LucidPress is free for Educators and Students
by Nathan Smith, Utah State University

Lucidpress is a web-based layout/design application produced by Lucid Software Inc. Built on web standards such as HTML5 and JavaScript, Lucidpress is supported in all modern web browsers. If you’ve ever used desktop publishing software, you’ll be right at home using LucidPress.

LucidPress is a subscription-based web application. The exciting part for teachers and students is once you register for the free trial, you can upgrade to the pro account for free. All that is needed is to sign up with a school email address. From their website:

“Follow these steps to get your free Educational account, which is the equivalent of a paid Team or Pro account:

• Register for a free Lucidpress account with your educational e-mail address. If you've already registered with a different e-mail address, click “Account” and change the e-mail address on file to your educational e-mail address. Click “Save Changes.”

• Follow the link below to request an educational upgrade for yourself. If you're a teacher, you can also request the upgrade for your class or department.

• Allow up to one day for your request to be processed. You will receive an email confirmation when the upgrade is applied to your account.

Does my educational e-mail address qualify?

We currently offer automatic upgrades to email addresses that contain “edu” or “k12” as a segment in the domain (set off with periods), such as johnsmith@myschool.edu or janessmith@myschool.k12.fl.us.”

LucidPress: https://www.lucidpress.com

UELMA Conference

UELMA – The Utah Educational Library Media Association – has scheduled their conference for March 3, 2017. Their theme is Librarians: Agents of Change

http://www.uelma.org/
What’s In Your Backpack?
Written by Michael Hakkarinen
Or more importantly, do you have a nice backpack?
No? Would you like one?
If so, keep reading!

This year UCET has teamed up with Steph Davis and Osprey Packs to give away one “Pixel Daypack” each month starting in October 2016. To win, all you have to do is tell us “What’s In Your Backpack” on Twitter, Facebook, or Instagram.

Post a picture of you and/or your students using Instructional Technology to enhance learning. Use the hashtag #ucet4success with your post. We will scour the web each month and select the best image that captures the spirit of UCET and award the educator who posted it a free Osprey Pixel Daypack and two tickets to next year's UCET Conference. From now until March that’s six opportunities to snag one of these awesome packs. You’ll be the coolest educator carting around your edtech gear at #ucet17!

To learn more about the Osprey Pixel visit the official Osprey Packs website.
To learn more about Steph Davis, our keynote speaker on Friday, March 17th, check out her website StephDavis.co

Meet Alice Keeler
Written by Michael Hakkarinen
Your Keynote Speakers for #ucet17 are in place and you’re going to love them both!

Prepare yourself to hear Alice Keeler on Thursday, March 16th, talk about how you can make your classroom just as engaging as a game of World of Warcraft… without the combat of course. Alice, a Google Certified Teacher, New Media Consortium K12 Ambassador, and Microsoft Innovative Educator will present her keynote address first thing in the morning on the subject of “Gamification & Student Engagement.”

After the keynote you can get even more from Alice in one of her three breakout sessions:

Intro to Google Classroom
Get started the right way with Alice’s simple steps for setting up Google Classroom. Learn how to create a classroom, add students, insert content, and create paperless activities for your students with Google Docs, Sheets, and more. Note – Google Classroom is only available to teachers in a Google Apps For Educator enabled school district.

Advanced Google Classroom Tips
If you’ve already been using Google Classroom then this is the presentation for you. Find some new best practices to try with your students, learn new shortcuts, explore interactive features you can leverage to increase engagement, and take your Google Classroom Game to the “Next Level”.

Google Expeditions
An exciting afternoon math lesson adventure with which will include a virtual reality trip to the mountain peaks of Yosemite National Park.

To learn more about Alice visit her website at http://alicekeeler.com/
Also be sure to purchase your own copy of Alice’s book 50 Things You Can Do With Google Classroom at Amazon.com
Introductions Around the World - (Skype Mixxer)
by Emily Woodbrey

Target Level: High school 1st year Spanish Students.

