

Detailed Design of Non-Instructional Interventions for the  
Sir Wilfrid Laurier School Board (SWLSB)

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Concordia University

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**iPad Guided Tour**  
**(Provision of Information and Enhancement of**  
**Motivation)**

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## Agenda

### Morning Session

8:30 am	Sign-up (coffee and snacks) To be handed out: <ul style="list-style-type: none"><li>• Attendance sheet</li><li>• Agenda and Note Booklet</li><li>• List of Additional Resources</li></ul>
9:00 am	Introduction (Why iPads?)
9:05 am	iBooks <ul style="list-style-type: none"><li>• Create multi-touch interactive books</li><li>• Generate highlights, notes, and definitions</li><li>• Share snippets of content via Facebook, Twitter, text, or email</li></ul>
9:20 am	iTunes U <ul style="list-style-type: none"><li>• Create courses for students in the classroom</li><li>• Share privately or with the rest of the world</li><li>• Integrate iTunes U course materials (i.e. audio and video, PDFs, iOS apps, web links, etc.)</li></ul>
9:35 am	App Store <ul style="list-style-type: none"><li>• Download apps from a selection of over 1 million</li><li>• Find relevant apps that are divided by categories</li><li>• Identify the benefits and limitations of free versus paid apps</li></ul>
9:50 am	List of Additional Resources
9:55 am	Question Period

### Afternoon Session

11:30 am	Sign-up (coffee and lunches) To be handed out: <ul style="list-style-type: none"><li>• Attendance sheet</li><li>• Agenda and Note Booklet</li><li>• List of Additional Resources</li></ul>
12:00 pm	Introduction (Why iPads?)
12:05 pm	iBooks <ul style="list-style-type: none"><li>• Create multi-touch interactive books</li><li>• Generate highlights, notes, and definitions</li><li>• Share snippets of content via Facebook, Twitter, text, or email</li></ul>
12:20 pm	iTunes U <ul style="list-style-type: none"><li>• Create courses for students in the classroom</li><li>• Share privately or with the rest of the world</li><li>• Integrate iTunes U course materials (i.e. audio and video, PDFs, iOS apps, web links, etc.)</li></ul>
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12:50 pm	List of Additional Resources
12:55 pm	Question Period

## **Administrivia**

### **Location of the workshop**

The guided tour will take place in the auditorium at Rosemere High School.

- Learners will sit as they wish, filling up the front rows first.
- A MacBook laptop, the appropriate A/V adapters for projection of both the laptop and iPad devices, and a desk will be provided for the presenter.
- Preferably, two projector screens will be available for the projection of the laptop and the iPad device simultaneously.
  - One projector will be for the presentation of the audio-visual slides.
  - One projector will be for the demonstration of the iPad device.
- The Sir Wilfrid Laurier School board will provide coffee and snacks for the morning session and coffee and lunches for the afternoon session.

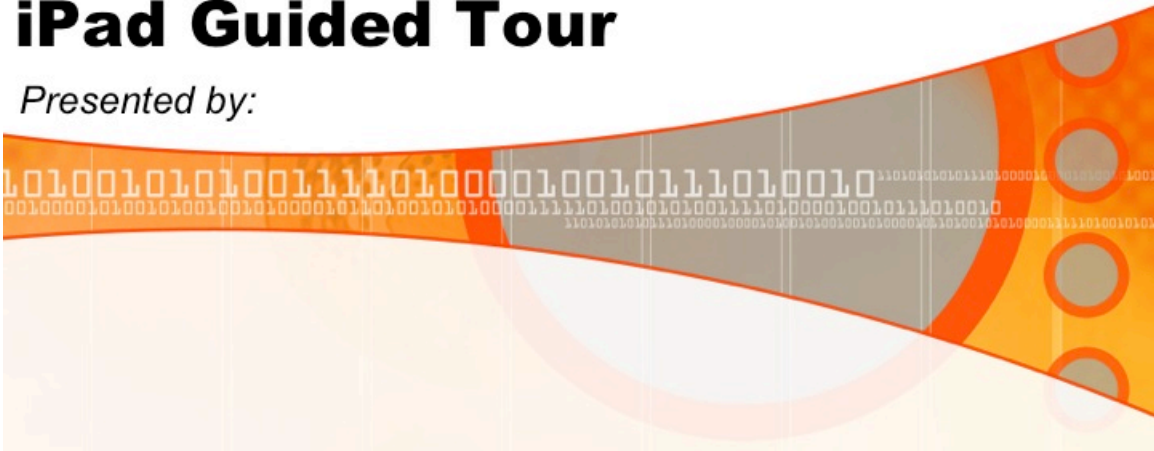
### **Necessary Materials**

Please ensure a copy of the following document for each teacher:

- Note Booklet
  - Subdivided in 6 sections for note taking – Introduction, iBooks, iTunes U, App Store, List of Additional Resources, and Question Period.

# iPad Guided Tour

*Presented by:*



# Why iPads?



## iPads

- iBooks

- *“iBooks is stacked with materials to help you teach practically any subject. And because many books are created just for iPad, they’re not just great reads — they’re great interactive experiences.”*

- iTunes U

- *“iTunes U is a destination within iTunes solely dedicated to great education content. It’s filled with countless learning resources like lectures, videos, books, and more. And it’s all free.”*

- App Store

- *“The App Store features over 65,000 education apps — designed especially for iPad — that cover a wide range of subjects for every grade level and learning style.”*

- Apple Inc. 



Why iBooks?

## Why iBooks?



## iBooks

- Create multi-touch interactive books
- Generate highlights, notes, and definitions
- Share snippets of content via Facebook, Twitter, text, or email



## Why iTunes U?



## iTunes U

- Create courses for students in the classroom
- Share privately or with the rest of the world
- Integrate iTunes U course materials (i.e. audio and video, iOS apps, web links, etc.)





# Why App Store?



## App Store

- Download apps from a selection of over 1 million
- Find relevant apps that are divided by categories
- Identify the benefits and limitations of free versus paid apps



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**Design, Development, and Deployment of the iOS  
Application  
(Job Aid)**

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# The 3 Ds of Creating iOS Applications with Buzztouch Design, Development, and Deployment

## Design

Create a new project using the Buzztouch control panel.

1. Register for a free Buzztouch account at <http://www.buzztouch.com/>.
2. Read and accept the Terms of Use.
3. Choose a name for the iOS application.

Plan the properties of the iOS application.

1. List the main functionalities of the iOS application.
2. Choose the desired plugins for the iOS application.

The screenshot shows the 'Manage Screens and Actions for Demo App' interface. At the top, there is a navigation bar with links: Applications, Demo App, App Icon, Core, Layout, Themes, Menus, Screens (highlighted), Logins, Files, Configuration Data, and Publish. Below this is a sub-header 'Access to app's screens & menus'. The main area has a toolbar with 'Add New', 'List View', 'Grid View', and 'Group By Type' options, along with search fields. A sidebar on the left is titled 'Enter a nickname for the new item' and 'Choose a plugin type', showing a list of available plugins such as 'Blank Screen', 'Menu Simple', 'Menu Buttons', 'BTM Search Menu', 'Buzz Carousel', 'Menu with Image', 'Content Screens', 'Custom HTML / Text', 'PowerPoint Doc', 'Location Map', 'HTML Doc', 'Excel Doc', 'Word Doc', 'PDF Doc', 'Custom URL', 'Blank Screen', and 'Notepad Feature'. A red box highlights this list with the text 'List of Available Plugins'. A central panel titled 'Adding Screens and Actions' contains three numbered steps: 1) Enter a nickname for the screen or action. 2) Choose a plugin type from the drop-down list. 3) Click 'Add' to save your choices. Below this, there are several plugin descriptions, each with a red arrow pointing to it from the text 'Example of a plugin description'. The plugins shown include 'App Rater', 'AT53 Tweet Sheet', and 'Notepad Feature'.

