

# iPad Project BHPS



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*"It's tech married with the liberal arts and the humanities. Nowhere is that more true than in the post-PC products...post-PC devices that need to be easier to use than a PC, more intuitive."*

*Steve Jobs - Apple CEO, iPad 2 Keynote, 2010*

## Why iPads?

The iPad as a teaching resource, like all Information Technology, has potential, and this is only limited by its use and understanding. The potential for this device is that it can be integrated into the classroom to meet the learning outcomes of any lesson and become an everyday educational device. It is time for the teacher to no longer stand in awe of technology in the classroom but in command of it.

The student now isn't required to go through laborious tasks when trying to complete the simplest processes whilst using Information Technology. The iPad has an instantaneous start-up and is ready to use immediately. It is a one-to-one device and in each learning activity and in each lesson, immediate and personal feedback is given. Its touch interface, large screen size and portability mean that the student is able to control their learning with their fingertips. In addition to a battery life that will last more than the entire school day there is essentially unlimited access to information, multimedia and learning activities presented in a high-resolution retina display. It becomes a part of the students' education as they insert their own personal data with the camera and microphone and use this in lessons or learning experiences.

With the ability to create multimedia, documents and presentations in a very short time a student can share their information with ease. This means that in a literacy lesson a document can be sent straight to a teachers email account, ready for annotation and correction, or even to other students. And in a maths lesson, immediate results are drawn and all data is reported. Sharing data in this way and with unlimited access to information provides an entirely new interaction between teacher and student in the classroom, one that is faster, more efficient and one that meets the present learning needs of students.

But it's not just for the students; the teacher too can take full advantage of the iPad. It's a day and lesson planner, a device for creating portfolios of students work and can produce professional assessment and reporting. In all forms of a teacher's daily life it is able to increase their productivity. With minimal technical expertise needed, the teacher will have ease of control.

The iPad is not without its limitations and thus far there are very few guidelines showing how to place it in a classroom setting. Therefore this guide has been created for all schools and all teachers so that an iPad project can be implemented with ease. It also contains a vast list of Apps with descriptions, but more importantly each one is matched to a specific outcome from the NSW K-6 Syllabuses. It begins with Early Stage One with instantaneous feedback and full interaction in learning activities to a full communicative and international experience with Stage Three that takes the student into a new realm. It is important to remember that traditional methods of learning are just as effective but with the iPad the student has much more control of their own learning, and the teacher can act more as a facilitator to meet the outcomes and learning needs of students.

It is the attempt of this project and this report to prove that students learning can be taken into the future.

# Implementation

## Phase 1: Introduction

The first stage was a thorough **assessment** to determine how many iPads are needed for the school. The money to pay for them will come directly from school funding as they are not a DEC supported device. With our school we looked at how the existing Information Technology was being used. With a school of approximately two hundred and sixty students at this initial stage we found that ten is an ideal number. The base 16GB Wi-Fi model is more than sufficient and this small number allows for use with small groups or one iPad between two or three students. When the program becomes complete we can assess a further need for more. It's important to remember that the iPad should only be used as a support device. Students should always be supervised when using any App, just as they are supervised throughout the classroom when they doing any other work. A bank of thirty iPads is not necessarily going to make an effective lesson, how the technology is used must always be taken into account.

Working within the legal guidelines of setting up **one iTunes account per iPad**, the next step is to assess the viability of the iPad Applications (Apps) and how they can be adapted to meet the NSW Curriculum. Applications can only be found in the iTunes App Store and unfortunately this is the iPads primary drawback. The secondary drawback is that in NSW Primary Schools we are required to access the DEC Portal to use the Internet and any App that requires the Internet to function must allow for **proxy access** built into the App itself. The following proxy detail must be entered in the network pane under the connection settings, Server: proxy.det.nsw.edu.au Port: 8080. Then when you open Safari you will be asked for your username and password. The number of Apps grows daily and existing Apps are continually updated and improved to meet the needs of the user, eventually all Apps will allow sufficient proxy access. However if you are in a school that does not have this issue as in a secondary school, then it is fine.

Following this the next phase was the **testing of each App** with small groups of two to five students. The results are quite impressive and student engagement is very high, with such a large screen and individual feedback, this is to be expected. Students with special learning needs had an exceptional level of engagement and were able to focus on learning activities for more than an hour.

With Early Stage 1 and Stage 1 it was found that students were quite adept at the iPads but required supervision to ensure that they were using the App correctly to meet the learning outcomes of the lesson. They also have 'wandering fingers' and can exit the App via the Home Button, but for those iPads with iOS6 this can be restricted. Stage 2 and Stage 3 were quite confident with the iPad and were capable of using some of the more high-level Applications especially when creating multimedia. After students were educated in the use of the App they were then able to use it independently to guide their own learning.

At the end of the first phase, the schools App bank had grown quite extensively and the iPads both under supervision and through independent work, were utilised across all KLAs and addressed most outcomes. At the beginning, teachers should be exposed to a range of Apps so they can get an idea of how they can use them in their own classrooms.



## Phase 2: Large Group Implementation

The major idea of this phase of implementation is to expose students to the iPad before they can be used in whole class tasks and to test the feasibility of using the iPad in a larger group. The focus must also be to instil within the student that the iPad is a learning device and is not to be used as something to occupy students' time and entertain them. They mustn't be used as reward for good work, an extension for those working at a higher-level or support for students working at a lower level. They are an educational device for all and for a whole lesson or learning period.

The first thing that is immediate with a larger group is the need to establish some of **rules of respect** for using the iPad, listening to the teacher and not going ahead without instruction. Following this, one other issue I discovered was that coming from the sound of the iPad. Some Apps require volume and in a larger group I found that keeping the volume at one to three bars kept the classroom noise level in check. Also, on the topic of sound, there is another problem that needs to be resolved. Nearly all of the Apps that give audio reinforcement give it in an American accent because they are an American App. There is nothing that can be done about this, some Apps allow the voice to be changed to a UK speaker though. No doubt, in the future, more Australian Apps will be made.

With larger groups, I found that I had to **number the iPads** so students can remember which one they have been working on. Each iPad has been given **unique wallpaper** that shows its number. Also, and obviously, I had to find a solution of how to get students' work off the iPad. Giving each iPad a **unique email account** has solved this and they are now able to email internally to another DEC email account. So for example, if the teacher wishes to receive students' work they can now email their work from the iPad they are working on. The students take note of which iPad they are working on and the teacher will receive an email from that iPad, for example, BHPS iPad 1. The Mail App itself does not receive email in this way.

Other methods for getting data off the iPad include Dropbox, Printopia and an external display. **Dropbox** is an online data storage system that also synchs with the computers it's installed on. Each class has its own folder and they are able to share the data through this method. Dropbox could not be easier to use, just press 'Send to Dropbox' instead of print, the data is on the computer it's installed on and also online. Remember that this is an external third-party App. **Printopia** (Finger Print on PC) is probably the most powerful assistive application for the iPad. What it does is allow all the printers that are available to that Mac to be shared on the Wi-Fi network, the iPad is able to find the printer and work as normal. It is not an App, it works on a Mac that is always on. Once downloaded, for a cost of twenty dollars, and installed, it appears under 'Other' in the System Preferences Pane and its settings can be edited from here. Lastly, the iPad screen can be shared with the **Apple VGA Adapter** for a cost of thirty-five dollars, or an **Apple TV** for approximately one hundred dollars. It can be plugged into any Interactive Whiteboard, eBeam or LCD Screen. This only allows for output, not input so the iPad still needs to be used rather than the whiteboard. It's a great way to demonstrate to a class how an App works, such as using a twenty-frame.

After giving significant exposure to the iPads to Early Stage One and Stage One students are now able to use the iPad independently and complete any learning activity that the teacher requires of them. With Stage Two and Three I found that there are times when there is little point in using the iPad as a demonstrative device through the eBeam as they already seem to have enough confidence to work and understand the iPad independently. The teacher is now a facilitator of learning and should give the necessary support, questions to encourage learning and use the App to make an efficient lesson. When it comes times for classroom implementation, group-learning programs should be created rather than just giving the iPad to a student to complete a short learning activity. With the aforementioned prepared, it is this that will give students the opportunity to be in charge of their own learning. The next stage must be lesson programming and helping the teachers integrate the iPads into their programs.

