iPad and Inquiry Based Learning

Lesson Plans for the

Australian 21st Century Classroom

Context of iPad Lesson Plans and Inquiry Based Learning

*Within a MyLearning **iPad Tablet Technology for Teaching and Learning** Professional Development Conference K-12 educators from around Australia have collaborated to develop lessons that incorporate mobile technology (iPads) and features of Inquiry Based Learning. The purpose and aim of these lessons is support educators with harnessing mobile technology in their classrooms by providing a range of lessons for the 21st Century Classroom. These lessons have been very kindly designed and developed by educators wanting to share and work towards our common goal of getting engagement, learning outcomes and mostly happy learners by utilising mobile technology in our teaching and learning for today's student. Enjoy!*

Justine Isard, MyLearning

What is Inquiry-Based Learning?

Inquiry-Based learning is student-centred and based on John Dewey's philosophy that education begins with the curiosity of the learner. "It is an approach to learning whereby students find and use a variety of sources of information and ideas to increase their understanding of a problem, topic, or issue....it espouses investigation, exploration, research, pursuit, and study."

Guided Inquiry Learning in the 21st Century, Kuhlthau, Maniotes, Caspari, Libraries Unlimited, 2007

Why Teach Inquiry?

Research shows that active learning is a powerful tool. The benefits for students is the development of abilities that are crucial for learners such as, critical thinking, team-work and informational literacy. It encourages learners to be self-directed which is a significant skill that students will need to acquire in order to be successful in the 21st century. Inquiry-Based Learning can improve students´ enthusiasm and motivation for learning.

From http://www.inquiry-based.com

Watch the YouTube Clip- Inquiry Based Learning

http://www.inquiry-based.com

iPad Pedagogical Activity Lesson Index

Includes- activity descriptor and the year level the activity is appropriate

Activity 1- Investigate and compare the characteristics and habitat of two animals of the same species found in (your state) and graph the similarities and differences (Years 3-4)

Activity 2- Students investigate the life of school yard waste. They take photos to create a comic strip of the life of litter (Years 3-6)

Activity 3- To explore the changes in the appearance of our local community and document these changes using VoiceThread (Years 3-8)

Activity 4- Task description- look at simple inventions, wheels, pulleys, levers etc. Try to create a wind powered vehicle in small groups. Test and evaluate on refinements. Use twitter feed (text and photos) to report twice a week on progress, success and failures- journaling the process of invention (Years 4-6)

Activity 5- Investigate features of our local community. Explore directional mathematics (Years K-2)

Activity 6- Use puppet pals to retell and role play one the presented scenarios to further develop their understanding of cyber bullying and provide strategies to assist students in the online environment (Years 3-6)

Activity 7- To gain a greater understanding of Indigenous Australian cultures (Years 4-7)

Activity 8- Changes in values over time (Years 4-12)

Activity 9- to investigate migration patterns to Australia (Years 5-7)

Activity 10- Investigate music the year that you were born (Years 5-12)

Activity 11- To create awareness of the household emissions produced and to promote student action (Years 5-12)

Activity 12- to investigate the environmental implications of use of chemical elements (Years 8-10)

Activity 13- To explain how the earth and moon operate as a simple system within a larger system. They describe the composition of layers within the earth. They explain the function and the layers of the earth's atmosphere (Years 4-6)

Activity 14- To investigate the what life was like in Ancient Egypt (Years 7-8)

Activity 15- comprehension of literature through small group digital social discussion (Years 4-8)

Activity 16- investigate an environmental issue that you are concerned about in your local community (Years 9-10)

Activity 17- Create a ShowMe about Decimals (Years 4-7)

Activity 18- To investigate Natural Disasters (Years 5-8)

Activity 19- Explore the inner workings of climate change (Years 7-9)

Activity 20- Explore 'What is a moon?' (Years 5-8)

Activity 21- Demonstrate an understanding of different seasons and why they occur (Years K-8)

Activity 22- Choose a particular group eg diabetic, gluten intolerance, peanut allergies to investigate a suitable cookie for this group (Years 5-10)

Activity 23- "Lord of the flies" by William Golding was published 1954 compare and contrast society and concerns then and now (Years 8-11)

Activity 24- To investigate the properties of two dimensional shapes. Learn to devise and implement a set of instructions to create various 2D shapes (Years 7-8)

Activity 25- Investigate what is a fairytale? (Years 3-5)

Activity 26- Exploring daily life on the goldfields (Years 5-6)

Activity 27- Exploring microbes and scientific equipment (Years 7-10)

Activity 28- Explore a variety of literacies, and create a narrative (Years 3-5)

Activity 29- Investigate the ethics surrounding of fertility and IVF (Years 10-12)

Activity 30- To develop an understanding of time and project management and applying this to project work (Years 10-12)

Activity 31- Demonstrate your understanding of texture in painting, sculpture and architecture (Years 5-12)

Activity 32- Explore a planet to research and record three facts to share with the class (Years 3-4)

Activity 33- Investigate the 7 wonders of the world, identify how they were selected and create a proposal based upon it, to include a landmark (or something like that) as the 8th wonder of the world (Years 4-8)

Activity 34- Investigate the Olympic Games and to invent a new game/event to be incorporated in future Olympics (Years 3-6)

Activity 35- Examine an aspect of visual arts - people and movement and stop motion animation (Years 5-8)

Activity 36- Analyse information from current news articles and use this information to create their own fact/opinion based story (Years 5-12)

Activity 37- Investigate compensationary skills or adaptations for competing in a specific sport (Years 5-6)

Activity 38- Analyse current news development and decipher facts from a number of sources to develop their own magazine article about the news item. This will allow them to gain understanding in authentic enquiry and how news stories are developed from a variety of sources not just one (Years 5-12)

Activity 39- Investigating Australian Animals (Years K-1)

Activity 40- Investigate the Fibonacci sequence and the Golden Section and the association between them (Years 7-8)

Activity 41- Students to acquire knowledge to individually access past papers via BOS website (Years 11-12)

Activity 42- Building resiliency (Years K-6)

Activity 43- Design and identify weakness in fitness areas and ways to improve (Years 9-12)

Activity 44- Effects of exercise on your Heart Rate and link to homeostasis (Years 8-10)

Activity 45- Students will be able to recall the role of muscles in the body and investigate the human musculoskeletal system (Years 10-12)

Activity 46- to consolidate learning of accounting concepts and rules in format students can engage with and are familiar with as opposed to traditional Mnemonic devices (Years 9-10)

Activity 47- Researching, collating and sharing information (visual and textual) about a key period/year/decade in Australia's history (Years 5-7)

Activity 48- Students will survey the school community about how environmentally green the school is. They will analyse their results and determine their course of action to produce posters that will advertise their initiatives and put these into place (Years K-7)

Activity 49- Investigate how communities change over time (Years 3-5)

Activity 50- Investigate whether trends repeat themselves over time? (Years 7-10)

Activity 51- Investigate stereotypes in children's stories (Years K-7)

Activity 52- Exploring asteroids (Years 5-9)

Activity 53- Identify different tools for measuring different units of formal measurement. Use these tools to measure specific distances, e.g. Length of a table, width of the playground, and distance from school to home (Years 4-6)

Activity 54- Investigating and understanding communication genres (Years 10-12)

Activity 55- To find evidence of heat/cold transfer around the school and explain how it is happening (Years 3-5)

Activity 56- Students understand and explain suitable activities and clothing choices for different weather conditions (Years K-2)

Activity 57- Create an awareness of Social injustice (locally/nationally/internationally) (Years 6-12)

Activity 58- Investigate the physical space and symbols of Churches (Years 6-10)

Activity 59- Create a stop motion retelling of a known traditional story using simple props (Years K-7)

Activity 60- To make an informed decision (All Year Levels)

Activity 61- Teach how to do an exercise (Years 5-8)

Activity 62- Investigate meeting a new person (All Year Levels)

Activity 63- To engage students in writing a poetry piece related to their Year level unit that can be transformed into a song using background music and synthesised voice (Years 4-8)

Activity 64- To familiarise students with basic apps on iPad and get to know each other (Years 4-7)

Activity 65- Explore the concept of patriotism in society (Years 5-9)

Activity 66- For students to be given a volume and then create a shape that fits the volume (Years 3-4)

Activity 67- Investigate interesting facts about Antarctica (Years 7-8)

Activity 68- For student to be able to identify and structure a logical argument (Years 7-8)

Activity 69- To know where places are in their world (Years 5-6)

Activity 70- Investigate man made environmental change in your local town over the past 75 years (Years 7-10)

Activity 71- To illustrate the impact of drugs on society (Years 9-12)

Activity 72- How to stay safe during a Thunderstorm (Years 5-7)

Activity 73- To understand the different needs humans need to survive and produce a concept map on what humans need to survive (Years 6-7)

Activity 74- Investigate what happens in a bushfire (Years 5-8)

Activity 75- To develop an understanding of riddles- This forms part of a learning program based on the novel The Hobbit (Years 6-8)

Activity 76- Investigate sea creatures and their environment (Years K-2)

Activity 77- Compare and contrast family values and norms in the past and now (Years 7-10)

Activity 78- Investigate the impact Federation has had within Australian history and culture (Years 6-8)

Activity 79- Authentic student-centred experience to define 'respect' in context (Years 4-8)

Activity 80- Understanding of the water cycle - key terms and impact on the environment (Years 7-10)

Activity 81- Explore the impact humans have on the environment (Years 4-6)

Activity 82- To find out about the Battle of Hastings and its importance (Years 7-8)

Activity 83- For all students to explore how digital literacy might be incorporated into the Visual Arts classroom (Years 7-10)

Activity 84- Investigate how technology has changed the learning experience in schools by interviewing your grandparents and parents (Years K-9)

Activity 85- To identify and promote ways to be safe online (Years 5-12)

Activity 86- Establish an understanding and empathy towards women (Years 7-8)

Activity 87- To have the children investigate 3D shapes and the possible outcomes/combinations you can make when given a certain number of blocks
Activity 88- Create their own scripts, based on the conventions of Theatre of the Absurd (Year 12)

Activity 89- Identification of Apparatus (Year 7)

Activity 90- finding reasons why the government of the time adapted the white Australia policy (Years 5-8)

Activity 91- Students to cook meals using specific ingredients (Years 5-9)

Activity 92- Use the app to create a collage that emphasises the image/symbol they have chosen as their focus on the Nazi Regime (Years 10-12)

Activity 93- to create a postcard representing Japan or any other country (Years K-9)

Activity 94- to identify environments and how animals adapt (Years K-2)

Activity 95- to create awareness and care for environments (Years 3-6)

Activity 96- Taking more responsibility for personal recycling habits (Years 3-6)

Activity 97- to get a sense of what it was like to live in 1983 (Years 5-8)

Activity 98- Multiculturalism: Investigating our ancestry (Years 3-8)

Activity 99- for students to understand the concept of Pythagoras theory (Years 9-11)

Activity 100- to explore 3D shapes, cubic volume and surface area (Years 3-6)

Activity 101- to determine how many exoplanets could sustain life (as we know it) (Year 10)

Activity 102- To investigate the animals and environment that exists in a rainforest (Years 5-9)

Activity 103- To investigate the attributes of Australian history and how it has contributed to today's culture (Years 4-6)

Activity 104- To apply the scientific process to explore and understand a chemical reaction (Years 3-6)

Activity 105- For students to investigate past Australian inventions, identifying why the items were produced and the impact of the product (Years 5-6)

Activity 106- To evaluate presentation apps and their usefulness for a variety of presentation tasks

Activity 107- For students to plan a three day visit at DisneyWorld, Florida USA (Years 5-6)

Activity 108- For students to develop an understanding of the negative effects of cyber bullying (Years 7-10)

Activity 109- To identify the different skills involved in a particular sport/activity and to produce a video demonstration on the correct application of the skills (Years 7-12)

Activity 110- To consider whether Ned Kelly is a villain, hero or victim? (Years 7-8)

Activity 111- Students will describe the key structures and features of a heart and explain its relationship to the circulatory system. They will be able to identify the flow of oxygenated and deoxygenated blood within the heart and the crucial role of valves (Year 10)

Activity 112- Using Lorax and Dog Earth story as inspiration and learning to create their own stories with an environmental message (Years K-3)

Activity 113- Students to explore Australia's involvement in WW1 (Years 9-10)

Activity 114- Demonstrate the ability to propose inquiry based questions by exploring how life has changed over time (Years K-2)

Activity 115- Investigate how an environment supports life (Years 3-6)

Activity 116- To motivate students to think about scientific discoveries (Years 8-10)

Activity 117- Students to understand how things have changed over time (Years 5-9)

Activity 118- To create a functional electrical circuit that can be created using electrical components (Years 5-9)

Activity 119- Demonstrate how to add 2 two digit numbers with carry (Years 3-7)

Activity 120- Explore how structures are built with specific materials according to a process (Years 4-8)

Activity 121- To inquire into the types of child slavery, effects of child slavery and what action can be taken by us (Years 8-12)

Activity 122- To consider how we as a community affect the environment and how we can modify our behaviours to be more environmentally friendly (Years 5-7)

Activity 123- Is to identify risks and promote safe behaviours (Years K-2)

Activity 124- Explore ethical understanding of endangered species (Years 3-7)

iPad Pedagogical Activity One:

Inquiry Based Learning App Activity

App: Field Guide to the Victorian Museum (find equivalent for your State)

Inquiry Based Learning Features: Authentic Investigations, Cross-disciplinary studies, Student as knowledge creator

Purpose: Investigate and compare the characteristics and habitat of two animals of the same species found in (your state) and graph the similarities and differences.

