

THE NEW BLOOD GLUCOSE MONITOR FROM GOOGLE

Wearable Technology in the form of a contact lens will soon allow diabetics to continuously monitor blood sugar levels via your tears. No need for a poke to take a blood sample anymore.
<http://tinyurl.com/n5qfo85>

IN THIS ISSUE...

This issue contains links to several videos! Click on images with a black border that will link to YouTube videos. If you'd like to download the 128 MB PDF file with the videos embedded, click [here](#).

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Suggestions for Successful Technology Integration in Education.

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Volume 1 - Issue 5 - September 2014

WEARABLE TECHNOLOGY - THE NEW FRONTIER

by Nathan Smith, Director of Technology

The Computer Electronics Show (CES) in Las Vegas earlier this year clearly showed that wearable technology is an emerging trend. Phenomenal new products emerge almost daily, such as Apple's new watch announced today. Let's take a look at a few of the notable ones.

GOOGLE GLASS

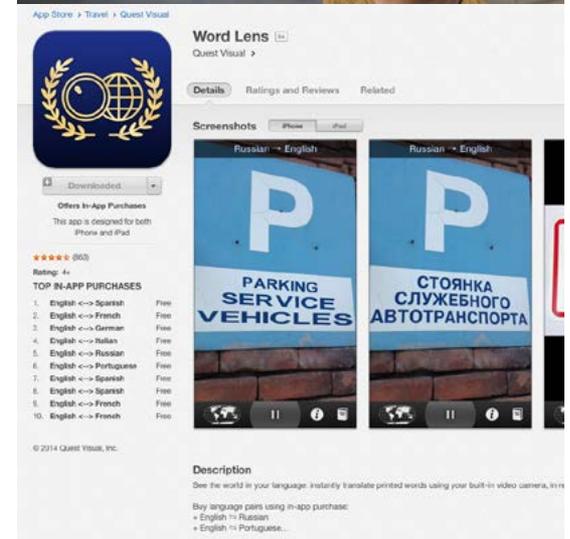
Google Glass is a wearable heads-up display, connected to the Google cloud. Combining a sensitive touchpad, speaker, and microphone along with the display, it becomes a wearable computer - but more than that. It gives you access to your social networks and files. It can take photos and video. It is voice controllable. The possible uses for this are nearly limitless.

Watch "How it Feels (through Google Glass)" - <https://www.youtube.com/watch?v=vluyQZNq2vE>

I see some potential uses for education. Word Lens is a free iOS app that allows you to use your device's camera to translate written language in real time. Just point your camera at a sign in Spanish, for example, and Word Lens instantly translates it into English - or vice versa. Imagine being able to incorporate this capability into a wearable heads-up display. Automatic translation of nearly any language. When I checked further, I found that Google Glass has Word Lens! I also learned that all the language packs are now free for the iOS and Android apps.

With voice recognition technology becoming more accurate each year, I foresee audio translation tools also becoming available.

For the hearing impaired, what if Google Glass could listen to speech and translate it into ASL or words on the heads-up display? (continued...)



There has been much talk of alternative reality displays, where you could walk down a street, and in real time, receive information about places, get directions, see an interactive map, etc. Google glass could do that, too.

Here are some things that Google Glass can do right now (as advertised on the [Google Glass website](#)).

Strava Run - Strava for Glass makes accessing your real time feedback even easier so you can stay in control of your run. Track your runs with GPS, analyze your performance, set new personal records and see how you stack up against friends.

Navigation - Whether you love to cycle or run, Glass makes it easy to stay on course with turn-by-turn navigation.

WEARABLE TECHNOLOGY - THE NEW FRONTIER (CONTINUED)

GolfSight - GolfSight is a golf GPS rangefinder made specifically for Glass. It gives you accurate pin distance, course data, and scoring information, all without having to dig through your pockets.

SwingByte - Swingbyte for Glass provides the most natural, hands free way to improve your golf game. Get real time swing data, coaching and more, all without having to step away from the tee.

Strava Cycle - Strava for Glass makes it easy to track your rides, visualize your progress, and challenge your friends, all while keeping your hands on the handlebars.

LynxFit - LynxFit is a personal fitness coach that helps keep you on track with your health goals. Subscribe to a workout challenge, track your activity, and receive real time coaching through Glass.

Google Play Music - Need motivation to push it one more mile? Simply say "ok glass, listen to" to fire up your favorite tracks from Google Play Music.

Send a Message - Whether you ski, snowboard, snowshoe or anything in between, it's never easy to keep track of your friends. With Glass, you can keep your mittens on and send messages hands free through SMS or Hangouts.

Search - Need to know how to ask a local for directions in Japanese? Wondering how tall the Eiffel Tower is? Glass lets you quickly and easily access Google Search without breaking your stride.

Take a Picture or Video - Whether you're into relaxing by the beach or climbing mountains, Glass makes

it easy to capture memories without taking you out of the moment. "OK Glass, take a picture."

Google Now - Google Now makes travel easy by providing you with just the right information at the right time. From flights delays to hotel reservations and more, Google Now for Glass brings you the right information when you need it.

Field Trip - Let Field Trip be your ultimate guide to local history, insider finds, design, architecture and more. Field Trip channels the best of hundreds of hyper-local experts and trendsetting publications to help reveal the hidden gems around you.

Compass - Discover new landmarks and find your way home during your next hike with this simple compass.

Social - Share your adventures instantly to Google+, Facebook, YouTube, Tumblr, Path, and Twitter.

News - Stay on top of the headlines and scores with updates from the New York Times, CNN, Mashable, Thuuz and more.

Allthecooks - Fire up dinner with Allthecooks. Find and share your favorite recipes through Glass, even when your hands are covered in marinade.

Evernote - From shopping lists to reminders, quickly speak to save, access and organize the information you want with Evernote.

