INTEGRATING TECHNOLOGY RESOURCES:
How educators use technology in their daily practice

Through a project funded by the Grable Foundation, the Fred Rogers Center for Early Learning and Children's Media at Saint Vincent College spent two years learning from teachers across Western PA about how they use technology in their classrooms. We conducted interviews, focus groups, classroom observations, and hosted a convening with a total of 103 educators from 43 organizations across 7 counties in the region.

IN THE CLASSROOM

Teachers mentioned over 80 devices, apps, curricula and websites they use in the classroom. Here are resources teachers talked about most.

DEVICES	APPS	CURRICULA	WEBSITES
1. **Tablets** (iPads) 2. **Computers & Laptops** (Chromebooks) 3. **Streaming Devices** (Apple TV, Chromecast, GoogleCast) 4. **Touch Boards** (Smart Board, Promethean Board) 5. **Robotics** (Beebot, Dotdash, Ozobot)	1. **Reading Apps** (Epic, Libby, Book Creator, Voice Memos) 2. **Games** (Kahoot, Angry Birds, Peg+Cat, Spelling City) 3. **Scavenger Hunt Apps** (Goose Chase, iPad) 4. **Drawing Apps** (Sketch Pad, iPad) 5. **QR Codes**	1. **IXL** (Learning Comprehensive Curriculum 2. **eSpark Learning** 3. **iReady** 4. **Math Curricula** (Go Math, Splash Math, Prodigy) 5. **Science Curricula** (Mystery Science, Pebble Go)	1. **Google & Kiddle** (including Google Classroom, Google Suite, & Pear Deck) 2. **Scratch and Scratch Junior** 3. **Reading Sites** (Vook, Raz Kids) 4. **YouTube** 5. **Video Calling Sites** (Skype, FaceTime, Zoom)

WITH FAMILIES

Many educators use technology to facilitate communication with families. They talked about sharing information, updates, videos, and photos using the following resources.

1. **Communication Apps:** Class Dojo and Seesaw
2. **Social Media:** Twitter and Facebook
3. **Written Communication:** Emails, Newsletters, and Notes
4. **In Person:** Family Nights and Parent-Teacher Conferences
5. **Texting:** Message Me, Remind, and Phone Messaging
6. **Websites:** Personal Sites, Parent Square, and School Website

One common question educators received from caregivers was about recommendations for high quality educational apps and websites for use at home.

RECOMMENDED RESOURCES

INFORMATIONAL

Common Sense Media (commonsense.org)
Common Sense Media is a website that rates apps, games, and websites for developmental appropriateness. In addition, they create technology-related curricula for educators.

Project Zero (pz.harvard.edu)
Project Zero offers books, tools, articles, and videos for educators related to a number of topics including Digital Life and Learning.

What Works Clearinghouse (ies.ed.gov/ncee/wwc)
On the What Works Clearinghouse website, educators can find evidence-based programs, products, practices and policies reviewed by the Department of Education.

Remake Learning (remakelearning.org)
Remake Learning is a network of educators in the Western PA region. They offer professional development, resources, and opportunities to network with colleagues.

ACTIVITIES

PBS Kids (pbskids.org)
PBS Kids is an educational and fun site that offers high-quality games, videos, and quests featuring popular PBS characters.

Fred Rogers Productions (fredrogers.org)
Through the Fred Rogers Productions website, educators can access episodes and games related to popular shows, such as Daniel Tiger's Neighborhood and Peg+Cat.

Mister Rogers Neighborhood Archive (neighborhoodarchive.com)
The Neighborhood Archive offers an overview of all Mister Rogers Neighborhood episodes in addition to listing books, popular culture references, and memorabilia related to Fred Rogers.

WHAT RESOURCES DID EDUCATORS MENTION?

Across our conversations, teachers talked about dozens of different resources that they use. We've listed them all here alphabetically.

Apps: Audio Books, Augmented Reality, Blueprints, Book Creator, Calm, Epic, Goose Chase, iPad (voice memos, drawing, photos), Kahoot, Libby, Peg+Cat, Popplet, QR Codes, Sketch Pad, Spelling City, Stop Motion Animation

Curricula: Accelerated Reader, eSpark, Go Math, iReady, IXL, Mystery Science, Pebble Go, Prodigy, Splash Math

Devices: 3D Printer, Circuit Blocks, Computers (desktop, laptops, chromebooks), Document Camera, Green Screen, iPads, Makey Makey, Phones, Robotics (Beebot, Dot Dash, Ozobot), Streaming Devices (AppleTV, Chromecast, Google Cast), Touch Boards (Promethean Board, Smart Board)

Platforms & Software: Airwatch, Apple School, Clever Portal, eSchool, iMovie, Jam, Python

Websites: abcYA!, Brain Pop, Cosmic Kids, e-Backpack, Flip Grid, Go Noodle, Google, Google Classroom, Google Suite (including Pear Deck), Kiddle, Kiri and Lou, Minecraft, National Geographic, National Parks, Out of Eden, PA Power Library, Quizlet, Raz Kids, Rocket Math, Scholastic News, SchoolHouse Rock, Scratch and Scratch Junior, Show Me Math, Skype, Smithsonian Learning Library, Story Online, Vook, Wikipedia, YouTube