Technology Standard:
ITSE Student Standard: 1-A: Apply existing knowledge to generate new ideas, products or processes.
Utah Core Standard:
Learning Indicator NM.PS.1
I can present information about myself and others using words and phrases.
Learning Indicator NM.PS.2
I can express my likes and dislikes using words, phrases, and memorized expressions.
Learning Indicator NM.PS.3
I can present information about familiar items in my immediate environment.
Learning Indicator NM.PS.4
I can tell about my daily activities using words, phrases, and memorized expression.

Engagement:
Each week students enter a safe and controlled learning environment where they focus on mastering specific grammar and language rules. They practice with other students who are learning Spanish right along side them. While this is helpful, students need natural language practice with native Spanish speakers to truly master their speaking abilities. This activity focuses on providing students the opportunity to apply what they have learned in the classroom in the real world starting with basic conversations. For this experience students will create an account on the global language exchange site Skype Mixxer and video chat with two native Spanish speakers in which they will introduce themselves, talk about what they like to do, etc and ask their partner to tell them about themselves as well. While this assignment is designed to practice introductions it can be a resource for students to use in the future as they learn new concepts and seek to master the language of Spanish.

Technology Tool:
Skype Mixxer: Skype Mixxer is a FREE online language exchange available to anyone wanting to learn another language. Users can search what language they want to learn and find native speakers of that language all over the world who are also seeking to learn another language; yours. Skype Mixxer allows language learners to help each other out in casual yet powerful contexts. Skype Mixxer includes not only chat and video chat options, but language lessons of your choice as well.

Skype Mixxer can be found by visiting www.language-exchanges.org. Users will need to have an already existing Skype account and be over the age of 18 or have parental permission to be able to create a Skype Mixxer account.

Evaluation:
Students will take a screenshot (PrtSc located on top right of keyboard) of each videochat conversation and print them off and bring them to class on the due date. Each videochat will receive 20 points each. In addition there will be a class conversation and journal entry afterwards in which the student will receive normal class participation points.

Additional Help:
Skype Mixxer is a tool one of my college Spanish professors suggested to me when I was struggling to keep up with other students in the class who had years more practice with native speakers. I had recently come back from living in Mexico for a semester and needed a variety of native speakers to not only maintain but improve my Spanish. I recently decided to make an account and am now regretting that I initially failed to take his advice when he gave it to me. I don’t have a lot of experience using Skype Mixxer yet, but I am excited by the prospective learning that will occur through its use.

Setting up a Skype Mixxer account is simple.
1. Set up a Skype account if you do not already have an existing account.
   Here is a quick tutorial to help you out: https://www.youtube.com/watch?v=7Wm9VOSkvZ4
2. Go to www.language-exchanges.org
3. Click on “Log in/Register “ located on the top left of the page under “User Login”
4. Follow the detailed instructions it provides—including what language you want to learn, and a brief description that provides other users your purpose for using the account and a little about yourself.
Using Technology to Grow Plants! (Grades 4+)
by Heather Davis

Student Engagement
How do different environmental factors affect the way plants grow? In this experience, students will be able to manipulate different environments as they grow their very own garden! This is a great way to actually see how different environmental factors; such as soil type, watering, wind, a greenhouse, or whatever other manipulatives you’d like to use; actually affect a plant’s growth.

As stated above, this experience involves preparing, planting, and hopefully growing a garden! This will require students to research what types of plants grow best in their region, what plants grow best during the season/time you plan on implementing this experience, what soil to use, what organic materials to the soil, how they plan to water their plants, and whether or not they plan on using/building a greenhouse, all while keeping the size of the garden plot(s) in mind. These are all considered “manipulatives” and affect the environment in which the plants are growing in.

*Students are encouraged to reuse as much trash material (2 liter bottles, milk jugs, pvc pipe, etc) as possible if they plan on building a watering system or greenhouse. (See: DIY Hula Hoop Greenhouse https://youtu.be/SQW_Lrbzwi0 and DIY drip system out of plastic bottles https://youtu.be/w0J7uaPyfy4 )

ISTE standards
For Teachers:
Standard 1: Facilitate and inspire student learning and creativity.

