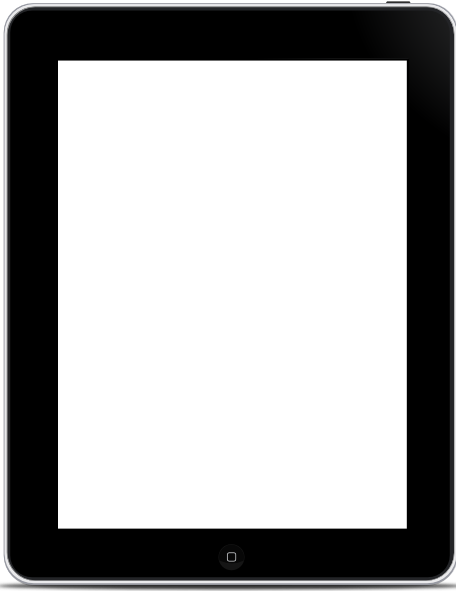
******

**iPad** **App Investigation**

**Name of App\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Positives about this app:**

**Challenges of this app:**

**Create an activity in which you will use this app within the next month:   
Use this time to create an example of how you will use it in your**

**classroom and be ready to share your lesson either today or at the next**

**staff meeting on March 5. If you complete your activity with students**

**before March 5, you can share your student work as well.**

**Subject:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Grade Level:\_\_\_\_\_\_\_\_\_**

**Activity:**

**Ideas:**1. Give students time to “play” with the app the first time, it will given them a chance to learn how to do things on their own and they love figuring it out too.

2. It’s okay not to know how everything works on the app before you give students an assignment, just know the basics. When a student does something you did not know how to do, have them stand up and share what they learn to do.

3. Think about how students will share their final product, will they print it out? Will they upload their work to a website?

4. Everyone at in the school district has a YouTube account, it came with the gmail accounts. Just go to YouTube and sign in with your email username and password. This will help with iMovie and other apps that might use YouTube as an output.

5. Google it! Google the name of your app and see how others have used that app in their classroom, no need to invent the wheel!

6. Have fun exploring your app, push all buttons and create an example product from start to finish so you know what it will take.

7. Want help when using the app with your students? Email Diane Stephanchick with a date and a time and she will assist with your lesson.