



Educator Resources

Jumpstart the Classroom

The SAMR Model

- SAMR is a Substitution Augmentation Modification Redefinition model developed by Dr. Ruben Puentedura, Ph.D to help educators integrate technology into teaching and learning.

Content Creation Apps for iPad

- GarageBand: Learn to Play Music, Produce Audio.
- iMovie: Digital Storytelling, Reading Mastery
- Salt Lake City Tribune story: Trying tech to reach middle schoolers with math. Students use iMovie to create movies of themselves explaining topics they're learning about to share with peers, such as photosynthesis and exponential math.
- Photos for iPad: Photography, Videography. iPad User Guide for iOS 7.1 (see Photos, Videos and Camera chapters)
- Book Creator: Digital Publishing
- iBooks Author for Mac: Digital Publishing



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Digital Publishing

- [iBooks Author Hackathon](#). Design high-quality, media-rich, interactive iBooks for education.
- iPad in Education: [Create with iBooks Author](#)
- [5 Reasons to Try iBooks Author](#): 1) short learning curve, 2) customize students' textbooks; 3) create collections of student work, 4) students can contribute, 5) engaging for students

Bring Content to Life with Media Resources

- [Flickr Creative Commons](#): images from institutions and photographers worldwide
- [Wikimedia Commons](#): public domain/freely-licensed photos, professional & amateur
- [National Geographic Maps](#)
- [Sketchup 3D Warehouse](#): choose from millions of 3D models
- [Bookry](#): Choose from a library of interactive HTML5 widgets
- [PBS Learning Media](#): free teaching resources aligned to learning standards.
- [Learn how to publish your book in the iBooks Store](#)



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Mobile Device Management (MDM)

- MDM Systems: [AppTrack](#), [Meraki](#) and [JAMF](#).
- [Apple MDM](#), an overview.
- [Apple IT in the Classroom](#), an overview.

Computer Science

- [Code.org](#): Hour of Code, K-12 Computer Science curriculum, PD. [Movie link](#).
- [Codecademy.com](#) Teacher coding classes, lesson plans, Primary & Secondary curriculum.
- [CodeClubWorld.org](#) Start an after-school coding club.
- Educational Technology and Mobile Learning: [Apps to teach young students coding](#)
- NY Times story: [Is computer coding the new woodshop?](#)

Computer Science for Girls

- [Girls Who Code](#): Exposing girls to coding through clubs and immersion programs.
- [100 Girls of Code](#): introductory programming skills workshops for girls aged 12-18.



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Robotics

- [Double Robotics](#): telepresence robots for education.
- [Kodiak Uses Robots to Enhance Virtual Learning](#).
- [Form a student team to compete in Alaska robotics competitions](#).
- [Learn about the progression of robotics competitions for students aged 6-18](#).

3D Printing

- [Makerbot Replicator Mini](#): Compact 3D classroom printer. [PLA filament spools](#).
- [Makerbot Digitizer](#): Scan 3D objects to print or modify.
- [Thingiverse](#) maker community: Download and share 3D object designs.
- [Autodesk 123D](#): Free 3D Design Apps for iPad.
- [Cubify](#): 3D printers, scanners and design software.

Unmanned Aerial Vehicles (UAV)

- [DJI Phantom 2 Vision+](#): Full featured entry level drone for education use.
- [DJI Vision App](#): Set flight mission waypoints, view flights in real time, control camera.



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America Bridge

- [America Bridge STEM projects](#) provide Real-World, Project-Based STEM learning opportunities for Alaska Schools.
- [America Bridge website](#).

Talk Story, Write Story

- [Talk Story, Write Story creative writing workshops](#) for teachers help students write winning essays for college and scholarships.
- [Talk Story, Write Story website](#).