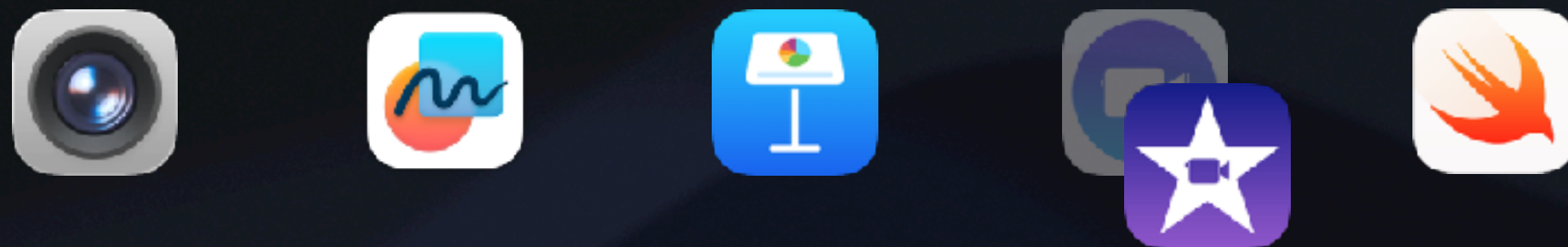


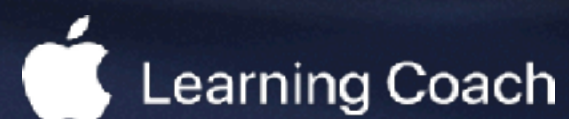


# Voices that matter

Empowering student expression with iPad creativity tools

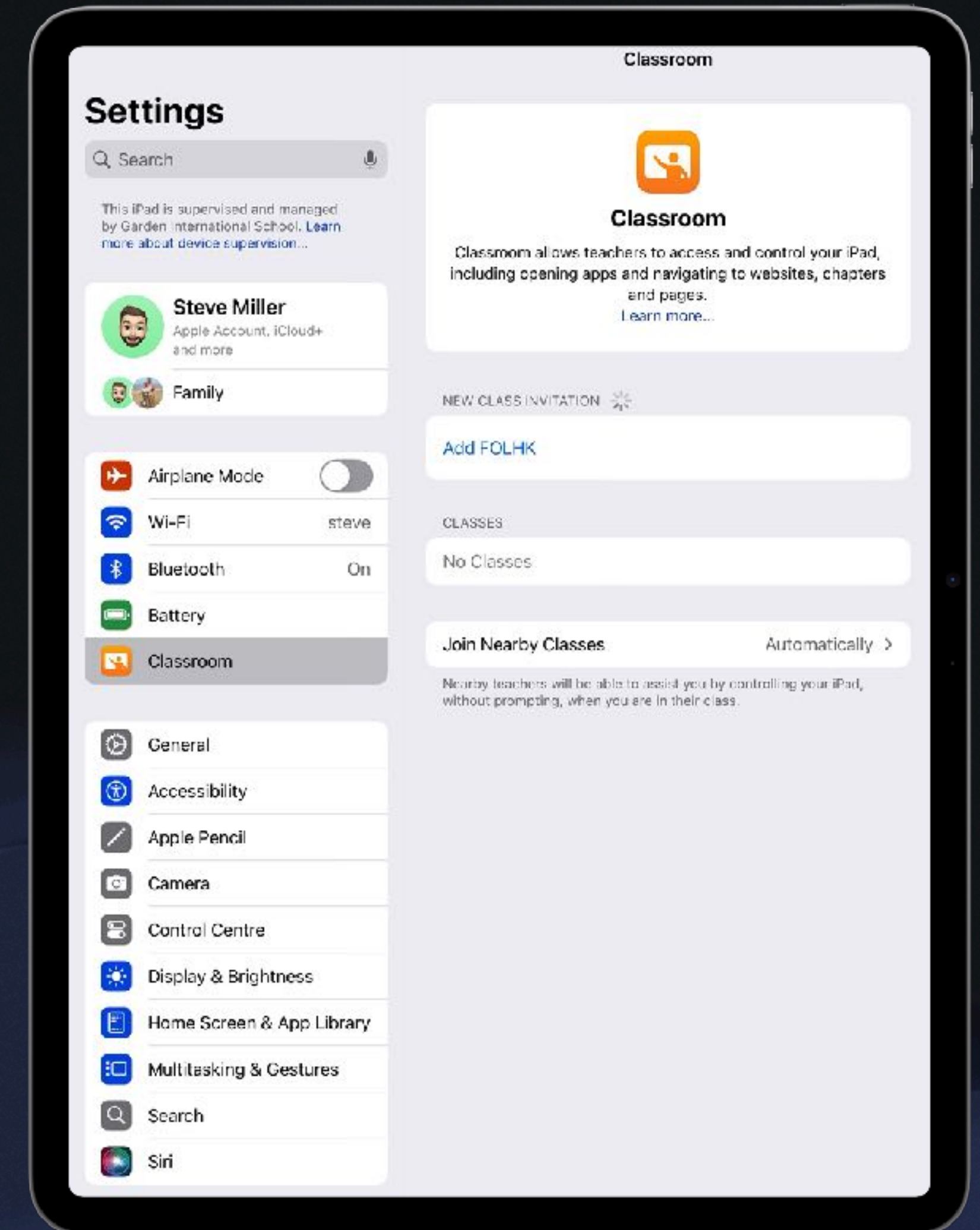


Steve Miller



