

MAY 2013

NEWSLETTER

NERDY PHYS-EDER



EFFECTIVE USE OF ICT
IN HEALTH & PHYSICAL EDUCATION

In recent years, the rapid growth of new technologies has aided educators in the quest for improved teaching and learning methods.

MICHAEL HA

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Monthly iApps

Week 1

Fast Camera

Another neat app with the ability to take up to 800 pictures per minute! Great for skill and technique analysis



Week 2 nearpod

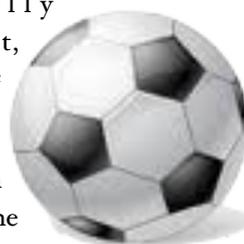
Nearpod

You ever wanted to 'beam' what's on your iPad to your student's mobile devices? This app does the job, plus you can include interactive multimedia such as quizzes & get instant feedback, or have student draw something and have all the images sent straight back to you!

WHAT DOES TECHNOLOGY-RICH PHYSICAL EDUCATION LOOK LIKE?

In Physical Education, ICT has become an integral part of the curriculum. It has the potential to contribute at various stages of learning. Technologies are used to develop a student's knowledge and understanding of the subject, and improve their skills and techniques in a particular sport. Students could also use technology to assist in the review and evaluation of their performance. The development of Web 2.0 technologies has allowed for an increasing use of blogs, wikis, and social media networks for collaboration in Physical Education classrooms. Other positive examples of technology integration include delivering a podcast on training principles or using the 'Coach's Eye' app on the iPad to visually assess a peer's throwing technique.

Teachers who effectively integrate technology ask the following questions during their planning: How will technology improve teacher efficiency? How will the integration of technology foster learning? How does the technology accomplish something that previously could not be accomplished? The learning outcomes are carefully and purposefully considered first, and then there is consideration on how the technology can contribute to the lesson.



Week 3



NoteShelf

So you've got yourself a stylus but don't know what app to use it with? I have tried numerous apps and NoteShelf seems to be one of the better ones if the ease of use or how responsive the pen can be are features you want. You can also type in notes and annotate them, a big advantage over Penultimate.

Week 4

Instant Heart Rate

Quick and accurate heart rate monitor that uses your phone's camera to calculate heart rate. No need to spend big money on a class set of heart rate monitors anymore!



Why should we use ICT in HPE?

A technology-rich HPE classroom can promote and enhance learning by:

- Accommodating the various paces of learning.
- Transcend time and space – learning can occur anytime, anywhere.
- Involvement with technologies distinct from conventional methods.
- Encouraging students to access and evaluate information from various reliable sources.
- Improves the amount of information students retain through visual, auditory, and kinesthetic learning channels.



The Australian Curriculum: Health and Physical Education

outlines students' ability to use ICT to access information and communicate, as well as analyse, measure, and enhance movement performances. Effective Physical Education programs have regular communication with students and parents; integrate student choice in the curriculum; and link the national standards to student learning. Technology can play a role in each of these characteristics. Teachers could use emails and social media networks for communication. They can also create blogs or wikis that contain information about the curriculum. Portable devices such as the iPad could be used to collect assessment data and therefore track student attainment of specific benchmarks related to the Australian Curriculum.



Coach's Eye app

It is suggested that teachers in effective ICT programs “select, master, and integrate” one technology at a time. Teachers should select a technology, plan for the acquisition of the technology, become comfortable with it, and then integrate it into their classroom. Students are more engaged and motivated when such ICT program is executed effectively.



“The AR.Drone 2.0 provides an opportunity to give students a birds-eye-view of their performance in studying game sense.”

Michael Ha
The Nerdy Phys-Eder

INNOVATION OF THE MONTH

AR.Drone 2.0

Controlled using mobile devices

Captures HD photos & videos

Automatically stabilises in mid-air

Fly up to 50m in height

I have recently purchased an AR.Drone 2.0 to try and capture footage to teach movement patterns and tactics in PE. You can follow my journey via my website - <http://www.nerdyphyseder.com/>



Feedback appreciated!!

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