WAIT…I CAN USE MY CELL PHONE IN CLASS? USE OF TECHNOLOGY TO ENGAGE STUDENTS IN CLASSROOM LEARNING

Alicia Hayden, Graduate Student
Dr. K. Jill Rucker
Agricultural Education, Communications, and Technology
University of Arkansas

Students Today

o Students are digital natives (Prensky, 2001)

  • They have always had computers, video games, and the internet during their lifespan

o We live in a "screen" society (Neilsen, 2016)

  • The average American adult spends 10 hours and 39 minutes per day in front of a screen (Neilsen, 2016)

  • 50 hours per week are spent consuming information from hand held devices such as smart phones, iPads, and tablets according to Dr. Douglas Gentile (2016)

Quick Tech Facts

- Over 90% of college students have ***two or more*** internet-capable devices

- Approximately 80% of students use laptops in their courses

- 48% of students say they are more actively involved when a course integrates the use of technology

- 40% of students report being "distracted" in class by text messages, e-mail, social media, or web surfing

(Educause, 2016)

What does this mean for educators?

- Technology clause in syllabus?
  - Rules for using handheld devices in classroom
- **BYOT**: Bring Your Own Technology
- Finding effective ways to actively engage students in the learning process by utilizing technology in the classroom.

Classroom Setting

o Agricultural Leadership Courses at the University of Arkansas

  • New academic program (Fall 2016)

o Undergraduate and graduate students

o Instructors sought innovative ways to engage students through the use of (FREE!) technology platforms:

  • Kahoot!
  • Remind.com
  • Quizlet
  • Socrative
  • SignUp Genius
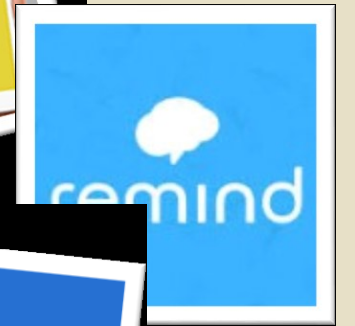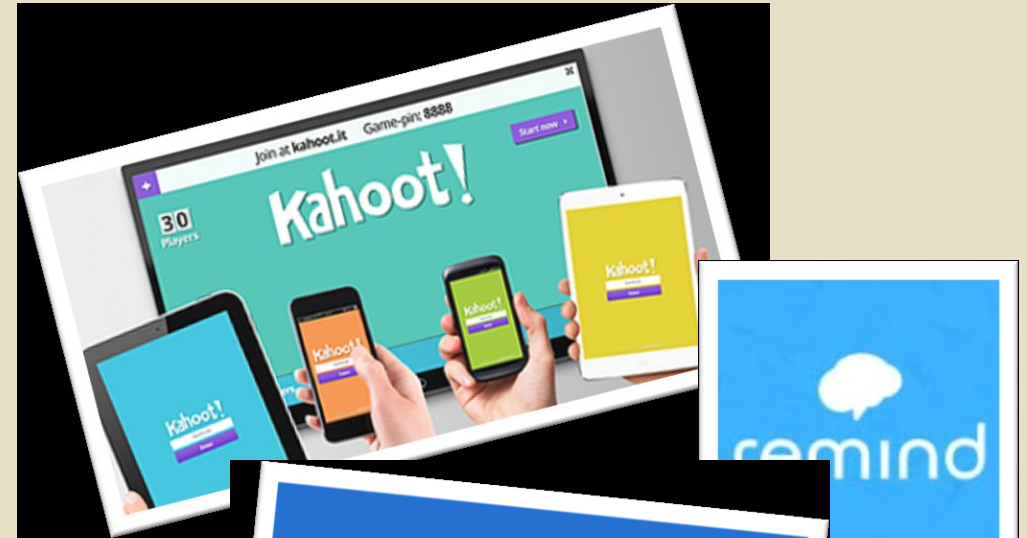
- Used to create interactive quizzes, discussions, surveys.
- Students "play" Kahoot! by recording answers on their own devices. Answers are then shared on a screen to create a "campfire moment."
  - Can host up to 4,000 players at a time!
- Works on any device with an internet connection
- Has the potential to create a competitive environment by displaying the top three winners
- Bonus: all recorded responses can be downloaded into an Excel spreadsheet to record grades and class attendance
  - Double Bonus: fun "video game" music

Let's Play!

Let's
Play!

SOCRATIVE

- Similar to Kahoot!
- Quizzes, questions, polls, exit ticket
  - Used for formal assessments
  - Greater breakdown of student answers
- Limited to 150 students
- Free or Pro option ($50/year)

- Platform that allows you to send reminder text messages to students
  - Used to send class announcements, extra credit opportunities, and sometimes study hints
  - Limited to 140 characters
- Privacy Please! This platform does not allow students to have access to your number nor the number of their classmates
- Students must sign up to be a member of the Remind.com class group

Sample from Remind.com

Quizlet

- Platform that allows you to create "review" materials such as quizzes and flashcards

- Great for lower level courses

- Use in place of a review session

- WARNING! Students use this platform to create test files

- Online sign up system
- Useful for presentations, class events, activities that require students to bring items to class
- Allow students to change times if needed
- Automatically sends a reminder

The Results

◦ Found most effective applications to be Kahoot!, Remind.com, and SignUp Genius because they're:

- User friendly
- Best fit for class objectives
- Student friendly

◦ The use of these platforms resulted in positive student impacts by:

- Better class preparation
- Heightened involvement
- Healthy competition

Student Testimony

- "Kahoot was great! I made sure to complete my reading before class because I wanted to win during class."

- "I liked having text messages sent to me. It was especially helpful during inclement weather this semester."

- "I hate clickers! So I was excited when I learned that we would need to sign up for Kahoot. It did not cost me anything and I found myself wanting to study the material to be prepared for class."

THANK YOU!

Additional informational handout available by request.