Teachers use their knowledge of subject matter, teaching and learning, and technology to facilitate experiences that advance student learning, creativity, and innovation in both face-to-face and virtual environment.

For Students:
Standard 1: Creativity and innovation
Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.

Technology Integration
- Students will use the free app “Tended” to track their garden’s progress and record their data.
- The “Tended” app software allows its users to design and map out their gardens before actually planting them.

- Users are able to use the actual dimensions of their garden plot(s) while using the app. They can also name/label each individual plot, which helps if you have multiple plots and are trying to compare different “environments” or manipulatives in separate plots.
  - “Tended” has another section in which you can track your daily gardening activities; what plants or soil you added to your garden that day, watering, weeding, adding compost, and even quantifying any resources used that day so that you can track the reasoning for your garden’s changes, successes, or failures.
  - Tended’s Journal section is a great way for the user to keep a daily journal of their garden, including photographs that correlate with the journal entry. This is an amazing way for students to not only visually see the rate of growth, but also keep entries of measurements, successes, failures, weather, and changes in the environment or plants.
  - The most convenient feature of this app is that it tracks all of your data, eventually graphing and creating reports from the information you have already gathered. This gives students a great way to compare and contrast their overall information. It also gives you, the teacher, a great way to assess the student’s and the data that they’ve kept. This can also help the teacher and future students because you can keep and look up data from previous years for students to look back at and use as another comparison.

Resources
The Tended App Software is available for almost any device on their website https://www.tendedapp.com/. There are also multiple resources located on the site on how to use their software.

Personal Experience
I did download the “Tended” App Software and play around with it. What I can say is that it is very user friendly. Everything is labeled clearly, and there are also little popups that come up on the sides every once and a while with useful tips.

In my own experience with this gardening experiment, my students created 4 different beds with the same plants, but created different environments (The first had no change, the second had added organic material to the soil, the third had organic material and a watering system added, and the 4th had a greenhouse built over it.) The experiment was a great hands-on experience and my students loved it, however we didn’t have access to the “Tended” software! I wish we had because it would have been a great way to keep all of our information and comparisons organized, readily available. I want teachers to know that the gardening experiment is possible and kids love it! It’s also going to be MUCH easier with the Tended App.
Doctopus+Goobric+CLASSROOM
Using Doctopus, Goobric and Google Classroom to Assess and Automatically Give Students Feedback
by Heidi Esplin, Technology & Graphic Arts Teacher

Goals
Grade faster. Email students their graded rubric. Record grades. All at the same time.

Introducing Doctopus and Goobric that can enhance your Google Classroom program of operation by integrating these two amazing third-party applications. These tools are easy-to-use and can assist teachers in their everyday grading activities.

ISTE Standards for Teachers
Standard 2: Design and develop digital age learning experiences and assessments.

1 - Design or adapt relevant learning experiences that incorporate digital tools and resources to promote learning and creativity.

3 - Customize and personalize learning activities to address students’ diverse learning styles, working strategies, and abilities using digital tools and resources.

4 - Provide students with multiple and varied formative and summative assessments aligned with technology standards, and use resulting data to inform learning and teaching.

Technology
Enhance Google Classroom with Doctopus and Goobric; free, easy to use third-party applications for Google Classroom.

Doctopus

An octopus for docs! Teacher-built tool for scaffolding, managing, organizing, and assessing student projects in Google Drive. Doctopus gives teachers the ability to mass-copy (from a starter template), share, monitor student progress, and manage grading and feedback for student projects in Google Drive.

Its tentacles copy and “hand out” Drive files to a roster of students, giving teachers full control over starter template, sharing configuration, folder organization and file naming, as well as visibility over all work in progress -- including the ability to bulk revoke and revert student editing rights around submission deadlines, as well the ability to fetch word, revision, and comment counts on all student files.

Doctopus increases student collaboration and enables a powerful shift in teacher workflow -- scaling teachers’ ability to manage and assess writing tasks and projects that motivate rich, authentic student production and collaboration (e.g. the development of core career, college, and 21st-century skills).

