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Optional Module

Mobile Phones in the Classroom Facilitation Guide

This Facilitation Guide provides information to successfully facilitate Mobile Phones in the Classroom in a face-to-face group session or in a self-study format.

The course focuses on strategies to effectively use mobile phones in the classroom. As participants complete optional and required activities, they will learn important concepts and apply their learning to develop resources and tools to use with their students.

Planning Your Course Schedule

All course Learn, Apply, and Share and Reflect sections require 60 minutes of delivery time. Refer to the core module Facilitation Guide for general information on how to manage these sections, including course readings and discussions. All Try It activities are optional and are not included in the total module time estimate. However, it is recommended that participants complete some Try It activities to solidify and extend module learning.

Use the following table to plan for module delivery. Times for all included Try It activities must be added to the total time required for delivery.

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Education

Course Timing

Optional Module: Mobile Phones in the Classroom	Estimated Time
Overview	**5 min.**
Try It: Brainstorm Possibilities Compare how adults and students use mobile phones and generate potential educational uses.	10 min.
Try It: Student Mobile Phone Use Explore research about differences in student mobile phone use in and out of school.	
Lesson 1: Instructional Strategies with Mobile Phones	**70 min.**
LEARN	10 min.
Try It: Set Up a Poll Set up and respond to a self-created question using a mobile phone classroom polling tool.	10 min.
Try It: Audio Recorder Ideation Practice using mobile phones' default audio capture tools for media creation.	10 min.
Try It: Student Reminders Inspect a text reminder Web site, create an account, and think of	10 min.
Try It: Read and Create QR codes Download QR Code readers and generators to explore using QR codes as an interactive form of information retrieval.	15 min.
Try It: Geocaching Examine using mobile phones as GPS devices to locate educational geocaches.	15 min
Lesson 2: Managing Mobile Phones in the Classroom	**40 min.**
LEARN	5 min.
Try It: Troubleshoot Scenarios Read through a series of mobile phone scenarios before generating possible ideas for solutions.	5 min.
Try It: Analyze an Existing Use Policy Examine a sample Bring Your Own Technology (BYOT) policy to evaluate content and language.	10 min.
APPLY Create a presentation covering mobile phone educational benefits, instructional strategies, and solutions to mobile phone challenges.	15 min.
SHARE AND REFLECT	5 min.

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Planning Your Delivery

The Mobile Phones in the Classroom module can be delivered in a face-to-face or self-study format. Choose which format best suits the needs of you and your participants. If you choose to facilitate the module in a face-to-face group session, plan for a space that will accommodate the size and needs of your group. In addition, review the module and facilitation guide thoroughly ahead of time to ensure that you have all required materials and technology prepared.

If you are choosing to facilitate the module in a self-study format, plan how you will communicate efficiently with participants before, during, and after the completion of the course. Consider adopting some of the following ideas to successfully facilitate the module:

- ☐ Schedule a brief face-to-face meeting before beginning the module. Cover the course objectives, course schedule, and course expectations.
- ☐ Create an email list to streamline communications with course participants.
- ☐ Set up an online discussion forum where participants can share learning and questions.
- ☐ Designate a physical space (i.e. white board in the staff room) for communications about the module.
- ☐ Place participants into pairs for additional learning support.
- ☐ Plan a face-to-face meeting after participants complete the module to share results from the Apply activity and determine next steps for their classrooms and school.

Course Facilitation

Overview

In the module overview, participants are introduced to the benefits of using mobile phones in education. If necessary, demonstrate to participants how to add notes to Classroom Connection document while exploring course content. The Overview includes two Try It exercises, one required and one optional. Consider selecting the optional Try It to further generate enthusiasm for upcoming module content.

Overview Facilitation Notes

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Try It: Brainstorming Possibilities

In this activity, participants compare how adults and youth use mobile phones and generate a list of potential educational uses.

- [ ] Brainstorm a list of ways young people use mobile phones ahead of time. If participants are struggling to get started, share one of your examples.
- [ ] Preview the module contents to generate a short list of ways mobile phones can be used in education.

FACILITATION TIP

During the activity, participants most likely will not create an exhaustive list of possible mobile phone uses. This is expected. The purpose of this activity is to get participants excited about possibilities before exploring specific strategies later in the module.

Try It: Student Mobile Phone Use

Participants will read and discuss research outlining an imbalance between how young people use mobile phones in and out of school.

- [ ] Open and review the links ahead of time.
- [ ] Decide if you will use the Innovative Educator Blog Post that will give participants a preview of mobile phone instructional strategies but is not necessary for the discussion.

Lesson 1: Mobile Phone Instructional Strategies

In this portion of the module, participants will explore specific ideas about how to use mobile phones to benefit student communication, productivity, and learning. While exploring module content, remind participants to think about which strategies might work for their students and classrooms. Encourage participants to take notes and extend learning by exploring specific tools on their own.

One Try It activity is required. Consider choosing additional Try It activities from the lesson to have your participants complete together or in a self-study format. In addition to the Try It activities, each mobile phone instructional strategy includes a resource outlining an extended classroom example of how mobile phones might be used for educational purposes.