Target Audience: Years 3-4, Science, Humanities, Mathematics

Essential Questions:

What species (of your category) live in (your state)?

Why is (your state) a suitable location for them to survive successfully?

How successful would these species survival be in another state of Australia?

Student Opportunity to inquire further:

Choose an animal you have found in your state and find out how it lives

iPad Pedagogical Activity Two:

Inquiry Based Learning App Activity

Apps: ComicBook! ($) and Strip Designer

LESSON/ACTIVITY OUTLINE: Students investigate the life of school yard waste. They take photos to create a comic strip of the life of litter.
Watch Pacific Garbage Patch video

Inquiry Based Learning Features: Authentic Investigations, Multimodal Learning & Performance and Self-Assessment

Purpose: Investigating sustainability and issues and effects of waste

Target Audience: Grades 3-6, SOSE

Essential Questions:

Where does our rubbish go?

How does it get there?

Who/what does it effect?

Why does it matter?

Student Opportunity to inquire further:

What can we do about it?

iPad Pedagogical Activity Three:

Inquiry Based Learning App Activity

App: VoiceThread

Inquiry Based Learning Features: Authentic Investigation/ Interaction and Talk

Purpose: To explore the changes in the appearance of our local community and document these changes using VoiceThread.

Target Audience: Years 3-8, Social Studies

Essential Questions:

What changes have you seen in our school community over the last year?

Interview component
What changes have you seen in (your town) in the time you have lived here?
Why has (your town) changed?

(Using VoiceThread, interview a parent, grandparent or other adult, collect images that show changes and present these in combination with the interview.)

Student Opportunity to inquire further:

If you were to design your ideal town how might it look?

What would you have in your town for it to be productive and a nice place to live?

iPad Pedagogical Activity Four:

Inquiry Based Learning App Activity

App: Twitter

Inquiry Based Learning Features: Authentic Investigations& Performance and Self-Assessment

Purpose: Task description- look at simple inventions, wheels, pulleys, levers etc. Try to create a wind powered vehicle in small groups. Test and evaluate on refinements. Use twitter feed (text and photos) to report twice a week on progress, success and failures- journaling the process of invention.

Target Audience: Grades 4-6 (audience is parents joined on twitter feed EQ's)

Essential Questions:

What makes a good invention?
What makes a good inventor?
Are mistakes part of invention?

Student Opportunity to inquire further:

What might you like to invent?

iPad Pedagogical Activity Five:

Inquiry Based Learning App Activity

App: Google earth

Inquiry Based Learning Feature: Engaging in a discipline

Purpose: Investigate features of our local community. Explore directional mathematics.

Activity: Students will map out a possible walking tour using Google Earth. Take a screen shot import into Screenchomp and narrate possible walking tour.

Target Audience: Prep (Reception) to grade 2, Mathematics, Humanities

Essential Questions:

What are some landmarks in our local community?

5 whys? (activity) Why is it important to know about landmarks in our community?????

Looking at the landmarks that you have found, what makes them special?

Why are these landmarks located where they are?

How can you care for these landmarks?

Student Opportunity to inquire further:

What landmark did you find that you would like to investigate further? What interests you about it and what are you hoping to find out?

iPad Pedagogical Activity Six:

Inquiry Based Learning App Activity

Apps: Take a stand (cyberbullying/cybersafety), Puppet Pals, Socrative.

Inquiry Based Learning Features: Working collaboratively, Student voice and choice, Multiple resources, Real purpose and audience, Caring and taking action, Performance and self-assessment.

Purpose: Use puppet pals to retell and role play one the presented scenarios to further develop their understanding of cyber bullying and provide strategies to assist students in the online environment.

Target Audience: Year 3-6

Essential Questions:

1. After watching the scenario discuss how effective the strategy was that the characters used.
2. Once the students have watched and created their puppet pals video, regroup students and discuss what strategies they have used and what other possible strategies might be able to be applied in a similar situation.
3. They then to use Socrative to poll the students to find out their feelings about cyber bullying and then use this data to develop a student policy and code of conduct that is then displayed in the room. This might be developed over a short span of time using a social media platform such as Crowdvine, therefore allowing more than one group of students to have access to this data. If you really want to be app happy you can create a poster with the results using various apps like Strip design and then send it to parents via a QR code.

iPad Pedagogical Activity Seven:

Inquiry Based Learning App Activity

App: Dreamtime

Inquiry Based Learning Features: Student at knowledge creator, Student voice and choice

Purpose: To gain a greater understanding of Indigenous Australian cultures

Target Audience: Years 4-7

Essential Questions:

In which Indigenous Country did this story originate?

What does this story tell us about Indigenous Cultures?

How do the Symbols connect to the story?

In thinking about your own culture, how can you use symbols to represent a story of significance to you? (Suggested Apps- Doodle Buddy, iMovie, Cartoon Strip, Popplet Lite, ShowMe, VoiceThread, Photo Comic etc.)

Student Opportunity to inquire further:

Students will begin to answer questions and evaluate paintings and symbols relevant to their own culture.

iPad Pedagogical Activity Eight:

Inquiry Based Learning App Activity

Apps: Video Time Machine ($) and Total Recall

Inquiry Based Learning Features: Authentic Investigations, Real Purpose and Audience

Purpose: Changes in values over time

Activity: Using the video time machine app look at 9 ads - 3 from the year you were born, 3 from the year one of your parents were born and 3 from the year one of your grandparents were born.

Target Audience: Years 4-12

Essential Questions:

List the differences between the 3 eras

Use the Total Recall App - compare the changes in values over time eg. Health, stereotyping etc

Student Opportunity to inquire further:

Come up with 3 questions to ask your grandparents and parents about the values from their childhood.

iPad Pedagogical Activity Nine:

Inquiry Based Learning App Activity

Apps: Skype (interviews), Pages (collect info), Sock Puppets (show understanding of reasons for migration), Dragon Dictation (for recording interviews) and ShowMe (for brainstorming)

Inquiry Based Learning Features: Real Purpose and Audience and Collaborative Work

Purpose: to investigate migration patterns to Australia

Target Audience: Years 5-7, History

Essential Questions:

Why did people come to Australia?
Why did they choose Australia?

Student Opportunity to inquire further:

I am, you are, we are Australian. Who is an Aussie?

iPad Pedagogical Activity Ten:

Inquiry Based Learning App Activity

Apps: Video Time Machine and VoiceThread

Inquiry Based Learning Features: Authentic Investigations, Real Purpose and Audience, Multimodal Learning

Purpose: Investigate music the year that you were born

Target Audience: English, Humanities, Music, Years 5-12

Essential Questions:

What genre (styles) of music was around the year of your birth?

Looking and thinking about the music that was around the year you were born what does it tell you about the attitudes, interests and politics of society at that time (students can use VoiceThread to video and record their responses and any media that is relevant that they wish to present)

Student Opportunity to inquire further:

From viewing some of the music clips from your era what questions have you got and might like to investigate further? Please come up with at least two questions you would like to investigate and explore further.

iPad Pedagogical Activity Eleven:

Inquiry Based Learning App Activity

Apps: Carbon Footprint (fuel), Electricity and Edmodo

Inquiry Based Learning Feature: Caring and taking action

Purpose: To create awareness of the household emissions produced and to promote student action

Target Audience: SOSE, Science, Australian Studies – Years: 5 - 12

Essential Questions:

Identify areas that you can reduce your Carbon emissions.

Find ways that you can improve the emissions of your household. Find ways in which you can change the amount of emissions and track and display your results.

Share your work and findings on Edmodo.

iPad Pedagogical Activity Twelve:

Inquiry Based Learning App Activity

App: Elements Quiz

Inquiry Based Learning Features: Authentic Investigations, Collaborative Work, Student Responsibility, Interaction and Talk, Caring and Taking Action

Purpose: to investigate the environmental implications of use of chemical elements

Target Audience: General Science: Middle Secondary Years

Essential Questions:

1. What are the elements of the periodic table and how are they used?
2. How do you balance the benefits to the community with the environmental and human health costs to the community

Student Opportunity to inquire further:

Students select a unique element to investigate and they will present their learning to the group to maximise learning

Open app and brainstorm 5 questions about what they see.

Select one element and come up with 5 questions about the element

Structured overview (pairs share questions and group with another pair) determine a key question across elements and combine into a class list

Identify sources of information. The app takes students to Wikipedia. Where else can you verify/ simplify this info.

How will you present the info?

Eg questions: What does it look like
Who discovered it?
Where is it found?
What is it used for?
How is the element obtained?
What are the impacts of obtaining this element?
What are the benefits of using this element?

What are the health risks associated with this element?
What are the environmental costs of obtaining and using the element?

What apps can you find to support you to remember the periodic table?
What apps can you use to present your findings?
How might the class synthesise this information?
Compare and contrast your element with another student and their element.
What similarities and differences in the answers to the essential questions can you find?

iPad Pedagogical Activity Thirteen:

Inquiry Based Learning App Activity

Inquiry Based Learning Features: Authentic investigations and student voice

Apps: NASA HD/ planet earth 3d lite/instagrok/kids earth (website)

Purpose: To explain how the earth and moon operate as a simple system within a larger system. They describe the composition of layers within the earth. They explain the function and the layers of the earth's atmosphere.

Target audience: Years 4-6, Science

Essential questions:

What are the layers that make up the earth's atmosphere?
What are the layers that make up the earth?

What do people do that affects the earth/ atmosphere?
Should we modify this behaviour? How? Why?

iPad Pedagogical Activity Fourteen:

Inquiry Based Learning App Activity

Apps: Britannica Kids: Ancient Egypt (research), Phoster (job ad), VoiceThread (to compare and contrast - collaboration)

Inquiry Based Learning Features: Authentic investigations, multiple resources, collaboration

Purpose: To investigate the what life was like in Ancient Egypt

Target Audience: Year 7-8, Humanities

Essential Questions:
List 10 different jobs in the ancient Egyptian times.

Construct and design a job advertisement for one of these jobs describing the skills and responsibilities they would have needed.

Compare and contrast jobs in modern day Egypt to Ancient Egyptian times.

Student Opportunity to inquire further:

Taking into account everything you have learnt from ancient and modern day Egypt, predict what some Egyptian jobs will be in the future.

iPad Pedagogical Activity Fifteen:

Inquiry Based Learning App Activity

Literature circles

App: *edmodo*

Inquiry based learning features:
Interaction and talk
Student voice and choice
Student responsibility
Purpose and audience

Purpose: comprehension of literature through small group digital social discussion

Target audience: Years 4- 8, Literacy

Essential questions:

In app, teacher creates a quiz relating to characters, etc.
"what are the traits of the main character?
What is the setting?
What is the conflict in this chapter?"

Teacher sets assignment that students respond to on wall.

Make a prediction as to how the story may end.
What could happen next?
Why do you think that?

Students are encouraged to reply to each other's comments and to comment more than once.

Student Opportunity to inquire further:

Students choose any other app to share the discussion and outcome with an audience

iPad Pedagogical Activity Sixteen:

Inquiry Based Learning App Activity

Apps: ComicBook, Strip Designer, Sock Puppets, iMovie

Inquiry based learning features: caring and taking and student responsibility

Purpose: investigate an environmental issue that you are concerned about in your local community

Target Audience: Year 9-10 Science, English

Essential questions:

Explain your issue?
Examine who is affected and how

Student Opportunity to inquire further:

Have any other communities had a similar issue? How have they dealt with it?

iPad Pedagogical Activity Seventeen:

Inquiry Based Learning App Activity

Apps: ShowMe, Math Pentagon App

Inquiry based learning features: Authentic Investigation, Interaction and Talk

Purpose: create a ShowMe about Decimals

Target Audience: Year 4-7, Mathematics

Essential questions:

Step 1: Use the Show Me App to find out about How to add decimal numbers.
Step 2: Create a "Show Me" that adds 23.6 and 57.3= ?
Step 3: Create a "Show Me" of how to add two decimal numbers that add up to 56.24

iPad Pedagogical Activity Eighteen:

Inquiry Based Learning App Activity

Apps: Natural Disaster video app, Popplet, SimpleMind +

Inquiry based learning features: Student Voice and Choice, Questions and Concepts, Collaborative Work, Authentic Investigation, Interaction and Talk

Purpose: To investigate Natural Disasters

Target Audience: Years 5-8, Humanities, Science, Social Studies

Essential questions:

Show the students a variety of clips from the Natural Disaster video app

What Natural disasters are there?

