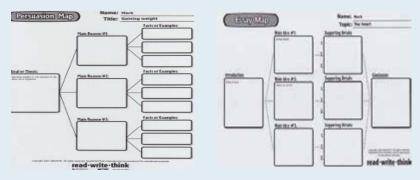
Learning Newsletter

The Marlborough Science Academy

Ideas Discussed

Persuasion and Essay Maps



ReadWriteThink offers a collection of online Student Materials to support literacy learning in the classroom. These interactive tools can be used to

supplement a variety of lessons and provide an opportunity for students to use technology while developing their literacy skills. Click on the name

of each interactive for a brief description of the tool and a list of the Read-WriteThink lessons that use the tool. From there you'll also be able to directly access the tool and use it in your classroom.

The above examples show a persuasion and an essay map that could be

useful for staff to scaffold learning for their students or for students to use as a preparation frame. There are over 50 ideas on this site to try.

Visit

http://www.readwritethink.org/student mat/index.asp

Persuasion map

http://www.readwritethink.org/materials/persuasion_map/

Use this tool to map out your argument for a persuasive essay or debate

Inside this issue:

Percussion & essay maps

The apprentice

Wheel of fortune

Content generator quiz

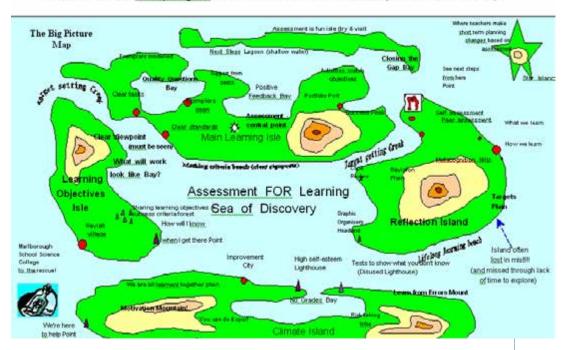
Interactive wii boards

Role cards

Thinking Hats card game

Assessment for learning map

The Assessment Archipelago - a land of self-assessment where everyone learns and develops



Every got yourself lost when it comes to assessment for learning?

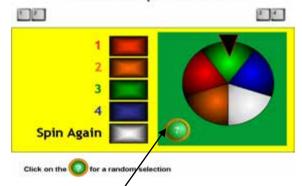
This map should get you out of troubled waters!

The map can be used for display purposes in classrooms and on notice boards to show students and remind all of us how using assessment for learning makes learning easier.

The map can be used as a teaching aid. Cut it up and let students piece it together as a jigsaw or use it as a map from memory exercise.

The map can be found on the U drive in the teaching and learning folder.

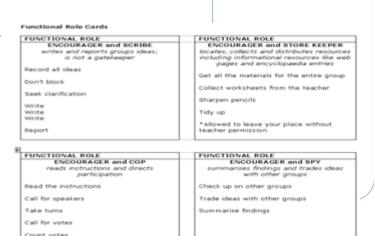
Random Spin Selector



This updated PowerPoint runs like the wheel of fortune. Simply click on one of the coloured boxes and edit the number, for a student name or group name then **view show** to start the slideshow. To spin the wheel click the question mark and the wheel randomly stops on a colour. This could be used to ask topic category questions or you could be creative and edit the colours for students to respond with Debono's thinking hats.

Functional Role Cards

These function role cards could be used to structure group work and to give individual responsibilities within the group. You can adapt and peronalise the job responsibilities as you see fit and to cater for each different subject or topic. The word document is now on the I drive in the teaching and learning folder. The document is called learning role cards.



The Apprentice—You're Fired Quiz





This PowerPoint quiz based on the hit reality TV show The Apprentice is sure to be a hit.

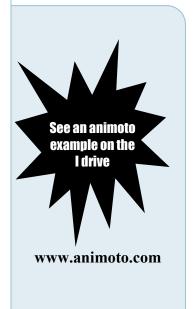
Hire students if they get the questions right or fire them if they answer incorrectly. All the music and Sir Alan's key phrases are in The Apprentice folder on the I drive under teaching and learning. Click on slides 2 to 9 and alter the questions to suit your needs then **view slide show.** To ask a question simply click on one of Sir Alan's faces. Once you have selected either the right or wrong answer to get back to the main page, click The Apprentice writing, in the bottom left hand side of the screen.

GOOD LUCK

ANIMOTO

Animoto is a web application that automatically generates professionally produced videos using Cinematic Artificial Intelligence technology. Each video is a fully customised orchestration of user-selected images and music. Produced in widescreen format, Animoto videos have the visual energy of a music video and the emotional impact of a movie trailer.

Animoto thinks like an actual director and editor. It analyzes and combines user-selected images and music with the same sophisticated post-production skills and techniques that are used in television and film. The technology takes into account every nuance of a song: the genre, song structure, energy, rhythm, instrumentation, and vocals. Whether it's punk, pop, hip-hop or a classical Stravinsky piece, every Animoto video is totally customised. Even videos generated with an identical set of images and music will each have a completely distinct set of motion design. No two videos are the same. Videos can be emailed, embedded on websites including blogs and downloaded onto your computer. To create an account is free. I have unlimited access to this site which means I can create videos that are longer than 30 seconds. When you sign in you can use the code of **fitzgibbon08**. In return just tell me how you used this feature for your students so I can pass the info back to Animoto. A text adding feature is being developed so watch this space.



The Marlborough Science Academy

Fling the teacher generator



The aim of the Fling the Teacher game is simple - get enough questions correct to fling the teacher away. There are 15 questions to attempt. Each correct question earns an extra piece of a trebuchet. When the trebuchet has been constructed, the teacher can be flung!

Help lines are available with 'Take two away', 'Take a vote' and 'Ask an expert'. Each can be used once per game. 'Take two away' removes two incorrect answers, 'Take a vote' shows the results of a survey of previous students and 'Ask an expert' displays an expert's opinion (although they are not always correct).

This is an easy to set up quiz

I have put the set up file on the U drive/teaching and learning the folder is called **fling_scorm_06c** it is a zipped folder. Simply right click on the folder go to explore then double click set up and follow the instructions

Match up quiz generator



This piece of software allows anyone to create their own interactive Flash quiz without the need for programming skills or any additional expensive software. You type your questions into the interface, make your selections and then press 'generate'. The quiz is then instantly generated. You can add a timer to the quiz to generate a bit more pressure.

I have put the set up file on the I drive/teaching and learning the folder is called **match up** it is a zipped folder. Simply right click on the folder go to explore then double click set up and follow the instructions

Thinking hats card game

Instructions

The game pieces consists of 100 blue hat topic cards and 70 blue hat call for thinking cards which are included in this document. For each game you will: Make two decks of cards on heavy card stock. One deck will be blue hat topic cards and one deck will be blue hat call for thinking cards.

- · Provide a timer
- Provide a score sheet

To play the game:

- You can break the class into teams of 4-5 students per team. Give each team a set of card decks—blue hat topic cards and blue hat call for thinking cards, a timer, and a score sheet.
- Explain how they will play
 the game: One person on each
 team will be the timer
 Each turn is one minute
 The person whose turn it is,
 draws a blue hat topic card and
 reads it to the group
 The timer draws a blue hat call
 for thinking card and asks that
 person to generate thinking based
 on the card drawn
 For each correct answer the person earns one point. They have
 one minute to generate as many

correct answers as they can

Why not share your ideas with others, or show new resources you have found

/ **created.** If you want to talk about learning and teaching feel free to email me at