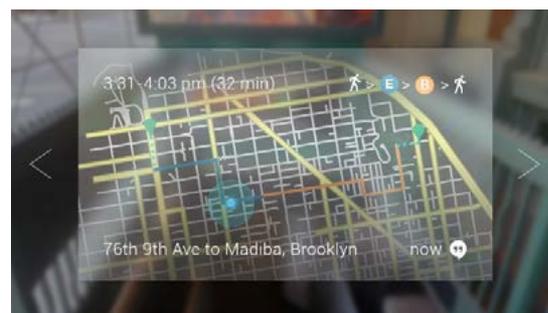
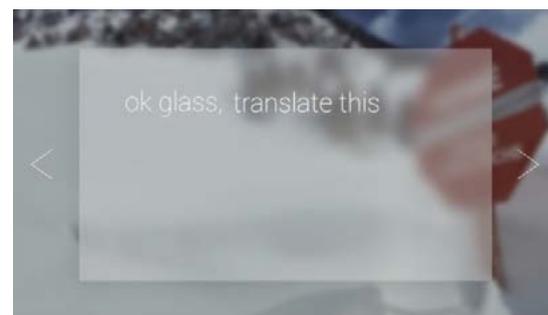
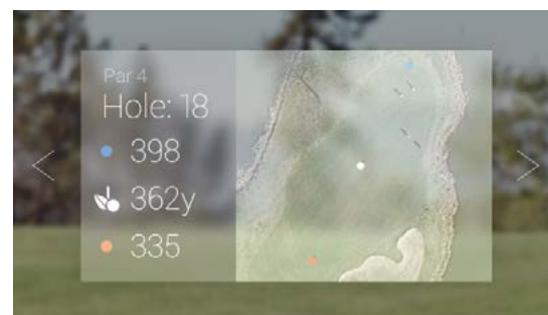
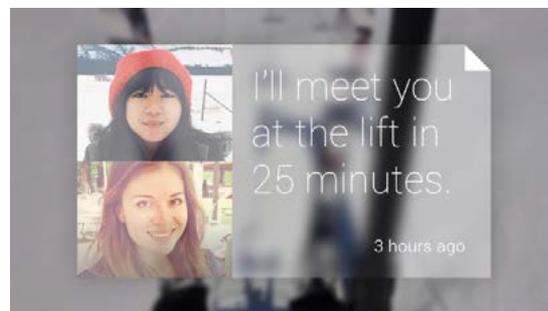
Make a Call / Send SMS - Easily make calls and send messages through Glass, so you can keep in touch while on the go.

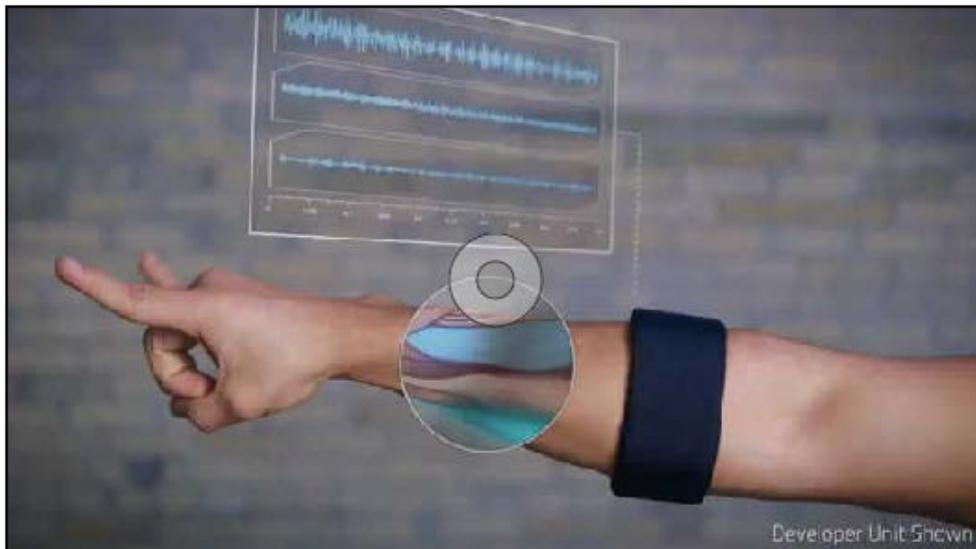
Word Lens - translate words and signage in real time from German, Portuguese, French, Italian, Spanish, and Russian (and vice-versa).

And there's even more available for Glass - and it's still in Beta. The potential is almost limitless. For example: I need to change the carbtorator on my automobile. What if Google Glass could show me how to do it - step by step. Hmm. This may have automechanics worried.

Watch Google Glass Explorer Story: WWF's Sabita Malla: <https://www.youtube.com/watch?v=0-jnefZuOhA>

You can view other Google Glass Explorer Stories at the following URL: <http://www.google.com/glass/start/explorer-stories/>





MYO - ARMBAND CONTROLLER

Myo is a gesture control armband that works out of the box with things you already have like your Mac, Windows PC, iOS, and Android devices. The Myo armband uses Bluetooth 4.0 Low Energy to communicate with the devices it's paired with so you can control presentations, video, music, games, and so much more! It features on-board, rechargeable Lithium-Ion batteries, an ARM processor, our proprietary muscle activity sensors, and a 9-axis inertial measurement unit. Your muscles talk, the Myo armband listens. The Myo armband lets you use the electrical activity in your muscles to wirelessly control your computer, phone, and other favorite digital technologies. With the wave of your hand, it will transform how you interact with your digital world.

The controller is now available for pre-order for \$149.00.

<https://www.thalmic.com/en/myo/>



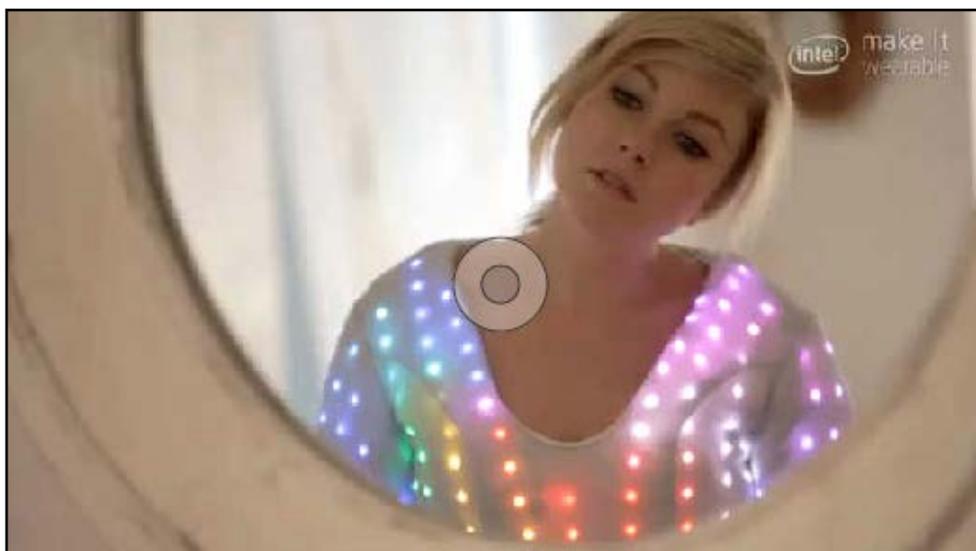
TOBII ATI - EYE TRACKER

Although this is not wearable technology - it is amazing nevertheless, and I feel that someday it may be miniaturized and incorporated into mobile or wearable devices. For example, being able to use a Boardmaker product through eye tracking alone.

The video at left focuses on Stephen Murray, professional BMX rider, father and the founder of Stay Strong. He was severely injured in an accident and is now confined to a wheelchair.

