

Course: EdTech Tools for 21st Century Teachers

Alberto Muñoz Bermejo

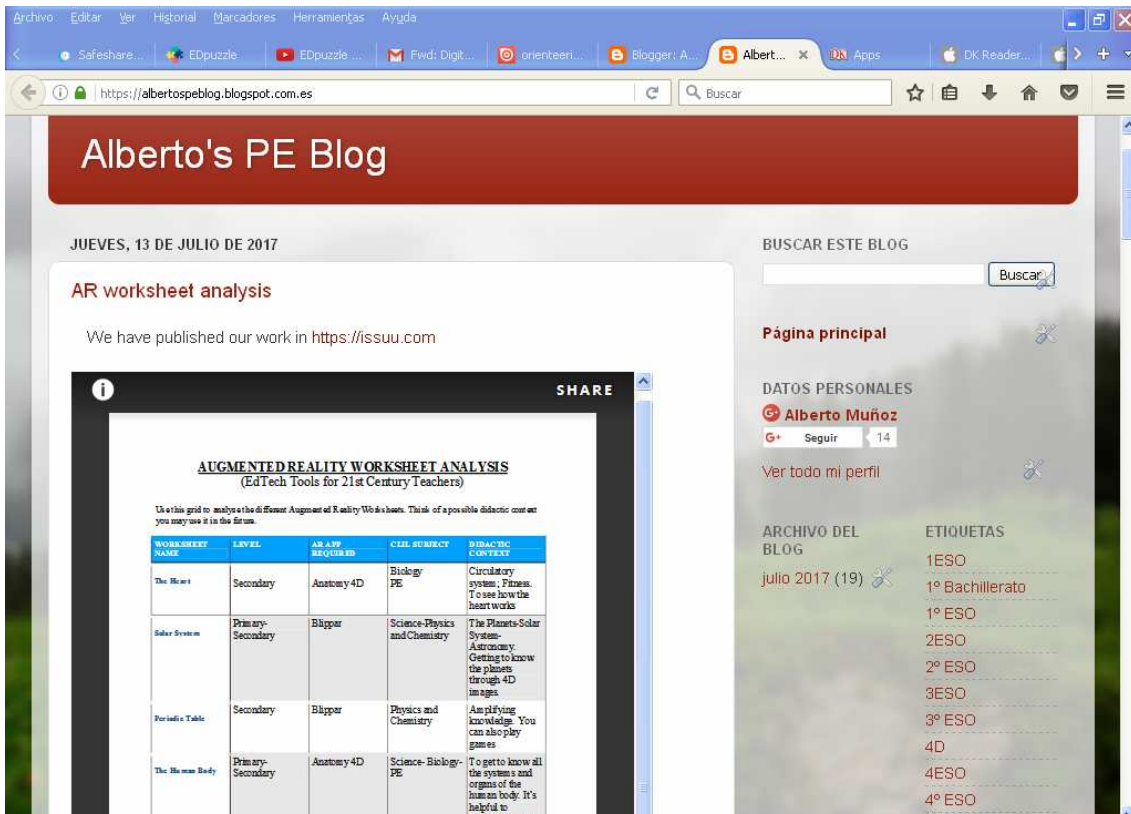
Digital Final Project

1. Identify the most relevant aspects of the course content for the professional development of the digital tools.

Taking advance of the most important tools we were presented with during the course, I have created a personal blog where I have published them. It is an awesome way to access all that digital tools which can be applied to an educational environment.

The blog is called “Alberto’s PE Blog” and the link to the Blog is:

<https://albertospeblog.blogspot.com.es/>



The screenshot shows a web browser window displaying the blog 'Alberto's PE Blog'. The page title is 'Alberto's PE Blog' and the date is 'JUEVES, 13 DE JULIO DE 2017'. The main content is a post titled 'AR worksheet analysis' with the text 'We have published our work in <https://issuu.com>'. Below the text is a table titled 'AUGMENTED REALITY WORKSHEET ANALYSIS (EdTech Tools for 21st Century Teachers)'. The table has five columns: WORKSHEET NAME, LEVEL, AR APP/RECORDED, CILEL SUBJECT, and DIGITAL/PC CONTENTS. The table lists four worksheets: 'The Heart', 'Solar System', 'Periodic Table', and 'The Human Body'. To the right of the main content is a sidebar with a search bar, 'Página principal', 'DATOS PERSONALES' for Alberto Muñoz (14 followers), 'ARCHIVO DEL BLOG' (July 2017 (19)), and 'ETIQUETAS' (1ESO, 1º Bachillerato, 1º ESO, 2º ESO, 3ESO, 3º ESO, 4D, 4ESO, 4º ESO).