### Phase 3: Into Teachers Programs

Surprisingly one of the most difficult processes that I have found is actually getting teachers to use them on a daily basis and be confident enough in their use so that they can adapt them into their lesson. So I have had to find several solutions for this and it is only after twelve months of having our program first introduced that the iPads are being used to their full capacity. Some have adapted quite quickly, but as the administrator I have the plan that this project will be in place across the entire school.

Firstly, I set up a **borrowing system** that allows teachers to take them home over the weekend so they can use them and trial all of the Apps for themselves. Interest should be gauged from those teachers who are more likely to use them and those that are not. It does take some time for teachers to fully adopt them into their learning program, as they are a very new device and a new way of learning. This is really related to how familiar and how comfortable the teachers are with the iPad. But it absolutely needs to be emphasised that they are not there to occupy students' time. There are zero games on the iPads at our school and that is how it must remain. The borrowing system, however, has been good, but I had a few incidences of teachers accidentally deleting Apps or attempting to install their own. Having the teachers explore the App store for themselves is a wonderful advancement. But as we are turning a personal computing device into a shared one this is simply not possible. All of our iPads need to be the same at this stage, perhaps as we move down the track this may change. Eventually if the project takes off we would be looking at having an entire separate section of iPads for each Key Stage and then maybe having each student have their own device.

Another solution for integrating them into teachers programs has been to have **brief training sessions** in staffroom meetings, small steps at a time. Each meeting I take the iPad in and am able to demonstrate several new Apps within a few minutes. We have an Apple TV with an LCD television set up in our staffroom and this has been its major use so far. It gives enough time for teachers to ask questions and I can answer them straight away. But when it comes to using more advanced Apps such as Dropbox I need to sit down with teachers and give them an half-hour lesson. So it is at these times I provide **Professional Learning** on Staff Development Days. But this is not giving enough credit to teachers themselves. Increasingly they are getting their own iPads and we are able to use some time in the staff-meetings to share any new information or new teaching technique when it comes to using the iPads.

The interesting thing is, the students are very comfortable to learn from the iPads and they gather confidence fast. The simplicity of Apps such as Keynote or iMovie mean that very little guidance in terms of teaching the students how to use the App is needed. As such, student presentations with work they have completed on the iPad give teachers the opportunity to see the possibilities of the device. Essentially the biggest selling point is that **students are able to teach other students**. They can take their learning into their own hands. Whenever I have used the iPads I always group the activities and always keep an eye on the language that the students are using. If they are discussing solutions to problems and working together then I know that my lesson is working towards achieving its outcome. All of this is a continual process however and like all teaching resources, the iPad gets dated and it must be maintained and kept up to date.

## Phase 4: Maintaining a Healthy iPad

Taking care of the iPads is not as easy as it may seem, when it comes to having them as an educational resource. The administrator should be aware that they will have to put some considerable time aside every week for maintenance. The iPad must be kept up to date, each week there will be **Apps that require updating** and with one iTunes account per iPad this can take quite a while to complete. The Apps must be updated because they will continually become more efficient and have new materials within them. But most importantly when Apple introduces new operating system software, the App developers must then change their own Apps to work with this system. Whilst there is not an immediate cut off, third party App developers tend not to support previous operating systems, as they will always want their products to be current and valid.

Next, **cases** must be purchased, but the decision isn't as important as it might seem, as long as there is some form of basic protection then they will be secure, it's a very sturdy device. Also, in the early phases of implementation I gave all the students **iPad care education**. Now they have a basic idea of how to take care of them and use them from start-up to shutdown. But this of course comes down to supervision, with ten devices it is much easier to ensure the iPads are being treated with respect, and a whole class set would make this more difficult.

The cases with a keyboard are something that we didn't purchase. It essentially turns the iPad into a MacBook and defeats the purpose of the touch screen when it comes to typing. I feel that it takes something away from the interactivity of the device and learning is somewhat disengaged. A case with a keyboard is about three times the size as a smaller version and therefore considerably increases the size of the iPad as a whole. It's very easy to find a deal online, we bought ours directly from China and they arrived in a couple of weeks. This should be the first thing that an administrator does, even before purchasing the iPads, you don't want to have devices without cases waiting to be used because they have no case.

The iPad does get quite dirty so they need a regular clean with an LCD screen cleaner. Also whenever the iPads are updated the new Apps are not in their correct position, in folders with the others. I always let two Year 6 students do this, they love the responsibility and is done in half the time I could do it.

Finally, finding a place to **store and charge** at the same time is important. At our school we put them in our locked server cupboard, each cable can come through a slot at the side of the cupboard and at the back are the power packs plugged into a twelve-slot power board. Teachers then come and take the devices after booking them out for a session or however long they need them through a booking system. The prices of the devices that are built for storage and synching are very expensive; I've found this to be a much better option. The cupboard can be locked securely every evening and the iPads will be charged and ready for use the next morning. These are all advantages when it comes to having a small number of iPads. The administrator, or whoever is responsible for the iPads, must have **ease of control**.

And this is the consistent and major factor when it comes to implementing any iPad project, we are all after ease of control. It is this device that gives us a unique and innovative advantage as teachers. It is what allows us to meet the learning needs of the students across the entire spectrum and all Key Stages. We can now communicate to students at their level, where their education world can meet their social and home world.

# Example Lessons

## Early Stage One Maths – Number Recognition

Key Idea: Count forwards to 30, from a given number.  
Compare, order, read and represent numbers to at least 20.

Outcome: WMES1.2, WMES1.4, NES1.1

Students begin by using [iWriteWords](#) and selecting the number section to practice their handwriting to ten. The next step is to use [KG Math](#) for students to practice their counting with a physical representation of the number. Students can then use the [Line em Up](#) App to learn how to order their numbers to ten. For a lesson review students can use the [Ten Frames](#) App to demonstrate to their teacher the numbers to ten.

## Stage One Maths - Multiplication

Key Idea: Model and use strategies for multiplication including arrays equal groups and repeated addition.

Outcome: NS1.3

Introduction to the concept of 'Grouping' with [Tens Frame](#) App. Students can put their iPads together if they are working in pairs to make six groups of two and so on. Use [Whiteboard](#) App to explain and write the two times tables as students' progress. Using the [Multiples](#) App, students are then capable of multiplying by 2. Begin the App with factors to five and then increase to factors of 10. Change the App to teach the turn around fact. Lesson Check: [TimesTables](#) App with timed examination. Students have a choice of three numbers to make the correct multiplication number sentence.

## Stage Two Maths - Fractions

Key Idea: Model, compare and represent fractions with denominators 2, 4, and 8, followed by fractions with denominators 5, 10, and 10.  
Find equivalence between halves, quarters and eighths; fifths and tenths; tenths and hundredths

Outcome: NS2.2, NS2.4

For a warm up students can use the [Match-Up](#) App which will test their ability at recognising number sentences and sums. Students can use the [Fractions](#) App and complete the introductory stages to fractions or whatever topic of fractions they are currently working on. Following this the student can then use the [Pizza 2](#) App to complete some short learning activities based around fractions. Finally the students can go back to the [Fractions](#) App to complete assessment and the teacher is able to use that data as learning review.

## Stage Three Maths – Creating and Displaying Graph Data, Analysing Statistics

Key Idea: Draw picture, column, line and divided bar graphs using scales of many-to-one correspondence.  
Determine the mean (average) for a small set of data.

Outcome: DS3.1

To begin with students can start taking notes and organising those ideas and discussing what type of data they wish to record. To create a poll students can use the [PollDaddy](#) App. Students will then be able to input their data with [Easy Chart](#) to make a graph. This will give students a talking point and allow the teacher to reinforce and offer feedback questions for lesson assessment.

## Early Stage One Literacy – Learning to Write

Outcome: WES1.10, WES1.1

Students begin the lesson by using [iWriteWords](#) to practice their handwriting. Next students can use [Word Cub](#) to work on their letter recognition. To practice the students phonics skills next students should use [Pocketphonic](#), this also gives students the opportunity to practice their handwriting, but will teach phonics skills and spelling strategies. Finally students can use [Word Magic](#) to practice their spelling skills, this can be used as a lesson review and check as it will give statistics on those words the students have spelt correctly.