Students work individually or within a group to brainstorm their ideas.
They can use Popplet or SimpleMind + to mind to map their thoughts.

Looking at the clips again, what are some of the effects of Natural Disasters?
What could be done to limit the effects of natural disasters?

Student Opportunity to inquire further:

Based on your investigations so far, pose two more questions that you would like to investigate further.

iPad Pedagogical Activity Nineteen:

Inquiry Based Learning App Activity

APPS: SimpleMind+, Safari (crowdvine.com), iMovie

Inquiry-based learning features: collaborative work, interaction and talk, multimodal learning

Purpose: Explore the inner workings of climate change.

Target audience: Year 7-9 students (Science, Humanities)

Essential questions:

List 5 facts you know about climate change in the SimpleMinds + app.

As a group of 4, use iMovie to create a short (5 mins max.) documentary collaborating and including all facts of climate change representing the groups' perspectives. This is then shown to the whole class.

Teacher: Find an article that represents both sides of the climate change debate. Change this into a word cloud (using wordle) and post it on crowdvine.

Using the words from the word cloud, students should reflect on their opinion and where they stand on the great climate change debate. Post it as a comment on the crowdvine site for the class.

Student Opportunity to inquire further:

As you are watching each groups video or reading other students' posts on crowdvine think of at least two questions about climate change that you would like to investigate further.

iPad Pedagogical Activity Twenty:

Inquiry Based Learning App Activity

Apps: iBrainstorm, SimpleMind +

Inquiry based learning features: Questions and concepts, collaborative work

Purpose: explore 'What is a moon?'

Target Audience: Middle school (upper primary)

Essential questions:

What do you know about the moon?

Why does the moon change shape?

Student Opportunity to inquire further:

Is there another moon that we do not see?

iPad Pedagogical Activity Twenty-One:

Inquiry Based Learning App Activity

Apps:
Start with:
'Painting with Time' to explore visually
'The Four Seasons' for K-2 children to explore
Create with:
'My Story - book maker'
'Creative Book Builder'

Inquiry based learning features: Authentic Investigations

Purpose: Demonstrate an understanding of different seasons and why they occur

Target Audience: K-8 HSIE/Science

Essential questions:

What are the seasons?
When are the seasons?
Why do the seasons occur?
How does the impact of climate change effect the seasons?

Student Opportunity to inquire further:

What is your favourite season? Explore and investigate how the environment changes during your favourite season?

iPad Pedagogical Activity Twenty-Two:

Inquiry Based Learning App Activity

Design Own Cookie

Apps: Food tracker, Honest label, Audience, eclicker presenter

Inquiry based learning features: Collaborative Work, Real Purpose and Audience

Purpose: Choose a particular group eg diabetic, gluten intolerance, peanut allergies to investigate a suitable cookie for this group

Target Audience: Years 5-10, Food Technology

Essential questions:

Research products already available (what) in the marketplace
What cookies are currently in the marketplace?

Take research and create their own cookie that will meet their target audience requirement
Analyse nutrition content
What cookie are you going to create?

Use Instagrok to research
Choose own app to present their findings

Student Opportunity to inquire further:

What is your family's favourite cookie? Looking at nutritional value- what are the health benefits and what are the nutritional disadvantages? Is there a better cookie in the marketplace for your family's health needs and tastes?

iPad Pedagogical Activity Twenty-Three:

Inquiry Based Learning App Activity

Apps: Video Time Machine, 60secondrecap and Popplet
Website- Instagrok

Inquiry based learning features: Caring and Taking Action. Authentic Investigations, Real Purpose and Audience

Purpose: "Lord of the flies" by William Golding was published 1954 compare and contrast society and concerns then and now

Target Audience: Years 8-11, English, History

Essential questions:

From viewing Video Time Machine and trailer synopsis on 60secondrecap Mindmap the areas of interest that occupied people in news, music and advertising in 1954

What problems did Golding see in his world that you can see still exist today?

Student Opportunity to inquire further:

What simple solution could you come up with that might help to overcome a problem you can see in the way people relate to one another in some aspect of school life?

iPad Pedagogical Activity Twenty-Four:

Inquiry Based Learning App Activity

App: Logo Plus

Inquiry based learning features: Strategic Thinking

Purpose: To investigate the properties of two dimensional shapes. Learn to devise and implement a set of instructions to create various 2D shapes

Target Audience: Years 7 -8 Mathematics (Geometry)

Essential questions:

Consider the geometrical features of a square and rectangle.
How would you use Logo Plus to draw a rectangle or square?

How would you alter the program to construct an equilateral triangle?

Student Opportunity to inquire further:

What types of domestic robots are currently available?
Sketch your lounge room and devise a program that would allow a vacuum robot to clean the floor.

iPad Pedagogical Activity Twenty-Five:

Inquiry Based Learning App Activity

Apps: iMovie, iquick movie camera, video editor, Grimms brothers fairytales for iPad

Inquiry based learning features: Real Purpose and Audience, Interaction and Talk, Active Learning

Purpose: Investigate what is a fairytale?

Target Audience: Mid Primary, English

Essential questions:

Identify five Grimm brothers' fairytales

Choose one fairytale then reconstruct and write an alternate ending

Student Opportunity to inquire further:

Create script, film and perform one of the scenes from your favourite fairytale

iPad Pedagogical Activity Twenty-Six:

Inquiry Based Learning App Activity

Investigating Life On the Goldfields

Apps: iMovie, Stripdesign, Comic book, Explain Everything, Popplet Lite

Inquiry based learning features: Collaborative work, Student choice, Authentic Investigations

Purpose: Exploring daily life on the goldfields

Target Audience: Years 5-6, Humanities

Essential questions:

What do you know about daily life on the goldfields?
List what you know about clothing, entertainment, food, shelter etc (Use Popplet Lite to record)

Life on the goldfields would be very different. Put yourself in the place of someone living in this time.
Using one of the apps mentioned to present a day in the life of this person

Student Opportunity to inquire further:

Investigate how would life on the goldfields be different if they had access to the technology of today?

iPad Pedagogical Activity Twenty-Seven:

Inquiry Based Learning App Activity

App: Edmodo

Inquiry based learning features: Questions and concepts, Authentic Investigations, Teacher as model and coach, Real purpose, Performance and self – assessment

Purpose: Exploring microbes and scientific equipment

Target Audience: Years 7-10, Science

Questions and concepts

Students learned about microbes, how to use scientific equipment safely

Authentic investigations

Students developed an investigation question - where in the laboratory do the most microbes grow?

Students planned and conducted their own experiment. Students hypothesised where they thought the most microbes would grow. Each student carried out their own investigation. Multimodal learning took place as students conducted investigations rather than just watching a teacher demonstration. The students learned through doing.

Teacher as model and coach

Teacher demonstrated procedure to prepare microbe plates. Teacher modelled safe behaviour. The principal of the primary school can take photos to share in the school newsletter.

Teacher answered questions as each student was asking questions about their particular plate. As well, students posted questions on Edmodo and other students in the class responded or added some information that they had learned.

Real purpose

Could be used to investigate microbes in the food industry. Students could do further investigation in mouldy lunches, etc. or they could relate this to the food industry.

Essential questions:

Where do microbes grow? What do microbes look like?

What is the effect of preservatives on food production and distribution?

Performance and self – assessment

Teacher can upload a self-marking quiz on Edmodo. Students can repeat this quiz or set of quizzes over time.

iPad Pedagogical Activity Twenty-Eight:

Inquiry Based Learning App Activity

Mr Morris Lessmore

Apps: The Fantastic Flying Books of Mr Morris, Instagram and iMovie

Inquiry based learning features: Student voice and choice, Real purpose and audience

Purpose: Explore a variety of literacies, and create a narrative

Target Audience: Years 3-5, English

Essential questions:

Why do the pictures change from colour to black and white?

Which colours do you think reflect various emotions? Use and iMovie to tell your own story and colour and hue to illustrate the emotional content.

Student Opportunity to inquire further:

Where do you think Morris went at the end of the story?

iPad Pedagogical Activity Twenty-Nine:

Inquiry Based Learning App Activity

Apps: Zite and Phoster

Inquiry based learning features: Student Voice and Choice, Authentic Investigations

Purpose: Investigate the ethics surrounding of fertility and IVF

Target Audience: Seniors Years 10-12, English, Science, Humanities

Essential questions:

Identify four pros and four cons of fertility treatments.

Discuss the ethical issues surrounding fertility treatments.

Construct a statement that demonstrates how science impacts on human life.

Student Opportunity to inquire further:

Use Phoster to communicate your statement.

iPad Pedagogical Activity Thirty:

Inquiry Based Learning App Activity

App: Gantt Lite

Inquiry based learning features: Authentic Investigations, Real purpose and audience

Purpose: To develop an understanding of time and project management and applying this to project work.

Target Audience: Senior Secondary (Stage 6), Business Studies

Essential questions:

Identify the features of a Gantt Chart?
Describe the purpose of a Gantt chart in project management.

Determine the tasks required to complete your project within the set time-frame.
Assess the schedule feasibility with reference to the expected goal of the project.

Student Opportunity to inquire further:

Students produce their Gantt chart for their project task.

iPad Pedagogical Activity Thirty-One:

Inquiry Based Learning App Activity

Apps: Educreations Interactive Whiteboard and/or ShowMe

Inquiry based learning feature: Student as knowledge creator.

Purpose: Demonstrate your understanding of texture in painting, sculpture and architecture.

By completing your own artwork demonstrate your understanding of how texture can be applied to enhance your work.

Target Audience: Years 5-12, Art and Design

Essential questions:

What is texture?
Why is it so appealing within artwork?
How can texture enhance artwork?

Student Opportunity to inquire further:

Using ShowMe

Look at the example titled texture to gain an understanding of how texture can be applied in art.

Create your own ShowMe as a group activity. Find suitable examples using subheadings as a guide to developing your understanding. Use your understanding of the frames and the conceptual framework to demonstrate you understanding of texture.

iPad Pedagogical Activity Thirty-Two:

Inquiry Based Learning App Activity

Apps: NASA App HD and Space Images

Inquiry based learning features: Student as a knowledge creator, Questions and Concepts

Purpose: Explore a planet to research and record three facts to share with the class

Target Audience: Years 3-4 (Stage 2), Science

Essential questions:

Using NASA App HD:

Investigate a planet or what can you tell me about the planet you have chosen?

Why was Pluto demoted to a dwarf planet? How does it differ from other planets?

Student Opportunity to inquire further:

Use Space Images app to explore your chosen planet further and find three new facts about your planet that you didn't already know- share these facts with the whole class and in more detail talk about the fact you find the most interesting.

iPad Pedagogical Activity Thirty-Three:

Inquiry Based Learning App Activity

Seven Wonders of the World

Apps: Geo Walk HD- 3D World Fact ($) and Seven Wonders
www.instragrok.com

Inquiry based learning features: Student as a knowledge creator, Questions and Concepts, Authentic Investigations and Student Voice and Choice

Purpose: Investigate the 7 wonders of the world, identify how they were selected and create a proposal based upon it, to include a landmark (or something like that) as the 8th wonder of the world.

Target Audience: Years 4-8, English, history, geography (humanities) HSIE

Essential questions:

What are the 7 wonders of the world?
Where are they?
Who chose them and how were they selected?

Student Opportunity to inquire further:

Create your own list of 7 'Australian' wonders of the world.

iPad Pedagogical Activity Thirty-Four:

Inquiry Based Learning App Activity

Apps: Qwiki, Persuasive Writing Tips ($), Explain Everything ($)

Using Apps: Explain Everything to show why your sport should be included in the games. Qwiki for research and Persuasive Writing Tips to support your writing in justifying your position

Inquiry based learning features: Multimodal, Collaboration, Group Work, Problem-Based

Purpose: to investigate the Olympic Games and to invent a new game/event to be incorporated in future Olympics

Target Audience: Years 3-6, (Stages 2/3) Social Studies, PE

Essential questions:

What are the Olympic Games?

Design/create a new sport to be included in future Olympics. Include- rules, uniform and equipment.

Student Opportunity to inquire further:

What tools would you use to convince the IOC to include this sport?

iPad Pedagogical Activity Thirty-Five:

Inquiry Based Learning App Activity

App: iMotion HD

Inquiry based learning features: Multimodal, Collaboration, Authentic Investigations

Purpose: Examine an aspect of visual arts - people and movement and stop motion animation

Target Audience: Years 5-8, (Stages 3/4) Visual Arts, Dance, Drama, Technology, IST, IPT and Multimedia.

Essential questions:

What is motion?
What are motion pictures?
What is time lapse?
What is stop motion?