An increasing number of people with spinal cord injuries are regaining complete access to their computers, tablets and the Internet with the help of eye controlled assistive technology devices like the Tobii PCEye Go.

<http://eyemobile.tobii.com>



INTEL'S MAKE-IT-WEARABLE

<https://makeit.intel.com>

Back in January 2014, Intel sponsored a Make-It-Wearable challenge. On their website, it said, "Let's change the world together. Wearable technology is taking the world into new realms, making technology personal and seamless to use. MAKE IT WEARABLE is a global initiative to inspire ideas and fuel innovation that will evolve personal computing in exciting new ways."

Although submissions are now closed, you can go to the site link above, and view submissions, etc. I think this will be worth watching.

It would also be a great creativity and design activity for high school students!

FAKE APPS TARGET ANDROID

Trend Micro, maker of anti-virus/malware software, reported that it has catalogued 890,482 fake android apps. These apps look and often work just like the official ones, but these also carry a payload designed to steal user data. The major target is Android phone users.

Trend Micro searched for fake versions of the 50 most popular free apps in the Google Play store and found that 77% of them had illegitimate duplicates.

One of the most common fakes deals with anti-virus or anti-malware applications. Martyn Williams, in CIO magazine, wrote that one particular rogue antivirus app known as "Virus Shield" received a 4.7 star rating after being downloaded more than 10,000 times, mostly with the aid of bots."

Google does make a concerted effort to eliminate any fake apps from the Google Play store, once it is notified of them. However, you can do some practical things to help protect yourself...

- 1) Do a little homework before downloading an app. Check online to see if there are reviews. Don't automatically trust unknown publishers.
- 2) If you find yourself doubting the authenticity of an app in the store, flag it as inappropriate. This will notify Google to check it out further.
- 3) Avoid apps that offer skimpy documentation or descriptions, or that want to redirect you to third party platforms or websites.
- 4) Install a trustworthy anti-virus app on your device.

You may also want to read the following online...

A new Android design error discovered by Bluebox Security allows malicious apps to grab extensive control over a user's device without asking for any special permissions at installation. The problem affects virtually all Android phones sold since 2010. [AppleInsider](#)

Fake Instagram app infects Android devices with malware - [NakedSecurity from Sophos](#)

Fake Google Play apps target data, cash - report - [Fin24 Tech](#)

There's almost a million fake apps targeting your phone - [PCWorld](#)

WHAT'S NEW AT NASA'S SPACE PLACE WEBSITE

It's that time again — the beginning of a new school year! Here at the Space Place, we know that it can be a stressful time for educators. That's why we think it's a great idea to remind you of all the helpful resources we have developed specifically for you. Do you want material presented in visual, written and animated formats for reading exercises in line with the Common Core? Look no further than our new "Space Place in a Snap" series. Do you want a handy way to provide Space Place activities to all your students even if they don't have a computer? We've made all of them available in PDF! Struggling to come up with material relevant to the Next Generation Science Standards, or NGSS? Check out our helpful NGSS search feature in the educators' section. While you are there, be sure to check out all the other great resources we provide.

What's New? Jupiter!

From massive planets, long distances and extreme forces, it's a challenge for educators — let alone students — to fully grasp the sizes and scales behind astronomical and planetary science. The Space Place grapples with just this issue in one of its latest additions — a new article titled "What's it like inside Jupiter?" Building up from the pressure you might feel at the bottom of a pool all the way to the pressure felt in Jupiter's core, this article uses midsize sedans as its primary unit of measurement. It comes with a fun animation, too. Check it out at <http://spaceplace.nasa.gov/jupiter>.

What's New? Tectonics 'Snap!'

We've got a new release in our popular series "Space Place in a Snap." This time the combined poster and animation presentation tackles the concepts behind plate tectonics and the shifting nature of Earth's crust. This is a great resource for any earth science curriculum. Check it out at <http://spaceplace.nasa.gov/tectonics-snap>.

Spotlight on Space Place Activities

With the arrival of the new school year, it's a good time to remember that our popular make-and-do activities are now available to download as easy-to-hand-out, ready-to-print PDF files. Perfect for the classroom or afterschool programs, these activities are a great way to bring the Space Place to all your students even if there are a limited number of computers or Internet connections. Check out popular activities like "Build Your Own Spacecraft," "Make Oreo Moon Phases" and "Get Your Gummy Greenhouse Gases." The downloads are sorted by topic and can be found at <http://spaceplace.nasa.gov/make-do-pdf/>.

For the Classroom

What better way to decorate your classroom than

with the Space Place calendar? It's now available for the 2014-2015 school year! The calendar has beautiful images and a plethora of fascinating NASA facts and trivia. You can download it month by month, or as a complete set, at <http://spaceplace.nasa.gov/calendar>.

For Outside the Classroom

Everybody loves a good story. Why not read an educational one? We've posted an entertaining new article on the discovery of Uranus. Despite being visible to the naked eye in the night sky, it was discovered thousands of years after the other visible planets of our solar system. Find out the reasons why and learn the story behind this much-delayed discovery at <http://spaceplace.nasa.gov/uranus>.

Special Days

Sept. 5: National Cheese Pizza Day. Make a galactic mobile with the cardboard from your pizza. <http://spaceplace.nasa.gov/galactic-mobile>

Sept. 13: Positive-Thinking Day Make your positive ions outnumber your negative ions when you do the "Ions in Action" experiment. <http://spaceplace.nasa.gov/ion-balloons>

Sept. 16: Collect Rocks Day Asteroids are big rocks in space. But how are they different from comets? <http://spaceplace.nasa.gov/posters/#solarsystem>

Sept. 18: Voyager I took first full frame photo of Earth and Moon together, 1977. Check out other photos of the solar system at the Space Place. <http://spaceplace.nasa.gov/gallery-solar-system>

Oct. 4: First satellite, Sputnik, launched by Soviet Union, 1957. Do comets or asteroids do more than explode or kill off dinosaurs? <http://spaceplace.nasa.gov/comet-ocean/en/>

Oct. 14: Dessert Day. Make yummy El Niño Pudding for dessert today. <http://spaceplace.nasa.gov/el-nino>

Oct. 29: Internet Day. Celebrate by downloading some Space Place wallpaper for your computer desktop. <http://spaceplace.nasa.gov/wallpaper>

Share

Want some help spreading the word about NASA's Space Place? We've got a page with ready-to-use website descriptions, logos and links to all our social media. Check out <http://spaceplace.nasa.gov/share>.

Send Feedback Please let us know your ideas about ways to use The Space Place in your teaching. Send to info@spaceplace.nasa.gov.

Awesome Apps for High School Education

There are many great applications that can enhance education through better engagement, access to content and tools, and that allow more connectivity with others. We'll share a few of them with you!



