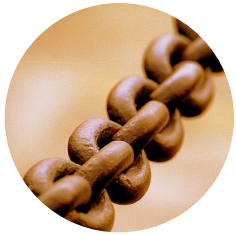
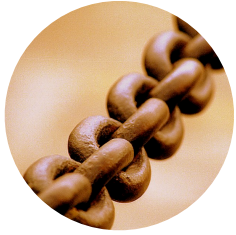


101 Tools and Resources



For

Authentic Learning Environments

Ben Wilkoff

Learning is Change

<http://learningischange.com>





Table of Contents

1. Definition of Authentic Learning	p. 3
2. Introduction	p. 3
2.1 Tools.....	p. 3
2.2 Resource.....	p. 3
3. Required Materials	p. 3
4. Tools	p. 4
4.1 Web Applications.....	p. 4
4.2 Computer Applications.....	p. 13
5. Resources.....	p. 14
5.1 Authentic Learning Teaching Resources.....	p. 14
5.2 Authentic Learning Technology Resources.....	p. 17
6. Conclusion	p. 20
7. Appendix	p. 20
7.1 Other Sources for e-learning information	p. 20
7.2 Other Sources for technology integration	p. 20





1. *Definition of an Authentic Learning Environment:*

An Authentic Learning Environment is anywhere that asks students to create products and learn processes with real purposes and a real audience. Purposes outside of getting a grade and pleasing the teacher increase ownership of learning. Audiences larger than just a singular classroom increase achievement and metacognition. The Six Strings of authentic learning describe Authentic Learning as a Contextual, Connected, Collaborative, Change-Directed, Conversational, and Continuous environment (See separate Authentic Learning document for more information). This means that teachers should create activities, assignments, and assessments based upon the idea that all learning can and should last longer than the course.

2. *Introduction*

2.1 *Tools*

Tools are any website that allows the user to create, collaborate, or connect for a specific pedagogical purpose. They may be able to more than one thing, but they are not something that challenges thinking. It is something to use within the authentic environment, but it cannot become a reason to do an assignment.



2.2 *Resources*

Resources are any webpage that allows the user to learn more about pedagogy, teaching strategies, or technology usage. Resources are places that you can keep coming back to because there is frequently updated content. They are works that challenge you to think differently and teach differently. They are places that ask you for contributions to the conversation. Resources are models for your practice, but tools are required to put the ideas proposed into your own authentic environment.

3. *Required Materials*

All of the resources and tools in this document are completely free in the way that they are described. A few resources have a tiered sign-up process, meaning that for added capabilities there is a small price. The majority, however, do not require so much as an e-mail address.

The following are the only pieces of tangible technology that are required to use many of these tools and resources:

- A computer (any kind)
- An internet connection (dial-up is okay, but for video, audio and image tools you will need a faster connection)
- An e-mail address (you can use tempinbox.com if you don't have one)



4. Tools

4.1 Web Applications

1. **Delicious** (<http://del.icio.us>)

Description: Put all of your bookmarks online so that you can access them from any computer.

Application: Keeping all of your resources in one place is handy. Networking with other educators and their resources is essential.



2. **Google Apps for your domain** (<http://www.google.com/a/>)

Description: Set up an e-mail account, sharable calendar, and collaborative document account (documents, spreadsheets, and presentations) that you have control over.

Application: Write and create collaboratively with your kids.



3. **Gcast** (<http://www.gcast.com>)

Description: Call a toll free number from any phone and record a podcast of any length.

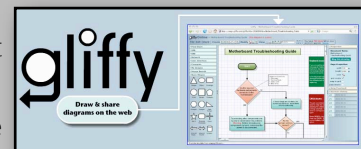
Application: Record discussion, field notes, reflections, assignments. Download files or keep the rss feed as it is.



4. **Gliffy** (<http://www.gliffy.com>)

Description: Create graphic organizers on the web and embed it onto any webpage.

Application: Organize any ideas without special software. Create diagrams that show your thoughts (or students').



5. **Jumpcut** (<http://www.jumpcut.com>)

Description: Edit video online and pull in any shared video from others.

Application: Develop digital storytelling projects based upon video (both shared and recorded by your students).



6. **Fauxto** (<http://www.fauxto.com>) and **Picnik** (<http://www.picnik.com>)

Description: Edit photos online without software on your computer.