Explore digital animation and movement of people and objects using iMotion HD and investigate the use of time lapse when creating animation

Student Opportunity to inquire further:

Compare and contrast digital and traditional based animation

iPad Pedagogical Activity Thirty-Six:

Inquiry Based Learning App Activity

App: Zite

Inquiry based learning features: Student Voice and Choice, Authentic Investigations

Purpose: To analyse information from current news articles and use this information to create their own fact/opinion based story.

Target Audience: Years 5-12 (Stages 3-6), English

Essential questions:

Find news reports and outline the reports. List factual articles about a particular subject from an allocated section of Zite.

Using this list create their own news reports that will be aimed at a particular audience.

After creating their reports, categorize these reports into factual and opinion based information, students need to assure that their different reports don't mix the two genres.

Student Opportunity to inquire further:

Choose one news report to investigate further by looking at other reports on the same subject and make decisions about which is more valid and has more credibility. Analyse how you reach these conclusions and determine how effective and fair your process is.

iPad Pedagogical Activity Thirty-Seven:

Inquiry Based Learning App Activity

Paralympics Lesson

Apps: Tools4Students ($), Wheels of Glory, Phoster ($)
www.instagrok.com

Inquiry based learning features: Questions and Concepts, Real Purpose, Authentic Investigations

Purpose: Investigate compensationary skills or adaptations for competing in a specific sport.

Target Audience: Years 5-6 (Stages 3), English, HSIE and PDHPE

Essential questions:

What sports can you participate in at the Paralympics?
Name changes that have been made to allow less abled bodied athletes to compete.

Compare and contrast the first Paralympics with the London Paralympics.

Student Opportunity to inquire further:

For a sport that is not currently available at the Paralympics what changes would need to be made for it to be included and promote its merit for Rio De Janeiro.

iPad Pedagogical Activity Thirty-Eight:

Inquiry Based Learning App Activity

Apps: Zite and Deezine

Inquiry based learning features: Student as Knowledge Creator, Student Voice and Choice, Real Purpose and Audience, Authentic Enquiry

Purpose: To analyse current news development and decipher facts from a number of sources to develop their own magazine article about the news item. This will allow them to gain understanding in authentic enquiry and how news stories are developed from a variety of sources not just one.

Target Audience: Years 5-12 (Stages 3-6), English

Essential questions:

Search news from the World, find a current news story and outline the details of the story.

Create a list of 'facts' and a list of 'opinions' from these details.

Using the information you have compiled, use the Deezine App to create a factual magazine news article about this story which is targeted specifically at a teen audience. The language and layout should reflect your target audience.

Student Opportunity to inquire further:

Contribute an article to your magazine on a topic or issue you have found interesting while collecting material for your magazine.

iPad Pedagogical Activity Thirty-Nine:

Inquiry Based Learning App Activity

Apps: ShowMe or Educreations, Tools4Students ($) (to compare and contrast)

Inquiry based learning features: Student as Knowledge Creator, Real Purpose and Audience, Authentic Investigations

Purpose: Investigating Australian Animals

Target Audience: Years K-1 (Early Stage 1- Stage 1) English, HSIE, Science

Essential questions:

Name and Describe your Animal? (Remember) - In pairs

Identify your animal's adaptations to survive its environment, including habitat and diet - in pairs

Compare and contrast your animal with another pair.
Record in Tools 4 Students. Take screen shot and drop in to ShowMe or Educreations

Students present in groups of 4.

Student Opportunity to inquire further:

From sharing in groups what is one thing about your chosen animal that you would like to investigate further? Where might you begin your search?

iPad Pedagogical Activity Forty:

Inquiry Based Learning App Activity

App: Explain Everything ($)

Inquiry based learning features: Student as Knowledge Creator, Student Voice and Choice, Questions and Concepts

Purpose: Investigate the Fibonacci sequence and the Golden Section and the association between them

Target Audience: Years 7-8 (Stage 4) Mathematics

Essential questions:

What? Who? When? Where do they exist?

From your investigation consider the further IMO,I cations of the Golden Section and where it may exist. Support your theory with evidence.

Student Opportunity to inquire further:

What did you find most interesting about the Golden Section or what was most memorable for you? Why?

iPad Pedagogical Activity Forty-One:

Inquiry Based Learning App Activity

App: Notability

Inquiry based learning features: Student as Knowledge Creator, Student Voice and Choice, Questions and Concepts, Authentic Investigations

Purpose: students to acquire knowledge to individually access past papers via BOS website and then store papers in iPad permanently using the Notability App.

Target Audience: Years 11-12, All Subjects

Essential questions:

Be able to access BOS website and access required past paper.

Access and use all notability features, example importing pictures, highlighting and using pen tool.

Using tools to solve or create work using the accessed past papers

Student Opportunity to inquire further:

From viewing BOS past papers what do you feel you need to investigate further and how might you achieve this?

iPad Pedagogical Activity Forty-Two:

Inquiry Based Learning App Activity

Apps: Popplet Lite and Picturebook

Inquiry based learning features: Caring and Taking Action

Purpose: building resiliency

Target Audience: Years K-6, Well being

Essential questions:

Present a scenario where one child picks on another in the playground.

How did you feel?

What strategies could you use to be resilient?

How would this make you feel?

In groups students use Popplet Lite to make a flow chart with three different strategies that show resilience in dealing with this situation.

Students use Picturebook to write a story with characters to demonstrate one of their strategies

iPad Pedagogical Activity Forty-Three:

Inquiry Based Learning App Activity

Apps: Fitness Buddy Free: 300+

Inquiry based learning features: Performance and Self-Assessment

Purpose: to design and identify weakness in fitness areas and ways to improve

Target Audience: Years 9-12, PE

Essential questions:

Create a routine for an identified area of weakness

Create a routine for an identified area of weakness and describe the muscle and their movements (concentric and eccentric)

How would you progress this for yourself and other populations (elderly, disabled etc)

iPad Pedagogical Activity Forty-Four:

Inquiry Based Learning App Activity

Apps: Cardiograph- Heart Rate Meter ($) and Inspiration Maps Lite

Inquiry based learning features: Strategic Thinking and Authentic Investigations

Purpose: effects of exercise on your Heart Rate and link to homeostasis

Target Audience: Years 8-10, PE

Essential questions:

What happens to your HR when you exercise?

What happens to your HR when you exercise and how does this link to other body systems?

Students then can create a mind map of 'effects of exercise' and link it to the Respiratory System and Circulatory System to see how they link together.

Students take their heart rate before and after exercise.

iPad Pedagogical Activity Forty-Five:

Inquiry Based Learning App Activity

Apps: iMuscle ($) and iBrainstorm

Inquiry based learning features: Strategic Thinking and Authentic Investigations

Purpose: Students will be able to recall the role of muscles in the body and investigate the human musculoskeletal system

Target Audience: Years 10-12, PE

Essential questions:

Identify four muscles of the lower limb
Students then access I muscle app and use to orientate and find the muscles

Define the origin and insertion points of the biceps femoris muscle
Explain the role of the sternocleidomastoid muscle in the role of neck and flexing extension

iPad Pedagogical Activity Forty-Six:

Inquiry Based Learning App Activity

Apps: GarageBand ($) or iMovie ($) or Keynote ($) or ShowMe/Educreations - to present
www.instagrok.com - to research

Inquiry based learning features: Student as knowledge creator and Interaction and talk

Purpose: to consolidate learning of accounting concepts and rules in a format students can engage with and are familiar with as opposed to traditional Mnemonic devices
OR
To introduce accounting terminology as a learning tank activity - each student is given a term/concept that they must research and deliver to the rest of the class in an engaging and creative format

Target Audience: Years 9-10, Business students

Essential questions:

What are the concepts that need to be delivered through the presentation?

What is the best genre that could be used to deliver this content?

What musical features can be used to help retain knowledge?

What makes a song catchy or memorable?

What visual cues could be used in a film clip?

And any other questions specific to their presentation format.

Student Opportunity to inquire further:

Generate their own questions.

iPad Pedagogical Activity Forty-Seven:

Inquiry Based Learning App Activity

App: Popplet Lite

Inquiry based learning features: Student as knowledge creator

Purpose: Researching, collating and sharing information (visual and textual) about a key period/year/decade in Australia's history

Target Audience: Years 5-7, History, Social Education

Instructions: Brainstorm possible topics/headings for research. Students must take simple notes (electronic) as they research, including recording URLS. Use the information to complete a mind map using Popplet Lite -text, note form, dot points, organized -images -links to references

Essential questions:

Pick the most significant --- evident in this period.

Discuss the differences between then and now
-fashions
-technology
-relationships
-gender roles

How/ why did you choose the information?

What can we learn from the experiences of people from this period in history?

Where have advances been made since this time?

Reflection on Learning…
What makes a good presentation?
What worked well?
What could have worked better?

Student Opportunity to inquire further:

What was one aspect that interested you and you would like to investigate further? How might you do that? What resources might you need?

iPad Pedagogical Activity Forty-Eight:

Inquiry Based Learning App Activity

Is our school environmentally green?

Apps: Tools 4 Students ($), SurveyBoy ($), EduBlogs, Deezine or Phoster ($)

Inquiry based learning features: Authentic Investigation, Student Voice and choice, Caring and taking action, Real purpose and audience and Collaborative work

Purpose: Students will survey the school community about how environmentally green the school is. They will analyse their results and determine their course of action to produce posters that will advertise their initiatives and put these into place.

Target Audience: Years K-7, Social Education

Essential questions:

What are we doing in our school already to be 'green'?

What are we doing well? What areas do we need to improve in?

From your analysis design a plan of action which can be implemented across the school.

Use Edublogs to gather feedback on your planned action.

Refine your plan according to feedback.

Design posters promoting the changes which will be implanted across the school to create a greener school. (Deezine or Phoster)

Monitor through SurveyBoy in a month's time whether your strategies have worked (ongoing refinement and monitoring)

Student Opportunity to inquire further:

How ‘green’ is your home? What strategies could you take from making your school ‘greener’ to making your home ‘greener’?

iPad Pedagogical Activity Forty-Nine:

Inquiry Based Learning App Activity

App: ComicStrip- CS ($) or ComicBook

Inquiry based learning features: Multimodal Learning and Collaborative

Purpose: Investigate how communities change over time.

Target Audience: Year 3-5, Social Education

Please note: Based on "My Place" by Nadia Wheatley

Essential questions:

What services are available in the local area: then and now?

Which services no longer exist and why?

Which services may not exist in the future and why?

Student Opportunity to inquire further:

Which service did you find interesting? Go and find out three things about your chosen service.

iPad Pedagogical Activity Fifty:

Inquiry Based Learning App Activity

What's old is new

App: Video Time Machine ($)

Inquiry based learning features: Multimodal Learning, Collaborative and Authentic Investigations

Purpose: Investigate whether trends repeat themselves over time?

Target Audience: Years 7-10, Social Education, History

Instructions: Students identify research questions, gather evidence relevant to the topic, analyse the information, draw conclusions, and reflect on original question.

Essential questions:

Find the years that you and your parents/carer were born.

Look at several videos and identify the differences in fashion, style and technology.

Spend more time looking at a range of material including news, movies etc. Can you identify some common elements that don't seem to have changed too much?

Revisit your research question. Does the evidence support the original question? Can you modify the question?

Student Opportunity to inquire further:

Extrapolate from the material you have examined. What may recur in the near future and why do you think that is possible?

iPad Pedagogical Activity Fifty-One:

Inquiry Based Learning App Activity

App: Tools 4 Students ($) (graphic organisers)
Story Maker HD (make a character)

Inquiry based learning features: Collaborative work and Teacher as model and coach.

Purpose: investigate stereotypes in children's stories

Target Audience: Years K-7, English, Literacy

Essential questions:

What are the features of one of the stereotypical characters in your story?

Compare and contrast similar characters from different stories. For example- Cinderella and the Paperback Princess

Select which stereotyped character you prefer, justifying your answer.

Student Opportunity to inquire further:

From examining stereotypical and non-stereotypical characters, create a character profile for a new main character.

iPad Pedagogical Activity Fifty-Two:

Inquiry Based Learning App Activity

Apps: Explain Everything ($), Tools 4 Students ($), iMovie ($), Action Movie FX and Camera

Inquiry based learning features: Collaborative work, Authentic Investigations and Cross-Disciplinary Studies

Purpose: Exploring asteroids

Target Audience: Years 5-9, Science

Essential questions:

What is an asteroid?

What are the implications for life in the area following the hit?

What life forms might survive? What and how?

Student Opportunity to inquire further:

Investigate asteroid activity and frequency in our solar system

iPad Pedagogical Activity Fifty-Three:

Inquiry Based Learning App Activity

Apps: Finger Measure and EasyMeasure

Non digital resources: ruler, trundle wheel and tape measure.

Inquiry based learning features: Questions and Concepts, Multiple Resources, Strategic Thinking

Purpose: to identify different tools for measuring different units of formal measurement. Use these tools to measure specific distances, e.g. Length of a table, width of the playground, and distance from school to home.

