

Chapter Four

Technology Tools

Companion Materials

Implementing and Managing Classroom Devices: K–6 Starter Resources

Explore practical, ready-to-use materials to support technology integration in elementary classrooms. This collection is ideal for educators looking to streamline device management and establish effective tech routines.

1. Included Resources:

- [*Implementing New Technology in the Elementary Classroom*](#): A step-by-step guide for introducing new digital tools in a developmentally appropriate and instructionally meaningful way.
- [*Managing Chromebooks in the Classroom*](#): Focused strategies for organizing, maintaining, and teaching with Chromebooks in K–6 learning environments.
- [*Sample 1:1 Chromebook Policy*](#): A real-world example of a school district’s 1:1 technology plan outlining responsibilities, access expectations, and student accountability.

Enhancing Access with Pear Deck: Support Resources

Accessibility matters. Pear Deck has developed several inclusive features to help all learners succeed:

- [*Immersive Reader*](#) for text-to-speech and language support
- [*Audio instructions and responses*](#)
- [*Interactive slide elements that support multiple response formats*](#)

These tools empower educators to create more equitable learning environments through personalized student engagement.

2. Interactive Websites

- Common Sense Education EdTech Reviews: <http://www.commonsense.org/education>
- CAST UDL Guidelines: <http://udlguidelines.cast.org/>
- Edutopia Technology Integration Resources: <http://www.edutopia.org/technology-integration>
- ISTE Technology Tools Directory: <http://www.iste.org/explore/tools>

3. Videos & Media

- 'Using Gamification to Ignite Student Learning' by Edutopia: <https://www.edutopia.org/article/using-gamification-ignite-student-learning/>
- 'How Nearpod Works' – by Nearpod: <https://nearpod.com/how-nearpod-works>
- Digital Tools to Empower Learners – CAST: <https://www.cast.org/resources/digital-tools/>

4. Engaging Students Through EdTech Games

Game-based learning boosts motivation, deepens understanding, and makes learning fun. This section curates interactive platforms and creative tools that support both in-person and online instruction:

Explore Tools Like:

- [Pear Deck](#)
- [Baamboozle](#)
- [Genially](#)
- [Quizlet](#)
- [10 Free Online Educational Game Sites](#)
- [8 Learning Game Sites for Elementary and Middle School](#)

5. Gamification vs. Game-Based Learning

Not all games are created equally in education. Want to understand the difference between layering game elements onto classroom tasks (gamification) versus using full games as the learning platform (game-based learning)?

[Read Gamification vs. Game-Based Learning](#) for a clear comparison and instructional insights.

Game-Based Learning in Action

Here are classroom-ready examples of games that teach:

- [Prodigy](#) – Math mastery through role-playing adventure
- [RazKids](#) – Personalized leveled reading with built-in motivation
- [Teach Your Monster to Read](#) – Phonemic awareness and early reading in a playful setting

Real Video Games in Instruction

Commercial video games can offer powerful, immersive learning experiences. Educators have used these titles to explore culture, critical thinking, and academic content:

- [Never Alone](#) – [Iñupiat storytelling and cultural insights](#)
- [Assassin's Creed Discovery Mode](#) – [Historical exploration through virtual tours and artifact reconstructions](#)
- [LetterQuest](#), [Scribblenauts](#) – Vocabulary and spelling games
- [Gone Home](#) – Empathy, identity, and narrative exploration
- [Stardew Valley](#) – Time management, economics, and social-emotional learning

6. Professional Learning Network Spotlight: [University XP](#) is a professional learning network for educators, developers, and researchers dedicated to advancing games in education. Explore:

- A [podcast](#) and [YouTube](#) channel discussing instructional design and game mechanics

- A [curated research library](#) on game-based learning practices