Application: Add a level of sophistication to any presentation or image without needing iPhoto or Photoshop.





7. **Flash Meeting** (<http://www.flashmeeting.com>)

Description: Hold a meeting with video and audio conferencing and the feature of only having one participant speak at a time.

Application: Collaborate on projects and hold ad-hoc meetings with any group of students or teachers.



8. **Wikispaces** (<http://www.wikispaces.com>)

Description: Create an easily-editable collaborative website that uses a wysiwyg editor.

Application: Create a project portal that students can help to create. Monitor revisions of work throughout the project.



9. **Bubblr** (<http://www.pimpampum.net/bubblr/>)

Description: Pull flickr photos into an easy-to-use comic creator using an simple search.

Application: Design a Digital Storytelling project based upon images and writing that takes only a few minutes.



10. **Flickr** (<http://www.flickr.com>)

Description: Share photos and tag both images and parts of images.

Application: Collecting artifacts and tagging them with the important information so that students can find and interact with content.



11. **Rmail** (<http://www.r-mail.org>)

Description: E-mail out a blog (all of its posts) to anyone who wants it.

Application: Send out your reflective teacher blog, your lesson plan blog, or your student's blogs to any mailbox (yours, parents, other teachers?)



12. **Trailfire** (<http://www.trailfire.com>)

Description: Set up a series of web pages for others to explore. Annotate the pages for all to see.

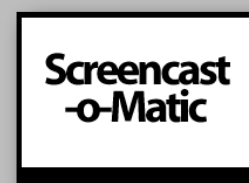
Application: Create a webquest for students that they can comment on and collaborate with (add to).



13. **Screencastomatic** (<http://www.screencastomatic.com>)

Description: Create a demo or tutorial of anything on your computer with sound. Upload it automatically to a remote server.

Application: Have students show their thinking process or demonstrate a project using their voice and presentation software.





14. **Scribd** (<http://www.scribd.com>)

Description: Upload your documents and embed them into any webpage. Create an mp3 file of your documents being read.

Application: Show your documents on your webpage rather than just attaching them as a download.



15. **Slideshare** (<http://www.slideshare.net>)

Description: Upload your presentations and share/embed them anywhere. Add voice to create an enhanced presentation.

Application: Put Smart Board notes online. Share conference presentations. Share student work in an organized format.



16. **Zamzar** (<http://www.zamzar.com>) and You Convert It (<http://www.youconvertit.com>)

Description: Convert any sound file, video file, image file, or document into any other format. Download YouTube videos too.

Application: Get around any format confusion by converting.



17. **Yackpack** (<http://www.yackpack.com>)

Description: Create an interactive voice conference with a select group of people, or put a walkie-talkie on your webpage.

Application: Set up virtual conferences with students/parents. Allow students to collaborate on your page through voice.



18. **Ning** (<http://www.ning.com>)

Description: Set up a social network to collaborate and communicate.

Application: Create a social network for a class or a project. Create an environment of fully integrated media and text with the potential for unlimited growth.



19. **Jotform** (<http://www.jotform.com>)

Description: Create a form or survey and embed it into any webpage. Do queries of data you collect.

Application: Take an informal assessment or survey of students. Create sophisticated reports from anecdotal data.



20. **ChinSwing** (<http://www.chinswing.com>)

Description: Collaborative podcasting. Ask a question using voice and receive an answer using voice.

Application: Ask students to respond to thought provoking questions, an important reading, or a collaborative project idea.





21. **Scriptovia** (<http://www.scriptovia.com>)

Description: Share academic papers with others.

Application: Teach the value of citing sources and not plagiarizing. Comment on student papers before they are turned in.



22. **Netvibes** (<http://www.netvibes.com>)

Description: Aggregate all of the blogs and web resources that you read in one place.

Application: Create a portal for all the information you need for a course. Allow for an interactive way of aggregating research and resources.



23. **Twitter** (<http://www.twitter.com>)

Description: Become addicted to knowing exactly what your colleagues and friends are doing.

Application: Get updates from students on their progress. Find out more about what your colleagues are working on. Collaborate at a conference on where the best presentations are.



24. **Jott** (<http://www.jott.com>)

Description: Call a toll free number to have your voice transcribed into an e-mail.

Application: Send yourself reminders or send out e-mails to students or colleagues from your cell phone.



