

# INSTRUCTIONAL TECHNOLOGY 2019 - 2020

MR. FRED KADEN AND MR. TOM LYNCH



# Program Enhancement: PDL Initiative

Technology Steering  
Committee

Deployment to Grades 6  
and 9

Initial Professional  
Development

Initial Purchase

Deployment to three  
additional grades

Grades 5, 6, 7, 9 and 10  
have devices

Ongoing Professional  
Development

Student Training

Deployment to three  
additional grades

Grades 4, 5, 6, 7, 9, 10  
and 11 have devices

Ongoing Professional  
Development (SAMR)

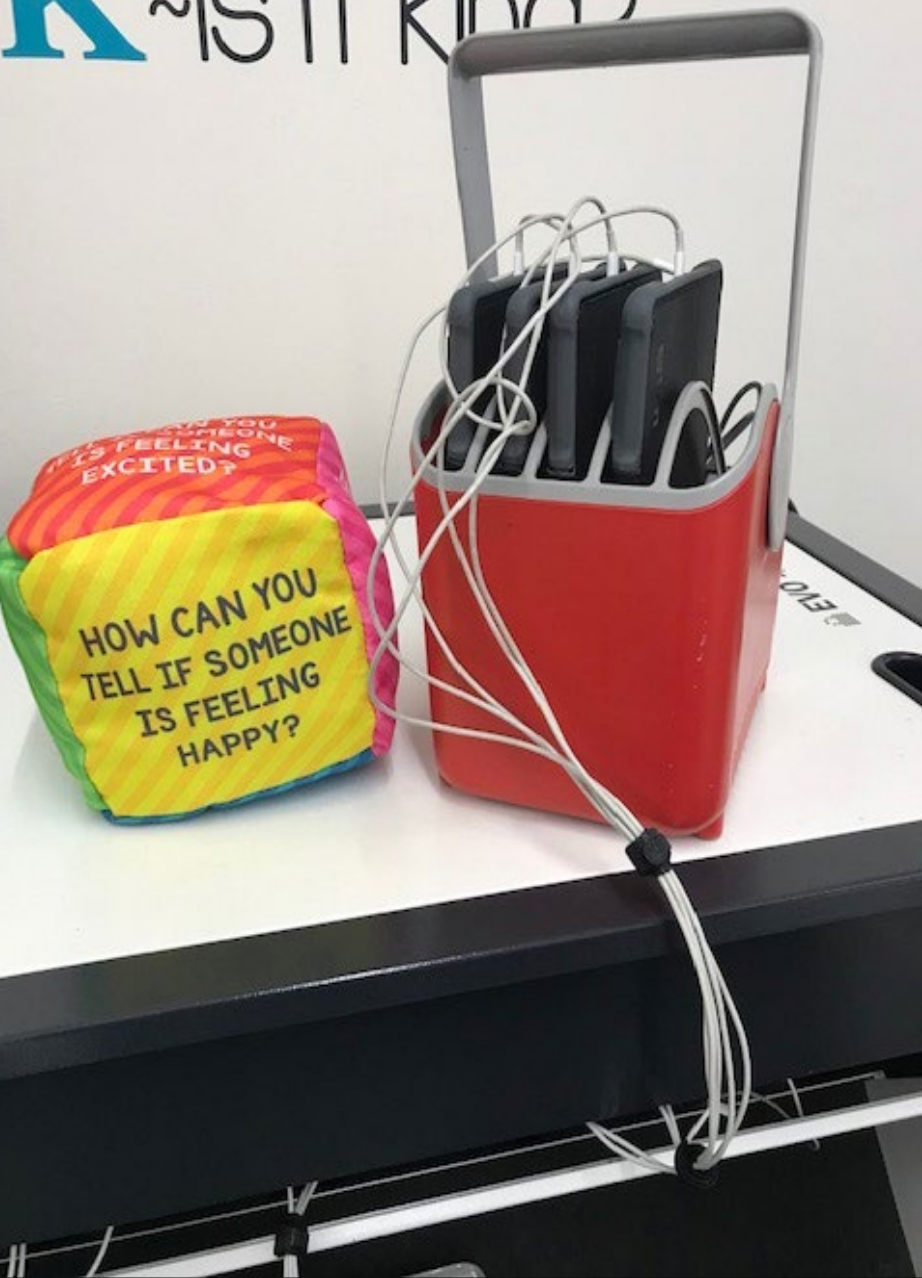
2017 - 2018

2018 - 2019

2019 - 2020



K ~is it kind?



# DEVICES AT THE HARBOR AND MANOR: K - 3

Each grade shares an iPad cart





## DEVICES AT THE HARBOR AND MANOR: GRADES 4 AND 5

Each student has her/his own device to be used in class

The libraries have an iPad cart and laptop cart for student use





# DEVICES AT THE MIDDLE SCHOOL

Laptops have been deployed to every student

Additional Epson Projectors have been installed

Additional Access Points have been installed throughout the building to improve connectivity