The Goobric Chrome extension works alongside Doctopus to enable rubric-based grading of Google Docs right in a browser popup window using the rubric of your design. Once a rubric score is submitted, Goobric auto-records scores in your spreadsheet and automatically provides students instant rubric scores and comments via email. Heck, if it’s a Google Document, Goobric even pastes the filled out rubric into the bottom of the Doc. (From chrome store)

Goobric

This extension launches the Goobric web app, a rubric based assessment tool that works with the Doctopus Add-on for Google Sheets.

To be used in tandem with the Doctopus Add-on for Google Sheets, the Goobric web app enables flexible, efficient rubric-based grading of Google Drive resources (Documents, Presentations, Spreadsheets, Folders, etc.)

Doctopus is a popular assignment distribution and management tool available from any Google Sheet from the Add-ons menu -> just search the Add-ons store for “Doctopus.”

The Goobric web app provides teachers a handy assessment toolbar -- in the same browser tab as the Google Drive assignment being evaluated! -- that includes a clickable scoring tool tied to any grid-style rubric, comments, and audio-comment recording.

Submitted scores can be auto-emailed to students, pasted into the bottom of a Google Document, and are automatically transfered to the Google Sheet that holds your assignment roster. It includes “Back” and “Next” buttons that allow teachers to efficiently advance through a batch of student assignments, all without leaving the same browser tab.

Rubrics should be built as a simple spreadsheet grid. They can be of any dimension or content. Headers can be integer scores (e.g. 1, 2, 3, 4, ... or ...4,3,2,1) -OR- text descriptors (e.g. Developing, Meets, Exceeds) starting in column 2 and skills/competencies must be in rows, with skill titles in column 1. (From chrome store).

Assessment

When teachers utilize these tools, students will be able to automatically receive feedback when the rubric is graded automatically. Teachers should inform and present their rubrics to the students so they understand how it functions.

After setting it up, it is recommended to try it out with a student account before they integrate and use it in their classroom.

continued on next page...
Resources: Tutorials (Click away!)

Google Classroom, Doctopus and Goobric - The Ultimate Workflow

More available on YouTube

Resources: Community

Teachers can connect with other teachers that use these tools on a daily basis to troubleshoot problems and get assistance in grading activities. Doctopus Google+Community

Personal Goals

If you are a teacher that loves to use technology inside and outside the classroom, these tools can be an answer to your grading needs. Keep all your rubrics and grades, organized and digital, so you can access them anywhere from a supportive device. Also, for forgetful teachers, students can receive by email their graded rubric automatically.

Personal Experience

Integrating Doctopus and Goobric into Google Classroom was a solution to all of my grading issues. I wanted to digitize grading and I was having a hard time handing back rubrics in a timely manner. Students weren’t recieving feedback in a timely manner and that was a problem. Doctopus and Goobric answered and made grading a pleasure instead of irritation.

I added both applications from the chrome store and found a few tutorials on YouTube. My familiarity with computers and Google Classroom was helpful.
Using Noteflight For Musical Composition And Collaboration In Elementary Music  By Julie May

Noteflight is an interactive composition program available for PC, Mac, and iPad use. You can register for a free basic Noteflight account at www.noteflight.com. Or you can choose to upgrade to a Premium ($49/year) or Learn ($69/year) account. Noteflight is easy enough to use for young budding composers and has enough features to keep advanced students actively engaged. Students can instantly hear what their compositions sound like and post their final compositions to a collaborative group where they can receive feedback and tips for improving their piece.

Utah Core Standards for Music
Standard 4.M.CR.3: Generate musical ideas using specific tonalities, meters and simple chord changes.
Standard 4.M.CR.5: Organize personal musical ideas using iconic notation or recordings to combine and/or sequence personal rhythmic and melodic ideas.
Standard 4.M.CR.6: Evaluate and refine work; apply teacher-provided criteria and collaboratively developed guidelines and feedback; and present the final version of created music and describe connection to expressive intent.
Standard 5.M.CR.7: Present the final version of created music and explain expressive intent

ISTE Standards for Students
ISTE Standard 1 for Students:
Creativity and innovation
Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.

