

Bring Your Own Device

The Learning Process

- 1) Gather and Make Sense
 - a) Collect information from oral, visual, print, or electronic sources
 - i) Information gathering – Web browser, Wikipedia, online form, access digital content (books, textbooks, virtual dissections, simulations, virtual tours, skype, videoconference, videos, documents, audio recordings, news media)
 - b) Organizing/ Managing – One Note, Evernote, Mind Mapping Software, Calendar, Reminders, Pinterest
- 2) Produce to Demonstrate Understanding
 - a) Produce presentations, videos, blogs, web pages, wiki, books, essays, infographics, comics, songs, audio, newsletter, photo essay, journal, scrapbook, map, story.
 - i) [More Ideas](#)
 - ii) [Still More Ideas](#)
 - iii) [Alternatives to PowerPoint](#)
 - b) Tools include iMovie, Windows Movie Maker, Easel.ly for infographics, prezi, adobe voice, explain everything, educreations, and many more.
- 3) Communicate
 - a) Present and Share your ideas to your teacher, class, or world. Upload content to Slideshare, YouTube, website, blog, etc.
 - b) Use email, shared documents (google docs)
- 4) Reflect
 - a) Use Three Ring as an electronic portfolio with reflections.