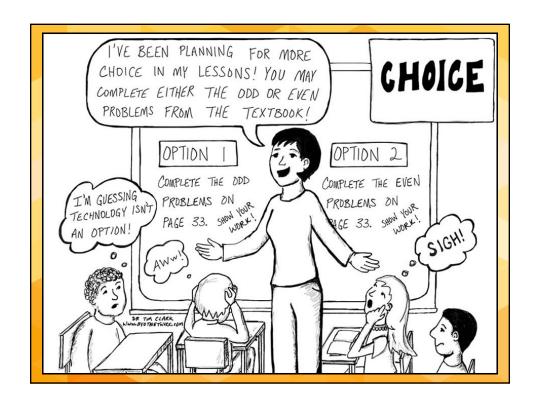


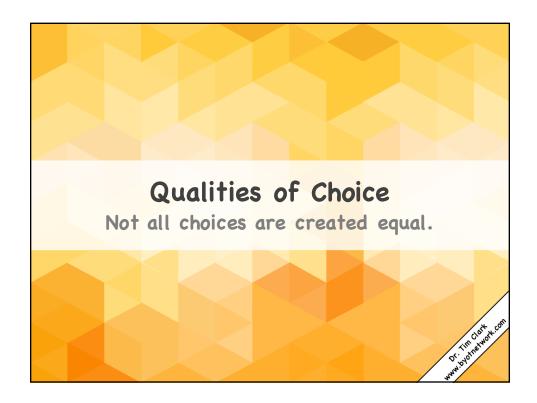
## Provide Adequate Time

Design Process Activities			
Brainstorm	Investigate	Collaborate	Create
Conference	Reflect	Modify	Share
Publish			

Dr. Tim Clark www.byotnetwork.com

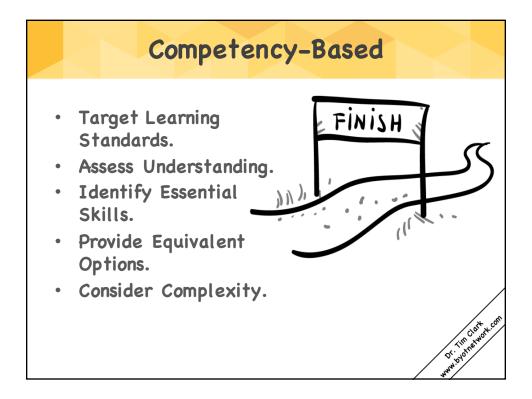






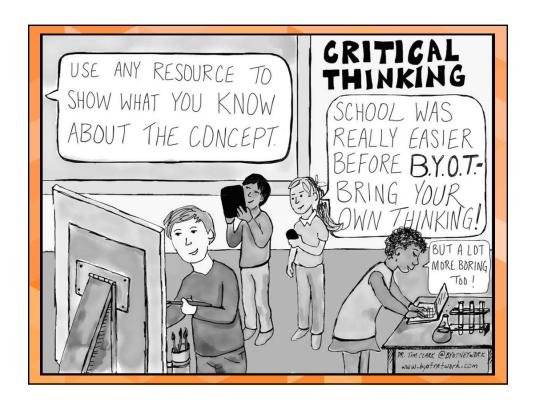








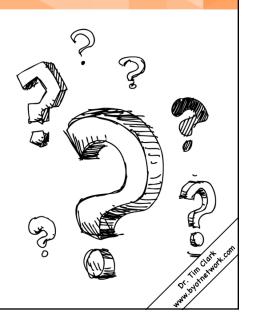




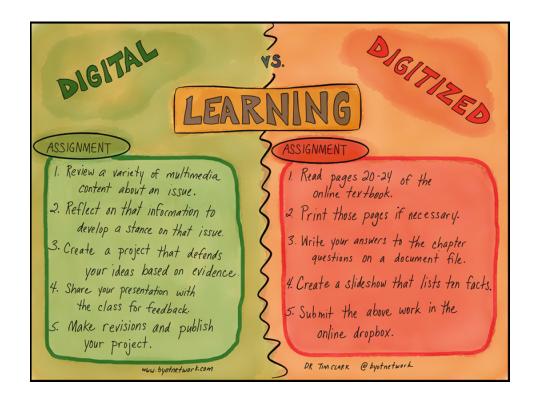


### Ask Open-Ended Questions

- Begin with Essential Questions.
- Use formative assessment to provide feedback.
- Personalize questions based on a student's needs.
- Have students pose their own questions.

