



**BAYONNE BOARD OF EDUCATION**  
**Administration Building**  
**669 Avenue A**  
**Bayonne, New Jersey 07002**

TO: Cordelia Twomey  
FROM: Bessa Wahba  
DATE: April 29, 2016  
SUBJECT: Teacher Technology Professional Development

Thank you for the opportunity to review the *50 Educational Technology Tools Every Teacher Should Know About*. After reviewing it further, I have found one specific tool that I know would be beneficial for our teachers and librarians to learn more about. I will be addressed the concerns I found after completing my research about teacher reluctance and how to overcome it. I plan on discussing the tools as well as addressing the concerns of said teachers.

In order to ensure a successful professional development, I have attached my agenda and details of each week. Every week will also include some form of formative and summative assessment to present to you after the completion of the sessions.

The results I send to you will be the determining factor as to how I will proceed with further professional developments in the future. For the formative, I have created a few online quizzes and quick check-in tasks for the teachers to complete as well as an open back channel that they will be able to use to ask any questions. This will help me to determine the flow of the training and determine if a pause is necessary at any point. This will also allow for further reflection on the material and presentation.

For the summative assessment, the teachers will be asked to create a compilation of tests and their scores in a binder for review. This will allow me to see how well they can utilize the tools provided to them and what areas they are still having trouble with. After receiving the material back from the teachers, I can then determine what further training is necessary and in what areas. Teachers are also asked to complete a survey to help determine what training they are looking for as well.

After you review the material, please feel free to email me at [bwahba@bboed.org](mailto:bwahba@bboed.org).

Kind Regards,

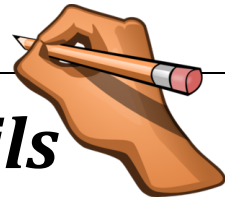
Bessa Wahba



Please complete the following survey by clicking on the image below.



# Enhancing Assessment with Technology



<b>Week</b>	<b>Details</b>
<b>Week 1</b>	Kahoot! 
<b>Week 2</b>	Google Forms 
<b>Week 3</b>	Plickers/Socrative  
<b>Week 4</b>	Quizlet/Quizizz  

# ENHANCING ASSESSMENT THROUGH TECHNOLOGY

Training will take place in the gym. The tools discussed all offer various features. A majority of them can be done on a smartphone, computer or tablet and opportunities are available for teachers who have one device or 30 in a room. All of these tools will help to increase student engagement.

*A Back Channel will remain open throughout the sessions. Please feel free to ask any questions you may have. The channel will be monitored throughout the webinar. Attendees will click on [today's meet](#) to join.*

## *Kahoot!*

The first week will discuss aspects of formative assessment in classrooms and introduce the first tool, Kahoot and its features. The following will be discussed:

- + What is it?
- + Ease of use and reliability
- + How to set up and use in class
- + Easy Grading
- + Additional things to know
- + Test it out.

Those in attendance will be asked to work in groups to formulate uses for the tool and experiment with it.

There will be a few moments of discussion in chat feature for attendees to comment on other answers.

### ***Assessment***

After completing a quiz with the rest of the group, teachers will split in breakout rooms and create a Kahoot for another group. Team Option will be utilized for this for collaboration purposes. *Backchannel will remain open for any questions and comments.*

We will be playing a Kahoot!

Join at kahoot.it with Game PIN: 339982)

(For Presenter: [Game Site.](#))

## Google Forms

This week will focus on the next tool, Google Forms. Since we are a Google Apps for Education (GAFE) School, all attendees will have access to the feature automatically. There have been many updates to Google Forms, so those who are familiar with it can still learn something from the training. This session will discuss the following:

- ✚ What is it?
- ✚ Easy of use and reliability
- ✚ How to set up and use in class
- ✚ Easy Grading
- ✚ Additional things to know (Self Grading tests and Branching Quiz Questions)
- ✚ Test it out.

Those in attendance will be asked to work in groups to formulate uses for the tool and experiment with it.

There will be a few moments of discussion in chat feature for attendees to comment on other answers.

