




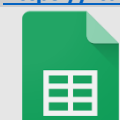


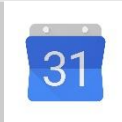
Application	Name	Curriculum Tool
Essential Apps		
Literacy Apps		
	Book Creator \$4.49	Book creator is a multimedia publishing application that enable students to create interactive books. Its scope for use goes across all curriculum areas enabling students to enhance reflection and sharing of ideas.
Examples of curriculum use:	<ul style="list-style-type: none"> • Creation of interactive buddy books • Publication of interactive narratives • Goal reflection journals 	
https://itunes.apple.com/au/app/literacyplanet/id524564041?mt=8		
	Comic life 3 \$7.99	Comic life allows students the opportunity to incorporate a wide range of visual stimulus within their writing. Not just a comic template app, Comic Life gives students greater understanding of character dialogue increasing awareness of character relationships and voice.
Examples of curriculum use:	<ul style="list-style-type: none"> • Creation of storyboards • Exploration of character dialogue through speech bubbles • Expressive posters 	
https://itunes.apple.com/au/app/comic-life-3/id891378056?mt=8		
Coding/Robotics		
	Sphero Edu Free	Sphero Edu is the core app used to code and control our Sphero robots. Coding has become an essential part of the curriculum. The Sphero robot series has created a hands on platform that engages student while providing critical and creative problem solving opportunities. Coding/Robotics is incorporated in both the core curriculum program and extra curriculum lunch club program.
Examples of curriculum use:	<ul style="list-style-type: none"> • Exploration of measurement concepts such as time, speed and distance through use of code • Exploration of shapes and angles through use of code • Creative thinking and problem solving through use of code. 	
https://itunes.apple.com/au/app/sphero-edu/id1017847674?mt=8		
Trailer- https://www.youtube.com/watch?v=f21VLjQwtoY		
	Swift Playground Free	Swift Playground provides further coding opportunities with a range of robotics programs including the Sphero series. Swift enables students to use a coding language that is used in real life programing.
Examples of curriculum use:		
https://itunes.apple.com/au/app/swift-playgrounds/id908519492?mt=8		
	Popplet \$4.49	Used as a mind-map, Popplet helps students think and learn visually. Students can capture facts, thoughts and images and learn to create relationships between them.
Examples of curriculum use:	<ul style="list-style-type: none"> • Mind mapping when planning and exploring larger projects and/or concepts • Record thinking process • Making connections between concepts, words and images 	
https://itunes.apple.com/au/app/popplet/id374151636?mt=8		
	Keynote Free	Keynote is one of Apple's flagship presentation app. Enabling students to combine a wide range of multi-media components to share and present information and thoughts. Often used by students to share information or reflect on ideas, keynote makes presentation easy.
Examples of curriculum use:	<ul style="list-style-type: none"> • Inquiry presentations • Student reflections and journals • Basic Website development 	
https://itunes.apple.com/au/app/keynote/id361285480?platform=ipad		

	iMovie Free	iMovie allows students to create their own content regardless of the them or topic. Often used during inquiry sessions, iMovie provides students with the best multi-media platform to create videos, short films and photo presentations.
Examples of curriculum use:	<ul style="list-style-type: none"> • Class projects • Writing (All genres)- Creating a screen play • Reflection videos • Writing (Persuasive) Use of trailer feature to create a high impact persuasive 	
https://itunes.apple.com/au/app/imovie/id377298193?mt=8		
	Stop Motion Studio Free	(Paid Pro version available) Stop motion is used to provide story telling opportunities for students through the art of stop motion. Whether it be clay, Lego, figurines or paper cut outs, stop motion enables students to bring the art of storytelling to life through a highly engaging and adaptable platform. This app is used during writing when students are required to create a production from their writing.
Examples of curriculum use:	<ul style="list-style-type: none"> • Writing - Grade 3/4 stop motion movie making unit • Writing- 3-6 Creating a narrative movie • Art- time lapse creation journal 	
https://itunes.apple.com/au/app/stop-motion-studio-pro/id640564761		
	Garage band Free	An integral app used in our music program, Garage band sees itself also incorporated into other areas of the curriculum when music composition is required. Garage band gives our students a range of music creation opportunities.
Examples of curriculum use:	<ul style="list-style-type: none"> • Music – Composure of music for lesson tasks and assessments • Music- experiment with a range of instrument sounds. • Supportive audio features for iMovie such as creation of sound effects 	
https://itunes.apple.com/au/app/garageband/id408709785?mt=8		
Google Apps <i>(Accounts for Google Apps for Education are licensed by The Department of Education to allow schools to have greater ICT resource access within a secure environment)</i>		
	Google Classroom	Google Classroom is the schools main platform to deliver curriculum content and tasks within a digital space. The platform enhances student’s ability to submit electronically while giving them an adaptable work space that increases workflow and teacher student feedback and dialogue
Examples of curriculum use:	<ul style="list-style-type: none"> • Delivery and receipt of assessment task • Delivery of lessons and learning intentions. • Topic discussions and student feedback • Teacher feedback 	
	Google Drive Free	Google Drive is the first platform that our students learn to save and share files. Google Drive is the core location that student work is stored creating a digital portfolio that can be shared with teachers and parents.
Examples of curriculum use:	<ul style="list-style-type: none"> • Filing of all student electronic work which is shared to teacher for monitoring and feedback 	
https://itunes.apple.com/au/app/google-drive-online-backup/id507874739?mt=8		
	Docs Free	Google Docs is the schools preferred word processing platform. Its ease of use across all digital devices, along with its sharing and collaboration capabilities give it a high functionality place within our literacy program, in particular writing.
Examples of curriculum use:	<ul style="list-style-type: none"> • Writing (all genres) - Word processing • Share collaboration documents • Poster creation 	
https://itunes.apple.com/au/app/google-docs-sync-edit-share/id842842640?mt=8		
	Sheets Free	Google sheets enables students to explore the organization of numbers and data, while creating and incorporating visual aids such as graphs

Examples of curriculum use:

- Mathematics (statistics) - Data entry
- Mathematics (graphing) – creating and exploring graphs

<https://itunes.apple.com/au/app/google-sheets/id842849113?mt=8>



Calendar
Free
Google calendar enables students to explore the features of digital organization. This app will also sync in with Google Classroom enabling students to set reminders of work requirements and events.

Examples of curriculum use:

- Mathematics (time)
- Personal planning

<https://itunes.apple.com/au/app/google-calendar/id909319292?platform=ipad>



Slides
Free
Google Slides is an outstanding presentation tool that sees its biggest feature being the ability to collaborate with peers and teachers. Being equipped with features that have become to be known with presentation apps, Google Slide is seem less within the Google Education environment in particular with Google Classroom.

Examples of curriculum use:

- Inquiry presentations
- Student reflections and journals

Group collaboration allowing students to work on templates as a pair or group simultaneously.

<https://itunes.apple.com/au/app/google-slides/id879478102?mt=8>



Sketches
School
Free

Examples of curriculum use:

<https://apps.apple.com/au/app/tayasui-sketches-school/id1354087061>