# DEVICES AT THE HIGH SCHOOL

Laptops have been deployed to all students in grades 9 through 11

There is a laptop cart available for student use in the library

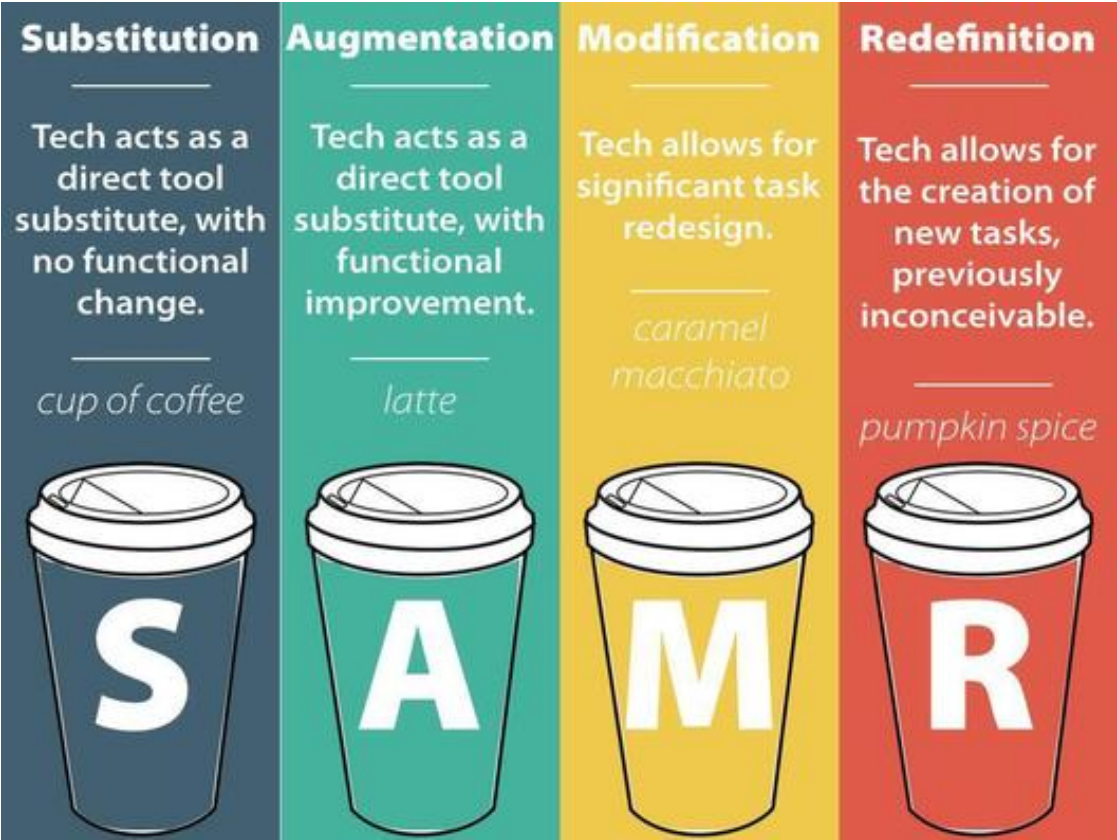


Additional Epson Projectors have been installed

Additional Access Points have been installed throughout the building







# THE SAMR MODEL



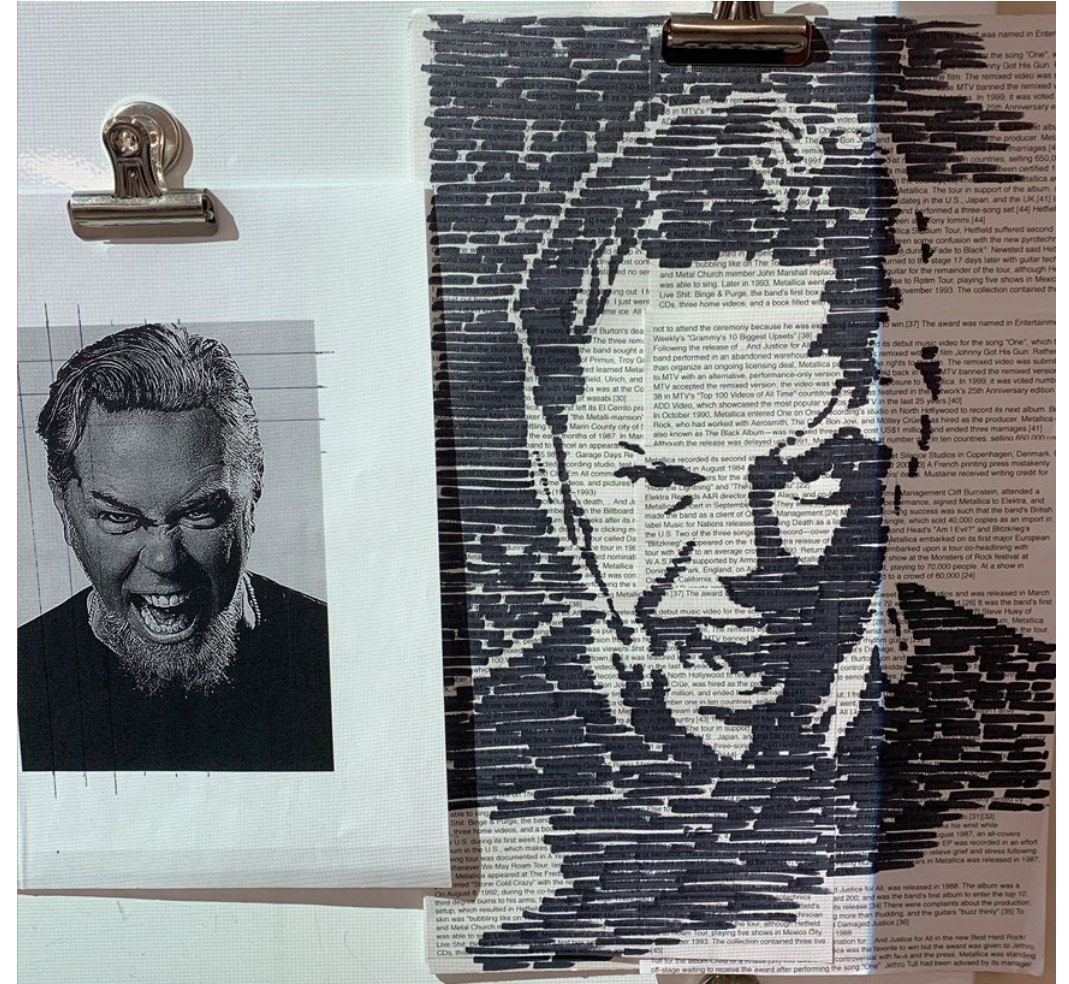
# INSTRUCTIONAL FRAMEWORK – THE SAMR MODEL

## Substitution:

Technology acts as a direct substitute, with no functional change







Students in Art Classes using their device to find an image that they will then 'posterize' using an article about the person