## Stage One Literacy – Sentence Construction

Outcome: RS1.6, RS1.7, RS1.8, WS1.10, WS1.11

For a warm up activity students can use [Word Magic](#), which can be altered to fill in the missing phonemes of a particular word. This will give statistics on those words the students have spelt correctly. Students should be aware of how a correct sentence is formed, to analyse beginning sentences the [Flashgram](#) App can be used to analyse a sentences features. The next stage is to use the [iSentence](#) App this will give the students a choice of pronouns, nouns and adjectives to make the correct sentence. This can also be used as a lesson review as statistics will be given on the students' achievement.

## Stage Two Literacy – Question Words

Outcome: TS2.4, RS2.6, WS2.10, WS2.13

Students use the Youtube App and search for the video entitled 'The Bridge'. This is a short cartoon involving some animals so we can question their actions and see their consequences. With the above in discussion the teacher can use the [Popplet Lite](#) to create a storyboard of students' ideas and organise them into the categories of individual question words. Each bubble can represent a question word. Following this the students can then use the [iQuestion](#) App to read and complete the activities in answer to the questions. There is a report after the students have finished using the App so the teacher can assess the students learning.

## Stage Three Literacy – Creative Writing

Outcome: WS3.9, WS3.10, WS2.11, WS3.12, WS3.13, WS3.14

As a warm up and for students to work on their vocabulary they can start with [Shake-A-Phrase](#) which will develop students vocabulary and creative writing skills. This App can be modified to suit any needs for a story. For inspiration in their story writing skills there are a variety of Apps that the student can use, [Epic Citadel](#) will allow the student to explore and let them take screen shots that they can put into their story. [Story Cubes](#) will allow for a freer flowing story and one where the student has to use multiple sources of inspiration. Students can then use either [Pages](#) or [Story Buddy Lite](#) to write their own story. It's possible for students to email their story to the teacher or send it to drop box. For a follow up the students can use [Sock Puppets](#) or [Strip Design](#) as another way of publishing their story.

## Stage Two/Three Literacy – Film Making

Outcome: WS3.9, WS3.10, WS2.11, WS3.12, WS3.13, WS3.14

Introduce the concept of a trailer to the students. They will know of course but the idea is to establish within them the idea that it is only to give a preview to the story and not actually give away too much detailed. We want to entice the viewer to come back to the cinema and watch it. In this way we also drawing on our previous studies of Persuasive Texts. With [iMovie Trailers](#) we are limited by our choice, but as always the limitations do not detract from students meeting their outcomes, they are guided there. Students will select which type of trailer they want to make. Having students work in groups they are to gather their ideas together using the App [Popplet Lite](#). Movie making time. The students in their groups, under supervision will then make their movies. After this they can then have them exported to iTunes and emailed to parents for their interest. Now we haven't created the whole narrative, we're still missing the ending. So I want my students to finish it off with the App, [Story Buddy](#). The students will pick up the action from the middle of the last scene of their film, so we should be writing just the resolution of the story. Now that the movie is done I want my students to use Comic Life to give their film a [Strip Design](#) that can be published alongside it. This is obviously done in a separate lesson. But again we can draw on our previous knowledge of persuasive devices as to how to get people to come and see a film or read a book and a comic book version of a film is quite a common occurrence. We can also introduce the term viral marketing.

## Essential iPad Apps

App Description



Safari

Safari is Apple's stock standard web browser. It's included on the device when you purchase it. It is by no means the only web browser that is available for the iPad but it is certainly the one that sets the trends and the one that third party developers need to beat. For schools there are web browsers that offer a somewhat more 'safer' web browsing experience. However working through the DEC portal is usually safe anyway.



Pages

Pages is the word processor specifically designed for the iPad. It's wonderful for students because it is very restrictive and whilst this would be considered to be a bad thing, it isn't by any means. Students have a selection of formats that they can put their document in and it creates a professional and stylish result. With other Apps working in conjunction it is able to print to any printer and quite simply, documents are created in a fraction of the time as they would be on a desktop computer.



Keynote









Keynote is Apples App for building presentations. Again the student is restricted into a number of formats that they can put their presentation in to, but the results are outstanding. With the ability to present through an interactive whiteboard or LCD screen the student is confident of their work and an outcome has been achieved.











Numbers










Numbers is the spreadsheet App that is available for the iPad. It is far simpler and more portable than using Numbers on a Mac. Students are able to get started quickly and work efficiently. There is a very simple set up process where students don't have to spend time constructing a brand new document, but can simply edit a pre-made spreadsheet.









# Literacy










Outcome	App	Description
	 Dictionary	An english dictionary from the database at dictionary.com.
RES1.7 WES1.11 WS1.11 WES1.13 WES1.14	 My Word Wall	Word Wall is an App for Early Stage One readers, great as an App to be used by the teacher in whole class activities. Students can visualise the words and repeat it and work with the teacher to write it down. There are four distinct learning activities included in this App.
RS1.7 WS1.10 WS2.10	 Flash Gram	Flash Gram is a grammar App for students who are learning about their pronouns, adjectives, adverbs and nouns. It includes a score and a time, great for those students who are extra competitive.
RS2.5 RS3.5	 Vocabulary	A vocabulary arcade App that challenges students in Stage 2 and Stage 3.
RS3.6 RS3.8	 Worddrive	Word Drive is an App that promotes fun whilst helping students with their sentence construction. This can be used as a grammar activity for Stage Three students.
TES1.1 TS1.1 WES1.11 WS.11	 Word Bingo	Word Bingo is a fun App for early learners, a great way for teaching sight words and lesson warmers for the beginning of the day.
TES1.1 WES1.11	 Word Cub Letters & Sounds	Word Cub is a phonics and spelling activity for Early Stage One students and beginning readers.
TS1.1 TS1.2	 iLanguage	Language Builder is a fantastic App for Early Stage One learners who are just beginning to build their vocabulary and describe situations. It is innovative in the way that they are able to record their answers and the teacher can then check their response.

TS1.3 RS1.6 RS1.7 WS1.11	 Word Domino	This App allows students to work on their vocabulary and their reading skills. The goal is to build words with the proposed syllables. In each activity words belong to a specific category.
WES1.11	 Dancing Animals	Students can learn to spell the names of different animals. A great lesson warmer for Early Stage One.
WES1.11 WS1.11	 Word Magic	Word Magic is a great App for early readers who are just beginning to put their basic words in order. Phonemes are missing and students need to fill them in to the right places. The vocabulary in this App is specific to American culture but can be adapted by the teacher.
WES1.11 WS1.11	 Silly Sentences	Phonics Silly Sentences is designed for students to recognise their short vowels through fun activities and letter combinations.
WES1.11 WS1.11	 Rocket Speller	Rocket Speller is a spelling game App where students correctly place letters to spell words and move through the game. A great App for early learners who are looking for a lesson warmer or something to reinforce a spelling lesson.
WES1.11 WS1.11	 Little Words	A spelling App that provides a picture and also the letters to correctly construct the word. Great for Early Stage One.
WES1.11 WS1.11	 Pre-K Spell	A fantastic App for work in an Early Stage One to work together as a whole class or small groups. It provides visuals for students to be able to spell the words and gives the teacher an opportunity to ask effective questions.
WES1.11 WS1.11	 Kids Drag and Spell	Early learners can gather their ideas together and drag letter flash cards to spell a word.
WES1.11 WS1.11	 Vocab-A-Splat	This App is a fantastic way for early learners to take advantage of new vocabulary.











