

In the previous edition of the ICT newsletter we looked at the roles of technologies at École Trilingue Vision St-Jean and why it is important to teach coding.

If you miss the previous newsletter you can find it here.

<https://stjean.ecolevision.com/wp-content/uploads/sites/11/2015/06/ICT-Newsletter-2.pdf>

I am pleased to share with you this edition of the École Trilingue Vision St-Jean's ICT Newsletter. This newsletter will be covering the increasing presence of ICT (Information and Communication Technology) at our school but also in our students' lives. In this newsletter you will learn a little more about some of the platforms that are used at our school.

Mr. François
Responsable de l'implémentation des TICs du Réseau des écoles Vision

WHAT IS SEESAW AND HOW IT HAS NOW TAKEN OVER ¼ OF SCHOOLS

Originally from Josh Constine of Tech Crunch and adapted by Mr.François

If your child is in Pre-K , Cycle 2 or in Cycle 3 you are probably familiar by now with Seesaw. Seesaw is an online portfolio application that is used by teachers to share student's work , announcement or results with parents. At the end of the year , your child will have an *digital snapshot* of his year. Once the year over you will be able to download all of your child's year into one file.

Seesaw is not only growing in popularity at École Trilingue Vision St-Jean it is also taken the school system by storm.

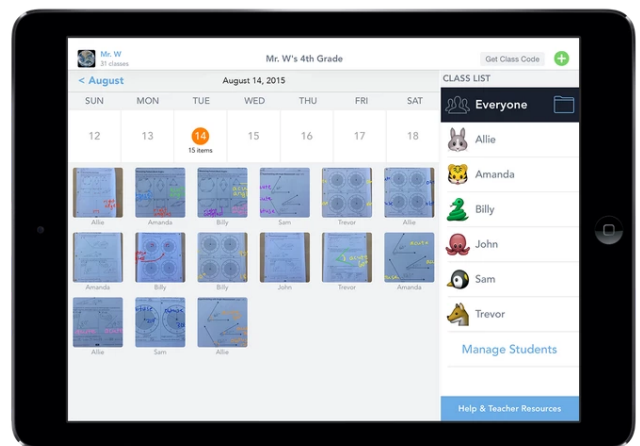
It began as just another photo sharing startup founded by a former Facebook manager. It ended up in 200,000 classrooms from kindergarten to 12th grade in 25,000 schools across 100 countries. All because of one truism: When a student's audience is the world, they want their work to be good. When their audience is only their teacher, they just want it to be good enough.

Seesaw's educational app lets students save and share their assignments with their teachers, parents, and fellow classmates. It is easy and fast to use just snap a photo or video, draw, or write(see photo) .

But rather than just the finished product, students can add audio narration or doodled annotation to show how they got there. This lets teachers identify where students went wrong when they make mistakes.

Seesaw sounds simple but solves some major problems. It lets teachers easily collect assignments and track a student's progress over time. When parents want to know what their kid did at school, rather than asking and getting the same moody "nothing!", they can just look in Seesaw. Students learn 21st century technology skills while getting faster feedback on work and an audience that encourages them to try harder.

Instead of banning personal technology in the classroom, Seesaw lets teachers embrace it.



Carl Sjogreen started teaching coding at a summer camp while he was still in middle school. "I've had two passions my entire life, one is technology and one is education" the Seesaw founder tells me. But tech took over. After working at Google, Sjogreen founded a travel startup called Nextstop that he sold to Facebook, where he became the director of product management.

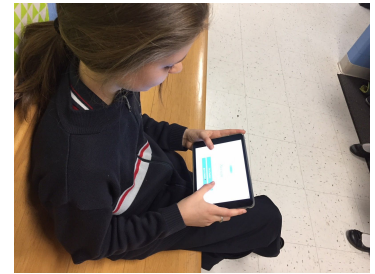
"When I left Facebook, my #1 goal was to start an education technology company, but I was really sad because I thought I didn't know how to do it" Sjogreen remembers. He'd never been a full-time teacher. So he slipped back to what he knew, building a storytelling app in 2013 called Shadow Puppet. It let you add voice to photos to create shareable little videos about your vacation, night out, or adventure with the family. This was before Snapchat launched Stories, and the idea sounded novel, allowing Sjogreen to pull in seed funding from Greylock Discovery Fund and some rich buddies from Facebook.

But Shadow Puppet flopped. "It was pretty clear 9 months in that it wasn't going to be a business. I think we had one of those moments like, 'Well, we better come up with something else.'" Sjogreen and his co-founder Adrian Graham pivoted Shadow Puppet towards the one audience who seemed keen on it: teachers.

With just word of mouth, Seesaw took off.

It was like "snatching success from the jaws of defeat", Sjogreen says with a smile.

Thanks to smart design, Seesaw sidesteps trouble



Julianne in Cycle 3 using Seesaw

that prevents other education apps from working right.

Second, kids don't need to fiddle with typing in an email address and password to sign in. Instead, they just hold the app up to a QR code poster in their classroom and select their name from the roster. Sjogreen explains that typically "20% of lesson time is spent just getting kids signed in to education apps. That's why teachers are reluctant to adopt tech in the classroom".

Third, everything they submit has to be seen and approved by the teacher before it shows up in Seesaw. Sjogreen chuckles, "that cuts down on the shenanigans you might imagine."

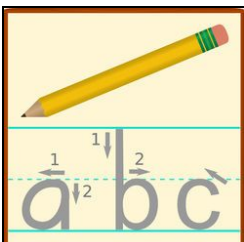
If teachers want, students can peer review each other's work, but that gets moderated too to thwart bullying. "Instead of that mean comment going to the kid and hurting them, the teacher goes to the kid that wrote it and says 'How would this make you feel?' It's a learning opportunity" the founder says. Perhaps the biggest opportunity for Seesaw is assisting shy kids that fear raising their hands and asking for help. Seesaw could reveal who needs extra attention without embarrassing children in front of the class. Instead of bringing their teacher an apple, tomorrow's students could bring them Seesaw's app.

APPS AND WEBSITES TO LOOK AT



Prodigy: Prodigy is a free, adaptive math game for grades 1-7 that integrates math into a role-playing game using a Pokemon-style wizardry theme. Students complete math questions to level up (become more powerful) and ultimately defeat Crios, Prodigy's main antagonist.

App and Website available: <https://www.prodigygame.com/>



Tracing Letters: Tracing Letters is a great way for the family to practice tracing letters. Using their fingers students will memorise the different steps to trace each letter.

App available on IOS only.