



Richard S Fowler

Creating an Environment
for all learners

Richard S. Fowler Catholic Junior High School Profile

- Gr. 7-9 Catholic Junior High in St. Albert
- School Population 309 students, 25 staff.
- Class size ranges from 29 – 33
- Fully inclusive setting for 100% of the day. No resource room
- Two Learning Support Facilitators -.75 FTE
- 6 Educational Assistants
- FASD Success Coach

Student Profile

- 120 Students on IPP's, Learner Plans or checklists
- 52 students identified Mild/Moderate
- 13 students identified Severe
- 20 leveled requiring support
- 9 ESL
- Behavioural, Downs Syndrome, Autism Spectrum, LD, Cognitive Disabilities, FASD

What is Power Up 2 Learn?

- It is a collaborative effort to enhance **student engagement** by using innovative approaches and technologies.
- It is a staff commitment to use technology to **enhance curriculum** and extend the learning experience of our students.
- It is UDL –Universal Design for Learning. Our staff is in the process of designing and delivering curricula, materials, and environments in a practice that makes them **accessible and usable to all students**.


Staff / Student Expectations

- Staff – must allow use of handheld devices in to their class.
- Staff – what is learned during PD is to be brought into the classroom.
- Student – technology use agreement is to be honoured
 - - cell phones not allowed
 - - use of camera feature
 - - headphones not allowed unless a teacher allows it for a specific class.

Richard S Fowler

[CTV Website](#)



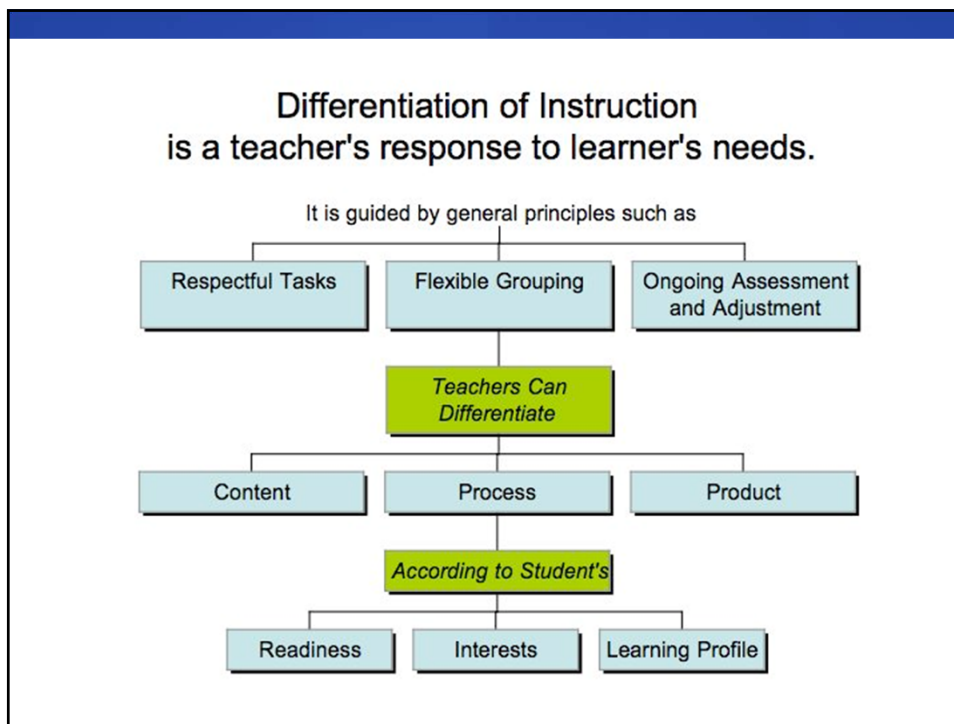


Facts & Figures

- 83% of student population own an "i" device
- Number of technology based PD opportunities arranged for staff this school year- 13
- As of spring break 2010, 30% of our staff had held an "i" device in their hand

Power Up- Growing with a Purpose

- Curriculum enhancement
- Accommodating our students
- Staff development -staff expertise ranges from absolute beginners to experts.
- We expect students to 'Power Up' when they enter the building. Not 'Power Down'



D.I. @ RSF

Bloom's Taxonomy



Gardner's Theory



Goal is to move from Inquiry to Project Based learning

ICAN Statements

Math –Grade 7 I Can Statements

Learner Outcomes	Critical Outcomes (Key concepts/ideas)	I Can	Assessment
Determine and explain why a number is divisible by 2,3,4,5,6,9,5, or 10 and why a number cannot be divided by 0.	Divisibility Rules Patterns	I can count by 2's, 5's and 10's. I can recognize a pattern in a set of numbers.	
Demonstrates an understanding of the addition, subtraction, multiplication and division of decimals to solve 2-digit problems multipliers, the use of technology is expected.	Addition, subtraction, multiplication and division of decimals to solve problems.	I can add and subtract single digit numbers without the use of a calculator.	
Demonstrate an understanding of addition and subtraction of integers, concretely, pictorially and symbolically.	Integers	I can read positive and negative numbers on a thermometer or scale. I can use a clock, number line or thermometer to show increases or decreases of numbers.	
Performs geometric constructions	Shapes Perimeter Area	I can identify 5 shapes. I can find the perimeter of those 5 shapes by using a ruler, string or meter stick.	