2. Create original works as a means of personal or group expression.

Both the ISTE standards and the Utah Core standards emphasize the importance of student creation. With regards to music education, this generally comes in the form of personal and group compositions. The Utah Core standards specify that students need to not only compose music, but also to collaborate with other students, apply teacher feedback to their compositions, and present a final version of their composition.

Student Engagement
Teaching students how to compose their own pieces of music can, at times, be rather tricky and takes a lot of feedback and instruction from the teacher. By using Noteflight, many of the difficulties in teaching composition are solved. Students will be able to login to their individual Noteflight account and begin a new composition, or continue working on a composition that they have saved previously. Students can choose which instrument they will be composing for and the correct staff will appear on the page. I suggest for elementary students that it would be best to keep these choices to instruments they are familiar with using in class such as piano, voice, recorder, and drums. Next they will place the notes, rests, and dynamics that they wish to use on the staff. By pushing play, they can hear what their composition sounds like and make adjustments as needed.

Students will be able to play their composition for other students in the classroom for feedback, and also download it to the “scores” page for feedback from Noteflight users all over the world. Students can then use this feedback to improve their composition.

My Experience and Additional Help
I have a free Noteflight account and have found the program to be easy to use and fun to work with. Elementary students will definitely need some guidelines for use in order to not feel overwhelmed by all of the available options. I really like how one teacher gave instructions for her students which included only using certain notes and getting rid of the bass clef. This will simplify the composition process for elementary students. You can see her Youtube instructional video here: https://www.youtube.com/watch?v=Mct-DxKBTRQ

Assessment
Students in each grade will be given a rubric for the expectations for the composition assignment. For example, students in grade 3 will be graded according to different guidelines than those in grade 6. Students will have the opportunity to hear each other’s compositions and give feedback which they will then use to improve their work. Final drafts will be sent to the teacher for final assessment.
Using Explain Everything in 3rd Grade Classrooms to Allow Students to Create Original Works by Kirri Johnson

**Target Learner Group:**
This experience could be adapted work in high school, middle school, and the upper elementary grades. The specific example I give in this paper focuses on 3rd graders.

**Content Standards:** This particular experience could be made to meet many different UEN core standards. Here is one example: 3rd Grade Math Standard 3.OA.4: Determine the unknown whole number in a multiplication or division equation relating three whole numbers. In this example students will create tutorials explaining how to solve multiplication and division problems when one piece of the problem is missing such as: 4x?= 20, 20÷?=4, 5x?=20, 7÷?=5=4, and the more common problem 20÷?=5. Students will need to know how to solve the problems with the information they have been given (e.g. to solve 20÷?=4 you can think of 4x?=20 or 20÷4=?). Then explain what they know and have learned in a tutorial.

**Experience:** What kind of experience do I want students have? I want students to feel empowered and like they can make a difference. I also want them to create something. To facilitate this, the teacher would assign students to groups and have each group create a short video tutorial about a concept, such as multiplying and dividing with one of the components of the problem missing, using the app Explain Everything. The teacher would review each group's tutorial to make sure the information included is correct. If not, the teacher would tell the students which sections need to be revised. The revised tutorials would be made accessible to other students so that they can use them whenever they'd like. This experience will enable students to fulfill ISTE Standard 1b for students: Create original works as a means of personal or group expression. Students will be required to include some fundamental points, but will be otherwise free to structure and format the tutorial anyway that they want. This experience will also fulfill ISTE Standard 1b for teachers: Engage students in exploring real-world issues and solving authentic problems using digital tools and resources. The real world issue that would be explored is the fact that some students need extra help with certain concepts. The tutorials the students create would be used as resources for other students in the school.

**Technology tools:** Explain Everything Download here: http://explaineverything.com/download/ From the Explain Everything website (http://explaineverything.com/): Explain Everything is an easy-to-use design, screen-casting, and interactive whiteboard tool with real-time collaboration that lets you animate, record, annotate, collaborate, and explore ideas, knowledge and understanding. Explain Everything provides teachers and students an opportunity to share thinking, reflect upon knowledge building, and assess both products and processes of learning. Available for iPad, Chromebook, Android, and Windows Devices.