25. **Vidler** (<http://www.viddler.com>)

Description: Post video, search inside of that video, and post comments (audio and video within the original video).

Application: Upload a demonstration of an experiment or concept and have students post comments about certain steps or ideas.



26. **Snap** (<http://www.snap.com>) and **Answertips** (<http://www.answers.com/main/answertips.jsp>)

Description: Show web previews or definitions of words and concepts on your own webpage.

Application: Let struggling readers use sophisticated texts. See what all of the links on your webpage are really to.



27. **Teachertube** (<http://www.teachertube.com>)

Description: Access educational videos and upload your own content.

Application: Create digital storytelling projects and share them with the world.





28. **Rollyo** (<http://www.rollyo.com>)

Description: Design your own search engine based upon a limited number of web domains.

Application: Provide a safe search for students. Tailor a search to a particular topic of study.



29. **Google Notebook** (<http://www.google.com/notebook/>)

Description: Collect text, audio, video, and pictures onto a single online document while citing sources automatically.

Application: Redesign research projects to include media and properly cited sources. Have students collaborate on research asynchronously.



30. **World Time Server** (<http://www.worldtimeserver.com>)

Description: Set up meetings for all time zones. See when different areas of the world are working or sleeping.

Application: Collaborate with students in other countries easily.



31. **Technorati** (<http://www.technorati.com>)

Description: Search for blogs and posts about anything. Claim your own blog.

Application: Check the validity of a blog based upon number of links to it. Search for educational bloggers or posts.



32. **TinyURL** (<http://tinyurl.com/>)

Description: Make any long, hard to remember web address a manageable size.

Application: Give out easy to remember URL's to kids for your resources so that they don't have to always click on links or search again for a page.



33. **VoiceThread** (<http://www.voicethread.com>)

Description: Upload pictures and record audio about the pictures in a digital storytelling format.

Application: Create a space for students to discuss art, historical images, or even graphs and diagrams.



34. **Grazr** (<http://www.grazr.com>)

Description: Aggregate blogs and web resources into an embeddable, interactive list.

Application: Create a list of your students' blogs so that students, teachers, and parents can access them easily.





35. **Spresent** (<http://www.spresent.com>)

Description: Construct interactive presentations using flash animations that you can embed into any webpage.

Application: Let students present in an interactive and sharable format.



36. **Xfruits** (<http://www.xfruits.com>)

Description: Convert rss feeds (from blogs or other web resources) into e-mail, web pages, voice, or other rss feeds.

Application: Set up e-mail newsletters from blogs.



37. **Morgufile** (<http://www.morguefile.com>)

Description: View and Download royalty-free, high-quality images that are well categorized.

Application: Give your presentations a lot more visual potency. Let students use professional art and photography in their projects.



38. **Internet Archive** (<http://www.archive.org>)

Description: Access millions of sound files, video files, and documents all shared under creative commons licenses.

Application: Use more creative work in projects. Remix and mashup others' content.



39. **Footnote** (<http://www.footnote.com>)

Description: Find primary source documents about nearly any subject.

Application: Encourage students to look for primary source documents in their research.



40. **Mapwing** (<http://www.mapwing.com>)

Description: Create interactive virtual tours from your own photographs.

Application: Design project around a place and have students explore the place in a virtual space.



41. **Zentation** (<http://www.zentation.com>)

Description: Combine a powerpoint presentation with a video presentation.

Application: Create a fully immersive experience for your lecture or presentation.





42. **Dandelife** (<http://www.dandelife.com>)

Description: Create a timeline of stories, pictures and videos in a blog-like format.

Application: Collaborate on a historical timeline that is media rich.



43. **WizIQ** (<http://www.wiziq.com>)

Description: Set up a online meeting with a sharable whiteboard, audio/video conferencing, and presentation software.

Application: Create a virtual classroom that allows for collaboration and creation of an archive of everything that is seen or heard.



44. **Bitty Browser** (<http://www.bitty.com>)

Description: Embed anything into a webpage by creating a picture-in-picture effect.

Application: Aggregate all of the important resources on a page rather than just linking to them.



45. **Zoho Applications** (<http://www.zoho.com>)

Description: Do all of your productivity work online using one of the 12 web applications.