 Primary Digital Learning Lead  
Garden International School

 primaryedtech.com

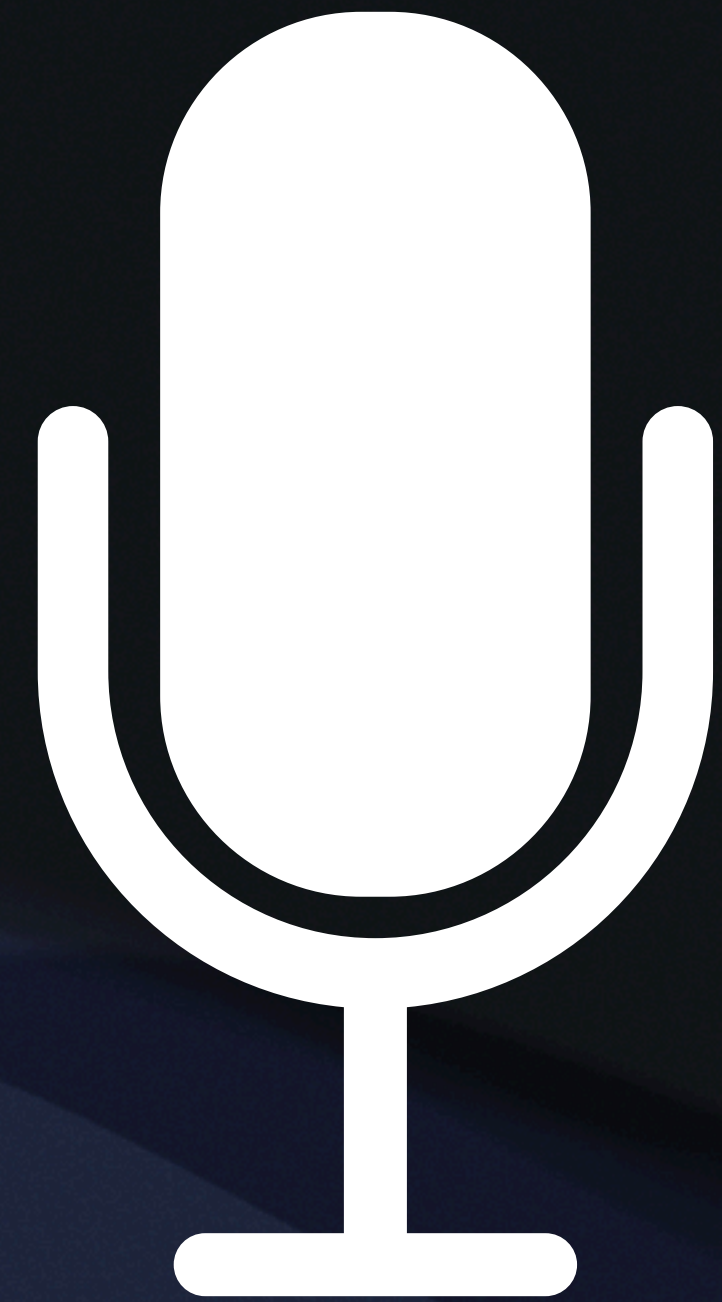


Join our Apple Classroom  
(If you're happy to share your work!)



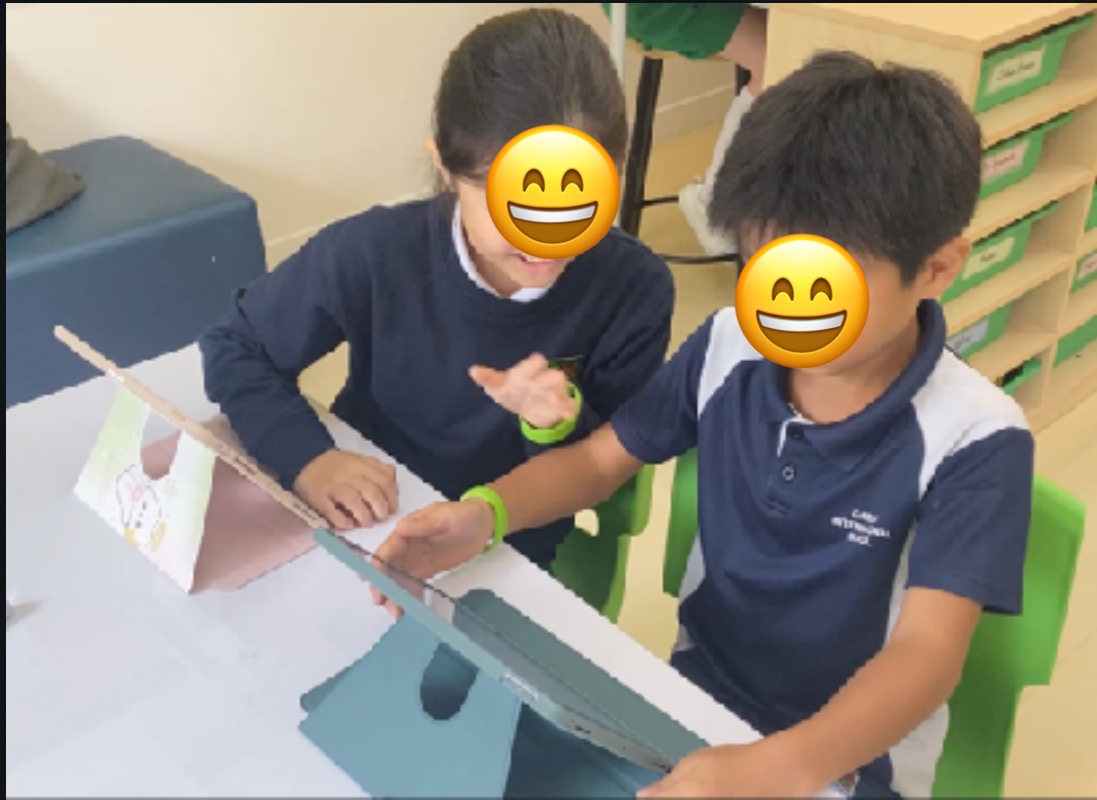
# We'll explore...