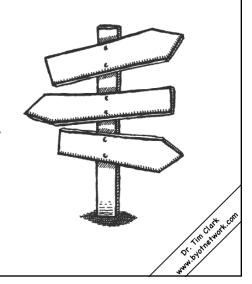






# Provide Multiple Ways to Show Understanding

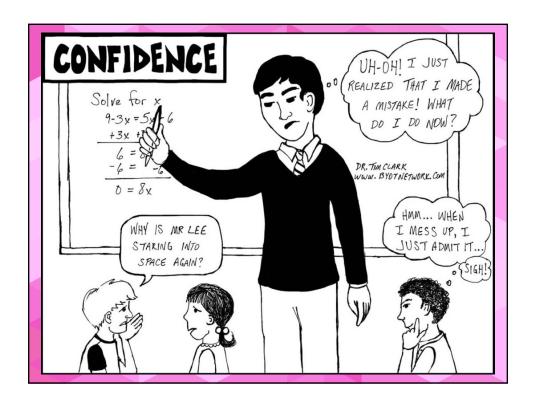
- Consider the process.
- Model ways to brainstorm.
- Design a personalized playlist of content.
- Collaborative develop a rubric for evaluating thinking.









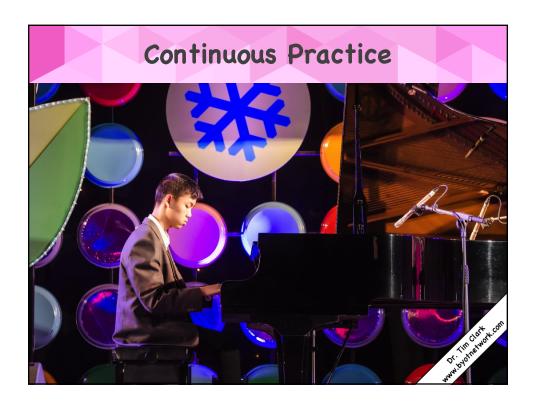


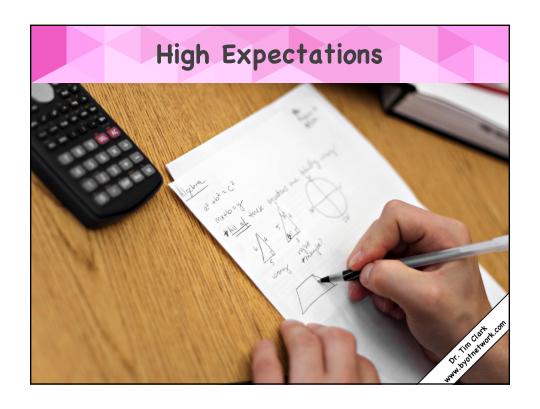


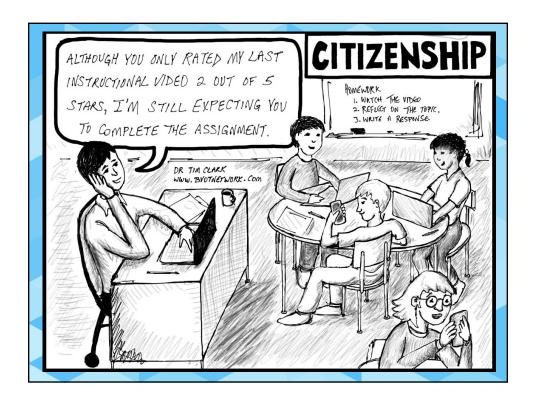




















**VIEW & CHAT** 

Or Till Clark of

### Internet Safety

### Did you know?....

According to the **Pew Research Internet Project**:

