Mobile in the Classroom
Trends, Resources and How To’s
Mobile learning in the classroom

Mobile learning is a growing trend in classrooms. This trend is creating a more flexible, collaborative, and interactive learning experience in schools and districts, and according to a report released by Simba Information, over 75% of districts are using mobile technology for educational purposes. Mobile devices are changing the way educators teach and students process the content.

But, what does it all mean?

What types of initiatives are spurring digital trends in schools, and how can educators incorporate mobile learning into their curriculum?
Mobile trends

Parents, students, and educators are seeing more and more mobile devices like tablets, and smartphones in schools, districts, and individual classrooms. According to a recent report by EdNET Insight, 82.2% of districts surveyed said they would consider implementing laptop computers, 68.7% said they would consider implementing tablets, and 56.7% said they would consider implementing iPod® or iPod touch® to deliver digital instructional materials.

The following mobile implementations are the most commonly employed in schools currently:

- **Learning apps**
  Educators can download content-specific learning apps. According to App Store Metrics, the iTunes® App Store℠ currently has over 90,000 education apps.

- **Online courseware**
  Schools and districts can implement a fully online solution, or they can take a blended approach in which educators use a combination of online and face-to-face instruction.

- **1:1 initiatives**
  Schools provide every student and teacher with a laptop or tablet device from which they can access lessons, homework, and practice activities. Holcomb (TechTrends, 2009) notes that the most effective 1:1 initiatives are those in which students have their own devices with “continuous, direct interaction with the laptops.”

- **BYOD (Bring Your Own Device)**
  Students can choose their own learning style and bring their personal technologies into the classroom.

- **eBooks**
  eBooks provide educators with a digital alternative to textbooks and book sets.
How to get started with mobile

Mobile devices have become an assumed part of the education equation. Tablets, smartphones and other mobile devices are transitioning from pilot programs to implementation phases in individual classrooms and even entire schools. Challenges remain at several levels – from cost to Internet bandwidth to best practices – but students are eager to use these devices, and schools know they must respond to the changing reality. Schools want to keep up with students and other schools, but more importantly, they see the potential for how mobile devices and learning solutions can enhance instruction. They see the potential for how mobile devices and learning solutions can enhance instruction.

These 5 tips will help you get a mobile program up and running.

1. Clearly define when, how, and why mobile devices are being implemented.

2. Invest in protective cases and tag each mobile device with student names to reduce the number of potential accidents and loss. Additionally, establish a replacement plan for when items get lost or damaged.

3. Establish a clearly defined Responsible/Acceptable Use Policy and make sure it is readily accessible to students and staff.

4. Provide adequate teacher preparation resources and professional development sessions before and after launch.

5. Practice using devices in group settings first to ensure students and teachers are familiar with the technology and can effectively use it.
Questions to ask yourself before implementing a digital strategy

Schools need to think about mobile devices from a number of viewpoints. Putting devices in students’ hands for entire school days and allowing them to bring the devices home, for example, opens up schools to a wide variety of potential risks. Here is just a sampling of the questions they need to ask:

**Implementation**
- What do we do with the devices once we have them?
- How should we change our curriculum or lesson planning?
- What software do we use?
- How do we incorporate them into our classrooms?
- Will this change which textbooks we’re using or how we’re using them?
- What types of classroom activities should we use?
- Will students be allowed to use their own devices?

**Infrastructure**
- Do we allow student Internet access?
- Do we have the bandwidth to support the technology?
- What kind of insurance plan will we have for the devices?
- What policies do we need to update and/or create?
- What restrictions will be put in place?

**Security**
- How do we manage classrooms in which every student has a device?
- Will the students be allowed to bring the devices home?
- What features will be disabled on the devices?
- What kind of monitoring or tracking solutions do we need?
- What type of maintenance plan do we purchase for the devices?
- Will students and parents sign an agreement?
10 FREE resources for educators

- **StudyBoost™** (studyboost.com)
  Students can study via SMS-based quizzes.

- **Edmodo** (Edmodo.com)
  Edmodo helps educators create a network with students, other educators, and parents. Teachers can connect with students, give polls, award badges, and track student progress.

- **Celly™** (cel.ly)
  Celly provides a vehicle for group messaging, polling, reminders, and joining networks.

- **Apple® in Education** (apple.com/education/apps/)
  Download free and priced learning apps directly from Apple's education library.

- **Dropbox™** (dropbox.com)
  Educators and students can easily upload and share large files.

- **Google in Education** (google.com/edu/)
  Find classroom tools, professional development resources, and student resources.

- **Remind101™** (remind101.com)
  Teachers can send text-message and email updates to students.

- **Poll Everywhere™** (polleverywhere.com)
  Teachers can poll students via cell phones.

- **Dictionary.com**
  Online dictionary

- **iEducation Apps Review** (iear.org)
  This site features reviews of education apps.
Redefining the 21st century classroom

About Edmentum

Edmentum is grounded in a tradition of solid research, sound pedagogy, and applied innovation. We provide rigorous and relevant online educational products and services that will challenge your learners with a 21st century approach, engaging them with interactive, media-rich content proven to be effective by third-party studies. Our proven product offerings are as diverse as your learners’ needs. Designed by educators, for educators, our comprehensive products provide the flexibility you need to easily fit into your district’s or school’s existing curriculum and programs.

Edmentum partners with you to deliver comprehensive service offerings and industry-leading expertise to ensure program success and drive student achievement. Our Edmentum consultants ensure a smooth implementation of your program, provide product training resources for you and your staff, deliver ongoing virtual workshops, and monitor your success. Our live customer support team offers superior technical support as well as high-value instructional support to help educators gain the full value of their Edmentum programs.
References


Mobile devices and the Common Core: Effectively choosing the right classroom technology to meet new learning standards. Center for Digital Education.