## Development

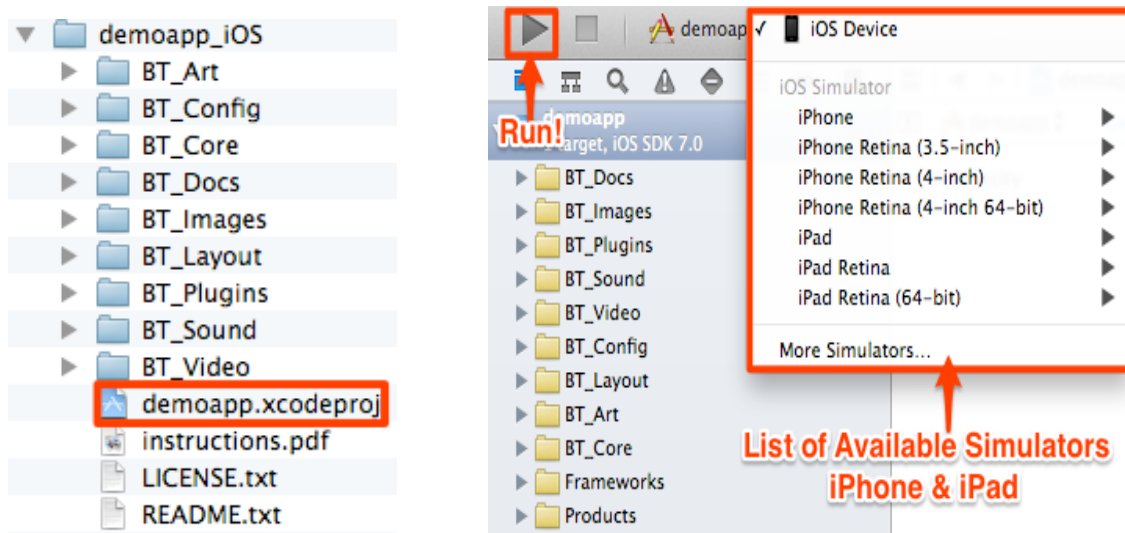
Develop and prepare the iOS application.

1. Construct a single or multi-tab iOS application using the desired plugins.
2. Prepare the iOS application package (source code).
3. Download the iOS application package (source code).

The screenshot shows the 'Control Panel' for 'Demo App' with a navigation menu on the left. The menu items are: Account, Applications, Demo App, App Icon, Core Properties, Layout / Tabs, Global Themes, Context Menus, Screens / Actions (highlighted with a red arrow), Logins / Users, Files / Media, Configuration Data, Publish Changes, App Usage Map, and Push Notifications. A red box highlights the 'Screens / Actions' menu item with the text 'Plugins: Screens & Menus'. At the bottom, there are buttons for 'Download iOS or Android Project' and 'Prepare & Download'. The copyright notice '© 2014 Nicholas Stratigopoulos' is visible at the bottom.

### Run and implement the iOS application.

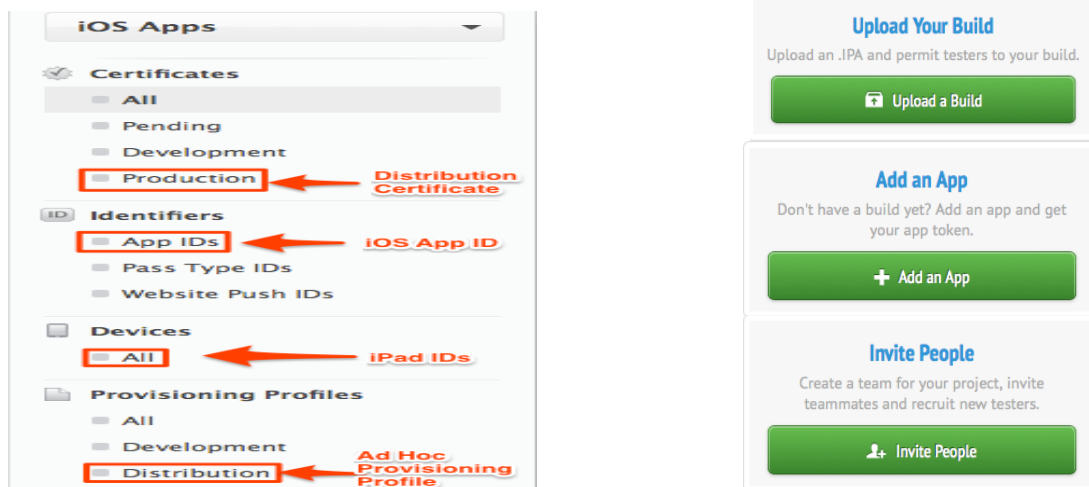
1. Uncompress the downloaded iOS application package (source code) using the default unzipping tool.
2. Identify the Xcode application and the associated project.
3. Open the project using Xcode.
4. Compile project.
  - Open the instructions contained with the project folder.
  - Drag appropriate folders from the instructions into the project.
5. Test the iOS application's functionality on the iPad simulator.
  - Choose the iPad simulator.
  - Test each screen included within the app.