Their website also explains that some features available for iPad are not yet available on other devices.

You can purchase a free account/“free” version of the app. It includes a 30 day trial of the normal app. After the trial you have a view-only version of the app and cannot create tutorials anymore. An EDU Group account is priced at $2.67/per year/per user and requires that there be at least five users. So for 5 people it costs $13.55 a year. There is also an app called Explain Everything Classic. It has limited features and can be purchased with a one-time payment of $5.99.

Each tutorial can be shared on Explain Everything Discover Education Portal (https://discover.explaineverything.com/discover/) where one can also find tutorials created by other users. Tutorials can also be downloaded to Google Drive, Microsoft OneDrive, Dropbox, and other destinations. From these destinations I believe the files can be downloaded and linked to a school/class website.

In the experience I shared above, Explain Everything will aid student engagement because it will give them a dynamic medium to use to create tutorials that can be saved for future use. Students will have many ways to present their concept within the app and will have to understand the concept on a deep level...
in order to explain it in a way that their peers will understand. This technology will give students the experience I want for them by allowing them to make a difference in their peers’ education though creating something.

**Help:** The website [http://explaineverything.com/app/](http://explaineverything.com/app/) provides a short overview of some of the coolest features of the app. Some helpful tutorials for using the app/program can be found in the app or at this website: [https://discovey.explaineverything.com/discover/explore/explore?badge=TUTORIAL&utm_source=app&utm_medium=tutorial-link&utm_content=tutorial&utm_campaign=app-tutorial-link&sortBy=published&sortDir=asc](https://discovey.explaineverything.com/discover/explore/explore?badge=TUTORIAL&utm_source=app&utm_medium=tutorial-link&utm_content=tutorial&utm_campaign=app-tutorial-link&sortBy=published&sortDir=asc)

Unofficial tutorials can be found on YouTube. Some of these may be for older versions of the app but are still helpful. Here are a couple of examples: Explain Everything Tutorial for Digital Storytelling—[https://www.youtube.com/watch?v=vU2tUmRN8SI](https://www.youtube.com/watch?v=vU2tUmRN8SI) Explain Everything for iPad: Basic design tools—[https://youtu.be/1St3sBZERqU](https://youtu.be/1St3sBZERqU)

Explain Everything has a YouTube channel to subscribe to. Searching “how to” on their channel brings up useful resources.

**Assessment:** Student understanding would be assessed based on the correctness of the information they originally include in their tutorial and the correctness of the information they put in their revised tutorials as well as their answers to a short quiz given a little while after the activity is completed. For the specific multiplication/division example: Did they accurately explain how to find the missing piece of each problem they included in their tutorial? Were the thinking processes behind their answers correct? Did they explain the information in a way that other students will understand it? A short quiz would also be given a few days after the activity on the types of problems they explained in their tutorial.

**My Experience:** This app is really fun to use and I will be sad when the 30-day trial is over. I really wish there was a permanently free version. I have made one semi-coherent tutorial and also played around with the beginning steps of digital storytelling. There is a bit of a learning curve to using the app. I had to play around in it for a while before I could actually make a tutorial that flowed. I still don’t know how to access all of the features, though the one tutorial I watched on YouTube was very helpful. Teachers would have to understand the program well and demo it for their students for this experience to be effective. If they don’t their students may become frustrated and/or spend all of their time messing around in the app and trying to figure out how it works. True to its name however, this app is very versatile and can be used in many different ways to enhances student learning.
Organize Your Days with GTasks & Google Tasks  by Nathan Smith

Goal: As a busy educator, I want to be able to add, delete, or modify tasks I need to complete from any of my devices - Android, iOS, laptop, or desktop. I have been using Google Calendar/Tasks for all these, and I wanted to find a mobile application that would sync seamlessly with that for my tasks. After doing some research online, I found GTasks - a free app for both Android and iOS devices. There is also a more powerful, paid version - GTasks Pro for $5.99. Click either image below to visit the download sites.