WES1.11 WS1.11		A memory game for Early Stage One students to assess their knowledge and test their vocabulary. They can also play in pairs.
	Memory Game	
WES1.11 WS1.11 WS2.11 WS3.11		Skill Builder Spelling is a great App to boost spelling skills. The benefit of this App is that the teacher can construct a spelling list of his or her own words.
	SB Spelling	
WES1.12		This App is more designed for ESL learners where the student distinguishes the letters of the alphabet from each other. The number of letters grows and eventually lists the whole alphabet.
	ABC Alphabet Phonics	
WES1.12		This App has a variety of alphabet flash cards, a great activity or lesson warmer for Early Stage One.
	ABC Cards	
WES1.12		Another App with various alphabet flash card.
	ABC GoGo	
WES1.12		There are various alphabet flash cards contained within this App but there are also comprehension and basic grammar activities for Early Stage One.
	ABC Phonics	
WES1.12		This App is designed to teach the alphabet and each letter has a small activity based on it.
	RF Alphabet	
WES1.12		A simple App designed for Number and Letter recognition.
	Touch & Learn - ABC & 123 Numbers	
WES1.12		When we first introduced our iPad project this App was one of the most powerful. Students are able to trace with their finger to learn letters, words and numbers. Audio reinforcement is given and engagement is high.
	iWriteWords	

WES1.12 WS1.12		This is the only App that currently teaches approved Australian foundation handwriting. It is an absolute must for all schools.
	Red Writing	
WS1.10		Grammar activities for early learners, interactive interface for those students who need to expand their skills.
	Grammar Fun	
WS1.10		Homophones is a very simple App to demonstrate this gramamtical concept to Stage One students. It displays the image and then students can choose a correct answer based on this.
	Homophones	
WS1.10 WS2.10 WS30.1 WS1.9 WS2.9 WS3.9		Shake-a-Phrase is a language App that teachers grammatcial concepts to students and also introduces a range of new vocabulary. This vocabular is very interesting and is something that can expand the students writing and improve their fluency. The grammatical activites are great for paire activities in a Stage Two class.
	Shake-a-Phrase	
WS1.11		PocketPhonics is a powerful App that can assist students learning to read through letter sounds, handwriting and sight words. This App introduc key phonemes to the students and as they work through this process they are able to work on their hand writing. Audio cues also guide them to choose the correct phoneme in the quiz section.
	PocketPhonic	
WS1.11		With WordConnex students sort words to learn about spelling and vocabulary. They are also able to sort words based on a variety of different concepts.
	WordConnex	
WS1.11 WS2.11		This Hangman App supports one player and two player game play, so students can choose a word or have the iPad select a word from a broad range of categories.
	Hangman	
WS1.11 WS2.11 WS3.11		Spell Phonics is an intensive app that can reinforce any spelling rule that the class may be studying.
	Spell Phonics	

WS1.14		iSentence is a fantastic App for Stage One learners who are just beginning to build sentences and put them together. The teacher can use this App in a whole class and ask their students to point out the grammatical features of the sentence. It gives great visual reinforcement when the student gets their answers correct.
WS1.14 WS2.14 WS3.14		Question Builder is designed to help students learn to answer abstract questions and create responses based on inference. It is very similar to iSentence but question based.
WS2.10 WS3.10		A grammar challenge App for students in Stage 2 and Stage 3.
WS2.10 WS3.10		This word-matching App develops vocabulary and grammatical understanding for students in Stage 2 and Stage 3. The two player section of this App is a wonderful way to reinforce a lesson or begin as a lesson warmer.
WS2.11		Make as many words as possible from a variety of different letters. Great activity to begin a lesson and make it fun and competitive between students from Stage Two and Three.
WS2.11		Students in this activity construct words out of the letters given with the goal being to get as many words to destroy a building. It's a great way for students to build their vocabulary.
WS2.11 WS3.11		A spelling challenge App for students in Stage 2 and Stage 3.
WS2.9 WS3.9		With Verses Poetry students are able to mix and arrange sections of verse so they can construct and effect poem. The tag line for this App is that student can become a 'Poetry DJ'.
WS2.9 WS3.9		Snapguide is a way of teaching students all about procedure. It's intention is to be used to create recipes however, as teachers we can adapt this App and apply it in the classroom and students will be able to complete a series of steps and then record it as a procedure.

# Creative Writing/Multimedia

Outcome	App	Description
	 Camera	There are two cameras on the iPad, one at the back and one on the face. They are integrated with all the Apps that use them. They allow for audio to be captured, shot and even edit clips on the video function to use only what is needed.
	 Photo Booth	Photo Booth is an App so that students can take a self-portrait. The Photo Booth App contains nine effects. It's great for independent work.
	 iMovie	iMovie is the film editing software for the iPad. The interface is simple and allows for students to make films at a simple touch. A recent update has included iMovie Trailers. This is a fantastic addition for students as it allows them to create a short trailer for a film with all of the necessary guidance along the way. It's great for inspiration for a narrative.
	 Photos	All photos that are taken with the iPad are stored here. With the use of other Apps it becomes very easy to print to any available printer for immediate feedback.
	 Video	All videos on the iPad are stored here.
	 Youtube	The YouTube App is a dedicated, and included, App just for YouTube. It's a very convenient way to search for any video that you may require. I have found it useful in multiple lessons for simtiulus and to engage students in discussion.
RS2.7 RS3.7	 Epic Citadel	This is an outstandingly beautiful App written using the Unreal engine. Students can effectively walk through and discover a castle and its surrounding town. It will be great inspiration for a narrative and for all Stages.
TS1.1 TS2.1 TS3.1 WS1.9 WS2.9	 Storyrobe	Storyrobe is a mobile digital storytelling App. Students can narrate their stores over the top of photos and videos and then retell this in a presentation.

TS1.1  
TS2.1  
TS3.1  
WS1.9  
WS2.9  
WS3.9



Story Builder

Story Builder is a fantastic App, especial for those students who are ESL or Special Needs, it allows for improved paragraph formation, intergration of ideas and using the students skills of inference.

WS1.10  
WS2.10  
WS3.10



Silly Lite

Whilst this App may seem to just create silly stories students are actually required to input parts of speech, and as such it is a test of their knowledge of adverbs, adjectives and nouns.

WS1.10  
WS2.10  
WS3.10



Mad Libs

Mad Libs is a fantastic way for students to use their knowledge of nouns, adverbs and adjectives in a fun way. They simply enter the word in the story.

WS1.9



Play School Art Maker

Students are able to enter the Play School universe and deisgn their own narratives using all of their favourtie toys and craft items. They can add narration and also use photos take by themselves as background for their stories.

WS1.9  
WS2.9



Sock Puppets

Sock Puppets is a very powerful App because of it's simplicity. There are numerous items in this App that act as stimuli for the students to create their own Sock Puppet production and the easy interface allows for very little teacher guidance.

WS1.9  
WS2.9



StoryBuddy

Students are able to create their own story in a presentation format. Each section of the story acts as a slide, much in the way Keynote does.

WS1.9  
WS2.9



Toontastic

Toontastic gives students the opportunity to create their own films using an entire set of production already built within this App, it is very easy to use and students from Stage One could even produce beautiful results.

WS1.9  
WS2.9  
WS3.9



Flip It

Flip It takes the classic flip-book style animation but puts this in iPad format. It's a great little way to create addition for students existing narratives.

WS2.9  
WS3.9



Strip Design

Students can create a comic strip using pictures taken from the iPad. They are able to add a variety of graphics and speech bubbles. This is a great way to create a supporting document for a students narrative.

WS2.9  
WS3.9



PuppetPals

Much like Sock Puppets this App is also very powerful. Puppet Pals is incredibly easy to use and students of all stages will find it engaging. There is so much stimulus within this App that creativity will flow easily with professional looking results.

WS2.9  
WS3.9



iStop Motion

iStop Motion is a way to use the iPad to conveniently make a stop motion film. This can, of course, be done in iMovie. But this App makes it far easier.

WS2.9,  
WS3.9



StoryCubes

In this App you take the classic game of Story Cubes and roll a number of dice with pictures on them to encourage story ideas. Used for inspiration and as stimulus.

WS3.9



Popplet Lite

Popplet is a fantastic App for students to gather their ideas and have them organised into a storyboard format. Once this is done they can print it off a film their movie with the guidance that they themselves have already created. Each popplet is able to be edited and photos inserted.









WS3.9



Fade in Mobile

This App is a screen writing tool to give the students work a professional look.