- The role of **student voice** in fostering engagement, creativity, and ownership of learning.
- A range of **accessibility features** that support inclusive learning environments
- **Projects and tools** that capture student voice





# The role of student voice in fostering engagement, creativity, and ownership of learning.



Engagement



Creativity



Ownership



# The role of student voice in fostering engagement, creativity, and ownership of learning.

Engagement



Creativity

Ownership





# The role of student voice in fostering engagement, creativity, and ownership of learning.

Engagement



Creativity



Ownership





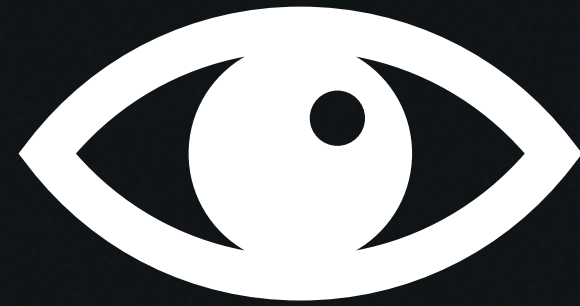


# Accessibility









VoiceOver



Zoom



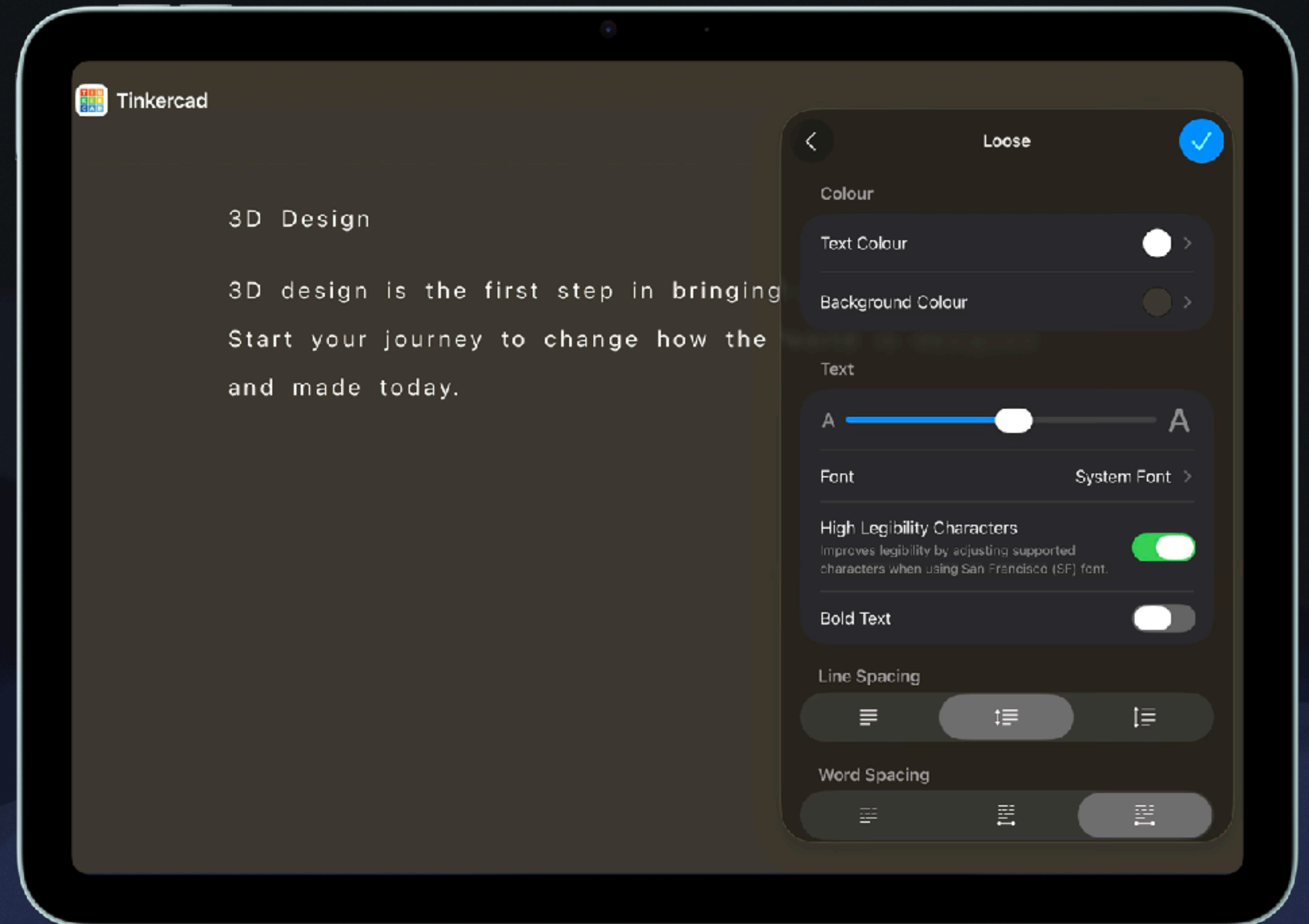
Hover Text