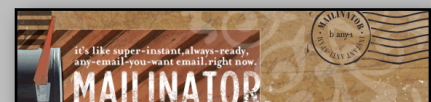
Application: Create a single sign-on for students to do all of their spreadsheets, databases, wikis, notes, etc.



46. **Mailinator** (<http://www.mailinator.com>) or **Tempinbox** (<http://www.tempinbox.com>)

Description: Use temporary e-mail accounts to give out to untested websites.

Application: Allow students to not give out their personal e-mail.



47. **Conversate** (<http://www.conversate.org>) or **Quicktopic** (<http://www.quicktopic.com>)

Description: Generate a quick web-based discussion forum.

Application: Ask questions to students without setting up a complicated forum. Create a place for students to interact away from the classroom.



48. **Crowd About** (<http://www.crowdabout.us>)

Description: Add text comments to a podcast and then embed it into any webpage.

Application: Allow students to ask questions about a classroom discussion or lecture. Continue discussion about an audio file.





49. **Yugma** (<http://www.yugma.com>)

Description: Share a computer desktop with a small group of people and give a web presentation.

Application: Show students how to use a tool or resource by sharing out your computer desktop while you are giving the tutorial.



50. **Gabbly** (<http://www.gabbly.com>)

Description: Chat with a group of users about any webpage by adding a simple prefix to the url.

Application: Discuss a resource or idea while looking at the material.



51. **Yahoo Pipes** (<http://pipes.yahoo.com>)

Description: Convert and filter a webpage's content through a series of queries and commands. *Advanced Users recommended.*

Application: Filter blogs for certain search terms. Mash-up different pieces of data in order to create better conclusions.



52. **Create-A-Scape** (<http://www.createascape.org.uk>)

Description: Generate an interactive tour of any location using a pda, camera, and gps.

Application: Start a project based upon the exploration and documentation of a real world space and bring it into the virtual world.



53. **CoComment** (<http://www.cocomment.com>)

Description: Monitor comments and discussions that you are interested in.

Application: Look in on all comments you have made to student blogs and keep track of all discussions about important educational topics.



54. **Many Eyes** (<http://services.alphaworks.ibm.com/manyeyes/app>),

Swivel (<http://www.swivel.com>) and **Gapminder** (<http://www.gapminder.org/>)

Description: Explore complex data sets visually.

Application: Analyze real-world problems from primary source data.



55. **Leafletter** (<http://www.leafletter.com>)

Description: Design interactive representations of images, webpages, and other resources.

Application: Allow students to present their work by interactive and media-rich methods.





56. **Dropboks** (<http://www.dropboks.com>)

Description: Store up to a gigabyte of files in a secure location online.

Application: Use it as an alternative to a jumpdrive for students and teachers. Have students turn in work.



57. **Mogopop** (<http://www.mogopop.com>)

Description: Create a webpage for an iPod including links, pictures, videos, and notes.

Application: Create a study guide for students to view on their iPod.



58. **LuLu** (<http://www.lulu.com>)

Description: Publish work into an online store. Order bound copies of personal writing.

Application: Collect student writing and artwork and publish it. Raise money using the collection of student work.



59. **Talkr** (<http://www.talkr.com>)

Description: Create a podcast out of any blog.

Application: Have students listen to their written work and revise it for better reading.



60. **UStream** (<http://www.ustream.tv/>)

Description: Broadcast an interactive video webcast from any computer with a webcam and internet connection

Application: Let students see live educational events or broadcast your lessons for absent students.





4.2 Computer Applications

61. Skype (<http://www.skype.com>)

Description: Chat, audio conference, and video conference with other users singularly or in a group.

Application: Connect to colleagues. Allow students to ask questions after class. Hold webcasts on specific topics.



62. Freemind (<http://freemind.sourceforge.net/>) and

Cmap (<http://cmap.ihmc.us/>)

Description: Generate mind map documents using open source formats.

Application: Allow students to take notes in a graphic organizer. Create an interactive archive of meetings.



63. Audacity (<http://audacity.sourceforge.net>)

Description: Edit audio files in detail.

Application: Create podcasts. Edit class discussions. Enhance audio from field notes or interviews.



64. Jing (<http://www.jingproject.com>)

Description: Create video screencasts with audio and upload them to a remote hosted webpage.

Application: Generate tutorials of common computer processes. Show complicated resources with your voice attached.



