



Volume 26
February 2009

Tech-Talk

Dixon-Style

Stowers' Technology Newsletter

Created by
SAD, ET



REMINDER

If you need any help with these tools, please stop by the lab. Our Tuesday Tech Talk will resume after the Terra Nova.

ClassTool

Arcade Game Generator

This is a powerful interface: you create one set of questions, then you can choose from four different interactive quizzes.

Your question sets can be saved for future development and editing, and even hosted on a website as HTML pages!

Note for Web Developers:

After saving a quiz, you can dynamically direct players to a particular type of game by appending a querystring function to the end of the hyperlink pointing to the game, thus allowing you to create several separate games from one master quiz. The format is as follows:

- quiz.htm = Default
- quiz.htm?GP=manic = Manic Miner
- quiz.htm?GP=wordshoot = Wordshoot
- quiz.htm?GP=cannonball = CannonBall Fun
- quiz.htm?GP=pairs = Matching Pairs

For my fellow geeks - in case you were wondering, I use the prefix "GP" to signify "Game Preselected" . .

Sample Lesson Plan:

As a homework, get students to prepare a set of questions.

In class, students work in pairs / small groups to identify their best 20 questions / answers.

These are then typed into the interface, and then the game is saved onto the school network.

Each student then plays the game, and merits are awarded to the students with the fastest "best time" after 20 minutes.

Other Ideas:

Students could come to the front and take it in turns to add their questions into the interface if there is only one computer / interactive whiteboard.

The game can then be saved by the teacher onto the network and then played as described above.

Samples:

http://classtools.net/main_area/load_save/files/widgets/quiz87719.htm

http://classtools.net/main_area/load_save/files/widgets/quiz92251.htm

<http://classtools.net/my/quiz21226.htm>

http://classtools.net/main_area/load_save/files/widgets/quiz93587.htm

http://classtools.net/main_area/load_save/files/widgets/quiz49750.htm

Website:

http://classtools.net/main_area/template_loader.php?quiz





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Fishbone

A fishbone template is an essay planning tool. Whereas the burger diagram encourages students to think in terms of introduction, three main sections and a conclusion, the fishbone approach involves selecting four main factors, then providing three key pieces of detail about each.

Sample Lesson Plan:

This is really a very straightforward template, which would be ideal as a homework / extension activity prior to a written essay test in examination conditions. Students could be asked to produce and print off a fishbone diagram for the key question under consideration, which they could then use for reference purposes during the test.

Other Ideas:

Each student could save their completed template to the school network so that they can be compared and contrasted. Which fishbones are the most similar? Which one is the most original? Which one appears to have broken the topic down most appropriately?

Samples:

http://classtools.net/my/fishbone24352types_of_learning_style.htm

http://classtools.net/my/fishbone8508what_ca_used_the_boston_tea_party_.htm

<http://classtools.net/my/fishbone40698forces.htm>

<http://classtools.net/my/fishbone67141.htm>

Website:

http://classtools.net/main_area/template_loader.php?fishbone

Web 2.0

Wordle

Wordle is a tool for generating “word clouds” from text that you provide. The clouds give greater prominence to words that appear more frequently in the source text. You can tweak your clouds with different fonts, layouts, and color schemes. You can print them out, or save

them to the Wordle gallery to share with your friends.

Website:

<http://www.wordle.net/>



...until next week