Fourth Grade flute players working on their note naming skills



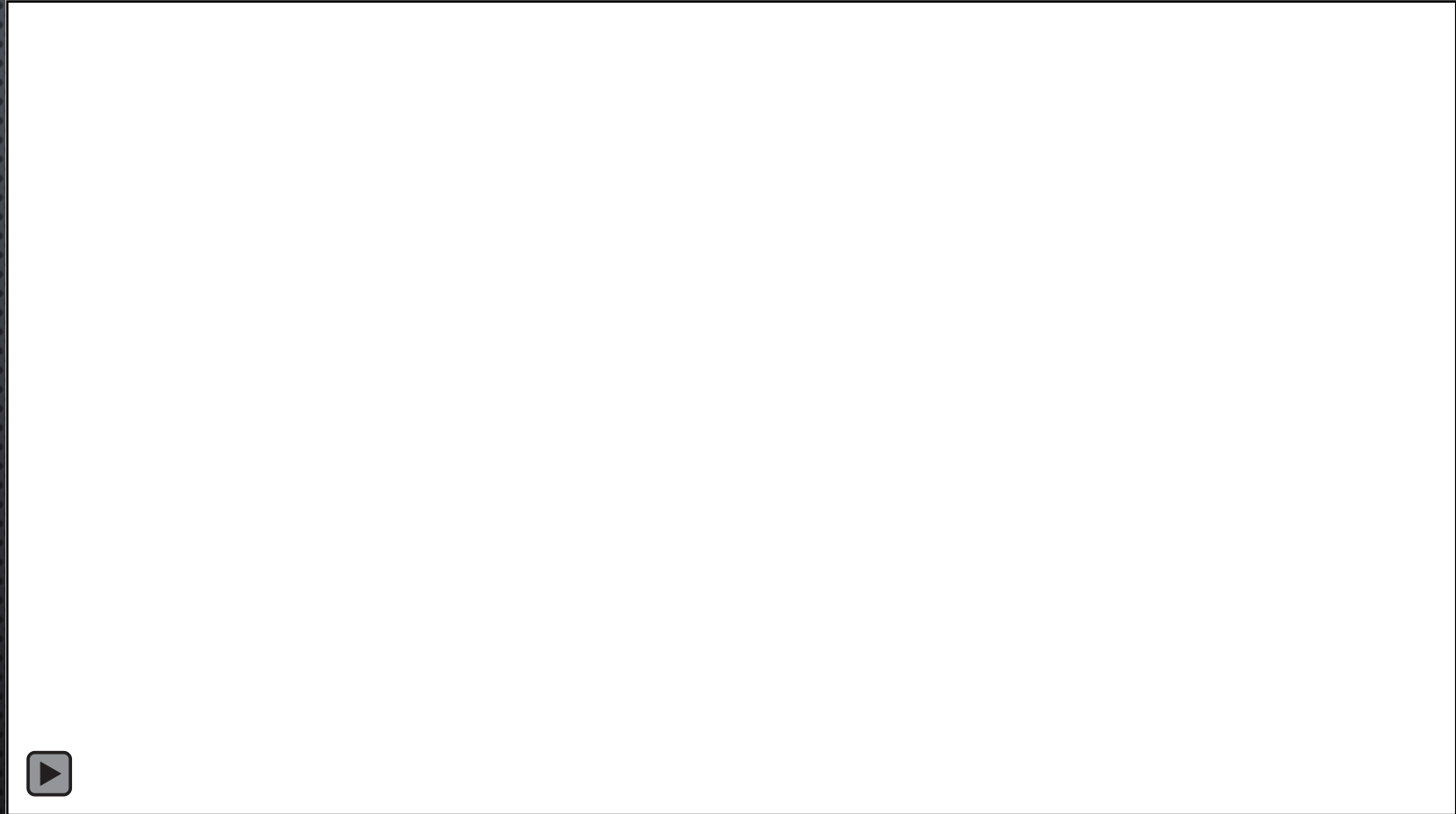


Teacher training to learn more about electronic textbooks and notebook software



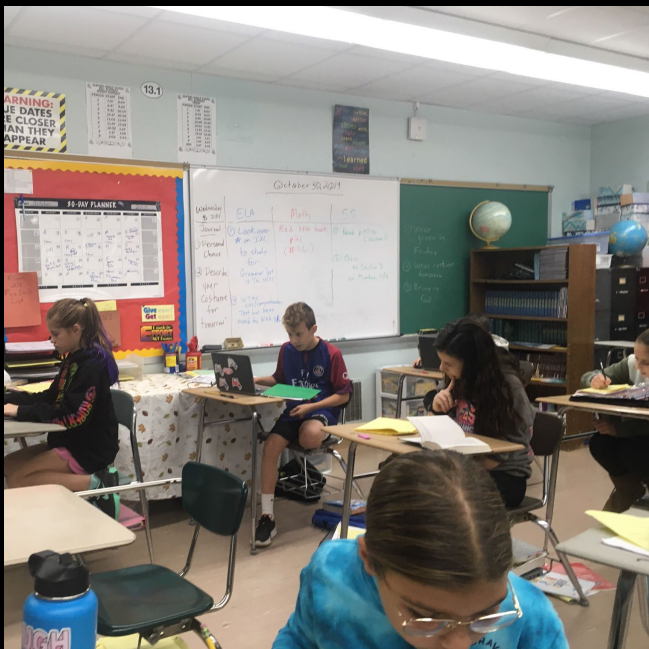
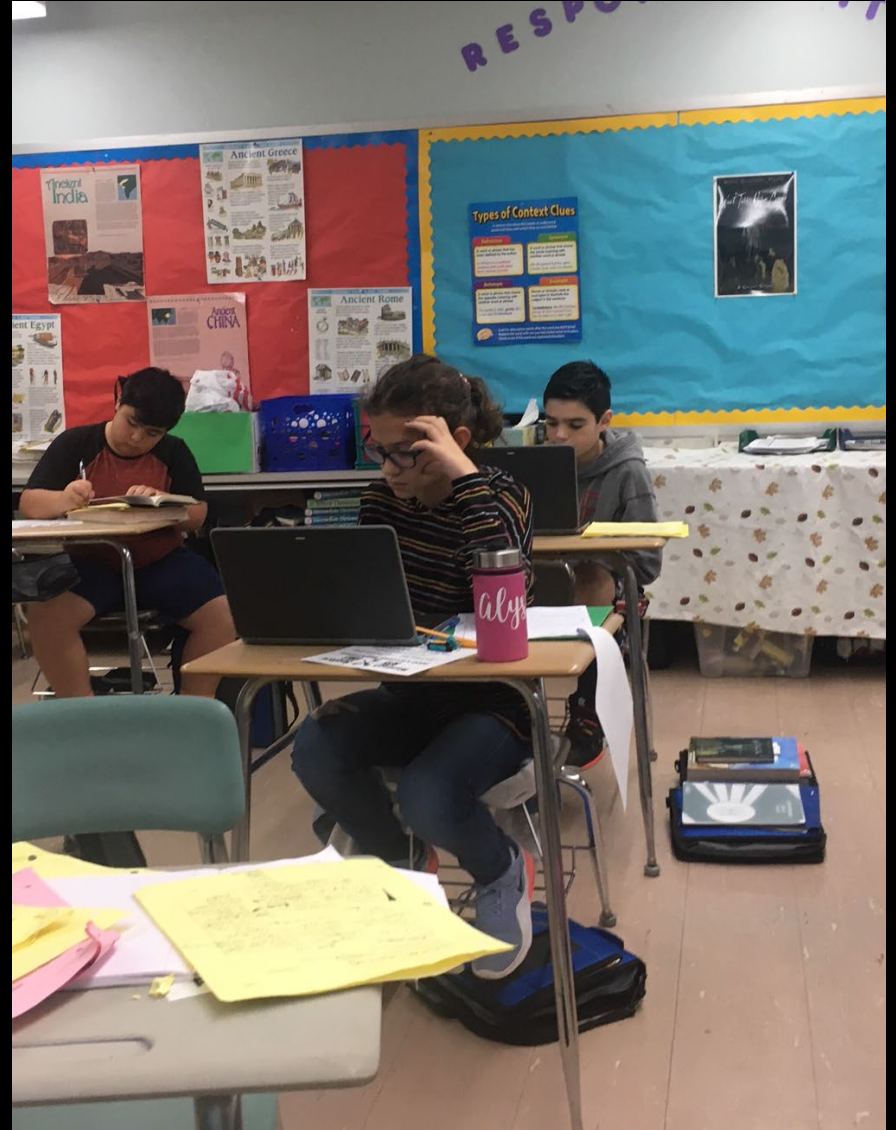
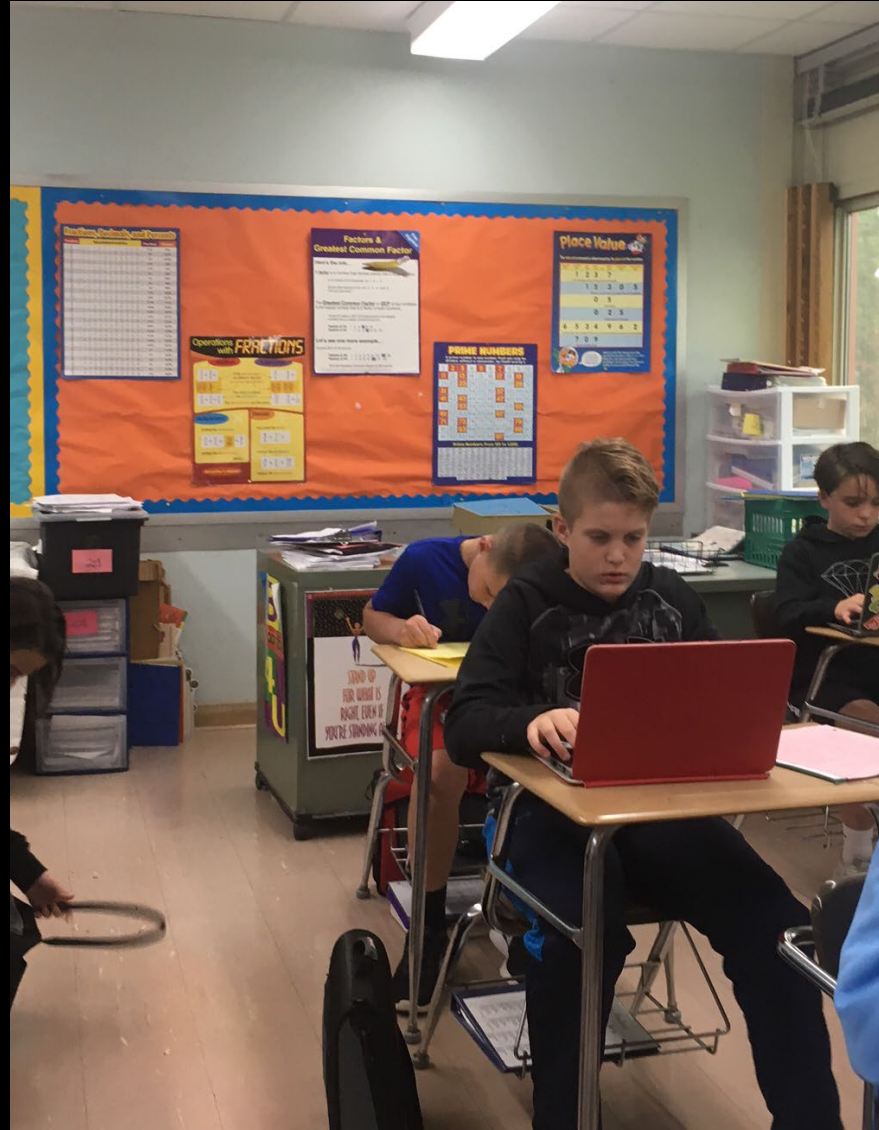
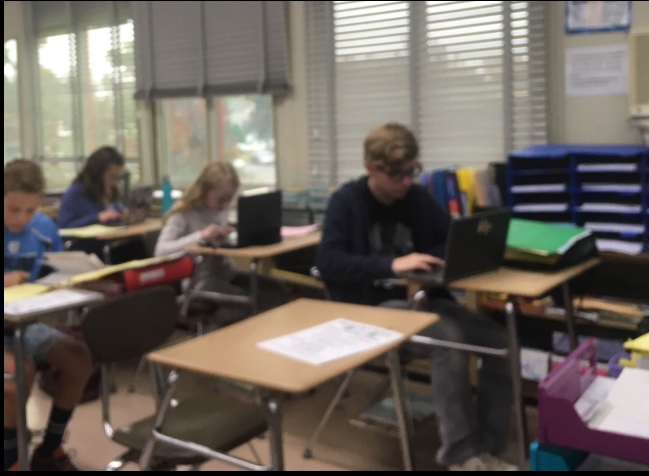
# INSTRUCTIONAL FRAMEWORK – THE SAMR MODEL

Augmentation:  
Technology acts as a direct substitute, with functional improvement





# Students working with EasyBib and PowerPoint for their 6th grade research project on Eastern Hemisphere countries in Ms. Christenson's class.