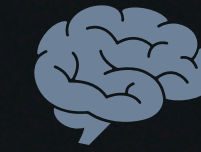
Display & Text Size



Accessibility Reader



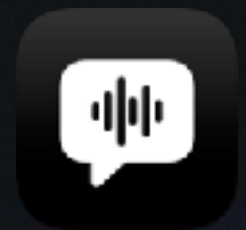




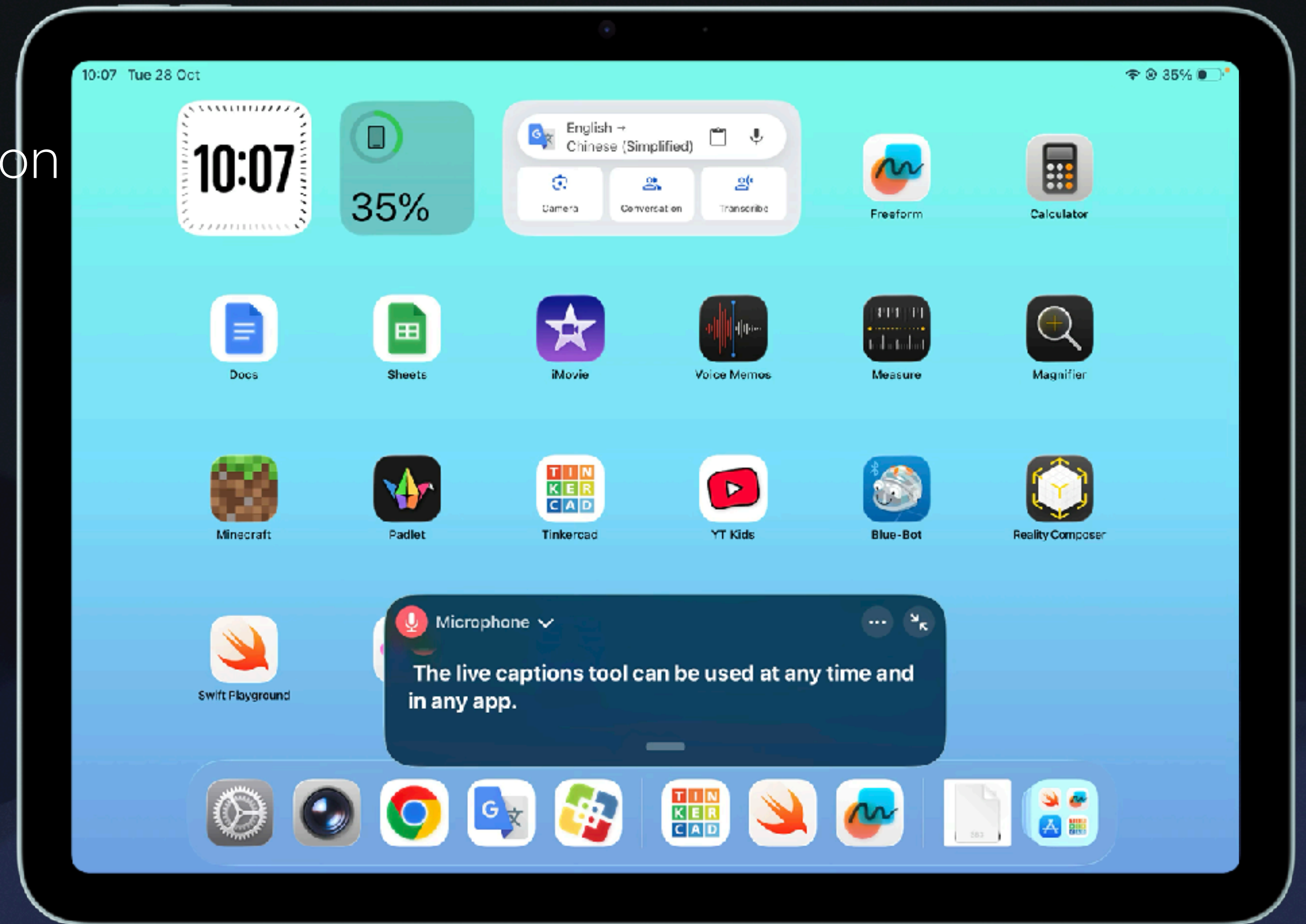
Sound & Name Recognition



Background Sounds



Live Captions







Guided Access



Background Sounds



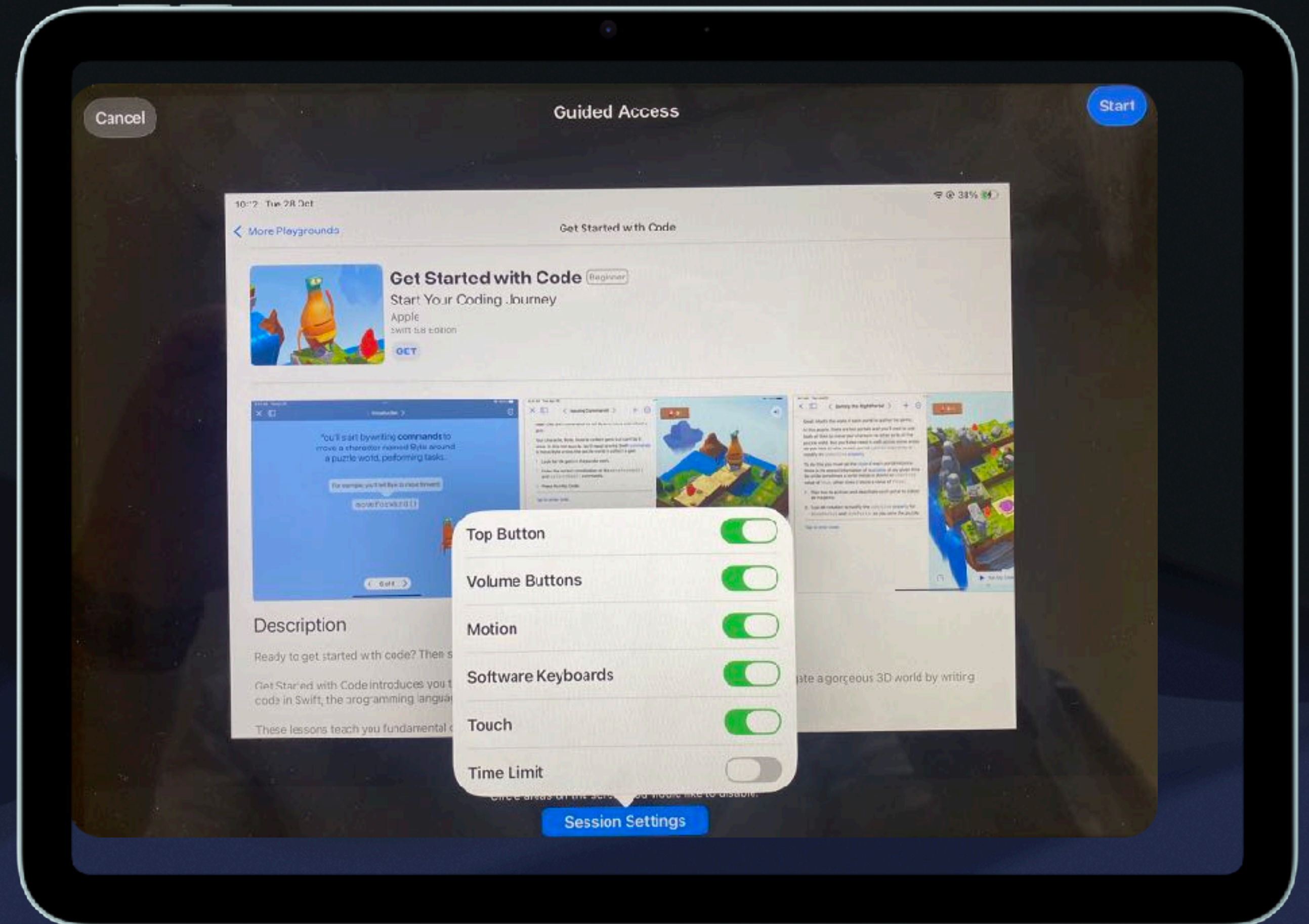
Timers and Alarms



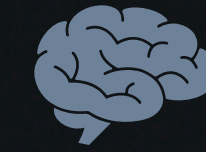
Dictation



Focus







Touch Accommodations