Resources for Math 7 I Can Statements	Apps for ipods and websites
Patterning -creating increasing patterns: MMS Pgs Pages 6-10 -comparing increasing patterns: MMS Pages 12-15 Black line masters creating increasing patterns- pages 44-50 BLM increasing pattern starters 73, 74, 76 BLM patterning 67, 68, 77, 78 -increasing number patterns: MMS Pages 15-19 -exploring decreasing patterns: MMS Pages 21-24 -subtraction-single digit numbers -creating and comparing decreasing patterns MMS pages 25-27 -Skip counting with coins: MMS pages 58-64 Black line master grid page 75 Strategies for addition facts: MMS Pages 82-85 -relating addition and subtraction single digit numbers: MMS pages 86-88 -addition and subtraction equations: MMS pages 89-92 Measuring passage of time: MMS pages 134-136 Exploring unit of time: MMS Pages 137-140 Exploring shapes with equal perimeters: MMS 167-168 BLM: pages 14-15	Pop math app Math bingo app Arithmetic app Math game for addition and subtraction app Funbrain Cool math games 2learn.ca-math grade 3 links on patterning and addition and subtraction fun brain - Math baseball fun brain - bunny count fun brain - flea jumper
	Clock app Weather app Ruler app Thermometer app Math Toppers 2learn.ca-math grade 3 links on addition and subtraction 2learn.ca-math grade 3 links on perimeter and shapes shapes and colors game app


*Black line masters are from grade 2 Pro Guide

*Textbook is Grade 3 Math Makes Sense

Data Collection

Creating Staff Resources

RSF: PUZL

Subject	Grade Level	APP
Phys. Ed.	9	
General Learner Outcome: GENERAL OUTCOME A <i>Students will acquire skills through a variety of developmentally appropriate movement activities; dance, games, types of gymnastics, individual activities and activities in an alternative environment; e.g., aquatics and outdoor pursuits.</i> Basic Skills A2- demonstrate locomotor skills by using elements of body and space awareness, effort and relationships to improve personal performance Application of Basic Skills in Individual Activities A13- demonstrate activity-specific skills in a variety of individual pursuits, eg. power walk GENERAL OUTCOME D <i>Students will assume responsibility to lead an active way of life.</i> Goal Setting Personal Challenge D6- record and analyze personal goals based on interests and abilities. D7- evaluate different ways to achieve an activity goal, and determine a personal approach that is challenging.	Description: FREE Pedometer will work as you walk, run, jog or do your treadmill. The special algorithm - the same as used in hardware pedometers - is implemented in the application. FREE Pedometer will count: Steps, Distance, Workout time, Calories burned, Speed and Pace.	
Classroom Use: The app we have been using is called Pedometer Free. We have been using this app mostly for our x-country unit and have been exploring the possibilities for our vball unit. The app has allowed students to gauge their activity level. The app tracks the following: steps taking, distance ran, calories burned, time, speed and avg speed. This app also graphs each category which also gives students a visual of peaks and lows. At the beginning I thought students could just shake the app to get their steps up to "take workout". However, if I check the graph you will be able to view the consistency of their workout. This app is free but the downside to it is you can not log your info. If you upgrade the app (1.99) you can store and log workouts.		
Teacher- C. Ludtke		

Professional Development

- Toured Norquest College - Assistive Technologies Department
- Staff websites
- Creating online surveys
- Posting Podcasts
- Audacity
- Discovery website
- E-learning website
- MS Word to support diversity
- Read & Write Gold
- Co-writer

I need to learn...



Achievements We're Celebrating

- Universal Design for Learning
- Assistive Technologies Fostering Inclusion
- Increased sense of community and professional focus
- Collaboration- internal & external



Assistive Technologies

- SmartBoard
- Read and Write Gold
- Audacity –
- Co-Writer –
- Document Camera's
- iPod Touches / iPads
- Digital Recorder
- Dragon Dictation

Math App's

- Freddy Fractions



- iFormulas



- Math Drills Lite



- MathBoard pd app

- Number Line



- Graphing Calculator



- MathTasks

- Perfect Maths Tool

Science Apps

- Convert Units



- Planets



- Star Walk



- Stars

- Science Glossary



- Elements SB



- Periodic Table



- EMD PTE









General App's

- myHomework 
- BrainPop 
- Audiobooks 
- Holy Bible 
- NFB 
- Dragon Dictation 
- eReader 
- Kindle 
- Catholic Calendar 
- CBC News 

Physical Education App's

- Workout Trainer 
- Running Log 
- Nike Training Club 
- Injuries and Wounds 
- First Aid 
- THI Personal Trainer 
- Pedometer HD 
- Human Body Facts 
- iReferee 

App's

- Stocks 
- TED (Technology Entertainment Design) 
- Brain Pop 
- What Knot to do 
- French / English Dictionary 
- Showbie 
- WhiteBoard 