# Books

Outcome	App	Description
RES1.5	 Read Me Stories	This App has a dedicated library of over thirty books, but they do require in-app purchasing.
RS1.5	 Animalia	Animalia is back in App form and contains all of the classic illustrations of the picture book. There are also three available gameplays to find items within the story.
RS1.5	 CatInTheHat	The Cat in the Hat is a story that all teachers and students love, each artwork is enlarged and individual words can be highlighted so students can easily read along.
RS1.5	 LittleSnail	Another great interactive eBook for early and beginning readers.
RS1.5	 There's a Wocket in My Pocket	Another Dr Seuss book with professional narration, background audio and enlarged artwork for each scene. Individual words are also highlighted so that students can read along.
RS1.5	 Green Eggs & Ham	A classic novel which contains all of the great features of the other Dr Seuss novels. Students will love to read along.
RS1.5	 Fox in Socks	This is the novel that teachers have always tried to complete reading without stuttering. There is professional narration to help you along as you go and students can read as well.
RS1.5	 Mr. Walrus	A great interactive eBook for students of all ages.

RS1.5 RS2.5



### World of Ants

This is a wonderful book because it can be read in conjunction with a unit of work done on ants. It has an adjustable reading level which makes it available across all stages. It's full of exciting information about ants as well.

RS1.5  
RS2.5

### Jack and the Beanstalk

This App takes the classic novel and turns it into an interactive eBook. A great way to spend a morning or an afternoon session.

RS1.5  
RS2.5

### PopOut! The Tale of Peter Rabbit

This eBook is a fully interactive pop-out book with many features. The pop out features are a whole lot of fun for Early Stage One students and they will love the opportunity to touch the iPad.

RS1.5  
RS2.5

### A Fine Musician

This musical story is a great way to start a lesson with reading and a sing-a-long.

RS1.5  
RS2.5

### The Little Red Riding Hood

This eBook is unique in the way that it provides the ability for each word to be defined. The students will know this content back to front but now they are able to experience it at a whole new level.

RS2.5



### Toy Story

This is the tale of the first film of Toy Story, with guided reading it is a fun and interactive experience for early readers.

RS2.5



### Wallace & Gromit 1: The W Files

This is Wallace and Gromit's first ever digital comic. Fun reading for the early stages.

RS2.5  
RS3.5

### The Little Mermaid

The classic story of the Little Mermaid has come to the iPad and students of all ages will be able to access the narrative and are given a more interactive understanding of the tale.









RS3.5





iBooks

The iBooks App is a digital book viewer. But so much more than that once it is linked with iTunes and eBook Creator. Students can access books written by their own teachers or provided for them through the iTunes store.


# Mathematics

Outcome	App	Description
All Outcomes	 Rocket Math	Varied program that covers just about all facets of mathematics. Students are required to think quickly to select the correct answers to keep the rocket in the sky. Teachers should be somewhat warned though, it's very easy for students to select many different incorrect answers and still move through the levels of the App.
DS2.1 DS3.1	 Easy Chart	Easy Chart creates bar, line, pie and sidebar charts. The student can save the graph in small/medium/large size. It works without an internet connection. It's great to use with earlier stages to demonstrate graphing, with later stages of course it is recommended to use Numbers.
MES1.1 MES1.2 MES1.4 MES1.5 NES1.1 NES1.2 NES1.3 NES1.4 PAES1.1	 KG Math HD	Eighteen different mathematics activities working across all areas designed specifically for Early Stage One.
MES1.1 MES1.3 MES1.4 MES1.5	 Measurement	Early Stage One students can use this App to understand concepts of measurement such as weight, volume and length
MES1.5 MS1.5	 Kid Klok	Kid Klok shows both the analogue and digital time on the same screen. Teachers can adapt this into their learning programs quite easily to demonstrate time.
MES1.5 MS1.5	 What time is it Mr Wolf	One of the best Apps for teaching time to early learners, multiple questions and teachers can apply their own techniques. Great feed back and a lot of fun for students.


MS1.1 MS1.2 MS1.4 MS1.5 NS1.1 NS1.2 NS1.3 NS1.4 PAS1.1		Much like KG Math HD this App covers multiple outcomes but for Stage One students. The teacher can then adapt this into their own learning programs.
	G2 Math	

MS1.1 MS1.4		In this App there are four math games that allow children to experience the concept of capacity through manipulation. Without all of the water mess.
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Fill the Cup

MS1.5		With this App students pluck Apples containing the correct time shown on the clock and try to catch them in their basket by moving the iPad from side to side. It's very engaging and unlike other Apps it doesn't allow for wrong answers.
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Apples

MS1.5 MS2.5 MS3.5		This App involves the conversion of analogue into digital time. Student's data is analysed and represented, this makes it a very effective App. The difficulty increases with time sentences having to be represented on the clock.
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Clock Master

NES1.1		A simple App with twenty flash cards that give students responses to learning the numbers from one to twenty.
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My First Numbers

NES1.1		This App is specifically designed for Kindergarten students to recognise their numbers to 30 and onwards.
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DotToDot Numbers

NES1.1 NES1.2 NE12.3		This App provides a tens frame and ten counters, five blue and five purple. Great for connecting to the white board and having a large display.
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Tens Frame

NES1.1 NES1.2 NS1.2 NS1.3		Math Puppy contains a variety of different activities so that student can learn their number facts in a fast and effective way.
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Math Puppy

NES1.1  
NES1.2  
NS1.2  
NS1.3  
NS2.2  
NS2.3  
NS3.2



Mad Math

Mad Math is perfect for early stage students to practice their addition, subtraction, and multiplication and division facts.

NES1.1  
NS1.1



Monster Squeeze

McGraw-Hill have created a number of Apps that are very effective for students learning in this one students battle each other to try and guess the secrete number by completely various challenges where they have to find the smaller or larger number.

NES1.1  
NS1.1  
NS2.1



Lobster Diver

Lobster Diver gives students the opportunity to engage with the number line and learn the correct position whilst getting some fun and interactive feedback.

NES1.2



Sam Phibian

Students are given a number of different types of bugs they need to catch to feed the frog the number of the bugs and the type of colour is the challenge.

NES1.2  
NS1.2



Zwanzigerfeld  
(Twenty Frame)

This interactive twenty-frame gives students a variety of sums to complete it works fantastically on a larger display and is great for visual learners.

NES1.2  
NS1.2



Addition Table

Addition table is presented in a way so that students are able to practice their facts of 1+1 through to 10+10. Answers are presented in both visual and numerical form.

NES1.2  
NS1.2



Adding Apples

With Adding Apples students are able to see physical representations of their addition facts and gain rewards for correct answers as they work through the levels.

NES1.2  
NS1.2



Play Shop

Play Shop is an App designed for a lesson on money. Studetns are presented with a budget and then they have to meet those requirements in a store. It demonstrates the mathematical thinking involved.

NS1.1  
NS1.2  
NS1.3  
NS1.4  
SGS1.2



Mathical

The activities in this App are designed for Stage One students to target key skills including, multiplication & division facts, times tables, addition and subtraction, inverse operations, place value, ordering decimals and of shapes.

NS1.1  
NS1.2  
NS1.3  
NS2.3  
NS3.3



Balloon Pop Challenge

In Balloon Pop Challenge students will have to pop the balloon that solves the challenge. There are varying levels of difficulty.

NS1.1  
NS2.1



Math King

This App works on students' recognition and understanding of number sequences and number patterns.

NS1.1  
NS2.1  
NS1.2  
NS2.2



Sums Stacker

Sums Stacker allows students to play with different representations of numbers, it's a traditional activity where they can move different sums around the board whilst using their number skills.

NS1.1 NS2.1



Place Value

A simple way to teach Early Stage One the concept of place value. It can be extended to the later stages as the difficulty level is increases.

NS1.2



Match-Up

A simple but effective App where students match tiles that equal the same numerical amount to clear the board.

NS1.2  
NS1.3  
NS2.2  
NS2.3  
NS3.2  
NS3.3



Maths Trainer

Maths Trainer allows the student to select the area the teacher would like them to improve on from multiplication, division, addition and subtraction.

NS1.2  
NS2.2



Find Sums

Find Sums works with students' prior knowledge to find number facts to ten and then increasing the number facts to fifty and then one hundred. The fantastic part of this App is that it produces a printed report of students results, with a percentage correct and time completed.

NS1.2  
NS2.2  
NS1.3  
NS2.3



Math Bingo

The object of Math Bingo is to get a pattern of five Bingo Bugs in a row by correctly answering math problems. A great App for a lesson warm up or to reflect on a lesson on addition or subtraction.