65. Firefox (<http://www.mozilla.com>)

Description: Access the internet with many options for extensions and add-ons for added productivity.

Application: Post to delicious directly from your browser. Navigate Stumble Upon from the browser. Annotate with Diigo using your browser.



66. Smart Board Software (<http://www2.smarttech.com/st/en-US/Support/Downloads/default.htm>)

Description: Create interactive presentations, record your screen with audio, and generate classroom notes with or without a SmartBoard.

Application: Let students research and present using the interactive method.





5. Resources

5.1 Authentic Environment Teaching Resources

67. Curriki (<http://www.curriki.org>)

Description: Collaborate on open curriculum using universal content area standards.

Application: Use other teachers' lessons and resources to teach your classes. Create and share your own content with others.



68. Education Podcast Network (<http://www.epnweb.org>)

Description: Find podcasts that appeal to your discipline.

Application: Collect voices from all over the educational podcasting community. Add your own classroom podcast for other teachers to explore.



69. Classroom 2.0 Social Network (<http://www.classroom20.ning.com>)

Description: Network with other teachers who are interested in technology integration.

Application: Collaborate with other teachers. View current classroom projects around the world. Learn.



70. ePals (<http://www.epals.com>)

Description: Join up with other classes around the world in an online penpal program.

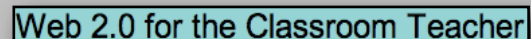
Application: Create projects based upon collaborating with schools that speak other languages. Learn about other cultures through collaboration.



71. Web 2.0 for the Classroom Teacher (<http://www.kn.att.com/wired/fil/pages/listweb20s.html>)

Description: Research what works in 2.0 classroom.

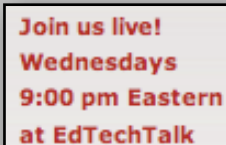
Application: Find additional resources and pedagogy for integrating technology into your classroom.



72. Teachers Teaching Teachers (<http://www.teacherteachingteachers.org>)

Description: Listen to an engaging weekly webcast about teaching writing and other subjects using blogs and other CMS systems.

Application: Find teachers to collaborate with on projects.





73. **World Bridges** (<http://www.worldbridges.net>) and **Webcast Academy** (<http://www.webcastacademy.net>)

Description: Learn about webcasting in education.



Application: Create webcasts in your content area from the information learned.

74. **Support Blogging** (<http://www.supportblogging.com>)

Description: Learn about how effective blogging can be in education.

Application: Create a reflective teacher blog. Create a lesson planning blog. Create a blog for students to contribute.



75. **School Computing Wiki** (<http://schoolcomputing.wikia.com/wiki/>)

Description: Research how computing in schools can be done authentically and with good curriculum.

Application: Find your own resources for student and teacher learning.



76. **The iCan Film Festival** (<http://www.sfett.com>)

Description: Watch professional-looking digital stories from high school students in California.

Application: Model digital storytelling projects upon these exemplars.



77. **Educational Wikis** (<http://educationalwikis.wikispaces.com>)

Description: Explore all of the potential wiki projects that are being currently done in education.

Application: Model wiki projects upon these exemplars. Join one of the open collaborative wikis. Have students join a wiki.



78. **Ohio Treasure Chest** (<http://www.ohiotreasurechest.org>)

Description: Collect resources by grade level and discipline.

Application: Create a more pedagogically sound technology projects in the classroom.





79. **TED: Ideas Worth Spreading** (<http://www.ted.com>)

Description: Watch and listen to inspiring speeches by visionary educational and business leaders.

Application: Be inspired in your teaching and apply to your practice.



80. **Science Leadership Academy** (<http://www.scienceleadership.org>)

Description: Research how a school can be created based upon constructivism and technology integration.

Application: Model your own pedagogy based upon their research.



81. **Mabry Online** (<http://mabryonline.org>)

Description: Observe how a principal can revitalize a school by taking initiative in systemic change through technology.

Application: Listen to student products to find good curriculum ideas for your own practice.



82. **Coming of Age** (<http://fullmeasure.co.uk/comingofage.htm>)

Description: Read and listen to research being done on the effective use of technology in education.

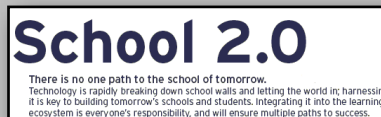
Application: Prove to people that technology and professional development are worth investing in.