Technology: GTasks is a simple and efficient to-do / task management app with Google synchronization. You can customize your to do list, set reminder, send tasks to your friends, family members or colleagues and sync with your Google Tasks perfectly. With it, you will never miss a task and focus on what really matters to boost productivity. When you start GTasks on your mobile device, it will ask for your Google account information so it can connect. Once that has been entered, GTasks will sync with your Google tasks. The following is from the GTasks home website:

"Sync with Google Tasks & Manage tasks anywhere: At home. At school. At work. Online. Offline. And across your iPhone, iPad, Mac, Apple Watch and your Google account. gTasks keeps your lists and tasks in perfect sync across all your devices. Your important data is always backed up in the cloud utilizing Google Tasks Sync.

Subtasks: Achieve more by breaking big tasks into smaller sub-tasks (multi-level). Break big projects into small tasks. Can also work great for grocery lists.

Organize your tasks: Set Due Dates so that no no deadline is missed, add Notes to make sure all your ideas are captured and focus on what’s important using gTasks priority levels. Customize your repeating tasks, for example, every 2nd weekend or first Tuesday of the month.

Print: Print your to-dos and lists with just one click.

Multiple lists: Get your life in order, with lists for everything? Powerful enough to manage projects, simple enough for shopping lists, bucket lists, movies to watch and places to go.

Calendar integration: Integrate your tasks with your calendar events, holidays, birthdays and more."

It will also let you sort your tasks, allow you to set reminders, and give you geo-reminders as well. For example, "Remind me to take out the garbage when I get home."

How to Use GTasks: The YouTube video above is a simple GTasks tutorial (2:51). Additionally, there is a knowledge base, FAQs, articles, and troubleshooting help at the following URL:

https://gtasks.uservoice.com/

How I Use GTasks: I am almost never without some smart device, whether it be a laptop, my Samsung phone, or my iPad. GTasks allows me to keep on top of my daily task list, no matter what device I have with me.

My Experience with GTasks: I have used GTasks for a few months now, and find it simple to use, accurate in syncing with my online Google account, and user friendly. I would give it a high rating. I haven’t had any issues at all using it.

Here’s a review from an iOSuser: “I use this app many times throughout the day. I like that it lets me have subcategories of subcategories of subcategories and so on so that I can be completely organized. I like the alert feature that reminds me of the things I need to do and the flexibility of setting and controlling and amending those reminders. I like that I can move my entries around easily. This app lets me keep track of everything and lets me structure and restructure my tasks. I like how easy it is to find my tasks by typing in a keyword. I love it & I’d be lost without it. I love that it backs up automatically. I only wish that there was a setting choice available so that when I open categories, all the triangles under it would appear in the closed position... but that is a minor detail. This is an awesome app.”

A review from an Android user: “If you use Google Tasks, this is extremely handy so that you can sync to your phone. Sometimes the refresh can be a bit delayed (on its side or on Google’s), but I may not be doing it right (if I refresh either, they are updated certainly)."
For US Educators: Amateur Radio on the International Space Station-Students Talk to Astronauts

Call for Proposals -- Window is September 1 – November 1, 2016

The Amateur Radio on the International Space Station (ARISS) Program is seeking formal and informal education institutions and organizations, individually or working together, to host an Amateur Radio contact with a crew member on board the ISS. ARISS anticipates that the radio contact would be held between July 1, 2017 and December 31, 2017. Crew scheduling and ISS orbits determine the exact dates. To maximize these radio contact opportunities, ARISS is looking for organizations that will draw large numbers of participants and integrate the contact into a well-developed education plan. Students learn about technology, communications, and science studied on board the ISS.

The deadline to submit a proposal is November 1, 2016. For proposal information and details such as expectations, proposal guidelines and proposal form, and days/times of Information Sessions, go to www.arrl.org/hosting-an-ariss-contact Please direct any questions to ariss@arrl.org

Free STEM Education Webinars From NASA Educator Professional Development

The NASA STEM Educator Professional Development Collaborative (EPDC) at Texas State University is presenting a series of free webinars open to all educators. Join NASA education specialists to learn about activities, lesson plans, educator guides and resources that bring NASA into your classroom. Registration is required to participate. To register, simply click on the link provided beneath the webinar description.