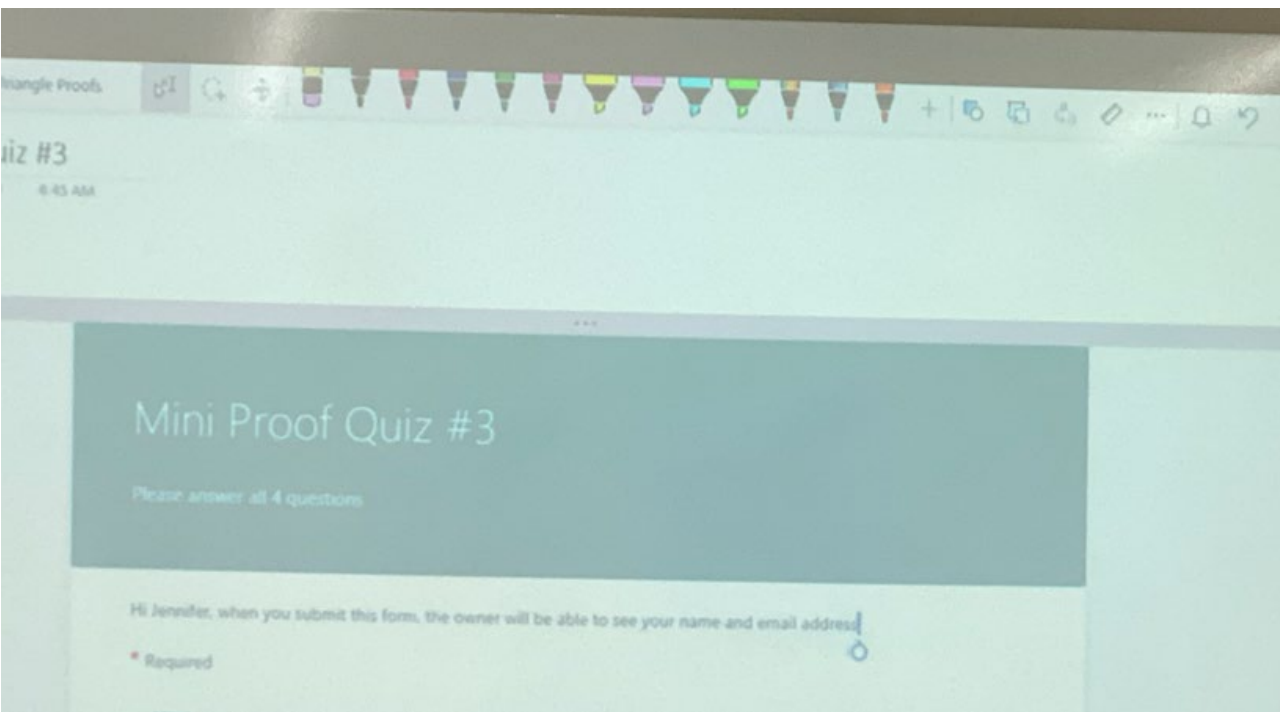


Fourth Grade Students working and revising their written work



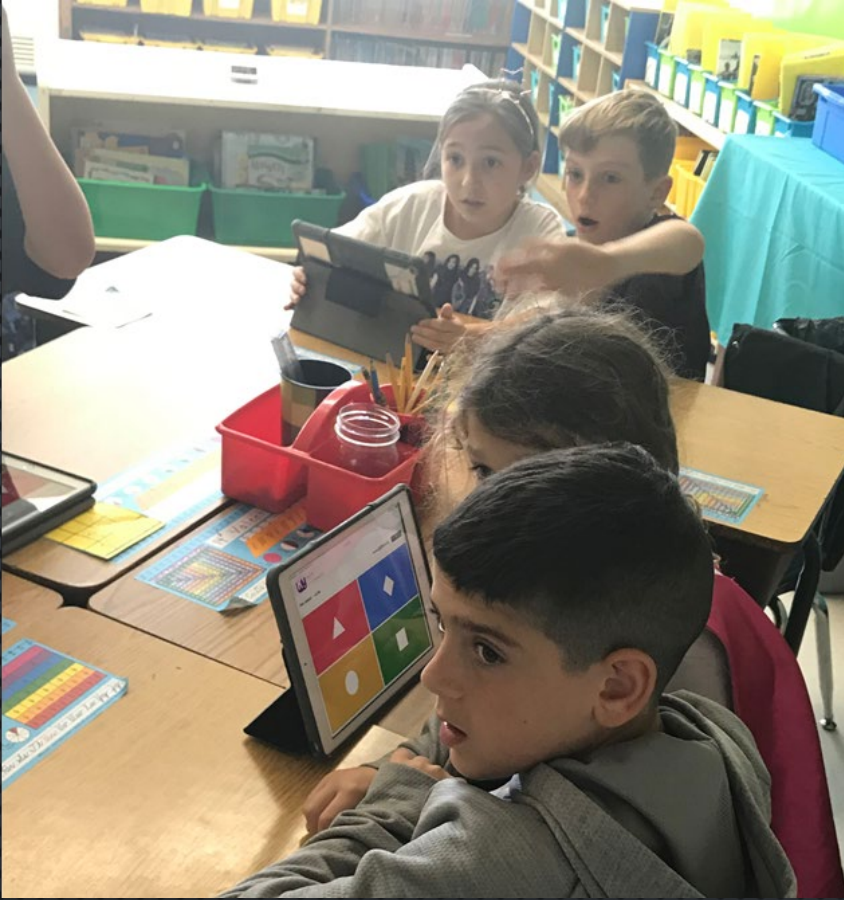


Ms. Wemssen's class taking an online quiz using *Forms*.



Results are shared used for data-driven instruction





Ms. Bagliore's and Ms. Doris' completing a formative assessment using *Kahoot!*



# INSTRUCTIONAL FRAMEWORK – THE SAMR MODEL

## Modification:

Technology allows for significant task redesign

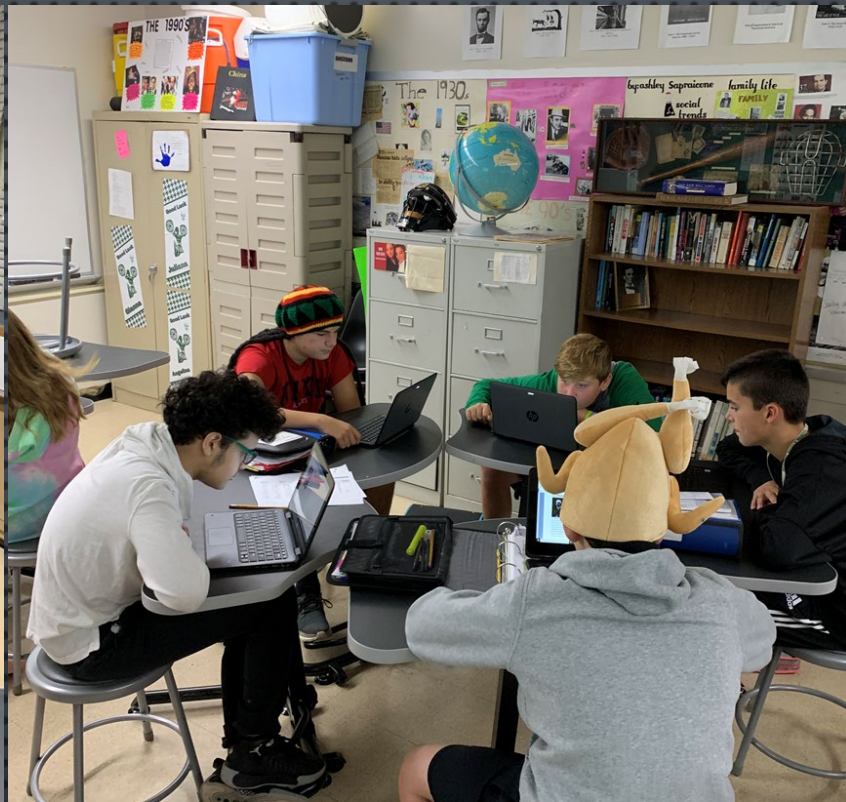




Students in Science Research are using devices in exploring their topic, completing a research plan, performing statistical analysis and using presentation software for sharing their work with peers.

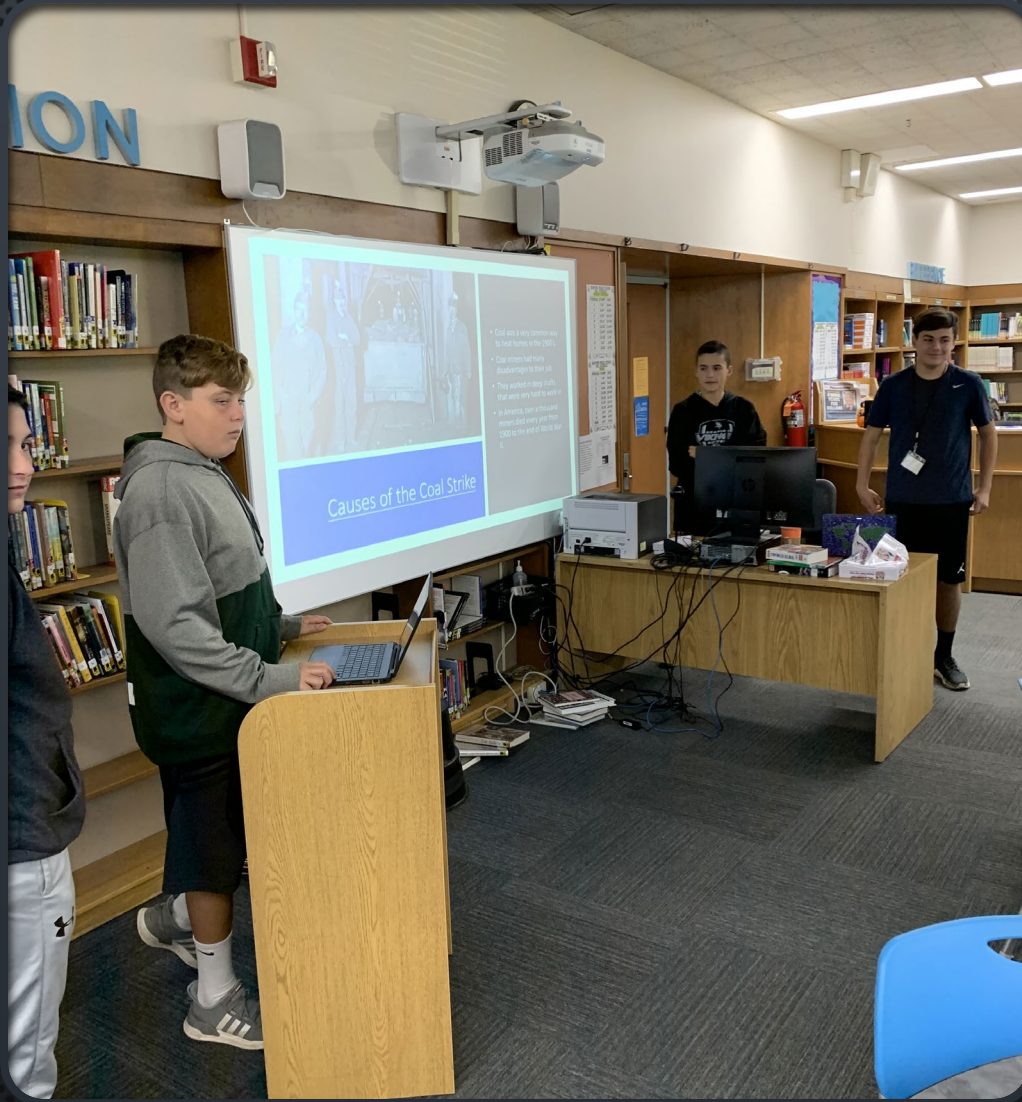






Working on their assignment about Gilded Age Tycoons, 8<sup>th</sup> grade Social Studies students use their device to retrieve and annotate documents.