Settings



Mail



Safari



Frax HD



Music

The remainder of this month's newsletter is dedicated to sharing some great applications that can be used in a high school setting. Some of these have multiple delivery methods - iOS or Android app, PC or Windows application, or online access through a web browser.

One important consideration for the use of technology is: Will it allow us to do or accomplish something that we could not do otherwise? Like engaging students in relevant, meaningful learning experiences or connecting them to experts? Connie Yowell, Director of Education at the MacArthur Foundation, said the following:

"The educational system often now starts with the question of outcomes. It starts with, "What do we want kids to learn? What are the goals and what's the content? What's the material they need to cover?" Then everything [we do] is defined by that. It doesn't almost matter who the kid is so long as we're going on pace through the material and the content, and reaching those educational standards, and those outcomes – because that's our starting point.

Our core question is, "What's the experience we want kids to have?" So, the core question is around engagement. And as soon as you start with, "Is the kid engaged? What is the learning experience we want the kid to have," you have to pay attention to the kid. In the design world, you have to start with the user. You have to start with the experience of the young person - of the learner. So instead of starting with the outcomes, which is, for most educational systems, a math problem, or a math fact, or a literacy fact – which is not particularly [useful]... it's decontextualized – it has no relevance to the learner, we instead start with, "What is the experience? Really, what do we want them discovering?"

"... Content is just the context for participating. It's the context for solving broader problems. It's the context for being engaged with peers. And that's – and this is an academic word – but that's one of the big paradigm shifts that we have to make in education today, is to not think about that content as an outcome of learning, but

as the context of learning, and instead, think much more about, "Well, what do we want kids participating in, that that content is at the core of it?" And that's a much harder thing to design and to think about. And so one of the challenges for education is for us to actually step back and say, "We've got content over here. This is one of the things that is so disconnected in our educational world. We put content over here on one hand, and then we think about what kids are doing on the other hand. And they stay disconnected. We have to deeply connect those for kids. Otherwise, the learning has no meaning."

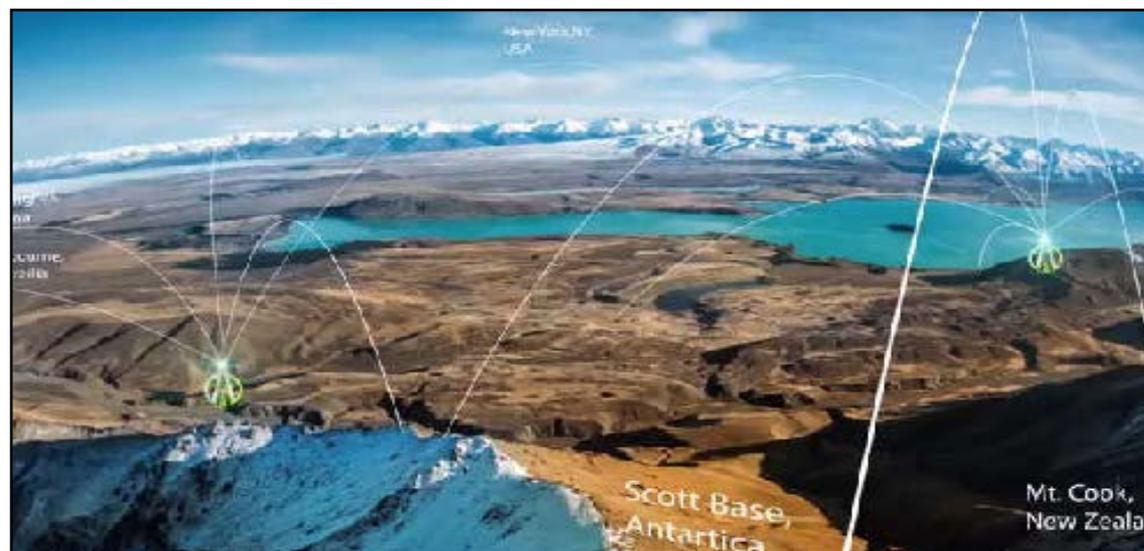
I have learned through 35 years of teaching in public education that the two most important things I can do as a teacher is connect with my students - let them know I care - and then try to engage them in meaningful, relevant learning experiences.

Technology, if used correctly, can partially help us to do that. It may be flipping the classroom, where the content is learned online, and the engaging activities are what is done during class time. Or perhaps it is a means of

better connecting me to my students, and providing a forum for discussion and questions. It may be a means of having experts the world over join your class in real time. There are so many possibilities.

We live in an amazing age where content, connections, and tools abound, if we have access to the internet. Stats show that one in every five people on the planet own a smartphone. What a great potential for education and connecting with experts in the field.

Whether we like it or not, technology will change education. We have the choice of using our brains and creativity to come up with wonderful new means of educating our students in relevant, meaningful, experiential ways. Or companies and businesses on the outside of education will take advantage of opportunities we are not. For example, watch the video below from a new startup company, The Arcanum.



WOLFRAM ALPHA - THE CONTENT EXPERT ENGINE.

Remember the Star Trek computer? It's finally happening--with Wolfram|Alpha. Building on 25 years of development led by Stephen Wolfram, Wolfram|Alpha has rapidly become the world's definitive source for instant expert knowledge and computation.

Across thousands of domains--with more continually added--Wolfram|Alpha uses its vast collection of algorithms and data to compute answers and generate reports for you.

Parts of Wolfram|Alpha are used in the Apple Siri Assistant; this app gives you access to the full power of the Wolfram|Alpha computational knowledge engine. Domains covered by Wolfram|Alpha include:

MATHEMATICS: Elementary Math, Numbers, Plotting, Algebra, Matrices, Calculus, Geometry, Trigonometry, Discrete Math, Number Theory, Applied Math, Logic Functions

STATISTICS & DATA ANALYSIS: Descriptive Statistics, Regression, Statistical, Distributions, Probability

PHYSICS: Mechanics, Electricity & Magnetism, Optics, Thermodynamics, Relativity, Nuclear Physics, Quantum Physics, Particle Physics, Statistical Physics, Astrophysics

CHEMISTRY: Elements, Compounds, Ions, Solutions, Reactions, Chemical Thermodynamics

MATERIALS: Alloys, Minerals, Crystallography, Plastics, Woods

ENGINEERING: Acoustics, Aeronautics, Electric Circuits, Fluid Mechanics, Steam Tables, Psychrometrics, Refrigeration

