000 iPad and iPod touch devices. The devices are being used in every possible deployment scenario—from one device for the teacher, to shared sets, to a one-to-one program. Using mobile devices to enhance and especially redefine instructional practices for all students is an important mission. The challenge for professional development providers is to make the mission of the instructional program the focus, while helping teachers see the relevance of the tools for their own environment.

[Designing for the Learner: Support Materials for Effective Professional Development](#)

This One Best Thing demonstrates a simple model for delivering professional development with tips for designing support materials for both staff and students. Sample screencasts and support materials are also included.
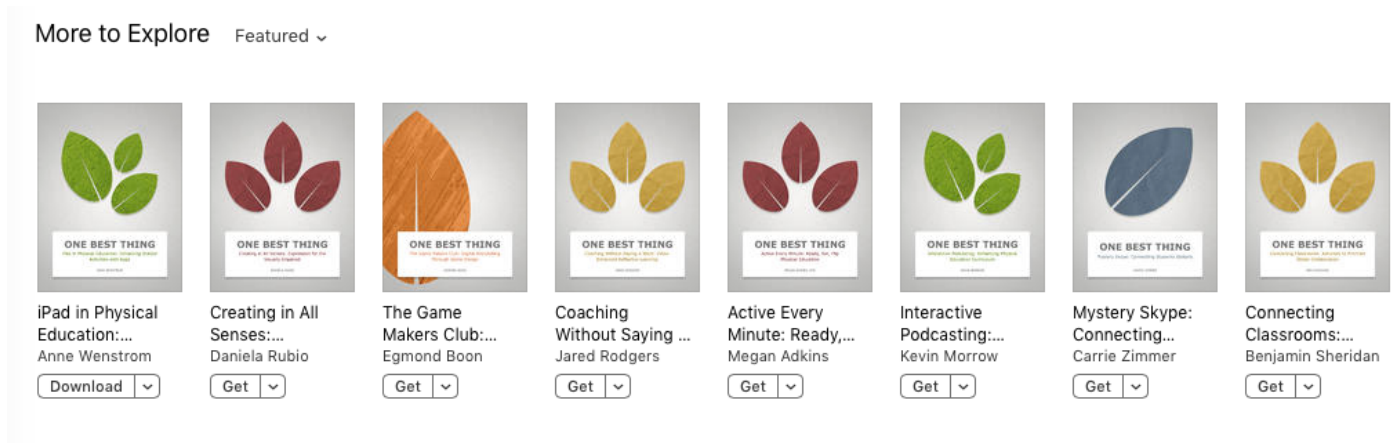
[Apple TV: A Deployment Guide](#)

This One Best Thing outlines necessary logistical considerations for any administrator or educator who is planning to deploy Apple TV in a school setting.

[Twitter in the Primary Classroom: Engage, Inspire, & Collaborate](#)

Discover how to keep parents informed, connect globally and link to your curriculum. This One Best Thing leads your primary classroom students through the creation of a learning network on Twitter.

[Starting with Choice: Primary Classroom Implementations](#)

In today's rapidly changing world, children need to be in control of their learning. They need to be able to make decisions, and solve problems, and they need to be able to do this independently. Providing student choice, no matter at what age, is an empowering, authentic way to enable learners. While choice can be introduced at the simplest level, harnessing the power of technology (iPad, iPod device, or laptop), can transform the way children choose to learn and show their knowledge. This chapter has been written to help you on your journey of providing your students with more choice, with the hopes that you too will see the transformational power of technology in a child's hand.

iPad in Physical Education:...	Creating in All Senses:...	The Game Makers Club:...	Coaching Without Saying ...	Active Every Minute: Ready,...	Interactive Podcasting:...	Mystery Skype: Connecting...	Connecting Classrooms:...
Anne Wenstrom	Daniela Rubio	Egmond Boon	Jared Rodgers	Megan Adkins	Kevin Morrow	Carrie Zimmer	Benjamin Sheridan
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iPad in Physical Education: Enhancing Station Activities with Apps

Discover how an Elementary Physical Education teacher uses iOS apps to enhance station activities, enabling students to give feedback, promote healthy awareness, and actively perform exercises. With even a limited number of iOS devices, traditional PE activities and technology are combined to create a positive mixture of discovery, learning, and reflection while staying active in class.

Creating in All Senses: Expression for the Visually Impaired

Multimedia is a pathway for visually impaired students to express themselves. This One Best Thing explores creation tools like Garageband and iMovie in combination with accessibility features and specific techniques students can use to deliver messages in a powerful way at any level.

The Game Makers Club: Digital Storytelling Through Game Design

Could stories be told by designing games? Students in this technology club capitalize on interests in Minecraft and other gaming topics to address ISTE NETS standards. GameSalad Creator is the tool which facilitates the game design process in this digital storytelling unit of inquiry.

Coaching Without Saying a Word: Video-Enhanced Reflective Learning

Students use video combined with self-reflection for skill development in sports and physical education in this One Best Thing. See how iOS video analysis apps can enhance reflective learning for students' development of physical activity skills.

Active Every Minute: Ready, Set, Flip Physical Education

Only one in three children are physically active everyday, making inactivity a significant issue for students. This One Best Thing demonstrates ways that Apple technologies help physical education and K-20

educators increase the amount of physical activity time provided by flipping the classroom and engaging the learners.

.Interactive Podcasting: Enhancing Physical Education Curriculum

Interactive podcasts are a powerful way to increase students' physical activity and improve the teacher's management of the physical education classroom. Learn how to create interactive podcasts using GarageBand on the Mac or iPad and transform your physical education curriculum.

Mystery Skype: Connecting Students Globally

Classrooms today have the opportunity to expand beyond the four walls of their room. Using Apple products and apps like Skype, FaceTime, and Twitter teachers can connect with other classrooms. This One Best Things offers an introduction to "Mystery Skype". Learn how to set up sessions and engage students in determining the location of the class on the other end of the call.

Connecting Classrooms: Activities to Promote Global Collaboration

I'd like to take this opportunity to share with you some of the projects that I have been lucky enough to be a part of. I have been using and leveraging Apple technologies and social media to connect classrooms and encourage collaboration around the globe. My students and I have been involved in many exciting and rewarding projects that have allowed the students to explore their world in ways that would have been totally unrealistic just a few short years ago. Hopefully you'll be able to gather some nuggets to use in your own classroom.