NS1.2  
NS2.2  
NS1.3  
NS2.3



Math Magic

A simple App that allows students to practice their basic addition, multiplication and division facts.

NS1.2  
NS2.2  
NS3.2



Multi-Touch Math

Multi-Touch Math is an incredibly innovative and takes full advantage of the iPads touch screen. With this App students are able to answer the questions with just their fingertips by holding down the input on the hot spaces to generate the answer. For example, hold down two fingers on the 10 hot spot if the answer will be 20, add two fingers to the 2 hot spot if the answer is 24.

NS1.2  
NS2.2  
NS3.2  
NS1.3  
NS2.3  
NS3.3



Math Ninja

Math Ninja is an interactive App for students practice foundational math skills, from basic concepts of addition, subtraction, multiplication and division, to more advanced and complicated problem solving such as mixed operator usage.

NS1.2  
NS2.2  
NS3.2  
NS1.3  
NS2.3  
NS3.3



Math Drills

This is a simple App where students are able to practice a variety of maths drills with each equation having the support of a number line, hundreds chart and choice of possible answers. A great App that can be adapted into teachers learning programs.

NS1.3  
NS2.3



Multiples

Multiples is a simple App designed first to help learners to make sense of multiplication and division. The fantastic part of this App is that it produces a printed report of students results, with a percentage correct and time completed.

NS1.3  
NS2.3



Ace Multiply

This is a simple App that gives students reinforcement in teaching them their timestables.

NS1.3  
NS2.3  
NS3.3



TimesTables

Another simple App which uses an interactive interface to engage students in their learning of timestables.

NS1.4



Pizza 1

The first activity of 'Pizza Fractions' beginning with simple fractions. A variety of questions that reinforce a beginning lesson on fractions.

NS1.4  
NS2.4  
NS3.4

Motion Math

Motion Math is another popular App that is very popular. It involves fraction work where the student is required to move the ball into the position on the strip down the bottom. The ball will represent a fraction, decimal, pie chart or percentage and will get increasingly difficult.

NS1.4  
NS2.4  
NS3.4

Fractions

Fraction Estimation is designed to help students build their understanding of Fractions. Like the other Apps from this same developer, it produces a printed report of students results, with a percentage correct and time completed.

NS1.5  
NS2.5  
NS3.5

iRoll Dice

An interactive dice which supports six types of dice. 4-sided, 6-sided, 8-sided, 10-sided, 12-sided and 20-sided.

NS2.1



Place Value

This is another App that takes full advantage of the multi-touch interface. With the students fingers they are able to give an answer that will follow on with a lesson on place value.

NS2.2  
NS3.2

NumberBattle

A great App that can be used for those extra competitive students, they can even take their own photo and put their face into the game. It works via bluetooth and they are able to take on their opponent to complete a variety of number sentences.

NS2.2  
NS2.3

Sky Numbers

The Sky Numbers App works by random numbers falling from the sky, with 4 sets of clouds holding them for a little while. Students use their mathematical foundations to create the equation and reach the specified result.

NS2.2  
NS2.3

Math Fun

Students are able to learn their basic addition, subtraction and multiplication facts with visual reinforcement.

NS2.2  
NS2.3

Name That Number

Another fantastic App from McGraw-Hill where students compete against each other to build different number sentences to match the target number.

NS2.2  
NS2.3



Free Fall Math

In Free Fall Math the math problems are presented in different way but the premise is that students have to guide the answer into the correct box to complete the problem.

NS2.2  
NS3.2



Number Pyramid

Number Pyramid App is a fantastic way of reinforcing lessons on addition or subtraction. Each number in the two lower squares must match the one above. Great for Stage Three classes.

NS2.4



Pizza 2

The second activity of 'Pizza Fractions' with the topic of basic conversions. Simple questions but the teacher is able to extend this once connected into the white board and inspire discussion and conversation.

NS2.4  
NS3.4



Equivalents

Equivalents is a App that gives students the opportunity to discuss the differences between fractions, decimals and percentages. They must match the correct ones. Like the other Apps from this same developer, it produces a printed report of students results, with a percentage correct and time completed.

NS2.4  
NS3.4



FreddyFraction

This App has a simple but effective premise, the students must get the alien home by matching the decimal, percentage and fraction.

NS2.4  
NS3.4



Number Line

Number Line is an App where students must match the percentage, decimal or fraction onto a number line and place them in the correct sequence. Fantastic for Stage Three.

NS2.4  
NS3.4



Pizza 3

The third activity of 'Pizza Fractions' with the topic of comparing Simple Fractions. Once again this App involves very simple questions but teachers are given more than enough stimulus where they can extend on these concepts.

NS2.4  
NS3.4



Fractions

Fractions covers all aspects of this mathematical concept, with examinations, video tutorials and a fun student friendly interface.

NS3.4



Frac Factory

In this App the student is able to use their skills to place fractions into their correct positions on a number line. When the App begins, fraction gears will move across the screen on a conveyor belt. Then move the gear to where you think they should go on the number line at the top of the screen.



NS4.1  
NS4.2  
PAS4.1  
PAS4.2



Mathemagics

Students are able to expand their existing mathematical skills with this App. The skills that this App teaches are not requirements of the syllabus but they can be used for gifted and talented students.

PAES1.1



Alzebra

In this App there are five different challenges, all aimed at improving various algebra skills introduced in Early Stage One.

PAES1.1  
PAS1.1  
SGES1.1  
SGS1.1



TapTapBlocks

Using blocks to create 3D imagery and patterns this App is great for those students who are just beginning to learn about patterns and able to visualise them in a 3D environment.

PAS2.1  
PAS3.1A  
PAS3.1B



Algebra

This App is an algebra challenge game.

PAS4.1  
PAS3.1a  
DS3.1



SketchExplorer

Looking towards the end of Stage Three and for those students who are in the gifted and talented spectrum they will be able to develop students understanding of fundamental concepts across elementary math, geometry, algebra, trigonometry and calculus.

SGES1.2



Geometry

Introduction to basic shapes and geometry. Early Stage One students are able to interact and solve a variety of challenges.

SGES1.2



Tangrams

This App is designed for Early Stage One students as a first tangram.

SGES1.3



Line em Up

This App provides a great opportunity for those students in Early Stage One to be quizzed very easily on their knowledge of place and number order.

SGS1.1  
SGS2.1



Solids Elementary

Solids Elementary gives students the ability to interact with 3D shapes on a much larger scale. This App shows all of the features of the object but can also show all of the various nets of the shape.

SGS1.2  
SGS2.2A  
SGS2.2B



TanZen

This App is a virtual tangram on the iPad.

SGS1.2  
SGS2.2



Symmetry Shuffle

This App may appear simple but to gain an answer the student must have a solid foundation of the concept of symmetry. A perfect activity

SGS2.1  
SGS3.1



Think 3D

A fantastic App that allows Stage Three students to explore and understand more complex 3D shapes.

WMES1.1  
WMES1.2  
WMES1.3  
NES1.1  
NES1.2



Baby Mars

An interactive Maths activity for Kindergarten students. They follow the adventures of Baby Mars whilst solving simple maths equations and questions involving number recognition.

WMS1.2  
WMS1.3  
WMS1.4  
WMS1.5



MathKingdom

This fantasy story App requires the students to save the princess by solving a number of mathematical problems.

WMS2.2  
WMS2.4  
NS1.2  
NS2.2



Tric-Trac

Yet another great McGraw-Hill App where students take turns rolling two dice, finding their sum, and then matching the sum to one or more numbers in their hand. The student with the lowest score wins. A great way to begin a lesson or warm down, or even as a lesson break.

WMS2.2  
WMS3.2  
NS2.5  
NS3.5



Dice Soccer

A maths challenge soccer App. Each character is only equipped with a customized 6-sided dice with its own unique numbers and abilities. Students must complete number sentences to score goals.

WMS2.4  
WMS3.4  
NS1.2  
NS2.2  
NS1.3  
NS2.3



Math Tour

An exploration Maths App where the student is able to train their mathematical skills and complete a virtual journey around the world. It begins in North America and then complete activities to unlock the other continents, Europe and Oceania.

