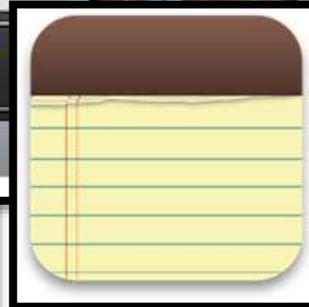




Primary Geography and Mobile Technologies in the Field

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TeachMeet - teachers sharing ideas with teachers

Wiki Pages & Files

VIEW EDIT

TeachMeetChester Upton Heath

last edited by Tony Pickford 1 day, 2 hours ago

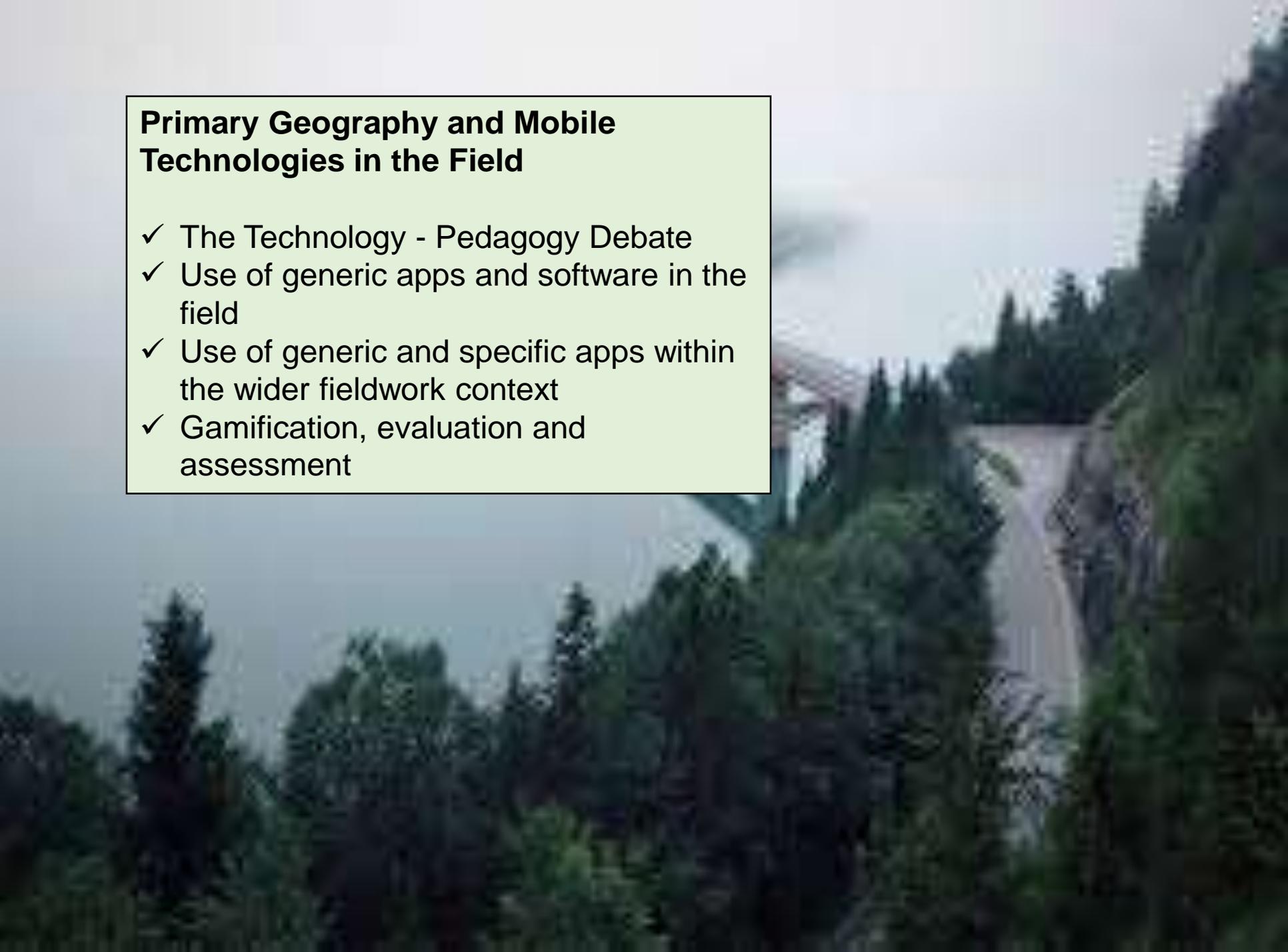
University of Chester

The next TeachMeet organised by the #teachmeetchester team will be on
Thursday 18th June 2015
4.45-6.15pm (Refreshments available from 4.30pm)