### Deployment

Export the iOS application onto the physical iPad devices.

1. Register for an iTunes Developer Account.
2. Create an ad hoc provisioning profile.
  - Specify app ID.
  - Register iPad unique device IDs (UDID).
  - Create distribution certificate.
3. Archive and create iOS App Store Package (.ipa) in Xcode.
4. Distribute and install app on iPad devices using TestFlight at <http://www.testflightapp.com/>.



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**Best Educational Mobile App Competition  
(Enhancement of Motivation)**

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## Best Educational Mobile App Competition

### Letter (Template)

Dear Teacher,

We cordially invite you to participate in the “Best Educational Mobile App Competition”. This year, the event will be held at **LOCATION** from **TIME TO TIME**. Teachers across the school board will have the opportunity to introduce themselves and show off the educational app that they’ve built themselves to their friends and fellow colleagues. Each teacher will have 5 minutes to present his or her educational mobile application on his or her iPad device projected on the screen. Judges will take notes during their presentation. Once every teacher has presented, the judges will walk to each station and test the app for themselves. Judges from the school board will assess the educational mobile application based on the following criteria:

- **Functionality** – App functions as expected. Minimal loading time with no freezing or crashes.
- **Design** – App appeals visually and aesthetically. Icon, launch image, and other graphical assets attract the app user.
- **Compatibility** – App is universal. Functionality and design are unaffected on iPhone/iPod & iPad devices.
- **Ease of Use** – App is user-friendly. Without guidance, it is easy to navigate through the app and access all of the available features.
- **Relevance** – App is purposeful. Suitable for students in the designated grade level and relevant to the subject matter.

The criteria will be scored on a scale from 1 – 5 in increments of 0.5, with 1 being poor and 5 being excellent for a total possible score of 25. 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place teachers will win a \$50, \$25, and \$15 iTunes Gift Card respectively.

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If you’d like to compete, please fill out the following information and send it back to **ADDRESS** by **DATE**. Alternatively, send an email with “Best Educational Mobile App Competition” as the subject to **EMAIL ADDRESS** with the following information completed.

School: \_\_\_\_\_ Teacher: \_\_\_\_\_

Grade: \_\_\_\_\_ Subject: \_\_\_\_\_

App: \_\_\_\_\_

## Judging Sheet

<b>Mobile App Competition</b> Judging Sheet School _____ Teacher _____ Grade _____ Subject _____ App _____						
<b>(Points shall be recorded in increments of 0.5)</b>						
	Poor 1	Fair 2	Good 3	Very Good 4	Excellent 5	Points Scored
<b>A</b>	<b>Functionality</b> App functions as expected. Minimal loading time with no freezing or crashes.					/5
<b>B</b>	<b>Design</b> App appeals visually and aesthetically. Icon, launch image, and other graphical assets attract the app user.					/5
<b>C</b>	<b>Compatibility</b> App is universal. Functionality and design are unaffected on iPhone/iPod & iPad devices.					/5
<b>D</b>	<b>Ease of Use</b> App is user-friendly. Without guidance, it is easy to navigate through the app and access all of the available features.					/5
<b>E</b>	<b>Relevance</b> App is purposeful. Suitable for students in the designated grade level and relevant to the subject matter.					/5
					<b>Total Points Scored</b>	<b>/25</b>
Judge Initials _____						

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**Accessibility of the School Board's Educational  
Technologists  
(Provision of Support)**

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## Accessibility of the School Board's Educational Technologists

### Directory



- Profile Picture
- Full Name
- Areas of Expertise (keywords)
- Phone Number
- Email Address



- Profile Picture
- Full Name
- Areas of Expertise (keywords)
- Phone Number
- Email Address



- Profile Picture
- Full Name
- Areas of Expertise (keywords)
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