- [ ] Carefully read over the lesson, noting any areas you would like to emphasize.
- [ ] Select the optional Try It activities you want participants to complete.
- [ ] Preview each classroom example resource and determine whether or not your participants have time to explore these documents.

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Lesson 1 Facilitation Notes

LEARN

Try It: Set Up a Poll

In this activity, learners explore a mobile phone polling tool, and set up and respond to self-created questions.

- [ ] Explore Poll Everywhere.
- [ ] If participants will be completing the module in a group, consider generating a list of poll questions before choosing one to create with the polling tool. Participants can then use mobile phones to respond to the created poll.
- [ ] If necessary for the group size, plan to connect a computer to a projector to share poll results.
- [ ] Participants working in a self-study format can set up a question on a computer and answer their questions using a mobile phone.

Try It: Audio Recorder Ideation

Participants practice using mobile phones' default audio capture tools for media creation.

- [ ] If completing the module in a group, plan to pair up participants to text audio recordings to each other. Self-study participants can text audio recordings to pre-established learning partners.
- [ ] Consider extending the exercise by exploring how audio recordings can be posted on Web sites and blogs.

Try It: Student Reminders

In this activity, participants inspect a text reminder Web site, create an account, and think of uses with students.

- [ ] Explore the text reminder Web site ahead of time and set up an account. Consider potential challenges for course participants and strategies for helping participants navigate the Web site.

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Try It: Read and Create QR (Quick Response) Codes

In this activity, learners download QR Code readers and generators to explore using QR codes as an interactive form of information retrieval.

- [ ] Consider the technology capabilities of your participants. QR codes require smartphones. Participants might need to be grouped around available smartphones. In addition, participants may need support and time to download QR code readers onto their mobile phones.
- [ ] Plan for how teachers will share the QR codes they create. Determine if they will print the QR codes or share them with each other digitally.
- [ ] Self-study participants can post QR codes in a designated physical space for others to discover.

Try It: Geocaching

Participants examine using mobile phones as GPS devices to locate educational geocaches.

- [ ] Before selecting this activity with your students, make sure geocaching tools will work in your area.
- [ ] Consider which geocaching apps and Web sites will work best for your participants.
- [ ] Find caches near your campus. Plan time to locate one as a group or as individuals. If no caches are near your location, consider planting a cache ahead of time.

FACILITATION TIP

Geocaching is a popular recreational hobby in many places. Survey your participants ahead of time to see if any of your participants are familiar with geocaching. If someone has prior experience, you might want to have this person introduce and lead the activity.

Lesson 2: Managing Mobile Phones in the Classroom

In this lesson, participants examine potential challenges accompanying integrating mobile phones into classrooms and schools.

Before guiding participants through this learning, reflect on which challenges and solutions will be most applicable to your community. In addition, predict which topics might be most concerning to your participants. The lesson includes two Try It activities to give participants time to grapple with mobile phone challenges and solutions.

- [ ] Carefully read over the lesson, noting any areas you would like to emphasize.
- [ ] Decide if you want participants to complete the optional Try It activity.

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Lesson 2 Facilitation Notes

LEARN

Try It: Troubleshoot Scenarios

In this activity, learners read through a series of mobile phone scenarios before generating ideas and solutions that might work for their community and classroom.

- [ ] Review the Sample Mobile Device Classroom Agreement. Ask participants to analyze how the document might help students and teachers navigate each scenario.
- [ ] Decide if participants will complete the activity individually, in pairs, or in groups.
- [ ] Plan time for participants to share their learning from the activity.

Try It: Analyze an Existing Policy

Participants analyze a sample Bring Your Own Technology (BYOT) policy from an American public school district to identify content and language that might work for their own school.

- [ ] Plan on completing the activity ahead of time, so you can predict what content is most applicable to your participants.
- [ ] Schedule time for participants to read the document as well as reflect upon or discuss their learning and ideas.

APPLY

Module participants document learning by developing a presentation covering mobile phone educational benefits, instructional strategies, and solutions to mobile phone challenges.

- [ ] Plan to give course participants sufficient time to review notes from the module.
- [ ] Consider available technology and decide if participants will use the technology or offline option.
- [ ] Think about whether participants will create presentations individually, in pairs, or in groups.
- [ ] Plan for how self-study participants will share their presentations.
- [ ] Decide if participants will present presentations to the group, other school staff, or school administration. If they are presenting to school staff or school administration not present, schedule a time for the presentation to occur.

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SHARE AND REFLECT

In this reflection and discussion exercise, participants consider mobile phone challenges and solutions and possible language to include in mobile device use agreements.

- [ ] Remind participants to review and refer to the resource documents from the two Try It activities in Lesson 2.
- [ ] Mobile Phone Challenge Scenarios
- [ ] Forsyth County Schools
- [ ] To prepare for the third question, create examples of both positive and negative language so participants can see the difference.
- [ ] Plan how participants or the group will record ideas from discussion. Consider documenting language ideas to include in a mobile phone use agreement.
- [ ] Consider scheduling additional time for face-to-face and self-study participants to create your own school or classroom mobile device use policy as a group.

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