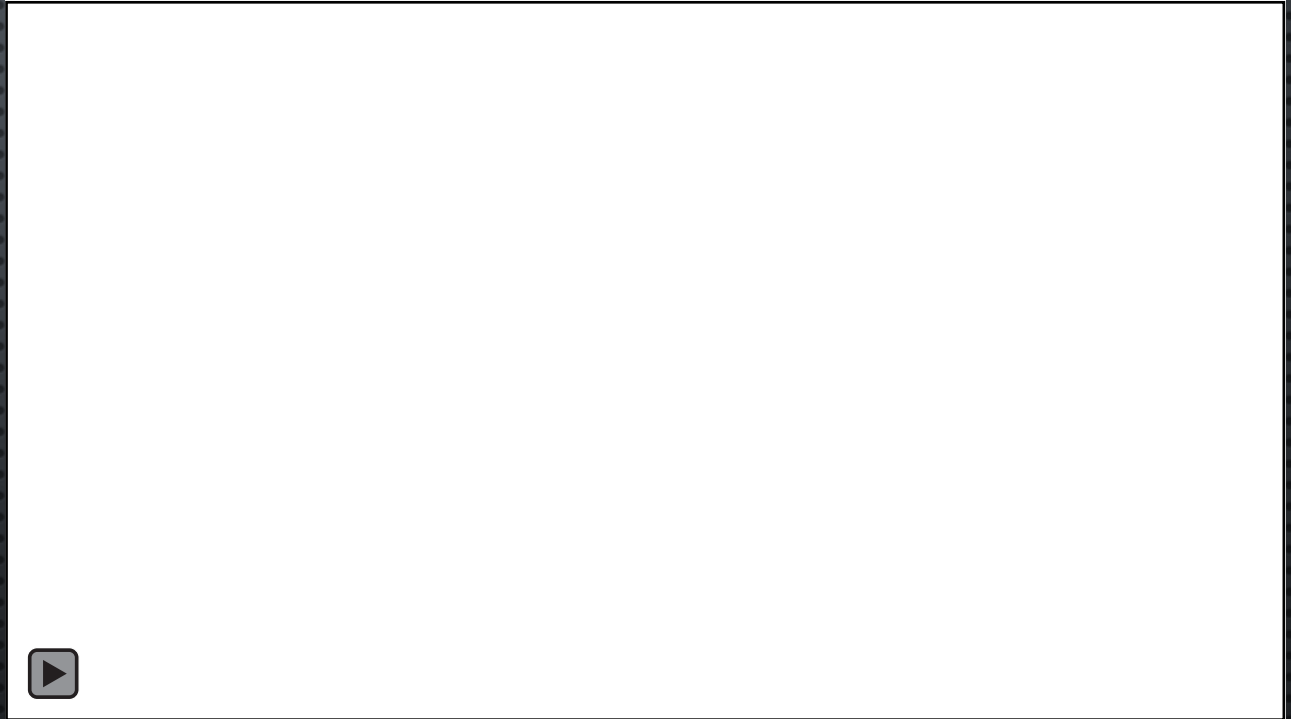
Working in cooperative groups, students collaborate and share their work with peers and teacher.



# INSTRUCTIONAL FRAMEWORK – THE SAMR MODEL

## Redefinition:

Technology allows for the creation of new task, previously inconceivable







Scaffolded math notes are sent electronically to students where they annotate, add additional notes and send work back to teacher for feedback.



# Teacher Note Packet and Notes

**Exercise #4:** A line passes through the points (5, -2) and (20, 4).

- (a) Determine the slope of this line in simplest rational form.

$$\text{SLOPE} = \frac{\Delta y}{\Delta x} = \frac{-2 - 4}{5 - 20} = \frac{-6}{-15}$$

$$\text{SLOPE} = \frac{2}{5}$$

- (c) Write an equation for this line in slope-intercept form.

$$y = \frac{2}{5}x - 4$$

- (b) Write an equation of this line in point-slope form.

$$m = \frac{2}{5} \quad \text{pt} = (5, -2) \quad \left. \begin{array}{l} m = \frac{2}{5} \quad \text{pt} = (20, 4) \\ y - (-2) = \frac{2}{5}(x - 5) \\ y + 2 = \frac{2}{5}x - 2 \\ y = \frac{2}{5}x - 4 \end{array} \right\} \begin{array}{l} y - 4 = \frac{2}{5}(x - 20) \\ y - 4 = \frac{2}{5}x - 8 \\ y = \frac{2}{5}x - 4 \end{array}$$

- (d) For what x-value will this line pass through a y-value of 12?

$$y = \frac{2}{5}x - 4 \quad \rightarrow \quad 12 = \frac{2}{5}x$$

$$12 = \frac{2}{5}x - 4 \quad \rightarrow \quad \frac{5}{2} \cdot 12 = \frac{5}{2} \cdot \frac{2}{5}x$$

$$40 = x$$

**Exercise #5:** The graph of a linear function is shown below.

- (a) Write the equation of this line in  $y = mx + b$  form.

$$\text{SLOPE} = \frac{2}{1} = 2 \quad y = 2x + 1$$

$$y\text{-int} = (0, 1)$$

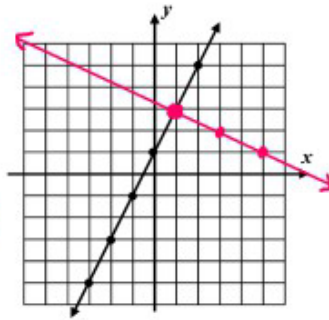
- (b) What must be the slope of a line perpendicular to the one shown?

$$m = \frac{2}{1} \quad \perp m = -\frac{1}{2}$$

negative recip slopes

- (c) Draw a line perpendicular to the one shown that passes through the point (1, 3).

See graph



- (d) Write the equation of the line you just drew in point-slope form.

$$y - y_1 = m(x - x_1)$$

$$y - 3 = -\frac{1}{2}(x - 1)$$

use:  
 $m = -\frac{1}{2}$   
 $\text{pt} = (1, 3)$

- (e) Does the line that you drew contain the point (30, -15)? Justify.

$$y - 3 = -\frac{1}{2}(x - 1)$$

$$-15 - 3 = -\frac{1}{2}(30 - 1)$$

$$-18 = -\frac{1}{2}(29)$$

$$-18 \neq -14.5 \quad \text{NO}$$

## FORMS OF A LINE COMMON CORE ALGEBRA II

Linear functions come in a variety of forms. The two shown below have been introduced in Common Core Algebra I and Common Core Geometry.

### TWO COMMON FORMS OF A LINE

**Slope-Intercept:**  $y = mx + b$

**Point-Slope:**  $y - y_1 = m(x - x_1)$

where  $m$  is the slope (or average rate of change) of the line and  $(x_1, y_1)$  represents one point on the line.

**Exercise #1:** Consider the linear function  $f(x) = 3x + 5$ .

- (a) Determine the y-intercept of this function by evaluating  $f(0)$ .

$$f(0) = 3(0) + 5$$

$$= 5$$

$$y\text{-int} = (0, 5)$$

- (b) Find its average rate of change over the interval  $-2 \leq x \leq 3$ .

$$\text{AROC} = \frac{\Delta y}{\Delta x} = \frac{14 - (-1)}{3 - (-2)} = \frac{15}{5} = 3$$

x	y
-2	-1
3	14

$$\text{AROC} = 3 \leftarrow \text{SLOPE}$$

**Exercise #2:** Consider a line whose slope is 5 and which passes through the point  $(-2, 8)$ .

- (a) Write the equation of this line in point-slope form,  $y - y_1 = m(x - x_1)$ .

$$y - y_1 = m(x - x_1)$$

$$y - 8 = 5(x - (-2))$$

- (b) Write the equation of this line in slope-intercept form,  $y = mx + b$ .

$$y - 8 = 5(x + 2)$$

$$y - 8 = 5x + 10$$

$$y = 5x + 18$$

**Exercise #3:** Which of the following represents an equation for the line that is parallel to  $y = \frac{3}{2}x - 7$  and which passes through the point  $(6, -8)$ ?

~~(1)~~  $y - 8 = -\frac{2}{3}(x + 6)$     ~~(2)~~  $y + 8 = \frac{3}{2}(x - 6)$

~~(4)~~  $y - 8 = \frac{3}{2}(x + 6)$     ~~(3)~~  $y + 8 = -\frac{2}{3}(x - 6)$

$$y - (-8) = \frac{3}{2}(x - 6)$$

SAME SLOPE  
 $m = \frac{3}{2}$

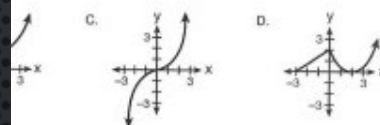
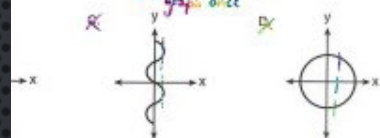


# Student Note Packet and Notes

Date: \_\_\_\_\_ Algebra II CC

## Review of Algebra I Functions

Graphs that pass the vertical line test are functions.   
 Graphs that fail the vertical line test are not functions.   
 (Handwritten note: "graph once")



Handwritten note: "function if y value has an odd exponent"

C.  $x^2 - 4y^2 = 64$       D.  $xy^3 = 64$

C.  $y = \frac{10}{x}$       D.  $x^2 + y^2 = 9$

C.  $x^2 + y^2 = 4$       D.  $x = y^2 - 6x + 8$

Function: a relation where each element in the domain maps on to only one element in the range (x's can't repeat)

- graph = functions pass vertical line test.
- equation = functions have  $y = \dots$
- ordered pairs = functions can't have repeating x-values

Many times linear models have been constructed and we are asked only to work with these models. Models in the real world can be messy and it is often convenient to use our graphing calculators to plot and investigate their behavior.

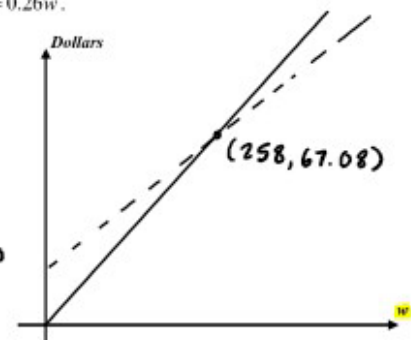
**Exercise #3:** A factory produces widgets (generic objects of no particular use). The cost,  $C$ , in dollars to produce  $w$  widgets is given by the equation  $C = 0.18w + 20.64$ . Each widget sells for 26 cents. Thus, the revenue gained,  $R$ , from selling these widgets is given by  $R = 0.26w$ .