Target Audience: Years 4 - 6, Maths

Essential questions:

Discuss where different units of measurement are appropriate.

Identify the different tools that would be used to measure varied units of distance.

Justify your unit of measurement and the tool you used to measure the distance.

Student Opportunity to inquire further:

Compare and contrast the different measurement tools available and their strengths.

iPad Pedagogical Activity Fifty-Four:

Inquiry Based Learning App Activity

Apps: Inspiration Maps Lite, Phoster ($), ComicBook ($) and Sock Puppets.

Inquiry based learning features: Cross-disciplinary

Purpose: Investigating and understanding communication genres.
Set the scene: YouTube - History of Communication: What's next?

Target Audience: Years 10-12, English

Essential questions/Instructions:

Brainstorm modes of communication - everyday examples of communication positive and negative, verbal and non-verbal. Then share with group two examples each .

Each group chooses one positive example and one negative example of communication to create a 30-second role play on Sock Puppets. Alternatively, each group chooses an example of each and uses ComicBook to create a modelled example.

The group needs to watch/read over each example they've created to improve it until they are satisfied an audience would understand their point.

As a class group, all final examples need to be viewed, then one final example chosen to be attached to the school website.

Students use what they've seen from other groups to create a poster for use around the school about positive communication.

Student Opportunity to inquire further:

Look backwards: what if the world's atmosphere no longer allowed transmission of data waves - no radio, Internet, television. What are the implications for daily living and our society?

iPad Pedagogical Activity Fifty-Five:

Inquiry Based Learning App Activity

App: Pic Collage

Inquiry based learning features: Authentic Investigations

Purpose: To find evidence of heat/cold transfer around the school and explain how it is happening

Target Audience: Years 3-5, Science

Essential questions:

What are some objects that show hot/cold transfer?

Why has the heat or cool been transferred?

Which materials transfer hot/cold better? How do you know?

Student Opportunity to inquire further:

How and when do we use heat/cold transfer on a daily basis?

iPad Pedagogical Activity Fifty-Six:

Inquiry Based Learning App Activity

Apps: Pic Collage and Educreations

Inquiry based learning features: Questions & concepts, Authentic Investigation

Purpose: Students understand and explain suitable activities and clothing choices for different weather conditions.

Instructions:
Students locate images on web e.g. Google image etc and import into Educreations or Pic Collage. Images are organised in terms of weather type, suitable clothing and activities. If using Educations, student explanations can be recorded in the file/presentation.

Target Audience: Years K-2, Geography

Essential questions:

What different types of weather do we know about?
(T & S work together to find pictures to represent the types of weather listed.)

What is the best type of weather to go sailing in?

How does the weather affect our choices about clothing and activities?

Student Opportunity to inquire further:

When you stand in the rain, wind or sunshine-what happens? What do you see? What do you feel?

iPad Pedagogical Activity Fifty-Seven:

Inquiry Based Learning App Activity

App: Zite (select 'Social Justice')

Inquiry based learning features: Caring and taking action and Cross disciplinary studies

Purpose: Create an awareness of Social injustice (locally/nationally/internationally)

Target Audience: Years 6-12, Humanities and English

Essential questions:

Can you identify an example of social injustice in your local area?
Research information relating to your topic of choice.

Why is understanding this social issue important?

What action needs to be taken to address this situation?

What action can you take to help improve or change the current situation?

Student Opportunity to inquire further:

Research how others address similar situations.

Action:
Write a letter to government with relevant recommendations.

iPad Pedagogical Activity Fifty-Eight:

Inquiry Based Learning App Activity

Apps: Epic Citadel and SimpleMind +

Inquiry based learning features: Authentic investigations, Multiple resources, Multimodal learning and Caring and taking action

Purpose: Investigate the physical space and symbols of Churches

Target Audience: Years 6-10, Religious Education

Essential questions:

What is church?

What is missing on the outside of the Church?

What is missing on the inside of the Church?

Why do we have signs and symbols? What is the purpose of them?

Why invest in the elaborate nature of the building and symbols when there is so much poverty?

Student Opportunity to inquire further:

As you're walking around your neighbourhood keep a note of the churches you see- how are they different?

iPad Pedagogical Activity Fifty-Nine:

Inquiry Based Learning App Activity

App: Stop Motion

Inquiry based learning features: Collaborative Work, Multimodal Learning, Real Purpose and Audience, Interaction and Talk

Purpose: to create a stop motion retelling of a known traditional story using simple props

Target Audience: Years K-7, English

Essential questions:

What happened in your story? What were the sequence main events?

How are you going to portray the events and the settings to film the story?

How can you enhance the film with music and vocal changes?

Student Opportunity to inquire further:

When watching films what effects have you noticed? What do these effects communicate (tell us) to the viewer (person watching the film)?

iPad Pedagogical Activity Sixty:

Inquiry Based Learning App Activity

Apps: Video Time Machine ($), Tools 4 Students ($), ComicBook ($) or Sock Puppets

Inquiry based learning features: Collaborative Work

Purpose: to make an informed decision

Target Audience: Years K-12, All subjects

Essential questions:

What are the elements of influence used by media ads (stimulus Bear Grylls clip on Video Time Machine – Year 2011, Select Ads)

Suggest how this ad needs to be modified in order to appeal to grade one aged children.

Create a storyboard using ComicBook or Sock Puppets

Why is the ad appealing to you? Justify your answer. Use Tools 4 Students app - drawing conclusions template.

How has the power of media influence changed over time?

iPad Pedagogical Activity Sixty-One:

Inquiry Based Learning App Activity

App: Snapguide

Inquiry based learning features: Collaborative Work, Multimodal Learning and Real Purpose and Audience

Purpose: teach how to do an exercise

Target Audience: Years 5-8, PE

Essential questions:

What exercise would you recommend as a warm-up drill for athletics?

How could you monitor people to make sure they were doing this exercise properly?

How could improvement be measurable?

How would you teach this to someone with little athletic experience?

Student Opportunity to inquire further:

How could you modify this exercise to make it more challenging?

How could you modify this exercise for someone with special needs?

How could this exercise fit into an exercise program?

What modifications could you make for an older participant and why?

iPad Pedagogical Activity Sixty-Two:

Inquiry Based Learning App Activity

Apps: Sock Puppets or PuppetPals HD (early years), Snapguide (later years) & Morfo (all years)

Inquiry based learning features: Strategic Thinking, Real Purpose and Audience, Interaction and Talk, Multimodal Learning

Purpose: investigate meeting a new person

Target Audience: Special Ed (any year level)

Essential questions:

Where would you go to meet new people?

Who could you go to for play/problems/work/advocacy?

What do I do if someone rejects me?

Student Opportunity to inquire further:

In the playground or during break time try and make a new friend with some of the skills you have learnt and later talk about how it went in class.

iPad Pedagogical Activity Sixty-Three:

Inquiry Based Learning App Activity

App: GarageBand ($)

Inquiry based learning features: Cross Disciplinary Studies and Multimodal Learning

Purpose: To engage students in writing a poetry piece related to their Year level unit that can be transformed into a song using background music and synthesised voice.

Target Audience: Years 4-8, English and Music

Essential questions:

What rhythm can you hear when you read your poem aloud?

Which synthesised voice will you choose to complement your poetry piece?

What instruments will further complement your piece?

Student Opportunity to inquire further:

Next time you're listening to music with lyrics pick the words that rhyme in the song. For fun what words could you replace that also rhyme that change the mood and direction of the song.

iPad Pedagogical Activity Sixty-Four:

Inquiry Based Learning App Activity

Apps: Keynote ($), Camera and Pic Collage

Inquiry based learning features: Student Voice and Choice, Interaction and Talk and Real Purpose and Audience

Purpose: To familiarise students with basic apps on iPad and get to know each other

Target Audience: Years 4-7, ICT and English

Essential questions:

Camera
Take a series of photos about you, your friends, family and interests
What do these photos communicate about you?
Select Video Mode
Make a short video where you take someone on a tour of your locker, classroom, form room and playground
How does your world at school look through your video to you?

Pic Collage
Create three collages with: family, friends and interests

Keynote
Work your way through the tutorial
How does it compare to PowerPoint?
Now put it all together and create- 'All about Me' Keynote Presentation which includes Photos, Pic Collages and Video

Student Opportunity to inquire further:

From viewing each other's Keynote Presentations- what questions can be asked? Spend time viewing and taking questions that will lead to further exploration.

iPad Pedagogical Activity Sixty-Five:

Inquiry Based Learning App Activity

Apps: Creative Book Builder ($), Phoster ($) and Pic Collage

Inquiry based learning features: Collaborative Work, Authentic Investigations and Real Purpose and Audience

Purpose: Explore the concept of patriotism in society.

Target Audience: Years 5-9, English and Humanties

Essential questions:

What is patriotism?

How is patriotism fostered?

What is positive and negative about patriotism?

Student Opportunity to inquire further:

Ask your parents and friends if they're patriotic about their country of birth? Probe further by asking why they feel this way.

iPad Pedagogical Activity Sixty-Six:

Inquiry Based Learning App Activity

App: TapTapBlocks

Inquiry based learning features: Collaborative Work and Authentic Investigations

Purpose: for students to be given a volume and then create a shape that fits the volume

Target Audience: Years 3-4, Math

Essential questions:

What is volume in a mathematical sense?

How many different shapes can have a volume of that amount?

Student Opportunity to inquire further:

At home find items with different shapes and consider their volume.

iPad Pedagogical Activity Sixty-Seven:

Inquiry Based Learning App Activity

App: Popplet Lite
www.instagrok.com

Inquiry based learning features: Questions and Concepts and Discussion and Reflections

Purpose: Investigate interesting facts about Antarctica

Target Audience: Year 7-8, Geography

Essential questions:

Why is Antarctica called a desert?

What is the temperature range in Antarctica?

Investigate:
Find 10 interesting facts about Antarctica

What are the features that constitute a land form being labelled a desert?

What is the significance of rainfall in Antarctica and how does it impact the environment? Explain these at length.

Student Opportunity to inquire further:

From the 10 interesting facts about Antarctica- what is one fact you are interested in exploring further? Tell us what you found out.

iPad Pedagogical Activity Sixty-Eight:

Inquiry Based Learning App Activity

App: iThoughtsHD ($)
www.youtube.com

Inquiry based learning features: Student Voice and Choice, Interaction and Talk, Real Purpose and Audience and Discussion and Reflections

Purpose: for student to be able to identify and structure a logical argument

Target Audience: Year7-8, English

Essential questions:

What's an argument?

What are the differences between an argument and a debate?

How do you form a logical argument to have impact?

Student Opportunity to inquire further:

Watch politicians on YouTube or TV and observe their tone, pace, body language and words used. From your observations how were they convincing? What structure did they use to be logical?

iPad Pedagogical Activity Sixty-Nine:

Inquiry Based Learning App Activity

App: Pic Collage

Inquiry based learning features: Comparison and Reflection

Purpose: to know where places are in their world

Target Audience: Year 5-6, Geography

Essential questions:

Where do I feel accepted?

Where are some significant places?

iPad Pedagogical Activity Seventy:

Inquiry Based Learning App Activity

Apps: Skeptical Science, Google Earth, Live Street View Free, Pic Collage

Inquiry based learning features: Authentic Investigations, Collaborative Work

Purpose: investigate man made environmental change in your local town over the past 75 years

Target Audience: Years 7-10, SOSE

Essential questions:

Has your area changed?

How has your area changed?

Student Opportunity to inquire further:

Looking at what you have found, select one of the changes and investigate why the change was made and who made the change.

Consider what changes may occur to this area over the next 75 years.

iPad Pedagogical Activity Seventy-One:

Inquiry Based Learning App Activity

Apps: Tools 4 Students ($) or Timeline Eons Free, Inspiration Maps Lite and iMovie ($)

Inquiry based learning features: Authentic Investigations, Collaborative Work, Real Purpose and Audience

Purpose: To illustrate the impact of drugs on society.

Target Audience: Years 9-12, English, Humanities

Essential questions:

Which drugs have had the biggest impact on society over the last 20 years?

Use a mind mapping app (like Inspiration Maps Lite) to brainstorm a variety of drugs and how they have impacted on particular groups in society.

Evaluate or discuss strategies that are already in place to prevent these impacts. Provide some ideas on how you would reduce the impacts of drugs on society.

To be presented as some sort of interactive timeline using video or voice recording

Student Opportunity to inquire further:

Talk to family and close friends about whether drugs have impacted anyone you know negatively.

iPad Pedagogical Activity Seventy-Two:

Inquiry Based Learning App Activity

Apps: Flash Boom and Disaster Survival Plan ($)

Inquiry based learning features: Authentic investigations, real purpose and audience.

Purpose: How to stay safe during a Thunderstorm

Target Audience: Years 5-7, Science, Geography

Essential questions:

What does a thunderstorm look, sound and feel like?