### Assessment

Attendees will complete the following [Google Form](#). Following completion of the form, teachers will create their own form that discusses a subject matter of their choosing. Forms will be chosen at random to share with others. The rest of the quizzes will be collected and placed in a shared file for all attendees to view at a later time and become available for use by all teachers.

## Plickers/Socrative

This week will focus on two different tools, Plickers and Socrative. Plickers is a classroom response tool that can be done with one device in the room. Socrative is a data rich assessment tool that allows for Gamified quizzes.

- ✚ What is it?
- ✚ Easy of use and reliability
- ✚ Easy Grading
- ✚ How to set up and use in class
- ✚ Additional things to know (How to find premade quizzes)
- ✚ Test it out.

Those in attendance will be asked to work in groups to formulate uses for the tool and experiment with it.

There will be a few moments of discussion for attendees to comment on other answers.

### Assessment

Attendees will be given the chance to take a Plickers Quiz using the cards. Attendees will complete a Socrative Quiz (Enter room #4F99DDB6) and have an open discussion about the various features of both tools and their uses.

## *Quizlet/Quizizz*

This week will focus on the last two tools, Quizlet and Quizizz. Quizlet is an assessment tool that allows students to create and use a variety of tools including flash cards, self made quizzes and teacher made quizzes. Quizizz is a student-paced assessment that allows students to answer questions on their own pace.

- ✚ What is it?
- ✚ Easy of use and reliability
- ✚ How to set up and use in class
- ✚ Easy Grading
- ✚ Additional things to know (Create custom memes and take home tests in Quizizz)
- ✚ Test it out.

Those in attendance will be asked to work in groups to formulate uses for the tool and experiment with it.

There will be a few moments of discussion for attendees to comment on other answers.

### Assessment

Attendees will take the Quizizz quiz by entering the game code 665953 on [Quizizz.join](https://quizizz.com/join). Following the quiz, there will be an open discussion as to what features were included in the quiz.

## **Training Evaluation (*Assessment*)**

Upon completion of webinar, attendees will be asked to explore the various tools and create a binder of the different quizzes they have created with the following requirements:

- ✚ Images are added
- ✚ Data collection of scores

These will be completed and turned in through Google Drive.

Submitted binders will be reviewed by a small committee and given feedback within a week's time. Any further assistance is available by contacting the speaker at [bwahba@bboed.org](mailto:bwahba@bboed.org).

Attendees will also be asked to complete a Survey about Training.

Closing Advice:

- Be Patient
- Explore, Explore, Explore
- Create an account and test it out
- Attend more Training
- Keep Learning

## Appendix A

### Quick Guide to Tools

	<b>Kahoot!</b>	<b>Google Forms</b>	<b>Plickers</b>	<b>Socrative</b>	<b>Quizlet</b>	<b>Quizizz</b>
Need an account to administer quiz/game	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	<b>No</b>
Need an account to create and save	<b>No</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>
Q and A appear on one screen	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>
Can include images	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>
Options for Self-paced or timed	<b>Yes</b>	<b>Yes</b>	<b>No</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>
Gamified for fun competition in class	<b>Yes</b>	<b>No</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>
Can ask an instant question during a lesson	<b>No</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	<b>No</b>
Has a ready made exit ticket that can be used	<b>Not really, but can reuse made ones</b>	<b>Not really, but can reuse made ones</b>	<b>Yes</b>	<b>Not really, but can reuse made ones</b>	<b>Yes</b>	<b>No</b>
Can search for game/quizzes by others	<b>Yes</b>	<b>No</b>	<b>Yes</b>	<b>No, but has import option</b>	<b>Yes</b>	<b>Yes</b>
Includes options for math type	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>
Can scramble questions and answers	<b>Yes</b>	<b>Scrambles Answers</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>
Has an iOS and Android app	<b>No</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	<b>No</b>
Has a free account	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>
Help is available	<b>YES</b> <b>Tutorial</b>	<b>YES</b> <b>Learning Center</b>	<b>YES</b>	<b>YES</b> <b>User's Guide</b>	<b>YES</b>	<b>YES</b> <b>Teacher Resources</b>