WMS2.4  
WMS2.5



Woolworths

The Woolworths App can be used by students for a Mathematics lesson, they can be given a target price or a limit and go shopping.









WMS2.4  
WMS3.4



Stick Math

The object of this puzzle game is to re-arrange one matchstick to create a true equation.

# Science & Technology

Content Strand	App	Description
Earth and its Surroundings	 NASA	The NASA App is an extensive database of information and something essential for any lesson on science.
Earth and its Surroundings	 NASA LER	The NASA Lunar Electric Rover (LER) Simulator gives students the possibility to experience what it would feel like to control the Mars Rover.
Earth and its Surroundings	 NASA Viz	This is the NASA Visualization Explorer, is a great way to get a whole host of information on current space based research. It contains information on all of NASA's fleet and present these stories in an engaging format.
Earth and its Surroundings	 NG Magazine	This is the National Geographic Magazine in eBook format. Whilst the magazine does cost money, as a teacher if you are aware of which issue your students wish to study then your students can view videos and statistical data from the magazine.
Earth and its Surroundings	 Star Walk	Star Walk enables the student to point their iPad at the sky and see what stars, constellations, and satellites they are looking at in real time. It's an incredibly powerful App when trying to explain to students that the stars are still there in the day time and they are able to track their movement. The augmented reality feature is one of the most powerful on the iPad.
Earth and its Surroundings	 Google Earth	Google Earth allows the student to navigate the world with a swipe of their finger. This is a fantastic application for students to travel the world as you guide them as a teacher. It also makes a great lesson for students who are researching Land and Place.
Earth and its Surroundings	 Solar Walk	This 3D Solar System model enables the student to navigate through space. One of the most powerful applications when it comes to teaching students about the solar system. Once displayed on the white board students can literally travel around the solar system. The 3D effect is simply outstanding.
Information Communications & Living Things	 Melbourne Museum	Students can use this App to explore Melbourne Museum and all of the exhibits.

Living Things



3D CellStain

Students who are learning about the cell and it's structure will enjoy this engaging application. They are able to rotate the cell and are provided with an extraordinary amount of information.

Living Things



Frog Dissection

One of the funnest Apps on the iPad and also one of the most informative. Students are able to virtually dissect a frog and learn about its organs.

Living Things



LeafsnapHD

A very interesting App where students use visual recognition software to help identify tree species from photographs of their leaves.

Living Things



Molecules

Molecules is an App for viewing 3D molecules and observing them using your fingers.

Living Things



Elementals

A fun periodic table where every element has its own unique personality. A great introduction for early learners about the elements.

Living Things



Field Guide to Victorian Fauna

This App contains detailed descriptions of animals, and the status of all species in Victoria. It contains a vast amount of information and is very useful for students who are studying endangered animals.

Living Things



LifeCycles

The LifeCycles App covers the Frog Life Cycle, the Water Life Cycle, the Butterfly Cycle, the Plant Cycle, Pollination, Photosynthesis, Moon Phases, Nitrogen Cycle, Oxygen Cycle and Rock Cycle

Living Things



Human Anatomy

This iPad App helps students to identify the different parts of the human anatomy.

Physical Phenomena



How Stuff Works

This is the HowStuffWorks App for the iPad. The student is able to access content including a massive collection of articles, quizzes, podcasts and videos. A great way for teachers to assist their students research.

Physical  
Phenomena



Physics HD

Finger physics gives students the opportunity to interact with a variety of different objects to solve puzzles.

Physical  
Phenomena



Gravity HD

Used in conjunction with work on gravity. Students must complete several puzzles by building a way home for the ball and assessing what would be the gravitational force on the blocks and items.

Physical  
Phenomena



Tinkerbox

TinkerBox is a physics puzzle App. It works much in the same way as Gravity HD and should be used in conjunction with lessons on the concept of gravity and friction.








Products and  
Services



Build-A-Lot 2

Students are able to learn about town planning by building, buying and selling houses. Very similar to the old version of sim city but great introduction for students who are studying products and services.

# HSIE

Outcome	App	Description
CCS2.1 CCS2.2	 European Exp.	Students can take the opportunity to explore the 'new world' in the 15th Century and learning about all of the expeditions that took place in this era.
CCS2.1 CCS3.1 CCS2.2 CCS3.2 CUS2.3 CUS3.3 CUS2.4 CUS3.4 ENS2.5 ENS3.5 ENS2.6 ENS3.6	 Geo Walk HD	Geo Walk is a 3D interactive encyclopedia. It has a rotatable model of Earth, with various landmarks and places touchable on it. For example, click on the Eiffel Tower, and you'll get a picture, as well as a quick blurb about the structure.
CCS2.1 CCS3.1 CUS2.4 CUS3.4	 Getty Images	This App contains the entire database of Getty Images. It's a great way for students to engage with important images and current events and for the teacher to be able to lead
CCS2.2	 History Maps	Students are able to view a variety of different maps that were once used in history. A fantastic App to give students an idea of early exploration.
CCS2.2	 On This Day...	A great way for students to start any lesson on history. This App tells you all of the important events that happened on that day.
CUS3.3 CUS3.4 SSS3.8	 TED	TED presents a very large database of talks on current topics in the world but some of the most influential people.. Stage Three students will be able to analyse current topics as a unit of work.
ENS1.5 ENS2.5 ENS3.5	 Maps	Working much in the same way that Google Earth does, but Maps is more instantaneous. Students will enjoy exploring their local region with this App and teachers will be able to use questioning techniques to assess their knowledge.

ENS2.5  
ENS3.5



Stack the Countries

With this App, students learn country capitals, landmarks, geographic locations as they drop the animated countries on the screen.

ENS2.5  
ENS3.5



iWorldQuiz

Students are given a location in the world to find and after guessing the student will be scored according to speed and accuracy.

SSS2.7  
SSS3.7



Be Green

Carbon Choices App is designed to help students become aware of the choices they make and the CO2 emissions they cause.

SSS2.7  
SSS3.7










Lights Out

A simple App where students learn the importance and effects of turning the lights off at home. The App is designed to encourage an instinctual reaction to doing so.



# Visual Arts

Outcome	App	Description
VAES1.1 VAS1.1	 Smudge	An art App that brings you all the fun of finger painting without the mess.
VAES1.1 VAS1.1	 DoodleBuddy	An art App that allows students to free draw by touching the iPad.
VAES1.2	 Colouring Book	A simple colouring and drawing book.
VAES1.2 VAS1.2	 PaintMyWings	Paint My Wings is a fun and easy way for students to paint butterflies. An effective way for students to teach symmetry.
VAS1.1 VAS1.2	 Love Drawing Animals	Students can learn how to draw animals with this App.
VAS1.3 VAS2.3 VAS3.3 VAS1.4 VAS2.4 VAS3.4	 Louvre	Students can explore the Louvre museum and all of its masterpieces. This App is a great way for teachers to introduce Art to students who are working at a higher level.
VAS2.3 VAS3.3 VAS2.4 VAS3.4	 PicturePatch	A small App for those students who are studying Van Gogh.

VAS2.1  
VAS3.1



How To Draw

This App teaches the students how to draw a cat, a dog, a space shuttle, a princess, a dinosaur, a skeleton, the statue of liberty, a pony, a tank, a locomotive and a hippopotamus.

VAS2.1  
VAS3.1



How To Draw

This App teaches students how to draw a variety of different objects from cartoon characters to fantasy characters.

VAS2.1  
VAS3.1  
VAS2.2  
VAS3.2



123D Sculpt

Probably one of the best Apps for exploring Visual Arts on the iPad. Students are able to take a pre-existing figure and sculpt around it.








VAS2.2









Coolibah Digital  
Scrapbooking

A digital scrapbooking App for students to document their day or even tell the story of an excursion.