Voice Control



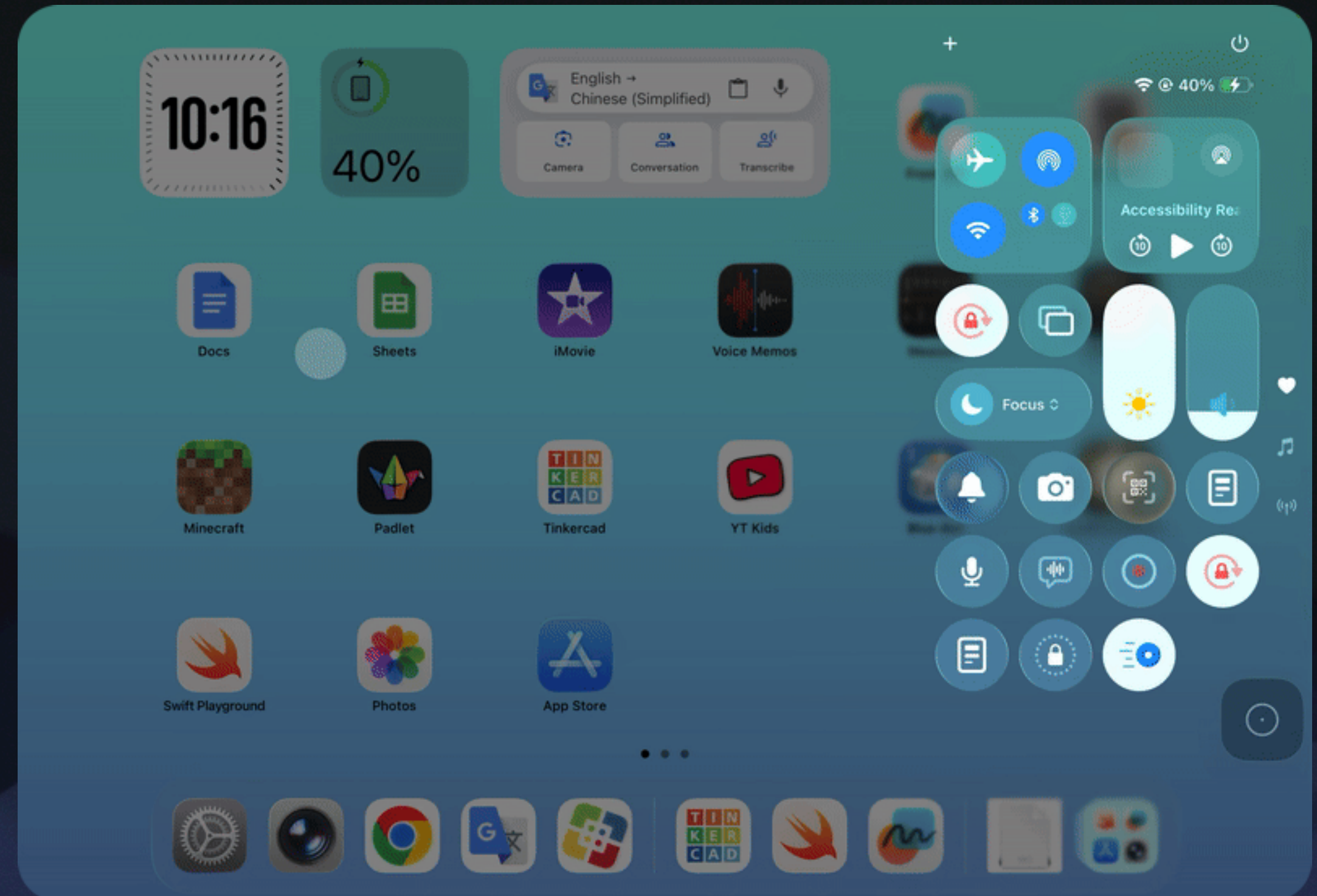
Eye Tracking



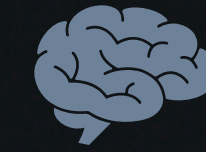
Head Tracking



Dictation







Live Speech

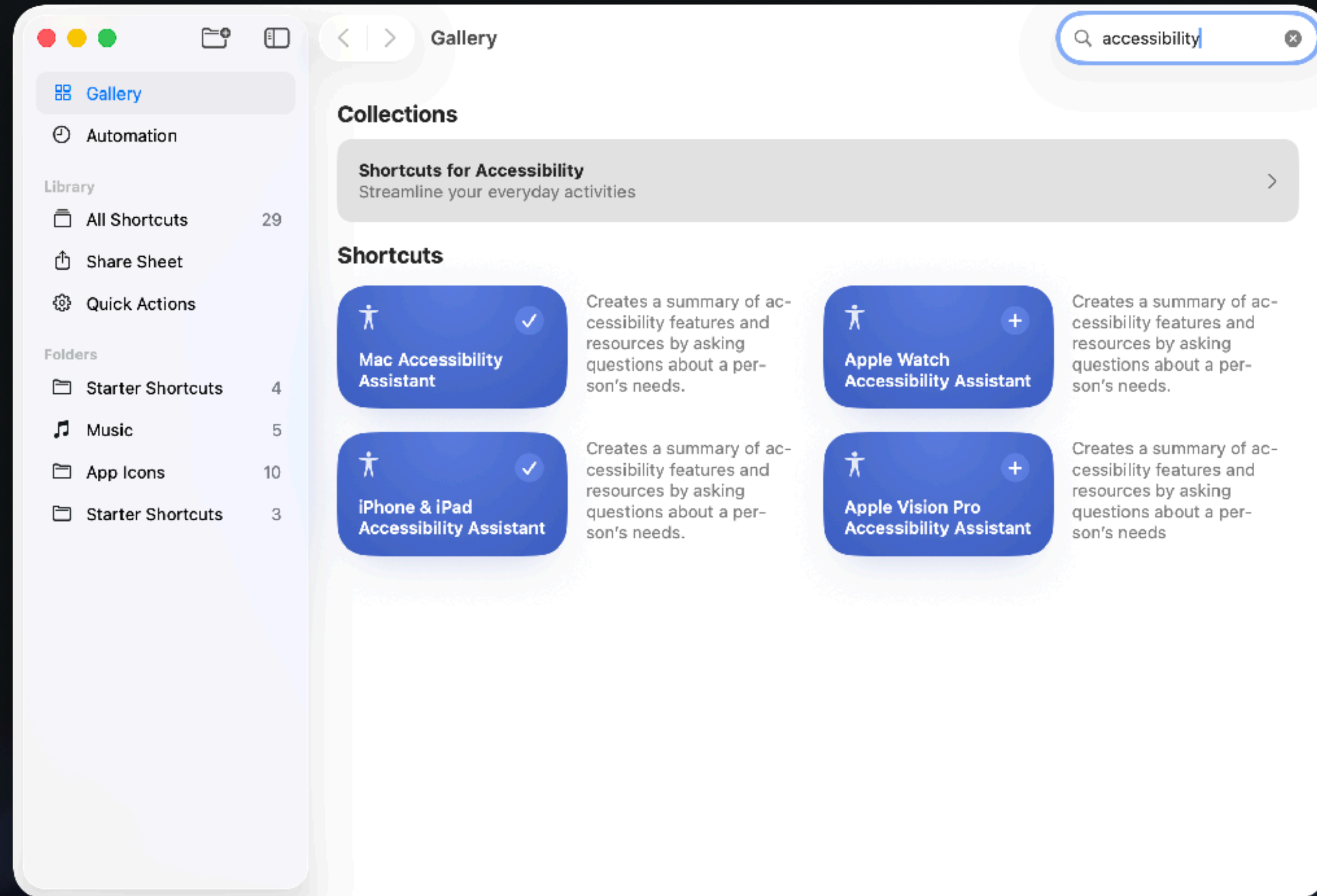


Type to Siri



Speak Screen







Accessibility

Explore



Follow along





Camera + Markup



# Camera + Markup

Students can document discoveries and share their learning through:



Videos



Photos



Screen recordings



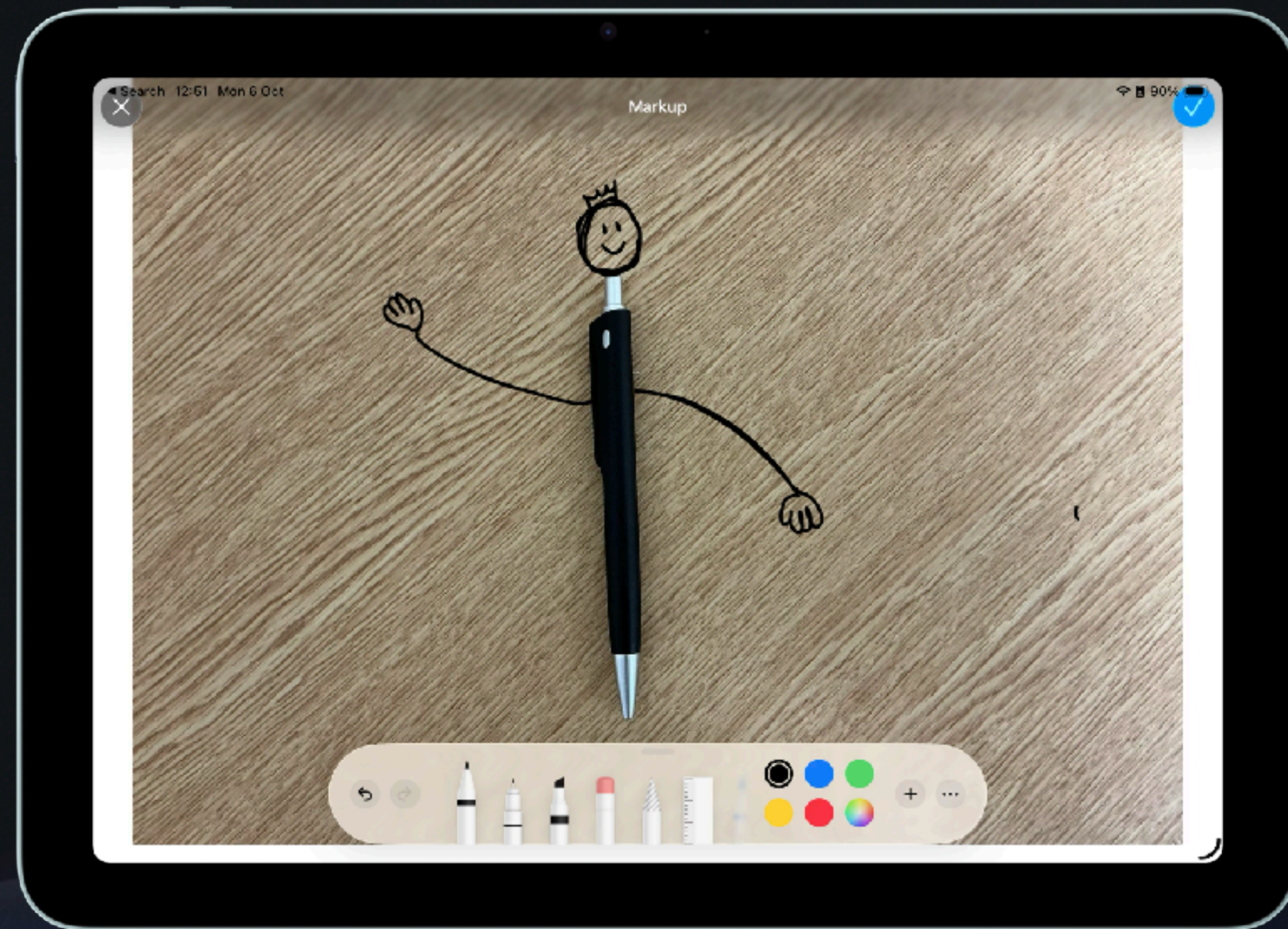
# Camera + Markup



1. Take a picture