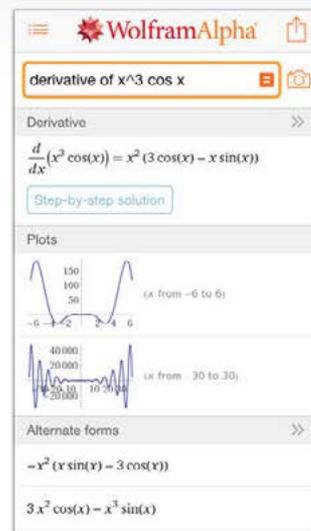
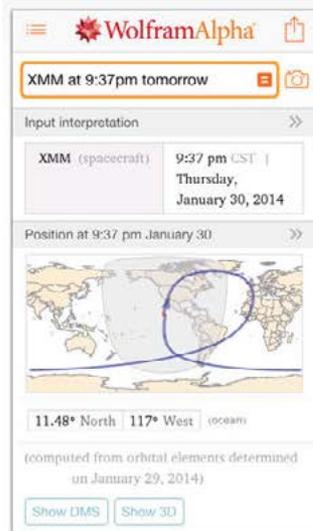
ASTRONOMY: Star Charts, Astronomical Events, Planets, Moons, Space Weather, Stars, Pulsars, Galaxies, Star Clusters, Nebulae, Astrophysics

EARTH SCIENCE: Geology, Geochronology, Geodesy, Earthquakes, Tide Data, Atmosphere, Climate

LIFE SCIENCES: Animals & Plants, Dinosaurs, DNA Sequence Lookup, Proteins, Genomes, Metabolic Pathways

COMPUTATIONAL SCIENCES: Cellular Automata, Substitution Systems, Turing Machines, Computational Complexity, Algebraic Codes, Fractals, Image Processing

UNITS & MEASURES: Conversions, Comparisons, Dimensional Analysis, Industrial Measures, Paint



DATES & TIMES: Date Computations, Time Zones, Calendars, Holidays, Geological Time

WEATHER: Current & Historical Weather, Forecasts, Wind Chill, Hurricanes, Clouds, Climate

PLACES & GEOGRAPHY: Maps, Projections, Geodesy, Navigation, Distances, Geomagnetism, Geocoding, Countries, Cities, Elevation Data, Oceans, Lakes, Rivers, Islands, Mountains

PEOPLE & HISTORY: People, Genealogy, Names, Occupations, Political Leaders, Historical Events, Periods & Countries, Historical Money

CULTURE & MEDIA: Books, Movies, Video Games, Fictional Characters, Mythology, Television Programs, Awards

MUSIC: Musical Notes, Intervals, Chords, Scales, Audio Waveforms, Instruments, Songs

WORDS & LINGUISTICS: Word Properties, Dictionary Lookup, Puzzles, Anagrams, Languages, Document Length, Morse Code, Soundex

SPORTS & GAMES: Football, Baseball, Olympics, Stadiums, Lotteries, Card Games

COLORS: Color Names & Systems, Color Addition, Temperatures, Wavelengths

MONEY & FINANCE: Stock Data, Indices, Mutual Funds, Futures, Mortgages, Present Value, Currency Conversion, Bonds, Derivatives Valuation, Wages, Sales Tax

SOCIOECONOMIC DATA: Demographics, Countries, US States, US Counties, Cities, Economics, Agriculture, Energy, Salaries, Unemployment, Cost of Living, Health Care, Housing, Social Statistics, Crime, Military, Religion

HEALTH & MEDICINE: Body Measurements,

Growth Charts, Exercise, Diseases, Mortality Data, Medical Test Data

FOOD & NUTRITION: Foods, Dietary References

EDUCATION: International Education, Universities, Public Schools, Standardized Tests

ORGANIZATIONS: Companies, Hospitals, Foundations, International Organizations

Other domains include **transportation; technological world; and web & computer systems**. This is a very powerful tool. For example, you can type in a complex equation, and Wolfram Alpha will show you - step by step - how to solve it. You have the power of the world's data in your hands. Click on the image below to go to the Wolfram Alpha mobile page...

Current price for the iOS and Android App - \$2.99 (Continued on next page...)

WolframAlpha mobile app page. The header includes "WolframAlpha" and "What would you like to know about?". Below the header is a navigation bar with "Mobile & Tablet Apps", "Overview", "Course Assistants", "Reference Apps", and "Professional Apps". The main content area features the text "Take the power of Wolfram|Alpha wherever you go" and "Optimized for touch and mobile devices". Below this is a section titled "Wolfram|Alpha for Mobile" with the text "With special features designed for each platform, Wolfram|Alpha mobile apps let you access the full power of the Wolfram|Alpha knowledge engine wherever and whenever you need it." There are four app download buttons: "Wolfram|Alpha for iPhone & iPad" (Available on the iTunes App Store), "Wolfram|Alpha for Android" (Available on Google Play and Amazon), "Wolfram|Alpha for nook" (Available on the NOOK Store), and "Wolfram|Alpha for kindle fire" (Available on the Amazon Appstore).



WOLFRAM | ALPHA IN A NUTSHELL

Watch the video at left for a quick explanation of Wolfram | Alpha. Below are links to the apps and website...

Google Play (Android): <https://play.google.com/store/apps/details?id=com.wolfram.android.alpha>

iOS (iPhone, iPod, iPad): <https://itunes.apple.com/us/app/wolframalpha/id334989259?mt=8&ign-mpt=uo%3D4>

Website: <http://www.wolframalpha.com>

Amazon App Store (Kindle Fire): <http://www.amazon.com/Wolfram-Alpha-LLC/dp/B004J1DBJ/#>

Nook Store: <http://www.barnesandnoble.com/w/wolframalpha-wolfram-alpha-llc/1105684359>

TED: TALKS FROM SOME OF THE WORLD'S MOST FASCINATING PEOPLE! TEDED AND TEDED CLUBS!

iOS App: <https://itunes.apple.com/us/app/ted/id376183339?mt=8>

Android App: <https://play.google.com/store/apps/details?id=com.ted.android&hl=en>

Website: <http://www.ted.com/>

Riveting talks by remarkable people, free to the world.

The official TED app presents talks from some of the world's most fascinating people: education radicals, tech geniuses, medical mavericks, business gurus and music legends. Find more than 1,700 TEDTalk videos (with more added each week) on the official TED app.

The entire library is at your fingertips to browse at any time, even when you're not online. Watch TEDTalks with subtitles in over 90 languages directly on your device through our new video player, or use AirPlay to watch them on your home entertainment system. Curate your own playlist. Download full videos to your device and watch them when you're offline. Listen to an on-demand playlist of TEDTalks audio at any time.