# Music

Outcome	App	Description
MUS1.3	 Beatwave	A wonderful music App on the iPad and a great way to introduce students to concept of electronic music. Students can tap out a pattern on the screen and this App turns it into a looping musical piece.
MUS1.3 MUS2.1 MUS3.1	 Mixeroo	Mixeroo is a fanatstic App to teach students the conept of layers to music. They are given a very simple mixing board and are able to explore the different sounds that create a piece of music.
MUS2.1 MUS3.1	 Virtuoso	A virtual piano to learn the basics of music.
MUS2.1 MUS3.1	 Go Go Xylo	Students are able to use this Xylophone to play along to sheet music and listen to the song at the same time. A great App for simple instruction when it comes to learning the basics of music.
MUS2.2 MUS3.2	 Rj Voyager	An electronic music App that can teach studetns how to create music.
MUS2.2 MUS3.2	 Groove Maker	An App for creating dance and hip-hop music. It's for advanced students who wish to explore the concept of different layers of music.
MUS2.4 MUS3.4	 MSOLearn	This App instructs students on what an orchestra is and it contains information about all of the different features of it.

## LOTE

Outcome	App	Description
1.UL.1 1.UL.2	 eFlashFrench	French flash cards with the categories that include food items, animals, alphabet, transportation, numbers, colours and shapes, clothing, household items, body parts, outdoor items and musical instruments.
1.UL.1 1.UL.2	 LinguPingu EN	This App is wonderful for early learners of French, featuring an engaging and intuitive interface.
1.UL.1 1.UL.2 2.UL.1 2.UL.2	 The Red Hen	Bilingual and interactive eBook of the The Red Hen.
1.UL.1 1.UL.2 1.UL.3 2.UL.1 2.UL.2 2.UL.3	 French	Students are able to learn over one hundred and twenty words with this App and listen to a native French speaker.
1.UL.1 1.UL.2 1.UL.3 2.UL.1 2.UL.2 2.UL.3	 MindSnacks - French	MindSnacks is an App to build on a students fundamental knowledge of French vocabulary and conversation skills.
1.UL.1 1.UL.2 2.UL.1 2.UL.2	 Toddler Turkish	Toddler Turkish helps students learn Turkish in an engaging and fun way. It features flash cards that the students will be able to build their vocabulary upon.

# ESL

App	Description
 Functional Skills System	This App is focussed on teaching the essentials for students who are learning about independent living.
 ArtikPix	Articulation App contains flash card and matching activities for students with speech and sound delays.
 SeeTouchLearn	SeeTouchLearn is a picture learning App designed specifically for those students with autism and other special needs. A teacher can also easily apply this to an ESL classroom.
 I Get... My Family	I Get... My Family is an App for students who are learning about their family members and the roles within the family structure.
 Free Speech	Free Speech is an App for the students who are ESL and non-verbal. It provides students with flash cards on various activities and then verbalises those actions. It is not as intuitive as Proloquo2go, but considering the price difference between those two Apps it may make a viable alternative.

## Activities

App

Description



Quiz4Kids

A who wants to be a millionaire style quiz game for students where the idea is to get a million points.



Recipes

Students can take a look at the recipe and discuss the quantity. Also great for a cooking lesson.



Treasure Hunt

Students work through eight different challenges so they are able to help the pirate get his treasure. This activity uses both literacy and mathematics.



Pocket Pond

A relaxing App with the sounds of nature. Students can interact with the fish and watch their behaviour.



Quicker

A scrabble type activity for Stage Two and Stage Three. Students can compete against each other to make new words by removing a tile.



Lost Puzzles

A collection of ancient mathematical games for students. Suitable for students in the higher grades.



The Arcade

Students can look into the Guinness World Records book and engage with arcade games based on the facts inside.



Who Am I

This App will present clues and let students guess the correct animal, it's similar to a traditional game of 'Who Am I'.



MyPlay Chef

MyPlay Chef is a short App to create a sandwich. Actually a wonderful idea for students who are ESL to encourage them to explain a procedure.



What Am I HD

A set of clues is given where the students have to read and try and guess the character.



SudokuHD

Sudoku with varying degrees of difficulty.



Checkers

Traditional Chinese Checkers for one to six players.



Pirates









A mathematics activity App for early learners.



Wordage

Wordage is a word search game of varying degrees of difficulty.

## Teacher Productivity

App	Description
 Dropbox	This App allows students to export their written data from other certain Apps. The document is then online in the schools Dropbox account which can be downloaded, printed and stored separately from the iPad. It is one of the most powerful, effective and also essential Apps for the iPad. It is one of the easiest ways to get data off the iPad.
 Simplepedia	A more simple Approach to accessing Wikipedia, the online encyclopaedia.
 ShowMe	This is a virtual white board for the iPad. But also wonderful students to explain their own knowledge processes within the classroom.
 Evernote	Evernote is a powerful note taking tool that used in conjunction with Dropbox helps you keep track of everything. It's an amazing way of sharing and linking lesson plans with other teachers. For a whole school to have one account would mean that all lessons and programs could be shared and a continuum linked through the school
 Whiteboard	This Whiteboard App allows the teacher to share what's written amongst multiple iPads.
 PollDaddy	PollDaddy is a powerful App that allows the student to take a poll in any type of way, from small-scale questions to a whole school census.
 Notes	Notes is a simple App to write ideas down quickly, they can be emailed, shared and edited efficiently.
 Currency	The currency coversion App for those teachers who are introducing the concept of currency to their students.





Bump

Bump allows two iPads to share photos. It's a convenient tool when doing a multimedia lesson.



Quick Voice

This voice recorder can be used in the classroom to take down the notes from the students or be used by the students by themselves to gather their own ideas.

Splashtop  
Remote Desktop

Splashtop Remote Desktop streams video and audio from a PC or Mac. It's a fantastic App that allows the user to control all a computer from a distance. Essential for student that is non-mobile who may wish to give a presentation or discuss anything that is on the computer from a distance.



Teacher Pal

Teach Pal is a fantastic way for teachers to keep track of their students in terms of absences, grades and lessons. High School teachers will find it very useful to keep track of students who are absent. It has a great feature of allowing teachers to email the students parents and also links to dropbox.



Flipboard

Flipboard is a teachers online magazine. It takes news from a variety of different websites and organises it into categories so that they can keep up to date with current affairs and professional development. It links with Google Reader so that you can see all of your RSS feeds and also Twitter and Facebook.



Find My iPhone

Find My iPhone is a way to track the location of all devices linked to an iTunes account. Very effective in schools when trying to keep track of a large number of devices.



School A to Z

School A to Z is really an App for parents that has been constructed by the DEC. It is a way of communicating to parents what has been taught in schools. It is intuitive and has a vast database of information.



Edmodo

Edmodo is the Application of online social network. A very good way of connecting with other teachers and communicating with your students in an effective manner.



Flashcards

Flashcards allows the teacher to download a whole range of premade flash cards but its best feature is its ability to create your own. It also presents them wonderfully.



Dragon Dictation

Dragon Dictation turns spoken word into text effectively. For those students who wish to organise their ideas quickly but also for those students that are non-mobile.



Upad

Upad is a great note taking tool that links all your notes together. It has capabilities to use the stylus pen and also to annotate existing documents.



Twitter

The Application of the social networking site. Keeping track of tweets fast and efficiently



Three Ring

Three Ring is a way of building portfolios of students work, it works amazingly well when the teacher wants to create a digital portfolio of students art work.



Mind Meister

Mind Meister is a way for teachers to create mind maps and organise their ideas. It is more complicated than Popplet so for the later stages when students want to organise their ideas.



Go Class

Go Class is an App for teachers to create lesson plans and organise their teaching program. From the lesson plans that the teacher has created they can share all of the included digital content and then ask students to explain their thinking. Another feature is that students can also be quizzed in a poll.



iAnnotate PDF

iAnnotate PDF is perfect for annotating students work and then returning it to them very easily.



Teacher Clicker is a way that the teacher can use the iPad as quiz type tool to be used in conjunction with Student Clicker and other iPads. The teacher can ask live questions of their students and they can respond, instant grading.

Teacher Clicker



Used in conjunction with Teacher Clicker.

Student Clicker

# News

App

Description



ABC News Australia.

ABC



ABC iView allows students to watch programs from the ABC network.

ABC iView



Pulse News takes news from a range of websites and turns the articles into an interactive display for the iPad.

Pulse News



7 News.

7NEWS



BBC News.

BBC News



Education News from Australia.

EDU NEWS



ABC News America.

ABC News



Sydney Morning Herald Newspaper.

SMH



SBS World News.

World News



The Guardian Eyewitness App provides images for current events and can be use to stimulate discussion amongst students.

Eyewitness