What is a safety plan?

What is your safety plan?

Student Opportunity to inquire further:

Create three questions to your care givers about their experience in thunderstorms.

iPad Pedagogical Activity Seventy-Three:

Inquiry Based Learning App Activity

App: Inspiration Maps Lite

Inquiry based learning features: Authentic investigations, Interaction and talk

Purpose: To understand the different needs humans need to survive and produce a concept map on what humans need to survive.

Target Audience: Years 6-7, Science

Essential questions:

What are basic requirements for all organisms?

What are the basic survival needs of humans?

How do humans compare to all other living organisms?

What impact does location have on the basic survival needs of humans?

Student Opportunity to inquire further:

What is your ideal choice of survival and justify your reasons why.

iPad Pedagogical Activity Seventy-Four:

Inquiry Based Learning App Activity

Apps: Popplet Lite and Pic Collage
Web: Near maps (compare pre and post bushfire Kings Park 2009)

Activity outline: *investigate bushfires using images from near maps. Screen capture images, brainstorm causes and present findings.*

Inquiry based learning features: Authentic investigations, Real Purpose and Audience.

Purpose: Investigate what happens in a bushfire.

Target Audience: Years 5-8, Science, Humanities

Essential questions:

What happens in a bush fire?

Who and what is affected?

What are the causes of bush fires?

Are there any benefits from a bushfire?

Student Opportunity to inquire further:

How can we prevent bush fires?

Ten questions to ask a fire-fighter?

iPad Pedagogical Activity Seventy-Five:

Inquiry Based Learning App Activity

Apps:
Web- Instagrok - *children use this for initial research*

'Book Creator for iPad' ($) - *the teacher sets up the task on Book Creator (with some riddles that have audio hints and answers)*

'Edmodo' - *the teacher creates another class specifically for riddles, where the children post their riddles and comment as to whether they are enigmas or conundrums.*

'Socrative' Student Clicker and Teacher Clicker - *the teacher uses the riddles the children found (but didn't share on Edmodo) and use these to create a diagnostic task where the children identify each riddle as either an enigma or conundrum.*

Inquiry based learning features: Collaborative work and Questions & Concepts

Purpose: To develop an understanding of riddles. This forms part of a learning program based on the novel The Hobbit.

Target Audience: Years 6- 8, English

Essential questions:

Do you know any riddles? Share these on our class blog. You also need to find 5 examples that you will later share with the class.

Post two of the riddles that you found on Edmodo. Look at all the riddles posted and answer the following question: Is the riddle a conundrum or an enigma? Provide reasons for your answers.

What other stories use riddles? How are these similar or different to The Hobbit.

Student Opportunity to inquire further:

Create your own riddle using an app of your choice (Pic Collage, Voice Recorder, Book Creator etc)

iPad Pedagogical Activity Seventy-Six:

Inquiry Based Learning App Activity

Apps: Sock Puppets and Tools 4 Students ($)
Web: Instagrok

Activity outline: *Through Instagrok or National Geographic for Kids sea creatures in pairs using KWL in Tools 4 Students and report it back to the class using Sock Puppets and have and open Q&A time with the class at end.*

Inquiry based learning features: Interaction and Talk, Collaborative Work, Student Responsibility, Students Voice and Choice, Strategic Thinking

Purpose: Investigate sea creatures and their environment

Target Audience: Years K-2, Science, SOSE

Essential questions:

What does it look like?

What does it eat?

Where does it live?

What is the difference between two animals?

How could it be cared for as a pet?

Student Opportunity to inquire further:

After this you can do the next lesson in Tools 4 Students KWLW so they can see what they still want to learn about sea creatures.

iPad Pedagogical Activity Seventy-Seven:

Inquiry Based Learning App Activity

Apps: ComicBook ($), Snapguide and Keynote

Activity Outline: *Use YouTube or Vimeo to search for clips on traditional families such as a family from the 50s and 60s and modern families*

Inquiry based learning features: Authentic investigations and Multimodal

Purpose: Compare and contrast family values and norms in the past and now

Target Audience: Years 7-10, English, Humanities

Essential questions:

Within your presentation compare and contrast the following themes between now and 1950s & 60's: *Family interaction, Parents, Siblings, Family values, Respect, Discipline, Family time, Religion and Careers*

How has family life changed in the last 50 years?

What factors in society do you think have influenced the change in family interactions and values?

Student Opportunity to inquire further:

From speaking with elderly members of your family or elderly close friends how do they feel family life has changed in the last 50 years? What are some of the positive and negative aspects to these changes?

iPad Pedagogical Activity Seventy-Eight:

Inquiry Based Learning App Activity

Apps: Tools 4 Students ($), Comic Life ($), Pic Collage, Picture Book, Phoster ($)

Activity Outline: *Students are required to investigate Federation within Australia. Through this, they will need to explore the key stakeholders involved in the process, as well as the impact this particular event had on our country and the way we live.*

Inquiry based learning features: Authentic investigations, Collaborative work, Interaction and talk

Purpose: Investigate the impact Federation has had within Australian history and culture.

Target Audience: Years 6-8, History

Essential questions:

What involvement did Henry Parkes have in Federation?

Which colonies opposed Federation and why?

What was the nature of the relationship between Henry Parkes and Edmund Barton?

Explore the impact that Federation had on immigration in Australia?

Student Opportunity to inquire further:

Examine the impact of immigration on another country outside of the Commonwealth and the policies utilised specifically.

iPad Pedagogical Activity Seventy-Nine:

Inquiry Based Learning App Activity

Apps: YouTube and Morfo
Web: Xtranormal

Inquiry based learning features: Interaction and talk, Student voice and choice, Student responsibility, Real Purpose and audience, Multimodal

Purpose: Authentic student-centred experience to define 'respect' in context

Target Audience: Years 4-8, English, Civics

Essential questions:

View: Check out this video on YouTube:

http://www.youtube.com/watch?v=b1ug9VtE8Fw&feature=youtube_gdata_player

What feelings can you see displayed by the main character in this video?

Action: Students emulate feelings through 'Morfo'

What feelings do you feel when you are being showed respect?

What feelings do you feel when you are being disrespected?

Action: Using Xtranormal (web based animator) to portray the above scenarios. By creating two contrasting animations you will be able to highlight the element of 'respect'.

Student Opportunity to inquire further:

Students select a target audience, then an appropriate app to design a promotion campaign for the target audience.

iPad Pedagogical Activity Eighty:

Inquiry Based Learning App Activity

Apps: Educreations, Science360 for iPad, iMovie ($), inspiration Maps Lite, Explain Everything

Inquiry based learning features: Questions & Concepts, Cross-Disciplinary, Caring & Taking Action & Collaborative Work.

Purpose: Understanding of the water cycle - key terms and impact on the environment.

Target Audience: Years 7-10, Science and TLC

Essential questions:
List all the terms that you know about the water cycle.

In time of drought what can you do to conserve water?

What would happen if one of the steps of the water cycle was eliminated?

Student Opportunity to inquire further:

Design an experiment/model to investigate the water cycle.

iPad Pedagogical Activity Eighty-One:

Inquiry Based Learning App Activity

Apps: PicCollage, Visualize Free, Student Clicker- Socrative, PuppetPals HD, Zite

Inquiry based learning features: Caring and Taking Action, Authentic Investigations, Real Purpose & Audience.

Purpose: Explore the impact humans have on the environment.

Target Audience: Years 4-6, Science and Humanities

Essential questions:
What impact do humans have on the environment?
Where can you see evidence of human impact?
Are there different types of impacts? If so, what are they?

How can we make a difference to our environment?
Why is it important that we change our attitudes and actions?
Who influences our choices and behaviours?

Student Opportunity to inquire further:

After teacher directed inquiry, students develop their own inquiring questions in areas of interest.

iPad Pedagogical Activity Eighty-Two:

Inquiry Based Learning App Activity

Apps: ComicBook, The British Monarchy ($), BBC History Magazine Digital

Inquiry based learning features: Authentic Investigations, Questions & Concepts and Cross-Disciplinary

Purpose: To find out about the Battle of Hastings and its importance.

Target Audience: Years 7-8, History

Essential questions:
Where and when was the Battle of Hastings?

Who won the Battle of Hastings?

Why was the Battle important?

How was the battle of Hastings won and lost by each side?

What do you think would have happened if the result was reversed?

Student Opportunity to inquire further:

Find out more about the leaders in the Battle of Hastings?

What impact has the Battle of Hastings had on the modern world?

Research the weaponry and tactics of each side. What weaponry was used? Which do you think was the most deadly? Why?

iPad Pedagogical Activity Eighty-Three:

Inquiry Based Learning App Activity

App: iStopMotion for iPad ($)

Inquiry based learning features: Multimodal Learning and Cross-Disciplinary

Purpose: For all students to explore how digital literacy might be incorporated into the Visual Arts classroom.

Target Audience: Years 7-10, The Arts, ICT

Essential questions:
What text types might you use to make your story?

In thinking about your possible story, what might you do to make the story "come to life"?

Are there aspects of multimedia that give presentations a 'wow' factor?

Student Opportunity to inquire further:

Explore a digital animation and movement of objects using iStopMotion, investigating the use of Claymation.

iPad Pedagogical Activity Eighty-Four:

Inquiry Based Learning App Activity

Apps: Camera, iMovie ($), Video Time Machine (news section) ($), Sock puppets (available for lower year levels) and Timeline Eons Free

Inquiry based learning features: Cross disciplinary studies and Real purpose and audience

Purpose: Investigate how technology has changed the learning experience in schools by interviewing your grandparents and parents.

Target Audience: Years K-9, Social studies, History, Humanities and ICT

Essential questions:
What technology was available to the teacher and learner in your day?

Comparing the technology that was available to each generation how has the learning experience changed?

Predict how you see technology changing in the future and how might this change the classroom?

Student Opportunity to inquire further:

Select a year and find the technology that was available. Create a timeline of how technology has changed over time.

iPad Pedagogical Activity Eighty-Five:

Inquiry Based Learning App Activity

Apps: Phoster ($), Plinkerton ($), Dandelions (eBook), ComicBook ($)

Inquiry based learning features: Caring & Taking Action, Student Responsibility, Collaborative work, Knowledge creator and Multiple Resources

Purpose: To identify and promote ways to be safe online

Target Audience: Years 5-12, English, Digital Citizenship

Essential questions:
Use the resource Plinkerton to investigate online safety.

What are the ways people are unsafe online?

What are the risks and possible implications for yourself, a family, a school?

Now that we know unsafe online practises, how can we educate others?

How can we be ambassadors for cyber safety?

Student Opportunity to inquire further:

Design 2 ways to promote this in our school

iPad Pedagogical Activity Eighty-Six:

Inquiry Based Learning App Activity

Apps: inspiration Maps Lite, TED & Pic Collage

Inquiry based learning features: Caring & Taking Action

Purpose: Establish an understanding and empathy towards women

Target Audience: Years 7-8, English and Humanities

Essential questions:

What are some issues that women face in the world today?

Think of some of the ways education can improve conditions for women?

What can you do to help make a difference?

Why do you think these issues matter?

Student Opportunity to inquire further:

Think of an aspect of women in the world today and find out more

iPad Pedagogical Activity Eighty-Seven:

Inquiry Based Learning App Activity

App: TapTap Blocks

Inquiry based learning features: Strategic Thinking

Purpose: to have the children investigate 3D shapes and the possible outcomes/combinations you can make when given a certain number of blocks.

Target Audience: Years K-6, Mathematics

Essential questions:

When given x amount of blocks, what are the possible combination of blocks you can make? (Photograph your combinations as evidence)

Explore the relationships between the numbers of blocks and the number of outcomes.

What changes do you observe as you increase the number of blocks or change the shape?

Student Opportunity to inquire further:

Cities are built in towers- Investigate alternative combinations for building a city using x amount of blocks. Are there any issue/concerns you have discovered?

iPad Pedagogical Activity Eighty-Eight:

Inquiry Based Learning App Activity

Apps: Scriptly, iBooks (for PDF), iTunes (for song)

Inquiry based learning features: Collaborative work and Strategic thinking

Purpose: create their own scripts, based on the conventions of Theatre of the Absurd.

Target Audience: Year 12 Drama

Essential questions:

Identify the theatrical devices of the 'theatre of the Absurd'.

How can you adapt your song to a new Absurdist piece?

How do you write in the Absurdist style?

Student Opportunity to inquire further:

Choose one aspect of the Absurdist style and investigate it further.

iPad Pedagogical Activity Eighty-Nine:

Inquiry Based Learning App Activity

App: Snapguide

Inquiry based learning features: Teacher as model and coach

Purpose: Identification of Apparatus

Target Audience: Year 7 Science

Essential questions:

Using Snapguide label:

The item shown in the photo

Using Snapguide write instructions for:

What is the item used for?

