ACTIVITY	WHAT IS IT?	WHY WOULD YOU USE IT?	HOW WOULD YOU USE IT?	RESOURCES NEEDED
Polling/Classroom Response System	Students use cell phones as "clickers" to respond to class polls - data updates live as students vote. **IDEAS**: **icebreakers, discussion, opinion polls.**			• Any device that can send a text message can be used (the only charge to the student is the cost of sending a text message). • Instructor needs Polleverywhere account.
Audio Recording	Students use cell phone or other mobile device as audio recorder. **IDEA**: **Create/publish basic podcast, audio tours, etc.**			• Basic recording works with any phone that can make a call (using a tool like iPadio). Many devices now come with a recording feature already installed. • There are also specialized apps, like Woices (create location-based audio tours)
Notes	Students create notes on-the-go, using voice-to-text notes via cell phone or other mobile device. **IDEA**: **Field trip notes, webclips for research.**			• Works with any phone that can make a call, and can send/receive texts (using a tool like GoogleVoice). • Evernote is also useful for notes; you can create webclips, but is not a tool you can use with a basic cell phone.
Photos	Students take photos, send to others' phones/emails, or upload photos to a photo website via mobile device. **IDEA**: **Keep a photo journal.**			• Works with any mobile with a built-in camera and cellular/wi-fi connection. • Flickr, Photobucket, etc.; accounts required in order to upload content.
Videos	Students create video, send video to other students' phones or emails, or upload video to a video site. **IDEA**: **Peer or "man-on-the-street" interviews, concept demos.**			• Works with any device that has video camera and cellular/wi-fi connection. • YouTube, etc. accounts required in order to upload content.
Blogging	Students create a mobile blog and upload content (text, image, and video) via mobile device. **IDEA**: **"[Your Discipline] in Action" blog, science lab blog, research blog.**			• Works with any device that can send a text message. • There are many other blogging tools, but Blogger is easy for beginners. Account required.
Conferencing	Students participate in mobile conference on cell phone or other mobile device. **IDEA**: **Study groups, tutoring, virtual office hours.**			• Video conferencing or screensharing requires smartphone with data package, or tablet device with wi-fi. • Screensharing: Join.me • Video conferencing: Skype mobile, FaceTime (iPhone/Pod/Pad, wi-fi), Google+Hangouts (video conferencing; Android/iPad/iPhone, wi-fi), Tango (3G/Wi-fi)

QR Codes	Instructor creates QR (Quick response) codes that contain information (Audio, video, website, contact info, etc.) that can be scanned with a mobile device. **IDEA: Scavenger hunt, guided research.**			• Instructor uses code generator site, such as QRstuff. • Student needs a device with an internet connection and a QR code reader app to scan the codes.
Presentations	Students create presentations (slideshows, videos) that can be delivered to the web, or to others' mobile devices. **IDEA: Museum slideshow, research presentation.**			• Animoto for iPhone/iPad allows user to create videos. • Prezi "read" app for iPad allows viewing of existing Prezis. • Other options: Powerpoint, Open Office, GoogleDocs
Mindmapping	Students create graphic organizers of course concepts, or of their own writing or projects. **IDEA: Outline a group project, concept explanation.**			• Mindmeister • Thinking Space (Android) • SimpleMind+ (iPhone/Pad/Touch) • Popplet (iPhone/Pad/Touch)
Video Sharing	Students can broadcast their video as they are recording (live streaming). **IDEA: Have a student report "live on location" to the classroom from an outside site.**			• Qik (works with most smartphones and many tablet devices)
File Sharing	Access content anytime, anywhere, from any device. Share access with others.			• Many "cloud storage" tools (such as Dropbox and GoogleDrive) are now available that will not only work with a computer, but also with various smartphones/tablet devices.

TEACHING & LEARNING WITH MOBILE TECHNOLOGY

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