

Engaging Students and Parents with Technology



Shelby Simmons, MAT Colleton County Schools October 23, 2013 SCATA Conference

Goals/Objectives:

- · Increase quality and quantity of:
 - Information distributed to parents
 - Session Content
 - Parent Attendance by 15%
- Provide activities and interventions to measurably improve student achievement
- · Build capacity in the parent community

Review of Initiatives

- Student Achievement
- Class Size Reduction Teacher Salaries = at least 85%
- Interventionists
- Student Supplies/Software (MAP)
- Teacher Quality –Professional Development
- Parent Involvement
 - Involving parents in school activities
 - Improving parenting skills
 - Supporting Student Achievement

Input from stakeholders

- Parent Survey results
 - 2009 surveys returned
 - #I Motivating children
 - #2 Teaching reading and math (common core, increasing rigor)
 - ∘ #3 Bullying

Input from Stakeholders

- Staff Survey identified needs 250 responses
- #I Teaching at-risk students and closing the achievement gaps
- #2 Increasing higher order thinking strategies (common core. Increasing rigor)
- #3 Increasing student engagement

Title I Parent Involvement Program





Do It Online!

- Remind 101 Text Message Notices
 - Please text: "@titleip" to 424-888-7851





Do It Online!

- Tweet deck Social Networking
 - http://youtube.com/ccsdtitle1
 - http://twitter.com/ccsdtitle1
 - http://facebook.com/ccsdtitle1

Text "Follow @ccsdtitle1" to 40404





PebbleGo – Content Area Literacy Support Online Access for UPLIFT Parents Uses UDL Principles PebbleGo Site Logins 1,500 Jan Feb Mar Apr May June Ally Aug Sept Oct Nov Dec





Do It Online!

- New hardware to support student achievement
- Study buddy Self-Paced Tutoring
- Replacing Laptops



Programmatic Interventions

- Combined Parent Sessions with school wide events like Literacy Nights, PTO, SIC
- Engage entire families and find new ways to find educational aspects of existing activities:
 - HayDay, Reading Rainbow, ABCMouse, Tetris, Candy Crush
 - CommonSenseMedia.org evaluates movies, games, and apps for appropriateness and educational value

Your Turn to Share!

- What programs work for you?
- What games etc. do you use at home?
- Are you familiar with the sites on the handout?

Programmatic Interventions

- District-wide support for family literacy program and Common Core integration
- Using discounted books from <u>FirstBook.org</u> and <u>TheReadingWarehouse.com</u> as Parent Incentives and Literacy Session materials
- Distributed over 7000 books as incentives
 less than \$1 each

Individual Interventions

- Take control of Professional Development
 - · http://home.Edweb.net
 - @edutopia
 - @techtia
- Develop Online Professional Persona
 - LinkedIN
 - Class website
 - www.Remind101.com
 - Edmodo
 - QR Codes www.gogr.me

Use Tech in the Classroom

- Research, Review, Assess:
 - www.Quizlet.com
 - http://varsitytutors.com/practice-tests
 - http://agoogleaday.com
 - · www.Text2MindMap.com
 - www.gutenberg.org
 - · http://rubistar.4teachers.org/

Use Tech in the Classroom

- Projects and Alternative Assessments:
 - · www.superteachertools.com/jeopardy
 - www.Kizoa.com
 - · www.techsmith.com/jing
 - http://screencast.com
 - o www.wordle.net
 - Bubbl.us
 - http://youtu.be/hFdDRf6q5rg

Use Tech with Parents

- Communication is a two-way street
 - Regularly share contact information
 - · Check email and voice mail
 - Use meaningful phone calls, postcards, stickers and certificates
 - Vistaprint.com
 - 4imprint.com
 - Surveymonkey.com
 - Mailchimp.com
 - · Remind I 0 I
 - Social Networking



- Increased Content
- Increased Attendance
- Increased Excitement
- Increased Opportunity

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