



Using technology effectively in the classroom.

Lessons from a guided inquiry project with second grade students.

iCreate to Educate worked with Ashley Pringle, a second grade teacher at McCarthy-Towne Public School in Acton, Massachusetts, who was preparing to lead a research project on the country of Ghana. We first asked, **"What is it that you want to achieve? What is your goal?"**

Ashley explained that she wanted the students to go through the process of asking questions, doing research, and reporting about what they had learned.

"Teamwork is important because it teaches us how to work together and it's not always possible to do things on your own."

- 2nd grade student and user of SAM Animation Software

The next step was to discuss how her goal would be achieved. What is the plan? **"I wanted to make sure we had the goal and plan clearly defined before we started discussing technology,"** Ms. Pringle notes. "Too often it seems we start with the technology because of the excitement surrounding iPads, SMART Boards, and computers, and then we design the project. It needs to be the other way around."

- 1 Determine the goal
- 2 Map out a plan and define "the how"
- 3 Decide if technology will be beneficial
- 4 Start the project
- 5 Utilize technology only if helpful

Based on Ms. Pringle's goals and plan, the iCreate team shared its learning process and SAM Animation software. They discussed how SAM Animation might help Ashley meet her goals. Due to the fact that iCreate guides students through creating a storyboard, building props, and making a stop motion animation to share what they learned, SAM seemed like a great match.

The results of the project were fantastic.

All of Ms. Pringle's goals were met, and the students raved about the experience. The process cut across many content areas including English, Language Arts, and Geography. SAM Animation also helped students learn about teamwork and collaboration. In addition, Ms. Pringle created **'guided questions' for parents.** These questions, along with links to the animations, enabled learning to continue at home. Families were able to have meaningful discussions about what the students learned about Ghana and **working with others** to complete a project.

"It was a great success, and using iCreate's software was simple and easy," said Ms. Pringle.



SAM Animation is now called HUE Animation

Want to learn more? Contact us to see how HUE Animation can help you reach your class' objectives.