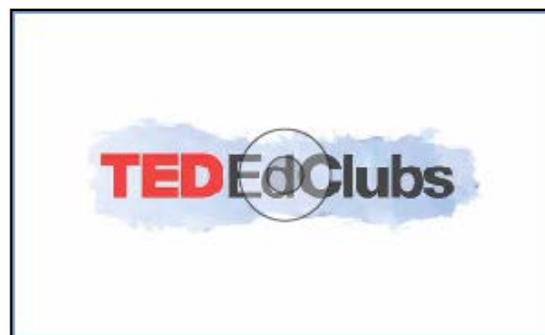
The TED app updates almost every day with new talks from TED events around the world. Sort the featured library by recency or popularity. Browse talks by tags, themes, or language. Share your favorite talks with your friends. Tell us how much time you have and let us guide you through a delightful playlist.

Many educators use TED talks in their classroom to inspire, to discuss issues of the day, and to challenge students to do research on the topic presented. The talks can be controversial, but it will expose both you and your students to some of the most creative minds, and will challenge you to think and evaluate how you feel toward the subject being presented. The topics are relevant and meaningful to today's society. TED recently introduced TEDED Clubs - watch the videos!



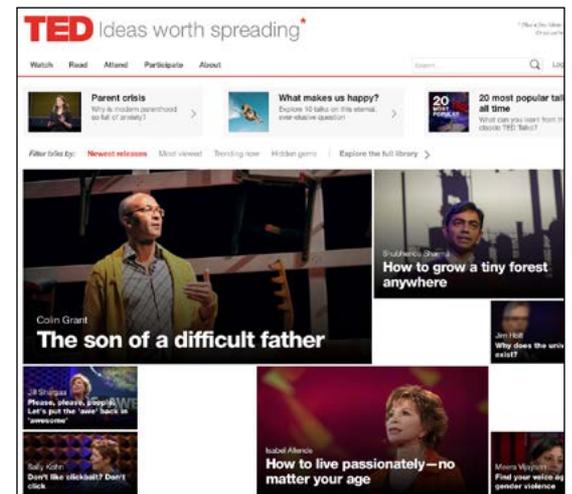
<http://ed.ted.com>

With TEDEd, teachers can create lessons from any YouTube video. Students can work through the video lesson and associated questions, and teacher can track the student's (or class) results. A powerful tool!



<http://ed.ted.com/clubs>

Bring TED to your classroom with TED-Ed Clubs! TED-Ed Clubs is a flexible, school-based program that supports students in discussing, pursuing and presenting their big ideas in the form of short TED-style talks. Watch the video above, then explore the link just below the video.



<https://www.youtube.com/watch?v=0g2WEIqXiKM>

What do science and play have in common? Neuroscientist Beau Lotto thinks all people (kids included) should participate in science and, through the process of discovery, change perceptions. The video above is a great example of a TED talk. Watch it!

INCLASS: A STUDENT HELPER



Free iOS App: <https://itunes.apple.com/us/app/inclass/id374986430?mt=8>

inClass, the last school app you will ever need, is here to help you survive school. No matter how complex your school schedule is, inClass will help you keep track of all your courses. Not only that, but it will help you keep track of your tasks by reminding you that one is due soon, that way you have no excuse to not do your homework!

On top of everything inClass will help you take notes way more efficiently than ever before. Video notes, audio notes, photo notes! You name it! Just take out your iPhone or iPod Touch and start taking notes. inClass will even know which class you are in!

But wait! There is EVEN more!

+++ You can now get help, share and collaborate with all of your classmates because we integrated StudyRoom right into inClass. So go ahead and join a study room for your courses and share your notes with your classmates! Ace those classes together!

- + Background recording
- + iTunes File Sharing
- + Repetitive tasks
- + Retina display ready
- + Local alarms
- + Automatic course selection

... and many more awesome features!

Find tips and tricks on our YouTube page or simply follow us on Twitter or Facebook to drop us a line or two =>

[Youtube.com/inclassapp](https://www.youtube.com/inclassapp)

[Twitter.com/inclassapp](https://twitter.com/inclassapp)

[Facebook.com/inclassapp](https://facebook.com/inclassapp)

EVERNOTE



Free App for iOS, Android, Blackberry, Windows Phone, Mac and Windows PCs

<https://evernote.com/products/>

From inspiration to achievement, Evernote is where your work takes shape. Write, collect, find, and present, all from one workspace.

Write every day: Evernote is designed for modern writing. From project plans to meeting notes, everything you write stays with you everywhere you go.

Work together: Whether your colleagues are across the room or around the world, Evernote makes knowledge sharing and project collaboration easier and more effective.

Gather research: Save articles with Web Clipper and take snapshots with Evernote to collect all of the physical and digital details for your projects in one place.

Find everything fast: Evernote's powerful search makes finding documents, text, and images lightning fast. Anytime, anywhere, and across all of your devices.

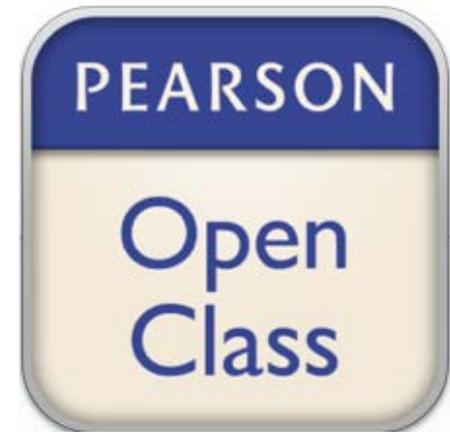
Share your ideas: Presentation mode gives meaning to meetings by offering a more informal way to share ideas and seek input, no need to fuss with slides.

Stay in sync: With Evernote, your notes, web clips, files, and images are available whenever you need them on every device and computer you use.

Learn more: http://www.evernote.com/about/getting_started/

Evernote comes in a free, Premium, and Business versions (Free, \$5/month, \$10/month respectively). The premium version includes all of Evernote Free plus enhanced search features and offline access to notes on mobile devices. The paid versions are in-app purchases.

PEARSON OPEN CLASS



<http://www.pearsonhighered.com/openclass/>

OpenClass is a dynamic learning environment that helps educators bring social learning and experiences to their students. It's open to everyone, easy to use, and totally free.

Create courses easily: Just fill in a few details and your course is ready to be populated with content. You can even upload an existing course from Blackboard, Angel, or Moodle with a simple tool. Changing details about the course is just as easy.

Add diverse content on the fly: OpenClass is built to be open to all types of content. Bring in curated content from the OpenClass Exchange, link to other websites, or import content you've already created such as Word documents, PDFs, and videos.

Shape content to match needs: Create and edit different types of content, like discussion threads and content pages, without typing out a single line of code. Use the straightforward visual editor to create or adjust content so that it fits your course and looks exactly how you want it to. Or, dive right into the HTML and edit it directly.

Manage courses all in one place: Reorder content items or add them into your gradebook. Archive content you want to save for later or delete it completely, all in one place.