UPTON HEATH

Primary Geography and Mobile Technologies in the Field

- ✓ The Technology - Pedagogy Debate
- ✓ Use of generic apps and software in the field
- ✓ Use of generic and specific apps within the wider fieldwork context
- ✓ Gamification, evaluation and assessment



Disadvantages/ Challenges	Advantages/ Opportunities
Cost	<ul style="list-style-type: none"> ✓ Pupil experience - enhanced learning and assessment opportunities ✓ Preparation for world of work and globalised society ✓ Development of digital literacy skills
Variety of mobile devices available	<ul style="list-style-type: none"> ✓ Apple uses its own operating system called iOS designed specifically for mobile devices such as tablets and smartphones. ✓ Currently more Apple apps available than for android/ windows equivalent although many apps now available for both platforms
Teacher confidence and expertise	<ul style="list-style-type: none"> ✓ Continuing Professional Development opportunities
Pedagogical advancements not as fast paced as technological advancements	<ul style="list-style-type: none"> ✓ Opportunity to be innovative in the class and in the field ✓ Supports an enquiry based approach

Difficulty reading outside due to glare	✓ Portable and may be used in class and field
Difficulty with note taking without keyboard	✓ Collaborative/ group work can be facilitated via quick and easy to use methods/ software such as email, online clouds, padlets, polls, gamification etc. ✓ Collation of individual field data on one device/ app/ cloud
Easiest to view one window at a time on Apple iPads	✓ Quick and easy access to internet
Tablet fatigue	✓ Motivation
Difficulty monitoring use in class in terms of learning	✓ Some apps give teacher control (e.g. Nearpod) ✓ Pupil engagement ✓ Assessment for learning opportunities which are teacher controlled (e.g. Kahoot)

References

- Peluso, D. (2012). The fast paced i-Pad revolution: Can educators stay up to date and relevant about these ubiquitous devices? *British Journal of Educational Technology*, 43(4), E125-E127. Doi: 10.1111/j.1467-8535.2012.0
- Hogue, R. (2012). Considerations for a Professional Development Programme to Support iPads in Higher Education. *Ubiquitous Learning: An International Journal*, 5(1), 25-35
- Kesby, J., Lynch, K., France, D., Chalmers, L., Boxall, J., & Bednarz, B. (2008). E-learning for geography's teaching and learning spaces. *Journal of Geography in Higher Education*, 32(1), 135-149. doi:10.1080/03098260701731694



Use of generic apps and software in the field



Sensory Poem

I go to the Dee and what do I see?
Couples out walking, that's what I see.

I go to the Dee and what do I smell?
The ferry boat engines, that's what I smell.

I go to the Dee and what do I hear?
Birds tweeting and boats chugging, that's
what I hear.

I go to the Dee and what do I taste?
Cheshire farm ice cream, that's what I
taste.

I go to the Dee and what do I feel?
Cobbles under my feet, that's what I feel.

Use of generic and specific apps within the wider fieldwork context

<http://curriculumict.weebly.com/geography-apps.html>

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Apps and Tools for Primary Geography

This list of tools and apps was selected by the 2014-15 cohort of PGCE (Primary) associate teachers at the University of Chester. Comments are from the group and include some examples of classroom practice.



Google Earth

Google Earth allows you to look at maps all over the world and look at specific places using Street View which includes real images. Although children can access it on a laptop or iPad, I have used this with a Year 3/4 class on the interactive whiteboard whilst teaching about their local area. The children loved being able to find their house or their school. It is very easy to use and the children got the hang of it quickly. In terms of field work, children could research areas they are about to visit using the app.

Gamification, evaluation and assessment

The screenshot shows the Kahoot! website interface. At the top, there is a navigation bar with options like 'New K!', 'My Kahoots (1)', 'Public Kahoots (1910.7k)', 'FAQ', and 'Support'. The user 'WendyGarnerSUTF' is logged in. Below the navigation bar, there are filters for 'Created by me (1)', 'My Favourites (0)', and 'Shared with me (0)'. A search bar is present with the text 'Title, subject, tag or username' and dropdown menus for 'All audiences' and 'All Kahoots!'. A 'Search' button is also visible. The main content area displays a quiz card for 'Where am I?' by WendyGarnerSUTF, created 1 week ago. The quiz is a 'Quiz' with 5 questions and is marked as 'Private'. It has 5 plays, 0 favourites, and 0 shares. A 'More actions' dropdown menu is visible next to the quiz card. At the bottom, there is a footer with 'Showing quizzes in: All languages' and buttons for 'New kahoot', 'Prev', and 'Next'.

Kahoot.it

Kahoot! - Google Chrome

← → ↻ <https://kahoot.it/#/>

**Game Pin:
477388**



Kahoot!

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