$R = \text{revenue}$   
 $C = \text{cost}$   
 $P = \text{profit}$

- (a) Use your graphing calculator to sketch and label each of these linear functions for the interval  $0 \leq w \leq 500$ . Be sure to label your y-axis with its scale.

$C = .18w + 20.64$   
 $R = .26w$

Handwritten note: "window > x min = 0 > x max = 500 > zoom fit (0)"



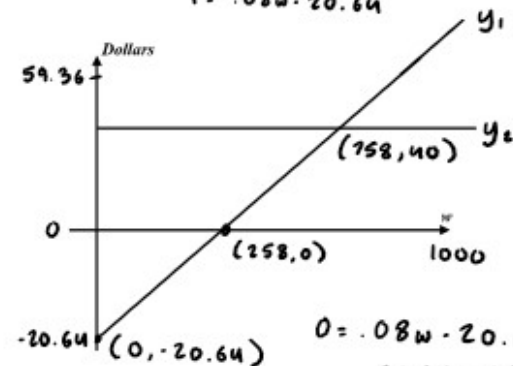
- (b) Use your calculator's **INTERSECT** command to determine the number of widgets,  $w$ , that must be produced for the revenue to equal the cost.

Handwritten answer: 258 widgets

- (c) If profit is defined as the revenue minus the cost, create an equation in terms of  $w$  for the profit,  $P$ .

Handwritten equations:  
 $P = (R) - (C) = (.26w) - (.18w + 20.64)$   
 $P = .26w - .18w - 20.64$   
 $P = .08w - 20.64$

- (d) Using your graphing calculator, sketch a graph of the profit over the interval  $0 \leq w \leq 1000$ . Use a **TABLE** on your calculator to determine an appropriate **WINDOW** for viewing. Label the  $x$  and  $y$  intercepts of this line on the graph.

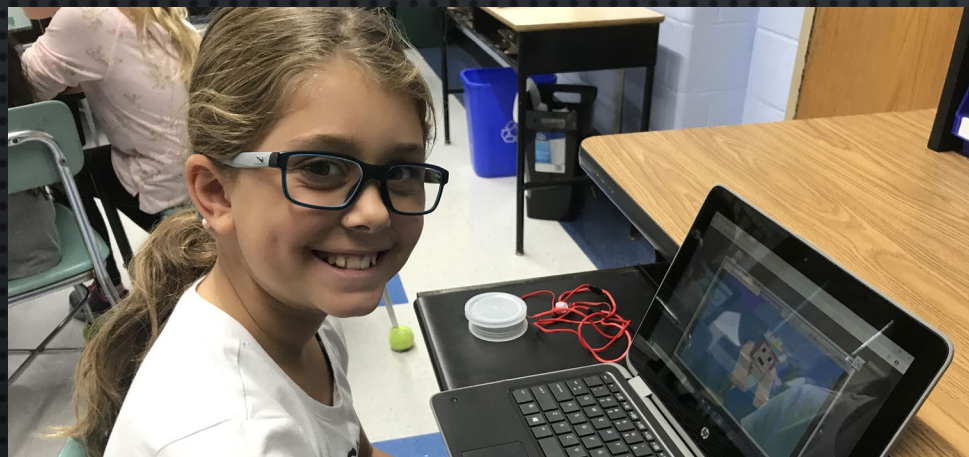
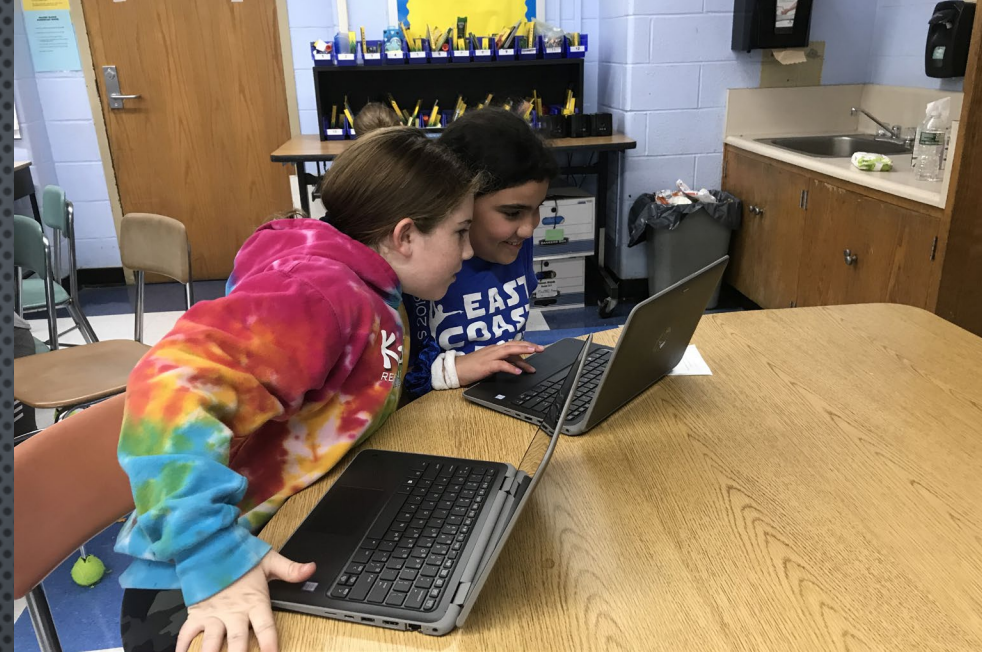
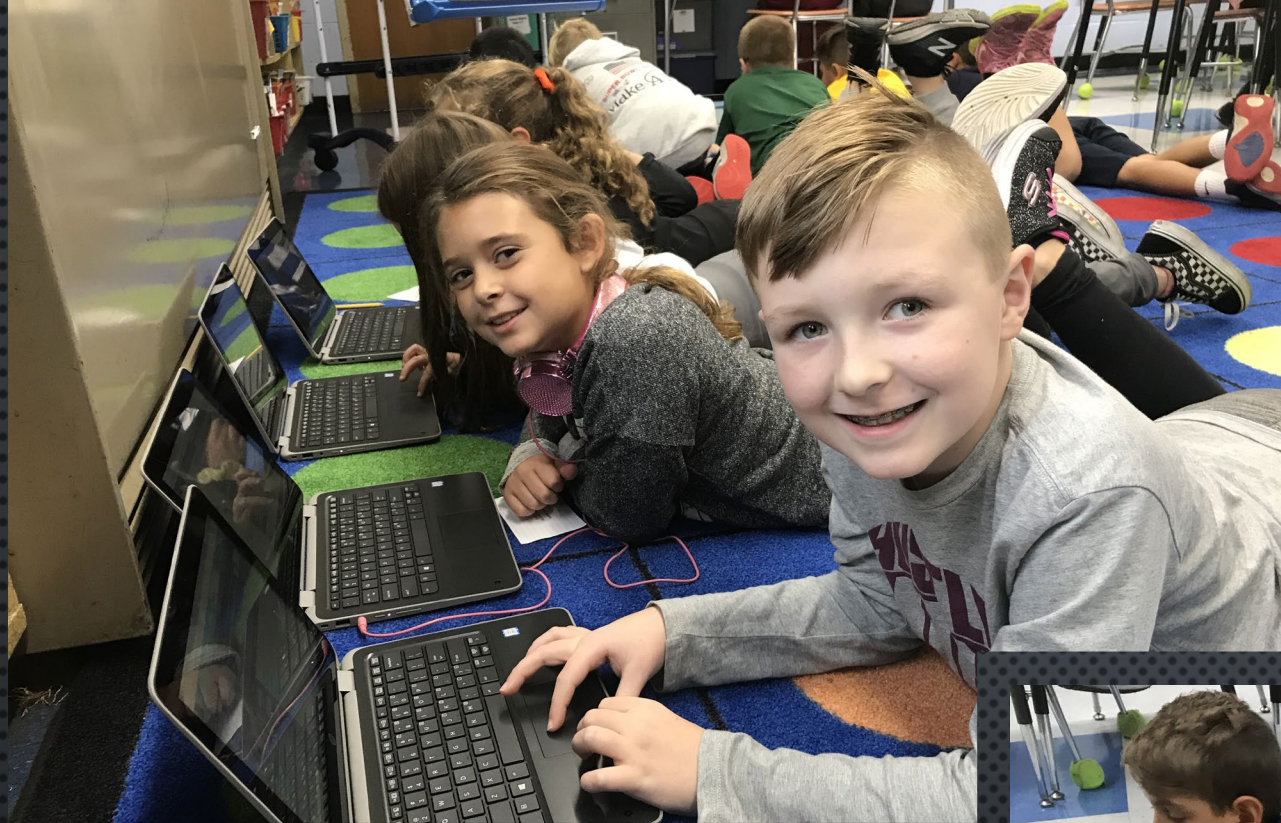


- (e) What is the minimum number of widgets that must be sold in order for the profit to reach at least \$40? Illustrate this on your graph.

