

2012-2015 Learning Technology Grant Program

Abstract

(Abstracts are submitted by the LTG award winners)

RYTN A3 (Writing Anytime, Anyplace, Anywhere) is a literacy-based NYSED Learning Technology Grant project that will provide a hands-on approach to collaborative writing using 21st century educational tools. Students in grades 3-5 from PS 64 will use mobile devices such as iPads and iPod Touches to engage in activities that will assist them in the development of fluency and the writing process. They will partner with St Philip Neri, a catholic school with similar needs in literacy development in the targeted grades using cloud based technology applications such as Story Jumper, Xtranormal and Google docs to create collaborative writing environments for peer to peer sharing within their classrooms and across schools which they can access anytime, anyplace and anywhere. **RYTN A3** will specifically target English Language Learners and Special Needs students by using multiple modalities of learning to promote language development. Online tools such as Voki and Google Voice will support oral language and fluency for these students. Classes involved in **RYTN A3** will maintain daily electronic journals using cloud-based apps such as WeText. Ongoing assessments will be conducted using shared web based tools such as Edmodo and Poll Everywhere. The library media center will also serve as a critical component for nonfiction resources and collaboration in this project in both schools.

Both schools will create Google websites for featuring student work and lesson plan and will encourage family involvement in student literacy learning. **RYTN A3** will serve over one hundred students per year beginning in grade 3, scaffolding the learning to grades 4 and 5 in years 2 and 3.

The goals of **RYTN A3** are:

- To improve academic performance in achieving mastery of the NYS Learning and NYS P-12 Common Core Learning Standards (CCLS) in literacy.
- To increase the use of instructional technology, specifically mobile and hand held devices, in collaborative projects to enhance students learning and foster 21st century skills.
- To improve teacher effectiveness by emphasizing content knowledge and pedagogical best practices in using technology in the classroom and library media center. Furthermore, will focus on the NYS Board of Regents Reform goal for raising teacher quality in the development and use of technologies aligned with CCLS in literacy.

Outcomes will include improvement in academic performance in literacy and in the use of mobile technologies for teachers. Digital Age Learning Inc. will provide professional development on all technology tools. Peer review and self-assessment are key components of the staff development program as emphasized in the NYS Professional Development and NYS Teaching Standards and both schools will apply these strategies with the goal of improving student performance.