WORKSHEET NAME	LEVEL	AR APP/RECORDED	CILEL SUBJECT	DIGITAL/PC CONTENTS
The Heart	Secondary	Anatomy4D	Biology PE	Circulatory system, Fitness. To see how the heart works
Solar System	Primary-Secondary	Blipper	Science-Physics and Chemistry	The Planets-Solar System- Astronomy. Getting to know the planets through 4D images
Periodic Table	Secondary	Blipper	Physics and Chemistry	Amplifying knowledge. You can also play games
The Human Body	Primary-Secondary	Anatomy4D	Science- Biology- PE	To get to know all the systems and organs of the human body. It's helpful to distinguish them

2. Select an aspect to work on and design a topic to develop that demonstrates their professional development as a teacher with regard to the course.

I would like to work on a digital approach to develop a specific unit of the Physical Education Syllabus, as it is a subject where introducing Educational Technologies still being a big challenge for many teachers.

Subject: Physical Education – PE

Level: 3ESO

Content Block: Collaboration and Opposition Activities.

Unit: Basketball: Digital ÑBA

Objectives of using EDtech resources:

- a) To introduce motivating elements to improve students' learning.
- b) To improve students' knowledge about acquiring "learn to learn" competence.
- c) To connect the current syllabus with the digital and global world they are living in.

Content based on: *DECRETO 48/2015, de 14 de mayo, del Consejo de Gobierno, por el que se establece para la Comunidad de Madrid el currículo de la Educación Secundaria Obligatoria.*

- Habilidades específicas del baloncesto. Modelos técnicos de las habilidades ofensivas y defensivas y adaptación a las características de los participantes.

- Dinámica interna, funciones de los jugadores y principios estratégicos. Capacidades implicadas.

- Estímulos relevantes que en baloncesto condicionan la conducta motriz: situación del balón y la canasta, espacios libres, tiempos de juego, etc.

- La colaboración y la toma de decisiones en equipo.

EDtech Resources: For carrying out this unit about Basketball, students should have their smartphones in, at least 3 lessons.

1. QR-Codes

<http://es.qr-code-generator.com/#>

Using this tool, I have created a serial of QR Codes, which will be located in different places of the gym. The need their smartphones and a specific App (<https://play.google.com/store/apps/details?id=me.scan.android.client&hl=es>) to read the QR-Codes and get the initial information about basketball:



Amaya Valdemoro



Basketball Pitch



Pau Gasol



Michael Jordan



Basketball Ball Sizes

2. EDpuzzle (<https://edpuzzle.com>)

[EDpuzzle](https://edpuzzle.com) is an useful and interesting tool to create a quiz from a video. It has a lot of advantages as you can asses the students, follow their progress and their number of tries. It gives you the opportunity to edit videos from youtube and other platforms.

Learning objectives (3ESO) when using this digital tool:

- **To learn the different roles basketball players** can develop in the team.
- **To improve listening skills** through the video explanation and the following quiz about it.

https://en.wikipedia.org/wiki/Basketball_positions

The five **basketball positions** normally employed by organized [basketball](#) teams are the [point guard](#) (PG or 1), the [shooting guard](#) (SG or 2), the [small forward](#) (SF or 3), the [power forward](#) (PF or 4), and the [center](#) (C or 5).

3ESO Basketball Positions EDpuzzle is ready for your students :)

Here is the Class Code you can forward or print for your students. It is the key to connect them to your class.