Handwritten answer:  $y = 40$   
 Need to sell at least 758 widgets to make at least \$40

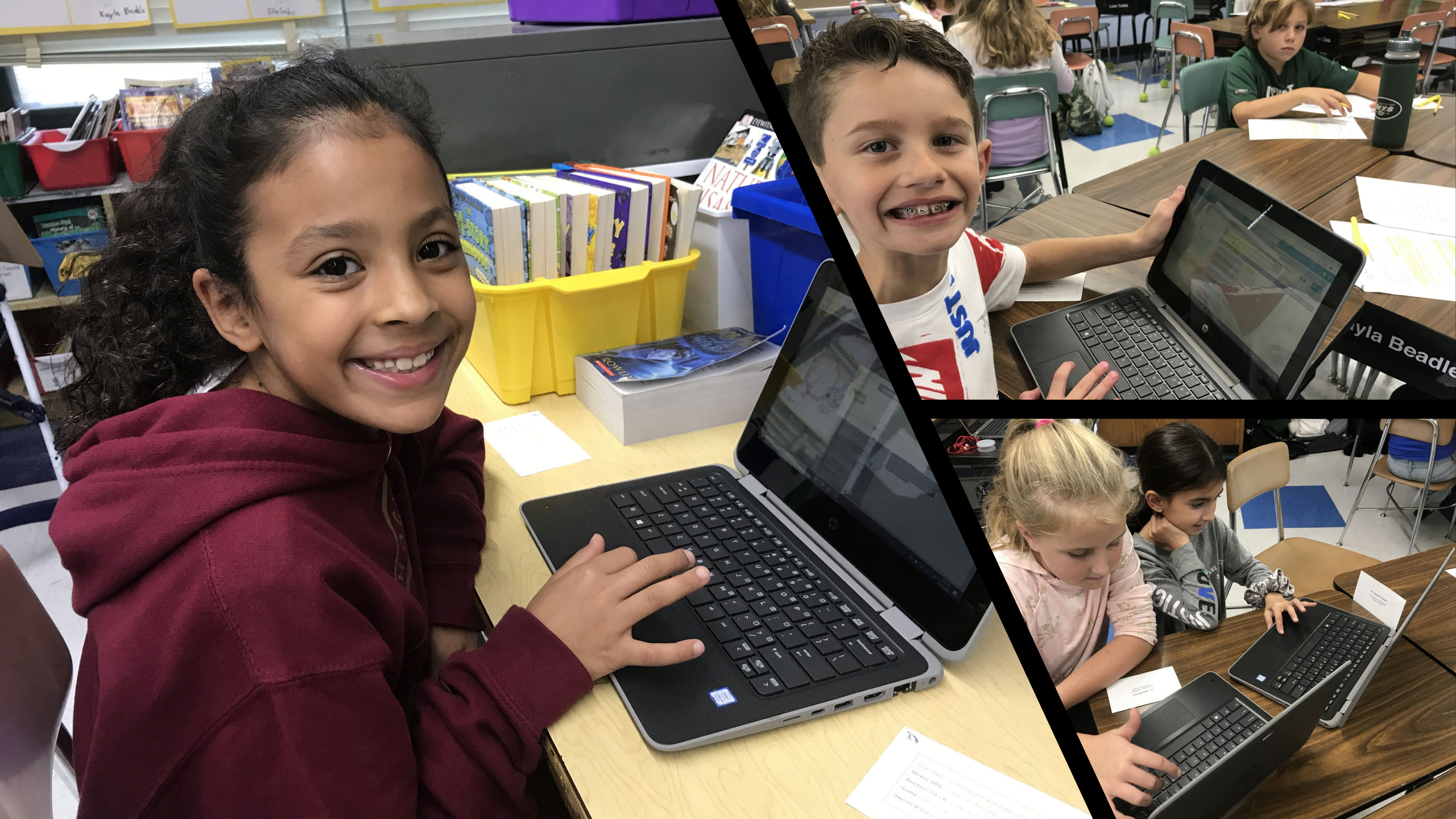
Handwritten equations:  
 $0 = .08w - 20.64$   
 $20.64 = .08w$   
 $258 = w$





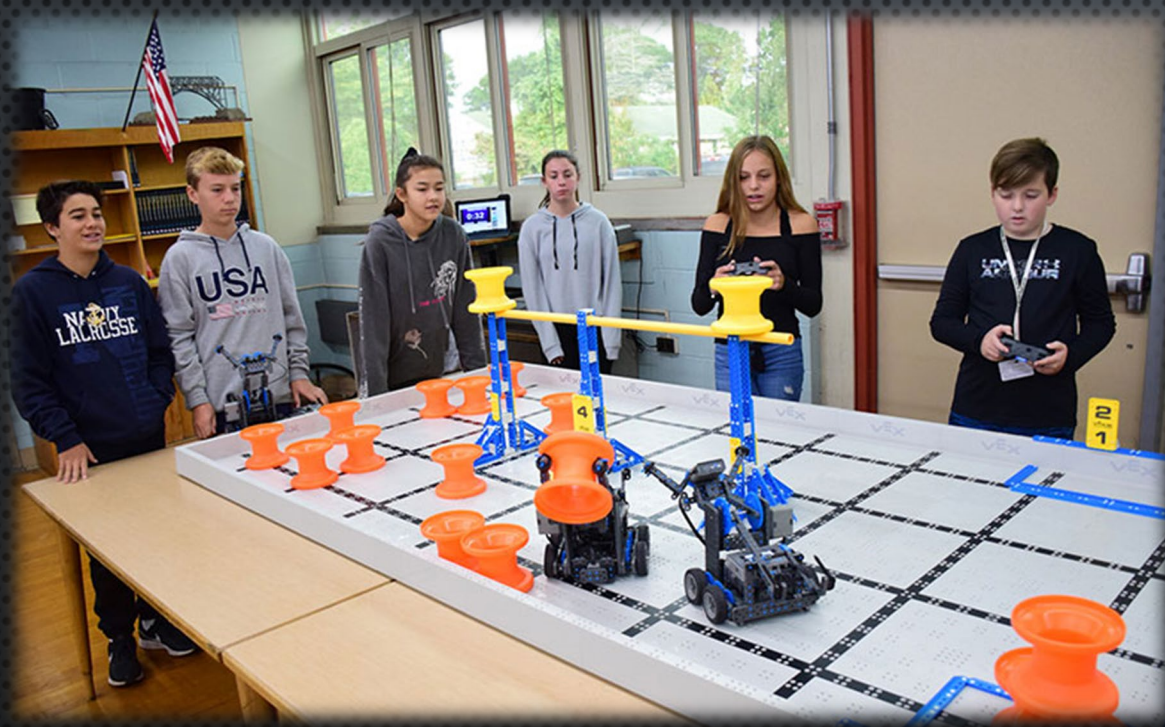
USING CODE.ORG IN MR. WOJCIK'S 4<sup>TH</sup> GRADE CLASS







# 8<sup>TH</sup> GRADE STUDENTS BUILDING AND PROGRAMMING VEX ROBOTS TO COMPETE COOPERATIVELY





# Project Lead the Way

**PLTW** | Launch



# PLTW | Launch

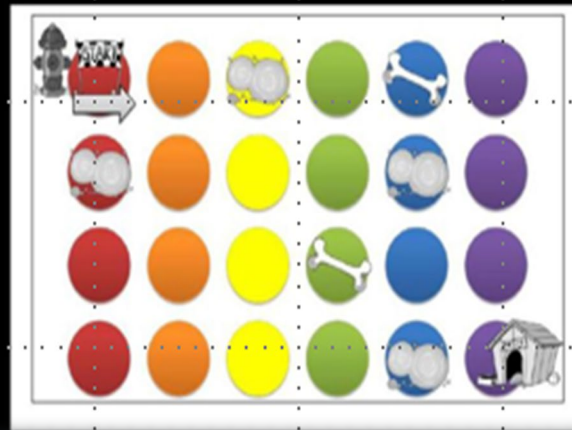
Fall	Winter	Spring
Grades 2 and 3	Kindergarten and 1 <sup>st</sup>	Grades 4 and 5
Grids and Games	Structure and Function: Human Body	Stability and Motion: Science of Flight
Students learn about the sequence and structure required in computer programs and work in teams to build tablet games.	Students explore the relationship between structure and function in the human body and design a cast.	Students learn about the forces involved in flight and design a solution to deliver aid supplies via an aircraft.