Pearson Publishing asked educators to share their experiences using OpenClass this fall semester. The educators will be posting about all aspects of OpenClass: getting started, LMS functionality, social features, student engagement, the OpenClass Exchange, grading and assessments, and more. Check back often for new reports.

<http://www.pearsonhighered.com/openclass/educators/inside-openclass/index.html>

SCIENCE360



<https://itunes.apple.com/us/app/science360-for-ipad/id439928181?mt=8>

The National Science Foundation's (NSF) Science360 for iPad provides easy access to engaging science and engineering images and video from around the globe and a news feed featuring breaking news from NSF-funded institutions. Content is either produced by NSF or gathered from scientists, colleges and universities, and NSF science and engineering centers.

If you have questions or comments, or if you are an NSF-funded researcher and would like to have your images or video included in the app, contact science360app@nsf.gov.

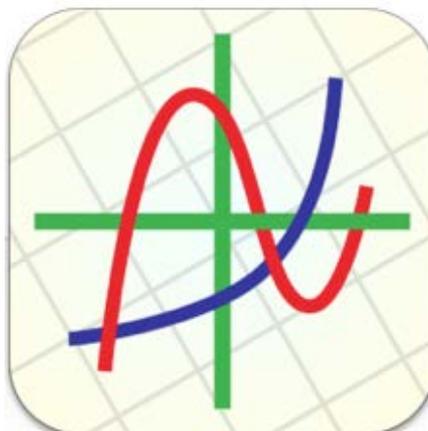
Features:

- Spectacular images from NSF-funded institutions available in high resolution for download to your iPad
- Fun and engaging streaming video (WiFi or 3G connection required) on a wide range of topics
- Hundreds of images and videos to experience, with new content added weekly
- Share images and videos on Facebook and Twitter or via email
- Keep abreast of breaking stories in scientific discovery as they happen with the in-app news feed
- Pan through content in the unique 360 view or find content via keyword with a simple two finger touch
- With a single touch, save favorite images and video within the app so that they can easily be found again

Science360 Radio for Android: <https://play.google.com/store/apps/details?id=gov.science360.radio&hl=en>

Science360 Website: <http://science360.gov/files/>

EZGRAPHS - CALCULATOR



<https://itunes.apple.com/us/app/ezy-graph/id627870001?mt=8&ign-mpt=uo%3D4>

What do others say?

"This is, by far, the best graphing app on the Appstore. It is easy to use and has more functions than most graphing apps do!! I absolutely love it!!" - Littleone5 - Version 1.2 - Jan 4, 2014

"This app is amazing !!!!!!!" - Devil_God889 - Version 1.1.3 - Dec 24, 2013

"Essential for students of algebra and higher math. Easy to use and to learn" - Enviro3 - Version 1.0 - Aug 4, 2013

EzyGraphs is a powerful, user friendly graphing tool. EzyGraphs comes with unique functionalities that don't exist in other maths apps.

CORE FEATURES

- + Super accurate display of mathematical notations
- + Intuitive keyboard, similar to calculator's. No learning curve.
- + Support multiple graphs
- + Natural interaction via zoom / pan
- + Advanced graph analysis, e.g. domain, zeros, min/max/inflexion points
- + User graphs library which allows storing commonly used functions
- + Graph customising with colors and line styles
- + Find exact coordinates with trace mode

ADDITIONAL FEATURES

- + Full support for iPad and Retina display
- + Portrait & landscape mode for iPad.

NOTES

- + Tap & Hold to enter tracing mode.

WOLFRAM|ALPHA ALGEBRA



<https://itunes.apple.com/us/app/wolfram-algebra-course-assistant/id410592976?mt=8>

Taking algebra? Then you need the Wolfram Algebra Course Assistant. This definitive app for algebra—from the world leader in math software—will help you quickly solve your homework problems, ace your tests, and learn algebra concepts so you're prepared for your next courses. Forget canned examples! The Wolfram Algebra Course Assistant solves your specific algebra problems on the fly, often showing you how to work through the problem step by step.

This app covers the following topics applicable to Algebra I, Algebra II, and College Algebra:

- Evaluate any numeric expression or substitute a value for a variable.
- Simplify fractions, square roots, or any other expression.
- Solve a simple equation or a system of equations for specific variables.
- Plot basic, parametric, or polar plots of the function(s) of your choice.
- Expand any polynomial.
- Factor numeric expressions, polynomials, and symbolic expressions.
- Divide any two expressions.
- Find the partial fraction decomposition of rational expressions.

Other Wolfram course assistants include Pre-Algebra, Algebra, Pre-Calculus, Calculus, Multivariable Calculus, Linear Algebra, Discrete Mathematics, Mechanics of Materials, Signals and Systems, Statistics, General Chemistry, Physics I, Physics II, Geography, Music Theory, and Astronomy.

<http://products.wolframalpha.com/courseassistants/>

GOOGLE DRIVE & CLASSROOM



<https://itunes.apple.com/us/app/google-drive-free-online-storage/id507874739?mt=8>

Get started with Google Drive for free and have all your files within reach from any smartphone, tablet, or computer. All your files in Drive – like your videos, photos, and documents – are backed up safely so you can't lose them. Easily invite others to view, edit, or leave comments on any of your files or folders.

With Drive, you can:

- View documents, PDFs, photos, videos, and more
- Search for files by name and content
- Easily share files and folders with others
- Set sharing permissions to view, comment, or edit
- Quickly access recent files
- See file details and activity
- Enable viewing of files offline

Google Apps for Education is a free product that provides additional educational features for Google Drive users. What's new is **Google Classroom**.

Classroom is available to anyone with Google Apps for Education, a free suite of productivity tools including Gmail, Drive and Docs.

Classroom is designed to help teachers create and collect assignments paperlessly, including time-saving features like the ability to automatically make a copy of a Google Document for each student. It also creates Drive folders for each assignment and for each student to help keep everyone organized.

Students can keep track of what's due on the Assignments page and begin working with just a click. Teachers can quickly see who has or hasn't completed the work, and provide direct, real-time feedback and grades right in Classroom.

<http://www.google.com/intl/en/edu/classroom/>

REMIND



<https://www.remind.com>

Remind (formerly Remind101) offers teachers a free, safe and simple way to instantly text students and parents. Teachers can send or schedule reminders, assignments, homework, assessments, or motivational messages directly to students' and parents' phones. Interactions are safe because phone numbers are always kept private, and messages are sent with no open replies. Teachers, students and parents can see messages from all their classes in one place.

For students and parents, Remind provides an easier way to stay informed outside of the classroom. Students and parents can download the app and opt-in to receive messages faster with push notifications, so they never miss a beat!

Use Remind to send free text messages to save time, engage students and involve parents with your class. Try it today! And if you love it, share it with your colleagues or write a review!