What dangers are associated in the use of the apparatus?

iPad Pedagogical Activity Ninety:

Inquiry Based Learning App Activity

Apps: Inspiration Maps Lite or SimpleMind+

Inquiry based learning features: Collaborative work and Multiple responses

Purpose: finding reasons why the government of the time adapted the white Australia policy

Target Audience: Years 5-8, History, Humanities and Cultural Studies

Essential questions:

What is the white Australia policy?

Why did we have a '10 pound pom' policy?

What was the purpose of the dictation test given to immigrants in a different language?

Why do you think the government at the time made these policies and decisions?

Student Opportunity to inquire further:

What would you do if the government of today adapted similar policies?

iPad Pedagogical Activity Ninety-One:

Inquiry Based Learning App Activity

App: SnapGuide

Inquiry based learning features: Student Responsibility and Collaborative work

Purpose: Students to cook meals using specific ingredients

Instructions:

-They need to research prior to lesson a specific menu
- Photos are taken throughout for inclusion in an instructional cook book that can be made with the SnapGuide App

Target Audience: Year 5-9, Cooking, Home Economics, Food Technology

Essential questions:

How does this menu fit into the healthy eating guide?

What cultural influences do you think this menu has?

Student Opportunity to inquire further:

What are some alternative approaches to this menu if specific ingredients are not available or cannot be used?

iPad Pedagogical Activity Ninety-Two:

Inquiry Based Learning App Activity

App: Pic Collage

Inquiry based learning features: Multiple Responses and Knowledge Creator

Purpose: Use the app to create a collage that emphasises the image/symbol they have chosen as their focus on the Nazi Regime.

Target Audience: Years 10-12, English, History

Essential questions:

What symbols/stereotypes did the Nazi regime use in their propaganda?

How did the symbols/stereotypes position the viewer?

What prevailing beliefs were exaggerated or tapped into by the use of these images?

Student Opportunity to inquire further:

What other propaganda strategies/symbols/stereotypes have been used during WW2, and for what purpose?

iPad Pedagogical Activity Ninety-Three:

Inquiry Based Learning App Activity

App: Bill Atkinson PhotoCard and Sticky Notes

Inquiry based learning features: Collaborative work and Knowledge Creator

Purpose: to create a postcard representing Japan or any other country

Target Audience: Years K-9, Japanese or any Language Studies

Essential questions:

Plan what aspect of Japan or any country you want to capture on the postcard

In your fictitious time in Japan what will you say to whom you're sending the card to?

Once decisions are made- create the postcard

iPad Pedagogical Activity Ninety-Four:

Inquiry Based Learning App Activity

Apps: Popplet Lite and Explain Everything ($)

Inquiry based learning features: Authentic Investigations and Knowledge Creator

Purpose: to identify environments and how animals adapt

Target Audience: Years K-2, Humanities and Science

Essential questions:

Each child uses a picture in Popplet Lite to brainstorm what do you see or know about that environment.

Why would a particular animal live in that environment and not in another one?

What other animals could live in that environment and why?

Student Opportunity to inquire further:

Choose an animal to find out about and what feature it has that helps it live in that environment. Use Explain Everything app to show what you find.

iPad Pedagogical Activity Ninety-Five:

Inquiry Based Learning App Activity

App: Snapguide

Inquiry based learning features: Caring and Taking Action

Purpose: to create awareness and care for environments

Target Audience: Years 3-6, Humanities and Science

Essential questions:

Name areas of our school that need taking care of? What type of care is needed?

What steps are needed in order to enhance and improve your chosen area?

In order to achieve your goals in enhancing and improving your chosen area- what research needs to be undertaken?

Student Opportunity to inquire further:

From the research you have collected what aspect would you like to explore further and what would you hope to achieve?

iPad Pedagogical Activity Ninety-Six:

Inquiry Based Learning App Activity

App: Green Center Recycling

Inquiry based learning features: multimodal learning, interaction and talk, student responsibility, caring and taking action

Purpose: Taking more responsibility for personal recycling habits

Target Audience: Years 3-6, Science

Essential questions:

Which items from your lunch box can be recycled?

What happens to the items that cannot be recycled?

How does this impact on the environment?

Student Opportunity to inquire further:

What can you do to help support recycling in your life?

iPad Pedagogical Activity Ninety-Seven:

Inquiry Based Learning App Activity

Apps: Video Time Machine ($) and iBrainstorm

Inquiry based learning features: multimodal learning, interaction and talk and knowledge creator

Purpose: to get a sense of what it was like to live in 1983.

Target Audience: Years 5-8, Humanities

Essential questions:

From viewing- Music, Movies, News, Games, Sport and Ads from 1983 in Video Time Machine respond to: (use iBrainstorm to record their responses)

What did they wear?

What differences did you notice in how people were dressing in 1983? What do you think that can tell you about attitudes and interests at the time?

Look at the news in 1983. How did the news influence music at the time?

Student Opportunity to inquire further:

Personalise content by asking student to find someone who was an adult in 1983 and find out what they remember about that year.

iPad Pedagogical Activity Ninety-Eight:

Inquiry Based Learning App Activity

Apps: VideoScribe HD ($) & SimpleMind +

Inquiry based learning features: Student as knowledge Creator, Student Voice and Choice and Multiple Resources

Purpose: Multiculturalism: Investigating our ancestry

Target Audience: Years 3-8, Humanities

Essential questions:

From which countries are you and your ancestors from?

Using SimpleMind + create a mind map to represent how these countries differ from Australia.

What are the similarities and differences between these countries?

What was something interesting for you?

Student Opportunity to inquire further:

How does each of the chosen countries differ to Australian Culture, Environment, Lifestyle, Society, Education, Language, Music, Art, Cuisine, Religion, Politics or other of your choice (select three to investigate further)

iPad Pedagogical Activity Ninety-Nine:

Inquiry Based Learning App Activity

Apps: Baiboard & Educreations

Instructions:
Baiboard -as a discussion tool - Meta language/ literacy, consolidate learning at the end of a topic and Educreations - to annotate

Inquiry based learning features: Student as knowledge Creator, Multimodal Learning and Authentic Investigations

Purpose: for students to understand the concept of Pythagoras theory

Target Audience: Years 9-11, Maths

Essential questions:

Students consider relating Pythagoras to real life situations-where it would be used?

Identifying where Pythagoras would be used and take a picture.

Creating and solving a real life problem using the theorem.

Eg.
Students find the dimensions of a basketball court and work out values.
Check the squareness of a classroom

Student Opportunity to inquire further:

Let them undertake their own research of a chosen place and work out the values

iPad Pedagogical Activity One Hundred:

Inquiry Based Learning App Activity

Apps: TapTapBlocks & Sock Puppets

Inquiry based learning features: Student Voice and Choice, Strategic Thinking, Questions and Concepts

Purpose: to explore 3D shapes, cubic volume and surface area

Target Audience: Years 3-6, Maths

Essential questions:

Using TapTapBlocks how many different models can you create using only 4 blocks?
Tip- Don't count any identical shapes

Do all the models have the same cubic area and surface area? How are they different?

Use Sock Puppets to present you findings, explaining any problems

Student Opportunity to inquire further:

Also within Sock Puppets tell something interesting you found out in TapTapBlocks when you were moving the shapes blocks around.

iPad Pedagogical Activity One Hundred and One:

Inquiry Based Learning App Activity

App: Exoplanet

Inquiry based learning features: Authentic Investigations, Strategic Thinking, Questions and Concepts

Purpose: to determine how many exoplanets could sustain life (as we know it)

Target Audience: Year 10, Science

Essential questions:

What is an exoplanet?

What are the major properties of a planet necessary to sustain life?

How many of the expoplanets discovered so far could sustain life?

Student Opportunity to inquire further:

Astronomy is the oldest branch of science, dating back thousands of years over nearly all civilisations, yet the first exoplanets were only discovered in 1992. Why has it taken astronomers so long to discover exoplanets?

iPad Pedagogical Activity One Hundred and Two:

Inquiry Based Learning App Activity

App: Taronga Zoo- Rainforest Heroes

Inquiry based learning features: Collaborative Work, Authentic Investigations and Multimodal Learning

Purpose: To investigate the animals and environment that exists in a rainforest

Target Audience: Year 5-9, Humanities, Science and Mathematics

Essential questions:

What animals do you expect to see in the rainforest mission?

What environmental features do you expect to see in your mission?

What have you observed in the different levels of the rainforest eg canopy

What are the potential threats to rainforests?

Student Opportunity to inquire further:

Inquire further an area of interest that you had in the rainforest- what did you find?

iPad Pedagogical Activity One Hundred and Three:

Inquiry Based Learning App Activity

App: VideoScribe HD ($)

Inquiry based learning features: Collaborative Work and Authentic Investigations

Purpose: To investigate the attributes of Australian history and how it has contributed to today's culture.

Target Audience: Year 4-6, Humanities

Essential questions:

Using images and footage from 50 years ago in Australia- ask the children:

How was life different 50 years ago?

Explore the concept of “influences” in our everything life

What are major influences that affect our everyday life?

How has this changed the way we live?

Student Opportunity to inquire further:

Students select one influence and investigate the changes that have occurred over time and how they have affected themselves, the community and Australia. Describe both the positive and negative affects these changes have

Share your findings on VideoScribe HD.

iPad Pedagogical Activity One Hundred and Four:

Inquiry Based Learning App Activity

Apps: Explain Everything ($) and Camera

Inquiry based learning features: Collaborative Work, Interaction and Talk and Multimodal Learning

Purpose: To apply the scientific process to explore and understand a chemical reaction

Instructions:
Students use Explain Everything to record their predictions of what will happen when they mix bi-carb and vinegar.

Student complete experiment and record using the video on their iPad

Students add video to Explain Everything and use Explain Everything to explain why and what has happened?

Target Audience: Year 3-6, Science

Essential questions:

Before experiment:

What is a chemical reaction?
What is bi carb? What is vinegar?
What do you predict will happen when you mix bi-carb and vinegar?

After experiment:
Why did this reaction occur?
Where have you seen chemical reactions in your everyday life before?

Student Opportunity to inquire further:

From this experiment- what questions have you got?
Choose one question and investigate the answer.

iPad Pedagogical Activity One Hundred and Five:

Inquiry Based Learning App Activity
Great Aussie Inventions

App: Scan

Inquiry based learning features: Authentic Investigations and Multimodal Learning

Purpose: For students to investigate past Australian inventions, identifying why the items were produced and the impact of the product.

Instructions:

1. Students to create a list of Australian inventions.

2. Each student to research the essential questions on one great Australian invention.

3. Students then write a brief report based on their research.

   The students then copy and paste this report into http://www.qrstuff.com to create a QR Code about their chosen invention.

4. Students to draw a large A3 image of the product, without headings or explanations. Print and paste the qr code onto the poster. Other students can now learn more about each invention by scanning each poster QR Code.

Target Audience: Year 5-6, Design ICT, Humanities

Essential questions:

What are some great Australian inventions?

What need was identified by the inventor for a product like this in Australia or the world?

What has been the impact of this product within Australia and across the world?

Has this original design changed and been modified over time?

iPad Pedagogical Activity One Hundred and Six:

Inquiry Based Learning App Activity

App: ComicBook! ($) and eBook Creator ($) (or other presentation app)

Inquiry based learning features: Real Purpose and Audience, Student Voice and Choice

Purpose: to evaluate presentation apps and their usefulness to a variety of presentation tasks.

Target Audience: Year 4-12, Humanities, English, Design, ICT and Art

Essential questions:

Describe the features of this app?

Who is it suitable for?

What is it similar to?

What is it useful for?

Evaluate the usefulness of your app across several subjects and year levels

How would you improve the app?

How would you use this to present your findings?

Student Opportunity to inquire further:

Share your review on iTunes as part of the critical online community

Come up with a rubric to evaluate apps. What makes a good app? Cost, graphics, sound etc

iPad Pedagogical Activity One Hundred and Seven:

Inquiry Based Learning App Activity
Tourist Timetable

App: My Disney Experience – Walt Disney World

Inquiry based learning features: Real Purpose and Audience and Authentic Investigations

Purpose: For students to plan a three day visit at DisneyWorld, Florida, USA.

Target Audience: Years 5-6, Humanities, English and Maths

Essential questions:

What are some of the attractions at DisneyWorld Florida?

How many attractions, shows and characters can you see in three days at DisneyWorld Florida?

How many Australian dollars would you need for three days of rides, meals and accommodation at DisneyWorld?

Use the app to plan your three day visit to DisneyWorld.

Student Opportunity to inquire further:

Plan a holiday for the family to the USA including flights and accommodation.
Investigate visa requirements for visits to the USA.

iPad Pedagogical Activity One Hundred and Eight:

Inquiry Based Learning App Activity

App: Popplet Lite

Inquiry based learning features: Real Purpose and Audience and Authentic Investigations

Purpose: For students to develop an understanding of the negative effects of cyber bullying.