# Grids and Games: Thinking about coding and writing the code



## Activity 1: Rosie's Runtime





# Testing the code and debugging

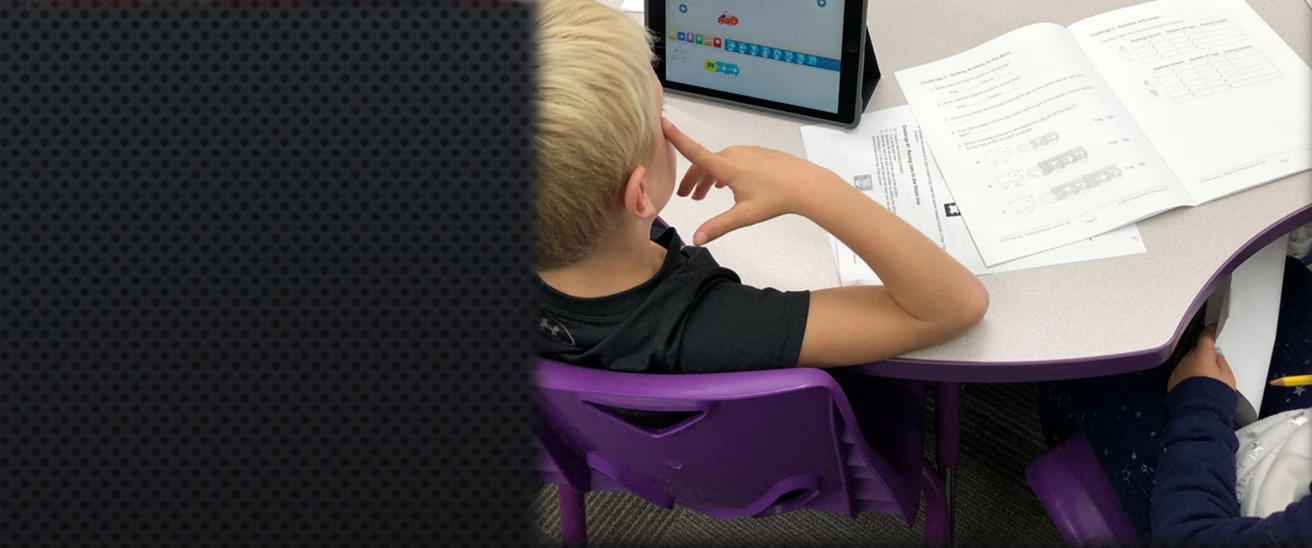
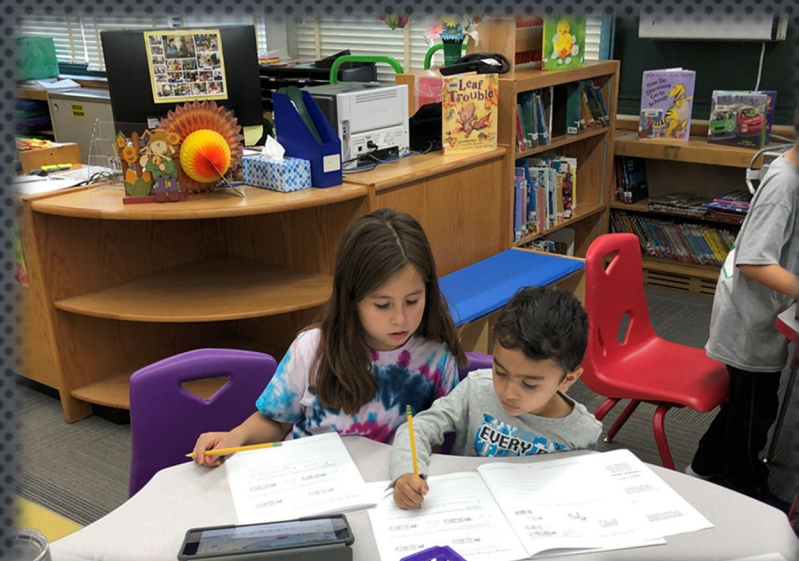
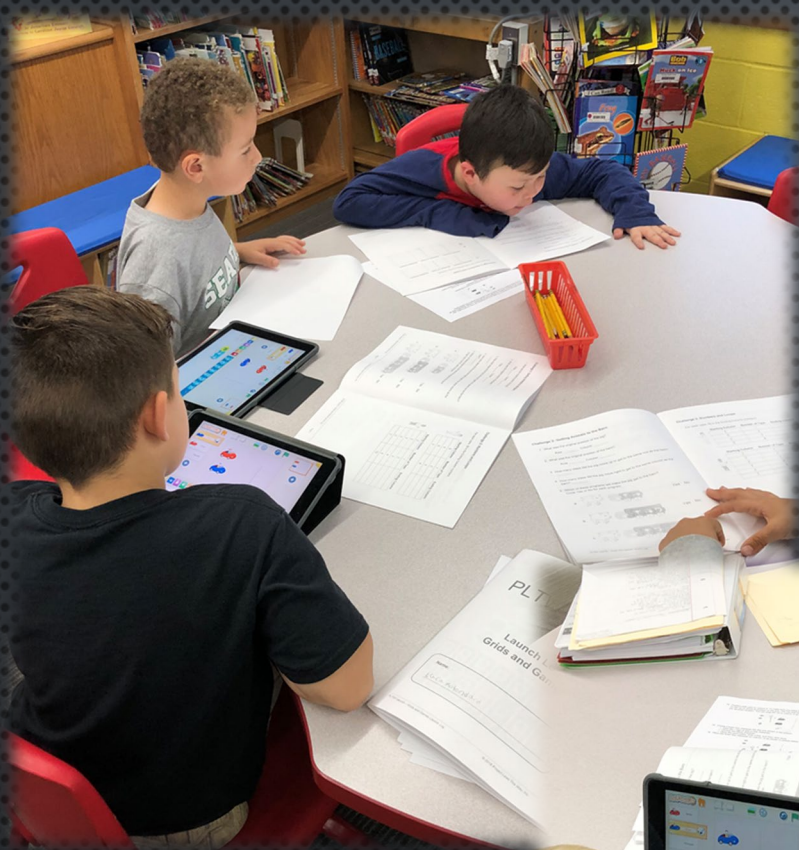






Coding using Scratch Jr.







# An example of Scratch Jr.

Lesson 10: Ocean Scene with Loops 2

Instructions  
This is a new type of puzzle called "Artist". Play with the level and draw something fun.

Workspace:

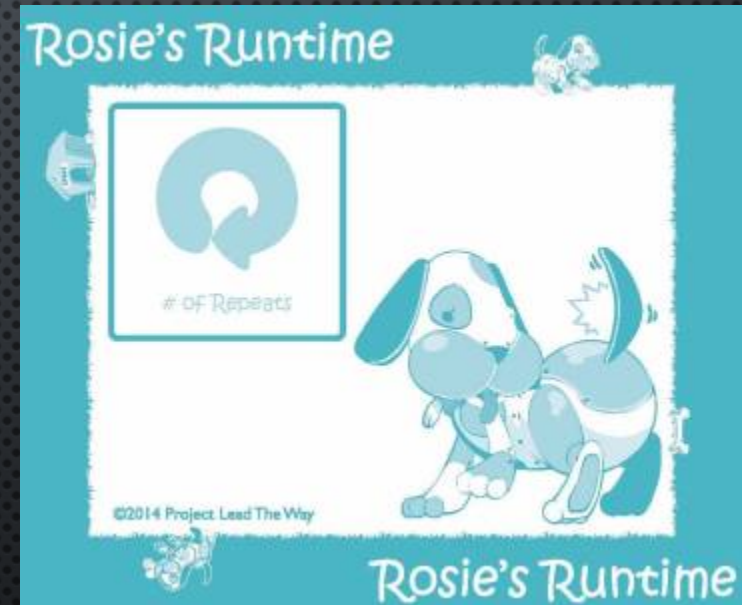
Blocks

- N ↑
- S ↓
- E →
- W ←
- repeat ???
- jump N ↗
- jump S ↘
- jump E ↘

when run ▶

- S ↓
- E →
- E →
- S ↓

Reset Finish





# PLTW | Launch

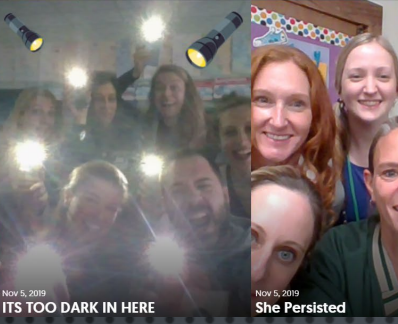
Seaford was awarded two \$10,000 grants to start the PLTW Launch Program. The grant money is for the following:

- Training and related expenses
- Materials and equipment
- Yearly Participation Fees





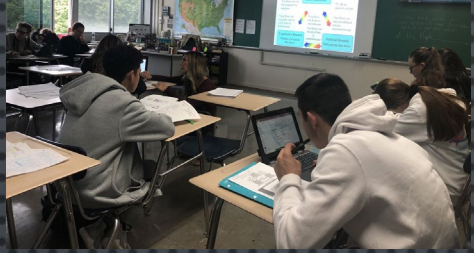
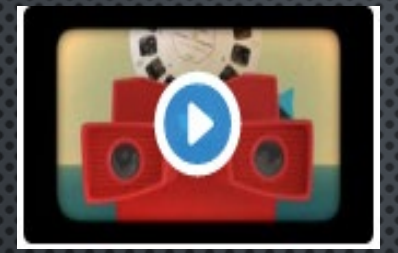
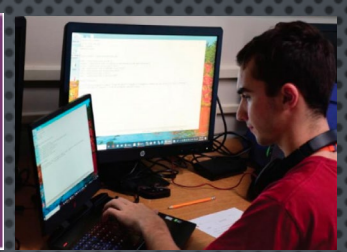
Nov 5, 2019  
Kristina S



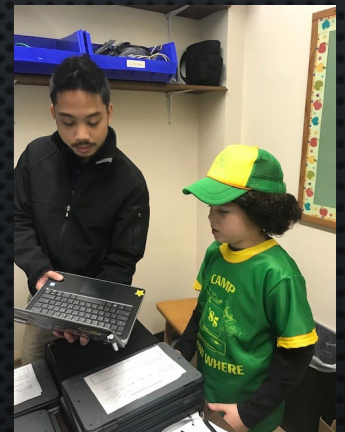
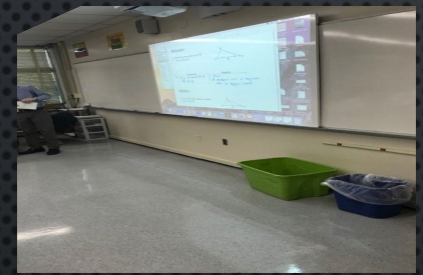
Nov 5, 2019  
ITS TOO DARK IN HERE



Nov 5, 2019  
She Persisted



# MORE TO COME!





Go to [www.menti.com](https://www.menti.com) and use the code **78 36 48**