POWER TO TEACH: "With students carrying smartphones everywhere they go, using Remind as a tool to communicate with them just makes sense, especially when it is free and the privacy of everyone involved is protected."

PARENTING: According to a study conducted by Harvard University, on average, teacher-family communication increased the odds a student completed their homework by 42 percent and decreased instances in which teachers had to redirect students' attention to the task at hand by 25 percent. Parent-teacher communication is clearly key to a student's success, and Remind can help.

Note: Remind is only available in English. Stay tuned for more languages!

<https://itunes.apple.com/us/app/remind-safe-classroom-communication/id522826277?mt=8>

ALGODOO



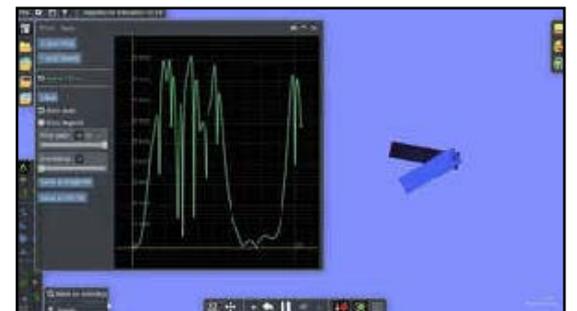
<https://itunes.apple.com/us/app/algodoo/id616064935?ls=1&mt=8>

Algodoo is \$4.99 for the iPad app. It is free for Macintosh and Windows users.

With simple functionality you can draw and interact with physical systems on your computer. Build and explore by click and drag, tilt and shake. Use colors, graphs, forces, etc. for enhanced visualization.

Algodoo creates a new synergy between science and art: Algodoo is a unique 2D-simulation software from Algorix Simulation AB. Algodoo is designed in a playful, cartoony manner, making it a perfect tool for creating interactive scenes. Explore physics, build amazing inventions, design cool games or experiment with Algodoo in your science classes. Algodoo encourages students and children's own creativity, ability and motivation to construct knowledge while having fun. Making it as entertaining as it is educational. Algodoo is also a perfect aid for children to learn and practice physics at home.

This is an absolutely amazing physics simulation that will engage students thoroughly! I have personally used it with students of all ages, even kindergarten kids. Watch the video below to see a high school demonstration of what it can do...



SUGGESTIONS FOR SUCCESSFUL TECHNOLOGY INTEGRATION...

Often, schools and other educational institutions go about purchasing technology, only to find that teachers won't buy into it, or that it often sits idle and unused - or used ineffectively. Below is a suggested sequence for purchasing technology that could be used effectively with buy-in from teachers.

The sequence should begin with the teacher or teaching team, rather than at the administrative level. Teachers know better than anyone the specific needs of their students. The plan would then be proposed to the school or district administrator for purchase approval.

Plan for meaningful engagement. When planning a lesson or unit, first determine, "What is the experience I want my students to have?" "How can I deeply engage them in a relevant, meaningful experience that will embed the content I want them to learn?" This is the hardest part of the whole process, but will reap great rewards in terms of student engagement if you do it right.

Embed the content standards as activities in the experience. Next, you should plan how to incorporate the content you want them to learn from the experience. Again, the focus should be on engagement in a meaningful experience. Content is just the context for participating. It's the context for solving broader problems. It's the context for participating with peers.

Search for resources needed to make the experience happen. Evaluate different resources that are available to you that will help you engage them in the experience. These could be people resources, community resources, technology resources, or a combination of these and others. Use resources that would best engage the learners.

Plan for technology support and equipment replacement. These two items are often not considered when purchasing technology. You need a way to solve glitches that will inevitably occur. The equipment may fail, or break, and get old and need replacement. Plan for these situations.

Acquire the resources. This is where you gather or plan for the resources you are going to use. If you have followed this planning strategy, you have very definite ideas of the kinds of resources and technology you will need. Since you've gone to the trouble of doing each step - you've bought into the plan and understand just how it will be used.

Evaluate the Experience. Finally, evaluate and revise as needed. You'll have learned a lot in this process over time.

RESOURCES THAT WILL HELP YOU FIND APPS THAT MEET YOUR EDUCATIONAL GOALS.

The few apps I've shared in this newsletter is only a miniscule sample of whats really out there for you. As of July 2014, the Apple App Store had over 1.2 million iOS apps available. The Google Play Store has over a million Android apps. Many of these can be used in education. How do you find the best ones? Let me share a few resources with you that will help...

EdShelf.com - This wonderful site, run by Mike Lee, and supported by voluntary donations, is a teacher social network site about apps. Free to sign up and use, you can find and build "shelves" of your favorite apps. One thing I really like about the site is the powerful search. You can specify price range, subject, grade level, platform, and more. The site contains useful reviews and comments, and often has a video describing each app. You can search for iOS apps, Android Apps, Macintosh Apps, Windows Apps, and Online tools and resources.

Graphite.org - Common Sense Education welcomes you to Graphite, a platform they created to make it easier for educators to find the best apps, games, and websites for the classroom. You can use the Common Core Explorer to find apps that align to common core state standards. It does even more than that, though.

From their website: "Graphite is a free service from Common Sense Education that makes it easy to discover the best apps, games, and websites for classroom use. Tools like Edmodo, Educreations, ClassDojo, and Socrative have been thoroughly reviewed by our expert educators and received numerous teacher reviews we call Field Notes. We've also reviewed lots of Common Core-aligned products like StudySync, PBS Learning Media, VoiceThread, IXL Math, and Khan Academy.

Wondering how to use BrainPOP Jr. effectively with your students? We've got you covered. Ever considered using Minecraft with students? Read Chad Sansing's blog article comparing Minecraft and MinecraftEdu. Our educational expert reviewers rated ABCya! three stars for learning potential, while our teacher community has collectively given it four. How would you rate it? It's easy to add your voice to the conversation about how to best leverage technology in the classroom. Simply join for free and start submitting Field Notes about the products you use with students.

Whether you're looking for tips for using Twitter in the classroom or advice on which media creation tools are best for flipping your classroom, Graphite's ratings and reviews, blog articles, and webinars provide the information you need to make great technology choices."

Appshopper.com - Appshopper is a site for Macintosh and iOS users. Here you can search for apps by topic, price, and category.

There are also many blogs that focus on apps in education, such as Greg Swanson's Apps in Education blog (<http://appsineducation.blogspot.com>), Kindertown for early childhood (<http://www.kindertown.com/blog/>),

If you have apps (any platform) you've used that make learning engaging and fun for your students, feel free to share them with the TeacherLINK and UCET communities. I may post them to the blogs, or share them in this monthly newsletter. You can reach me by email at Nathan.Smith@usu.edu.

Below: Apple's new iPhone 6 and iPhone 6+ - larger displays, more sensors, and thinner. (Image: Apple)