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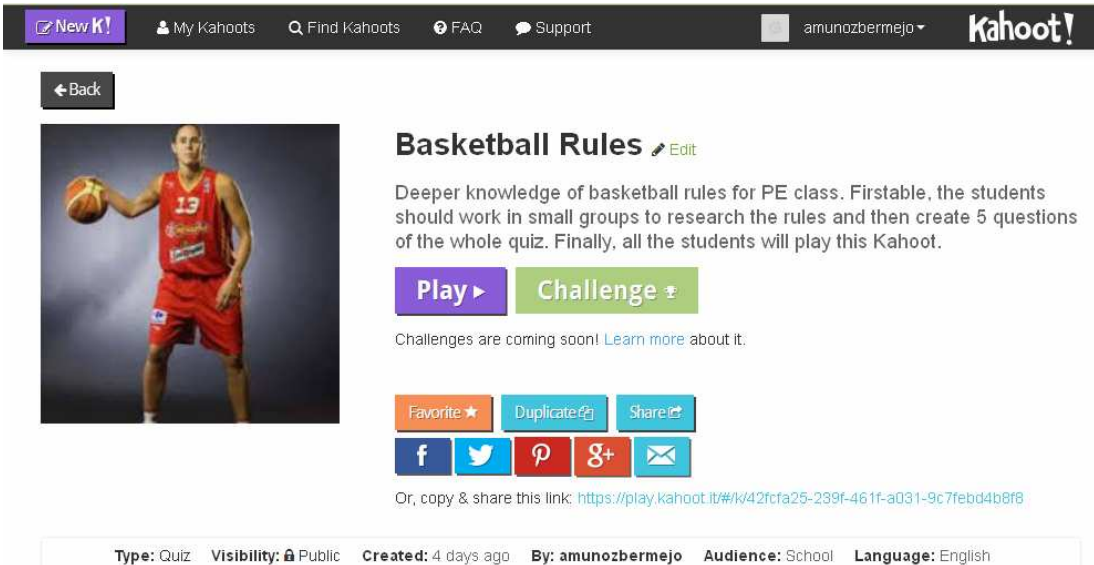
Instructions for your students

1. Go to edpuzzle.com and create a student account (no email address needed!)
2. Click on "Join Class" and enter the class code.

iOS App	Chrome App	Android App
iPad and iPhone	Chromebook	Android
App	App	App

Students can make this quiz as homework or as a work in a lesson, depending on the real number of lessons you have for this unit.

3. Kahoot.



The screenshot shows the Kahoot! interface for a quiz titled "Basketball Rules". The interface includes a navigation bar at the top with options like "New K!", "My Kahoots", "Find Kahoots", "FAQ", and "Support". The user's name "amunozbermejo" is visible in the top right. Below the navigation bar, there is a "Back" button and a large image of a basketball player in a red jersey. To the right of the image, the quiz title "Basketball Rules" is displayed with an "Edit" link. Below the title, a description reads: "Deeper knowledge of basketball rules for PE class. Firstable, the students should work in small groups to research the rules and then create 5 questions of the whole quiz. Finally, all the students will play this Kahoot." There are two buttons: "Play" (purple) and "Challenge" (green). Below these buttons, a message says "Challenges are coming soon! Learn more about it." There are also buttons for "Favorite", "Duplicate", and "Share". Below these are social media sharing icons for Facebook, Twitter, Pinterest, Google+, and Email. At the bottom, a link is provided: "Or, copy & share this link: <https://play.kahoot.it/#/k/42fcfa25-239f-461f-a031-9c7febd4b8f8>". At the very bottom, a metadata bar shows: "Type: Quiz", "Visibility: Public", "Created: 4 days ago", "By: amunozbermejo", "Audience: School", and "Language: English".

3.1. Working in small groups, the students should research the rules of basketball to create 5 questions to be included in the final Kahoot Quiz.

3.2. As part of the assessment of the unit the students will Play this kahoot:

<https://play.kahoot.it/#/k/42fcfa25-239f-461f-a031-9c7febd4b8f8>

3.3. It is possible to have the track of the students results downloading the final "excel" folder.

4. Another Digital tools susceptible to be applied in this Unit:

4.1. **Coach's Eye**. This is an APP for Android or Apple devices which allow you to record videos and analyse them in slow motion and drawing lines, angles, points, over the image.

4.2. Socrative (<https://b.socrative.com>). This Tool is similar to Kahoot to create quizzes.