



Hosted by the Western Region
Universities Consortium
(WRUC) in conjunction with

NIH National Institute of
Environmental Health Sciences
Worker Training Program

National Trainers' Exchange

Looking to the Future, Generational Transitions

May 10 – 11, 2018* » Phoenix, Arizona

* The NIEHS WTP Awardee meeting will be held the afternoon of May 9, 2018.

May 10, 2018
1:15 p.m. – 2:45 p.m.
Valley Ballroom B

**EMBRACING TRAINING
TECHNOLOGY IN
APPRENTICESHIP READINESS
PROGRAMS**

EMBRACING TRAINING TECHNOLOGY IN APPRENTICESHIP READINESS PROGRAMS

- Launch your browser and go to Kahootit
- Enter the Game Pin and press Enter
- Use your first name when requested to enter a nick name.
- Get ready to play
- Remember, the faster you get a right answer in, the more points you win
- LETS PLAY KAHOOT!

EMBRACING TRAINING TECHNOLOGY IN APPRENTICESHIP READINESS PROGRAMS

I. INTRODUCTION

- A. Ice Breaker - Construction Safety Kahoot Game
- B. Review Session Agenda

II. CASE STUDY: ECPAP TECHNOLOGY TEACHING AIDS

- A. List and Overview of Teaching Aids
- B. Benefits of Technology In The Classroom

III. EXERCISE: BUILDING A KAHOOT

IV. OTHER TECHNOLOGY RESOURCES FOR THE CLASSROOM

V. Q&A

ECPAP TECHNOLOGY TEACHING AIDS

• Access

IPads



• Learning

Khan
Academy



• Testing

Socrative



• Review

Kahoot



• Language

Google
Translate



KHAN ACADEMY

Math Review

- General Math
- Fractions & Decimals
- Area & Volume
- Measurement Layout

Financial Literacy

- Microeconomics
- Macroeconomics
- Finance & Capital Markets
- Entrepreneurship



SOCRATIVE

Assessments

Quizzes

- Quick Question Polls

- Exit Tickets

- Space Race Games

Features

Multiple Choice,
True/False & Short
Answer Questions

- Instant Grading

- Sharing

- Real Time Student Results

DCIc

by Mas

GOOGLE TRANSLATE

Multilingual Translation Service

- Over 100 Languages
- Browser Integration
- Mobile Apps

Translates

- Text
- Speech Images
- Sites
- Real Time
- Video



KAHOOT

Game-Based Platform
Designed For Social Learning

Smartscreen, Interactive
Whiteboard, or Computer
Monitor

Screensharing Tools -
Skype, Appear.In &
Google Hangouts

Usage

To monitor
student knowledge

To identify areas where
students need more work

To integrate kahoots
into lessons themselves



BENEFITS OF TECHNOLOGY

- Makes Learning More Fun
- Prepares Students for the Future
- Helps Students Learn at Their Own Pace
- Connects with Students
- Keeps Students Focused Longer
- More Peer Collaboration
- Automates Tedious Tasks
- Instructors Can Personalize the Educational Experience
- Instant Access to Knowledge
- Better Student Engagement
- Improves Knowledge Retention

BENEFITS OF TECHNOLOGY

- Increased Student Motivation and Self Esteem
- More Interactive Educational Tools, Which Allows for a Dynamic Learning Experience
- Flexibility And Adaptability to Differentiated Learning
- Student Has Active Role Rather Than the Passive Role of Recipient of Information
- Teach Plays the Role of Facilitator, Setting Project Goals and Providing Guidelines and Resources
- Project-Based Work and Cooperative Learning Approaches

EXERCISE: HOW TO BUILD A KAHOOT

- Launch Your Browser and go to: getkahoot.com
- Sign Up for a Free Account
- Select "I want to use Kahoot as a Teacher"
- Complete Account Details
- Click Join Kahoot
- Under "Create New Kahoot" Select Quiz
- Develop Questions/Answers
- Make sure you check correct answer for each question
- Upload photos or use Kahoot images.

OTHER TECHNOLOGY RESOURCES

- Puzzlemaker - Used to develop crossword puzzles, word searches, mazes, cryptograms, and more based on curriculum vocabulary and concepts.
- Brainbooster - Offers activities to help students develop higher level thinking skills.
- matchclass.wordpress.com - Used to create class websites and blogs with free website hosting via wordpress.com or blogger.com.
- PIAZZA - Used by teachers to have students access course materials and also to post questions about specific subjects.
- Mathway.com - Helps math students solve math challenges, students can simply select a subject and hit solve, the equation will be solved by the tool.
- MyGradebook.com - Used to track grades, record attendance and seating charts, and compile reports on student progress.

OTHER TECHNOLOGY RESOURCES

- Vennengage - Used for data literacy, the program offers a selection of infographic templates students can customize.
- Trello - Teaches students how to organize and streamline their assignments using workflow charts.
- Nearpod - Creates interactive lessons, assesses students on the fly, and shows data and student response in real-time.
- Plickers - Is a tool for teachers, to help assess students' understanding of concepts and their engagement with the material. It gives teachers an accurate picture of how students are following the information, and adjust their lessons accordingly.
- Prezi - Allows students to create presentations that are more creative and exciting than PowerPoint.

OTHER TECHNOLOGY RESOURCES

- Class Dojo - Is a fun tool to gamify the classroom. Students make their own avatars, gain and lose points based on classroom behavior, discussion approaches, and other soft skills agreed upon by the teacher and the class. It can also be used to take attendance and create graphs that breakdown the information for teachers.
- FunBrain - is an educational browser game website for children and adults. The Math Arcade, a collection of 25 math related games such as *Ball Hogs*, *Mummy Hunt*, or *Bumble Numbers*, is a game with fairly simple basic math, with difficulty varying depending on the age of the player.



Environmental & Construction Pre- Apprenticeship Program

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ENVIRONMENTAL & CONSTRUCTION PRE-APPRENTICESHIP PROGRAM NEW ORLEANS



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