72% of all teens spend time with friends via social media

64% of all teens use email with friends

59% of all teens video chat with their friends

57% of teens have met a new friend online

78% of teen online gamers say when they play games online it makes them feel more connected to friends they already know 52% of online-gaming teens feel more connected to other gamers (whom they do not consider friends)

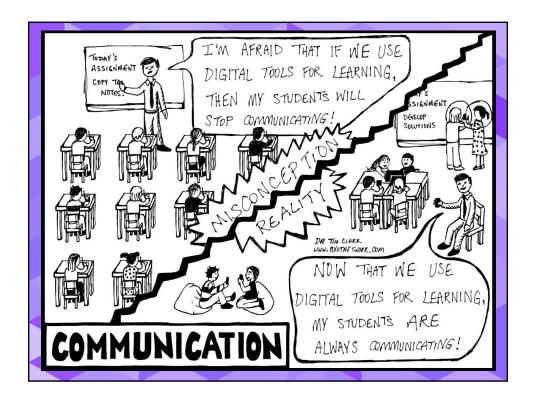
Dr. Tim Cldwo













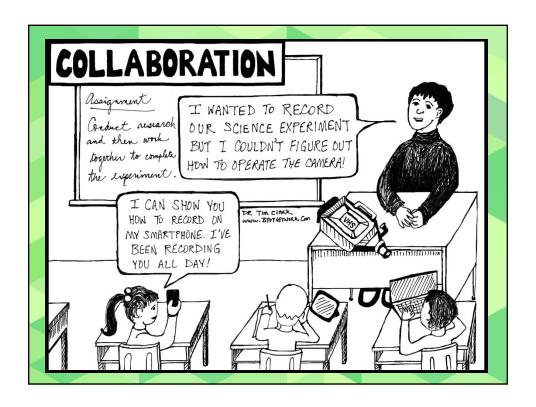






# Model presentation behaviors. Use a microphone if possible. Make whole group presentation short. Consider how much you are talking compared to the students.



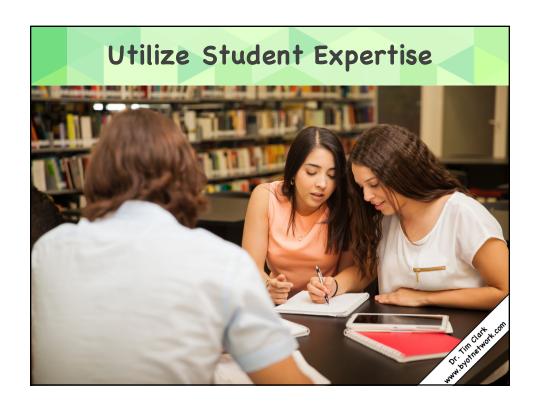


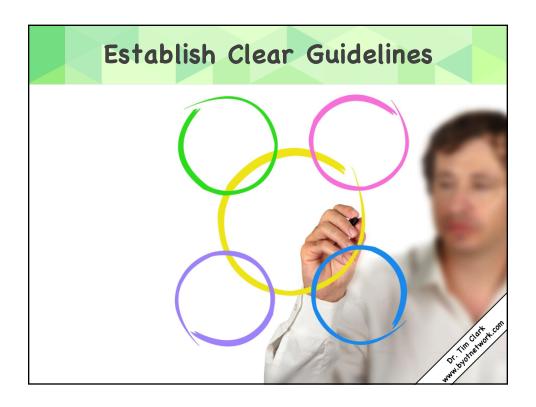
















Think about privacy before posting
Recognize others' work and ideas
Unleash learning with technology
Stand up to inappropriate use
Treat myself and others with respect