83. **School 2.0** (<http://www.school2-0.com>)

Description: See how the Dept. of Ed. envisions the future of education

Application: Create your own vision of School 2.0 based upon the recommendations of the Dept. of Ed.



84. **The Academy of Discovery** (<http://academyofdiscovery.com>)

Description: Learn about an authentic learning model for teaching with technology.

Application: Join the discussion of how to implement authentic learning in your classroom.





5.2 Authentic Environment Technology Resources

85. Wikipatterns (<http://www.wikipatterns.com>)

Description: Research the different types of wiki collaborators.

Application: Make sure you have positive collaborators instead of negative.



86. The Fischbowl (<http://thefischbowl.blogspot.com>)

Description: Read about just how effective good professional development can be.

THE FISCHBOWL

Application: Create your own personal learning community based upon the models set up here.

87. Cool Cat Teacher (<http://coolcatteacher.blogspot.com>)

Description: Join in on conversation with the leading expert on wikis and flat classrooms in education.

Application: Create your own wiki based upon Vicki's recommendations.



88. 2 Cents Worth (<http://davidwarlick.com/2cents/>)

Description: Learn from one of the visionaries of the School 2.0 movement.

Application: Debate his pedagogical ideas and refine your own in the process.



89. Weblogg-ed (<http://www.weblogg-ed.com>)

Description: Read an ingenious teacher talk about the future of education.

Application: Find the teachers who are involved in expanding the conversation on techlearning.

weblogg-ed

90. Learning is Change (<http://learningischange.com>)

Description: Participate in a local conversation on the intersection of technology and pedagogy.

Application: Comment on the ideas.





91. **Leader Talk** (<http://www.leadertalk.org>)

Description: See how administrators are working through the changing face of education.



Application: Look for ideas to talk about with your administration.

92. **Creating Passionate Users** (<http://headrush.typepad.com>)

Description: Observe just how good a blog about learning and teaching theory can be.



Application: Use the diagrams in your own practice.

93. **Blogs for Learning** (<http://blogsforlearning.msu.edu/>)

Description: Find out about how to use blogs for learning.



Application: Use some of the recommendations in your own teaching.

94. **Wiki Walkthrough** (<http://www.teachersfirst.com/content/wiki/>)

Description: Inform yourself about wikis.

Application: Use the information to create a wiki of your own for a classroom project.



95. **Techlearning** (<http://www.techlearning.com>)

Description: Research best practices in learning with technology.



Application: Apply what you know to your practice and show others.

96. **Edutopia** (<http://www.edutopia.org>)

Description: Learn about current trends in educational technology.

Application: Submit your own work for recognition. Be challenged.





97. **TeachingHacks Wiki** (<http://www.teachinghacks.com/wiki/>)

Description: Collaborate on educational pedagogy on a wiki.

Application: Find out the best resources for your own teaching situation.



98. **Edtechweekly** (<http://www.edtechtalk.com/EdTechWeekly>)

Description: Listen to a podcast about the most amazing web-based tools of this week.

Application: Find new resources to make your teaching life easier.



99. **HitchHickr** (<http://hitchhikr.com>)

Description: Watch the discourse about all of the current conferences about technology and learning.

Application: Join in on the conversation on your own blog.



100. **Back to School with the class of 2.0** (<http://www.solutionwatch.com/512/back-to-school-with-the-class-of-web-20-part-1/>)

Description: Read a well-worded article about web 2.0 tools.

Application: Dig deeper into current edtech resources.



101. **Digg Podcasts** (<http://www.digg.com/podcasts/>)

Description: Use the wisdom of crowds to see the most popular podcasts in your discipline.

Application: Subscribe to podcasts about your areas of interest.





6. Conclusion

These tools and resources are meant as a starting point, not an end point. Please continue to find new and significant tools that enhance your teaching. If you do, continue the conversation by e-mail: ben@learningischange.com

7. Appendix

7.1 Other Sources for E-Learning Information

- Edublogs (<http://www.edublogs.org>)
- School 2.0 Social Network (<http://school20.ning.com>)
- Educause (<http://www.educause.edu>)

7.2 Other Sources for Technology Integration

- K12Online Conference (<http://k12onlineconference.com>)
- Iste (<http://www.iste.org>)
- eMints (<http://www.emints.org>)