Target Audience: Years 7-10, across all subject areas

Essential questions:

Mindmap in Popplet Lite to these essential questions:

What is cyber bullying?

What experiences of cyber bullying have you heard of or experienced?

Show some real life examples of cyber bullying and get students to consider:

How do you think cyber bullying makes you feel?

How might cyber bullying make the victim feel powerless, like everyone knows, not sure who they can trust and alone?

If someone was being cyber bullied – what would you advice be? How could they seek help and from whom?

Student Opportunity to inquire further:

Go online and find resources and services that could support a victim of cyber bullying.

iPad Pedagogical Activity One Hundred and Nine:

Inquiry Based Learning App Activity

Apps: Ubersense Coach: Slow Motion Video Analysis, Coach's Eye ($) and iMovie ($)

Inquiry based learning features: Collaborative Work, Multimodal Learning, Performance and Self-Assessment

Purpose: To identify the different skills involved in a particular sport/activity and to produce a video demonstration on the correct application of the skills.

Instructions:
Students to work in small groups and chose a sport they are interested in.

- Research skills of their sport.
- Identify important components of each skill
- Film execution of skill
- Using Ubersense Coach: Slow Motion Video Analysis identify areas for improvement
- Do voiceover in iMovie of successful skill completion

Target Audience: Years 7-12, PE and Sports Science

Essential questions:

Identify and Name your chosen sport?

What components are most important in executing the skills of your chosen sport?

How could you improve the execution of this skill?

What drills could you implement in team training to practise skills?

iPad Pedagogical Activity One Hundred and Ten:

Inquiry Based Learning App Activity

App: Baiboard

Inquiry based learning features: Collaborative Work, Questions and Concepts, Interaction and talk

Purpose: To consider whether Ned Kelly is a villain, hero or victim?

Target Audience: Years 7-8, English, Civics and Humanities

Essential questions:

List 3 facts for these statements
Ned Kelly is a villain…
Ned Kelly is a hero….
Ned Kelly is a victim….

Student Opportunity to inquire further:

The conspiracy theory is that Ned Kelly wasn't killed, he escaped. What is your opinion? Give evidence to support your answer.

iPad Pedagogical Activity One Hundred and Eleven:

Inquiry Based Learning App Activity

Apps: iBrainstorm (planning), Virtual Heart (content, images), YouTube (video on heart bloodflow), Choose from- Explain Everything ($), ShowMe Interactive Whiteboard, Book Creator, ComicBook ($), Phoster ($)

Inquiry based learning features: Multimodal Learning, Engaging in a discipline and Real purpose and audience

Purpose: Students will describe the key structures and features of a heart and explain its relationship to the circulatory system. They will be able to identify the flow of oxygenated and deoxygenated blood within the heart and the crucial role of valves.

Target Audience: Year 10, Science

Essential questions:

From a diagram of the heart explain the main structures

Summarise the order of blood flow through the chambers

Use your understanding of the heart's structures to explain the effect of a faulty valve

Produce a poster/diagram of a healthy heart and list key points for maintaining heart health

Student Opportunity to inquire further:

Choose a part of the heart and investigate further in terms of main functions and what would happen if this part of the heart was damaged by an accident or poor lifestyle choices.

iPad Pedagogical Activity One Hundred and Twelve:

Inquiry Based Learning App Activity

Apps: The Lorax- Dr. Seuss ($), Earth Dog Story and Picturebook

Inquiry based learning features: Multimodal Learning, Real Purpose and Audience and Authentic Investigations

Purpose: Using Lorax and Dog Earth story as inspiration and learning to create their own stories with an environmental message.

Instruction:
- Read The Lorax- Dr. Seuss and Dog Earth Story
- Create your own environment story

Target Audience: Year K-3, English and Humanities

Essential questions:

Ask the children- What questions they have you got after reading- The Lorax- Dr. Seuss and Dog Earth Story

What did you notice about what was happening to our environment in the stories….

Student Opportunity to inquire further:

Create their own stories in Picture Book with positive environmental theme.

iPad Pedagogical Activity One Hundred and Thirteen:

Inquiry Based Learning App Activity

Apps: Stick Notes for iPad or another mindmapping app like Popplet Lite or iBrainstorm

Inquiry based learning features: Real Purpose and Audience, Interaction and Talk and Authentic Investigations

Purpose: Students to explore Australia's involvement in WW1

Target Audience: Year 9-10, History

Essential questions:

What countries were involved in WW1?

What were the two main reasons that WW1 occurred?

Why did Franz Ferdinand assassination trigger the war?

Why did Australia become involved in the war?

Student Opportunity to inquire further:

If Australia didn't go to war what do you think might have happened?

iPad Pedagogical Activity One Hundred and Fourteen:

Inquiry Based Learning App Activity

Apps: Book Creator and Camera

Inquiry based learning features: Questions and Concepts, Collaborative Work and Multimodal Resources

Purpose: Demonstrate the ability to propose inquiry based questions by exploring how life has changed over time.

Instruction:
Students bring an item from home that represents their parents childhood eg toy, heirloom, photo, clothing, household item.

Encourage children to pose questions to find out about the item.

Target Audience: Years K-2, History and English

Essential questions:

Using an old fashioned item as a provocation…

What is the item?

How is it used?

What questions have you got about the item?

What is something similar we would use today?

Student Opportunity to inquire further:

Use book creator to record inquiry questions posed by students, have student take photo of item then record audio having a conversation with a partner about the item and what we use nowadays.

Dedicate one page to each student and their discussion and observations about the item. Then collate together as a digital class book.

iPad Pedagogical Activity One Hundred and Fifteen:

Inquiry Based Learning App Activity

Apps: Minecraft – Pocket Edition Lite and Educreations Interactive Whiteboard

Inquiry based learning features: Questions and Concepts, Collaborative Work and Multimodal Resources

Purpose: Investigate how an environment supports life

Target Audience: Year 3-6, Humanities, Maths and Science

Essential questions:

What are the features of your chosen environment? Eg natural features...plant life, animal life, climate

Using Minecraft create an environment eg rainforest and explain how one animal is able to survive in that environment.

Create an animal that you think has the capability to survive in your environment

Instruction: Use Educreations to list how the animal you create would survive in your environment

Student Opportunity to inquire further:

Think about what could be a predator (another animal that could be dangerous) to your animal and ways within Minecraft you could construct the environment to protect your animal. Add these ideas and changes to your Minecraft design.

iPad Pedagogical Activity One Hundred and Sixteen:

Inquiry Based Learning App Activity

App: Evernote

Inquiry based learning features: Questions and Concepts and Collaborative Work

Purpose: To motivate students to think about scientific discoveries

Target Audience: Year 8-10, Science

Essential questions:

If atoms are so small, how do we know that they are real?

How do we know the structure of the atom?

What were the key experiments that allowed us to understand the structure of the atom?

Student Opportunity to inquire further:

Investigate an aspect of interest on this topic or explore how many sub atomic particles are known?

iPad Pedagogical Activity One Hundred and Seventeen:

Inquiry Based Learning App Activity

Apps: Popplet Lite and iMovie ($) or any other movie creating app
Instagrok (search engine)

Inquiry based learning features: Authentic Investigations, Multimodal Resources and Collaborative Work

Purpose: Students to understand how things have changed over time.

Target Audience: Year 5-9, History, ICT and Design

Essential questions:

What are toys?

What toys do you play with?

What toys have influenced certain generations?

How have toy manufacturers and designs changed over time?

How have moving parts in toys changed?

Student Opportunity to inquire further:

Predict what you think a toy may be like in 20 years?

Instruction:
Brainstorm in Popplet Lite and create in iMovie
The future of toy advertising trailer

iPad Pedagogical Activity One Hundred and Eighteen:

Inquiry Based Learning App Activity

Apps: Exploriments: Electricity- Simple Electrical Circuits in Series, Parallel and combination ($) and Educreations Interactive Whiteboard

Inquiry based learning features: Authentic Investigations and Strategic Thinking

Purpose: To create a functional electrical circuit that can be created using electrical components.

Target Audience: Year 5-9, Science

Essential questions:

What symbols represent different electrical components?

How can we make the light bulb brighter?

Student Opportunity to inquire further:

Make your own changes to the electrical circuit and record your results in Educreations

iPad Pedagogical Activity One Hundred and Nineteen:

Inquiry Based Learning App Activity

Apps: Educreations Interactive Whiteboard or ShowMe Interactive Whiteboard

Inquiry based learning features: Student as knowledge creator, Performance and self-assessment, engaging in a discipline, Interaction and talk

Purpose: Demonstrate how to add 2 two digit numbers with carry

Target Audience: Year 3-7, Maths

Essential questions:

What does adding two 2 digit numbers with carry involve?

Create a narrated demonstration of adding 2 two digit numbers with carry. (In one of the two interactive whiteboard apps)

Student Opportunity to inquire further:

Create another demo of another way of adding 2 two digit numbers with carry

iPad Pedagogical Activity One Hundred and Twenty:

Inquiry Based Learning App Activity

Apps: Explain Everything ($), Popplet Lite, Pic Collage, TapTapBlocks and Safari

Inquiry based learning features: Student as knowledge creator, Authentic Investigations, engaging in a discipline, and Interaction and talk

Purpose: Explore how structures are built with specific materials according to a process.

Target Audience: Years 4-8, Maths, Design and Humanities

Essential questions:

What is a structure?

What are some famous structures that you know?

What are the materials used to make these structures?

Why were they constructed, what is their purpose?

Why have they been designed and built that particular way?

Why have particular materials been used?

Student Opportunity to inquire further:

Investigate a famous structure that interests you and then use the design specifics to create your own structure.

iPad Pedagogical Activity One Hundred and Twenty-One:

Inquiry Based Learning App Activity

Apps: Popplet Lite (for brainstorming initial ideas) Choose a Presentation Apps : Prezi for iPad, Keynote ($), VideoScribe HD ($), ShowMe Interactive Whiteboard or Explain Everything ($)

Topic: Social justice - focus on child slavery

Inquiry based learning features: Student as knowledge creator, Caring and Taking Action and Interaction and talk

Purpose: To inquire into the types of child slavery, effects of child slavery and what action can be taken by us?

Target Audience: Years 8-12, Humanities and Civics

Essential questions:

What is child slavery?

What types of child slavery are there?

Why does child slavery exist?

What impact does child slavery have on the children concerned?

Who else is affected and why?

Student Opportunity to inquire further:

What else would I like to know?

How can I make a difference?

Instruction: Present your findings and ideas to share.

iPad Pedagogical Activity One Hundred and Twenty-Two:

Inquiry Based Learning App Activity

Apps: Popplet Lite, Keynote ($), Prezi for iPad, Snapguide and Deezine- choose from these apps to present your response.

Set up a quiz using Student Clicker- Socrative and Teacher Clicker- Socrative to quiz peers/community.

Topic: Are we environmentally friendly?

Inquiry based learning features: Authentic Investigations, Caring and Taking Action and Interaction and talk

Purpose: To consider how we as a community affect the environment and how we can modify our behaviours to be more environmentally friendly.

Target Audience: Years 5-7, Humanities Science and Civics

Essential questions:

What is recycling?

How to recycle?

Instruction: Produce your own procedure on how to recycle and define recycling.

What are some strategies for recycling?

How could the community be more aware of recycling?

What can we do to recycle more?

What incentives can we use to encourage recycling within the school?

Student Opportunity to inquire further:

Who else is affected and why?

iPad Pedagogical Activity One Hundred and Twenty-Three:

Inquiry Based Learning App Activity

Apps: Popplet Lite and Sock Puppets

Inquiry based learning features: Authentic Investigations, Collaborative Work and Interaction and talk

Purpose: Is to identify risks and promote safe behaviours

Target Audience: Years K-2, English, Health, Studies of Society and Environment, Child Protection Curriculum

Instruction:

As a class in Popplet Lite identify ways that are safe at home and at school using the essential questions.

Then in groups create a Sock Puppet play that demonstrates solutions

Essential questions:

How are you safe?

When are you not safe?

How can we be safe at home and at school?

Student Opportunity to inquire further:

Collaborate with peers to develop a class set of safe and protective behaviours

iPad Pedagogical Activity One Hundred and Twenty-Four:

Inquiry Based Learning App Activity

Apps: Britannica Kids: Endangered Species ($), Inspiration Maps Lite and Book Creator

Inquiry based learning features: Authentic Investigations, Collaborative Work, Caring and Taking Action and Interaction and talk

Purpose: Explore ethical understanding of endangered species

Target Audience: Years 3-7, Studies of Society and Environment and Science

Instruction:

Children will use the app Britannica Kids: Endangered Species to find and read about an endangered species.

Children will formulate their own higher order thinking questions after investigating and discussions from using Inspiration Maps Lite

Essential questions:

Why is the animal you chose endangered?

Children devise their own essential questions stemming from their responses to why their chosen animal is endangered.

Student Opportunity to inquire further:

Children will then put their findings into Book Creator