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| Timeframe | Software/Programs | Explanation | Skills |
| 1 June – 10 June | Edmodo | Communication tool with students and teachers that reinforces involvement by allowing them to take control of their education. Students will have another way to determine when projects are due, find resources, and share their opinions. Also, it fosters a ‘virtual classroom’ environment and can be accessed through mobile devices. | 1, 2, 3, 4 |
| 11 June – 20 June | Google Docs and Drive | Secure storage, Easily accessible, teachers can track individual student progress and offer student collaboration, especially in real time. | 1, 2, 3 |
| 21 June – 30 June | Prezi | Integrates external media contents (i.e. pictures, audio clips, videos, links, etc…) in a creative way that engages various audiences, Smartboard-friendly, smooth interface, and uses multidimensional effects | 1, 2 |
| 1 July – 15 July | EXCEL, PowerPoint, Word | Prepares students to handle job related tasks (i.e. reports, graphs, statistics, data analysis) | 1, 2, 3, 4 |
| 16 July – 23 July | Interactive Attendance Technology | Smartboard friendly, saves time, real-time monitoring throughout school day, and directly connects to school management | 1 |
| 24 July – 7 August | SMART board/note | Mobile, integrates teachers’ lessons, offers relevant activities, many apps for education, saves time, saves changes for future references, etc… | 1, 2, 3, 4 |
| 8 – 15 August | Class Dojo | Assists to create groups, help conduct peer evaluations, and aids with classroom management | 1 |
| 16- 31 August | Adobe Photoshop, Audacity | Engages creativity of students in arts by providing useful tools to edit pictures and music, accessible through various platforms, and popular tool for daily extracurricular activities | 1, 2,,3 ,4 |

Legend 1 = Collaboration, 2 = Creativity, 3 = Critical Thinking, 4 = Problem Solving