October 5, 2016, at 7:00 p.m. ET: NASA Weathering the Storm -- Earth Right Now: Tracking Water From Space (Grades 5-8) - In this webinar, participants will learn ways to use data collected from NASA satellites to track changes in precipitation across the globe. The impact of these changes is felt most strongly in Southern California, so topics such as drought and ground subsistence will be discussed. Classroom activities for students will use data and technology to capture the impact of our changing water availability. Register online to participate. https://www.etouches.com/198563

October 6, 2016, at 6:00 p.m. ET: NASA Weathering the Storm -- Earth Right Now: Hurricanes in Your Classroom (Grades 5-8) - Explore ways to use real NASA data to explore hurricanes while integrating NASA missions, STEM curriculum, design challenges, online resources and the Next Generation Science Standards into your classroom instruction. Register online to participate. https://www.etouches.com/203187

October 11, 2016, at 5:00 p.m. ET: NASA Weathering the Storm -- Earth Right Now: NASA Literacy Resources in Earth Science (Grades K-8) - Discover ways to bring literacy and science together! Discussion will include interactive online books available from NASA, plus books available from a collaboration between NASA/NOAA and the Global Learning and Observations to Benefit the Environment, or GLOBE, program. Educators will have the opportunity to download the collection of more than 15 books dealing with Earth processes. Register online to participate. https://www.etouches.com/196768

October 4, 2016, at 6:00 p.m. ET: NASA Weathering the Storm -- Earth Right Now: Wild Weather Adventure With NASA Scijinks (Grades K-8) - Explore a selection of images and visualizations of weather, wind, storms and their effects on Earth. Scijinks is a joint NASA/NOAA educational website for school-age children and their educators. The website explores weather and Earth science through articles, videos, images and games. Register online to participate. https://www.etouches.com/203244

October 12, 2016, at 6:30 p.m. ET: NASA Weathering the Storm -- Earth Right Now: Atmosphere (Grades K-12) - NASA’s fleet of satellites, its airborne missions and researchers address some of the critical challenges facing our planet today. Explore ways to bring discussions of clouds and contrails to the classroom using the Global Learning and Observations to Benefit the Environment, or GLOBE, program. This international science and education program provides students and the public worldwide with the opportunity to participate in data collection and the scientific process and to contribute meaningfully to our understanding of the Earth system and global environment. Register online to participate. https://www.etouches.com/202757

Audience: In-service, Pre-service, Home School and Informal Educators
Mastering Self-Assessment: Deepening Independent Learning Through the Arts

From Edutopia: Develop your students’ ability to self-assess by showing them examples of mastery, equipping them with technical vocabulary, and providing them with opportunities to practice peer critique.

https://youtu.be/Va66oMkWP_o

Embracing Failure: Building a Growth Mindset Through the Arts

Teach your students the recipe for success: taking risks, making mistakes, and integrating critical feedback.

https://youtu.be/6sPYE-ihy_4

The Answer Pad
Website: http://app.theanswerpad.com/
Android: https://goo.gl/evoCCq
iOS: https://goo.gl/ZaZzc9

Weebly for education

Weebly is a website design tool that educators can use for free. It is simple to use with easy drag and drop design features. Where teachers don’t have to know code to create a beautiful and functional website for their class. You can sign up for your free account. Your free educator’s site includes hosting so you don’t have to worry about paying an extra fee for that. You can post videos you have created especially for your class, or use videos created by other educators that might help teach the students in a different way.

https://education.weebly.com/

The Human Body App by TinyBop

https://600.gl/TiYbS3

The student starts by choosing an avatar and then has the option to tap and explore different parts of the body including bones and how they are connected, the digestive system and what happens when we eat different foods. Students can tap and drag parts of the body to get a closer and more in-depth look at the functions and stimuli that effect that system.