# Camera + Markup

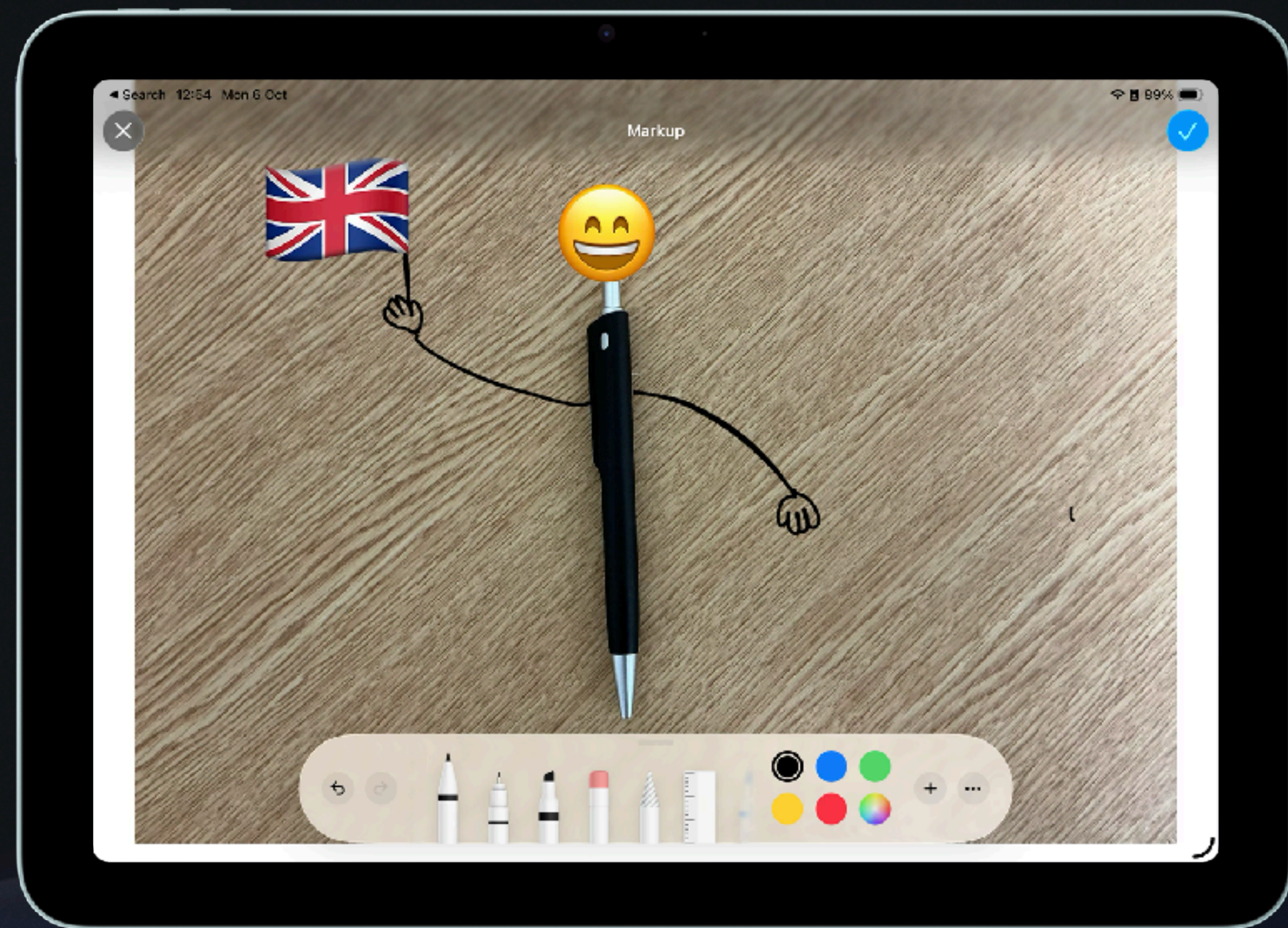


1. Take a picture

2. Add drawings



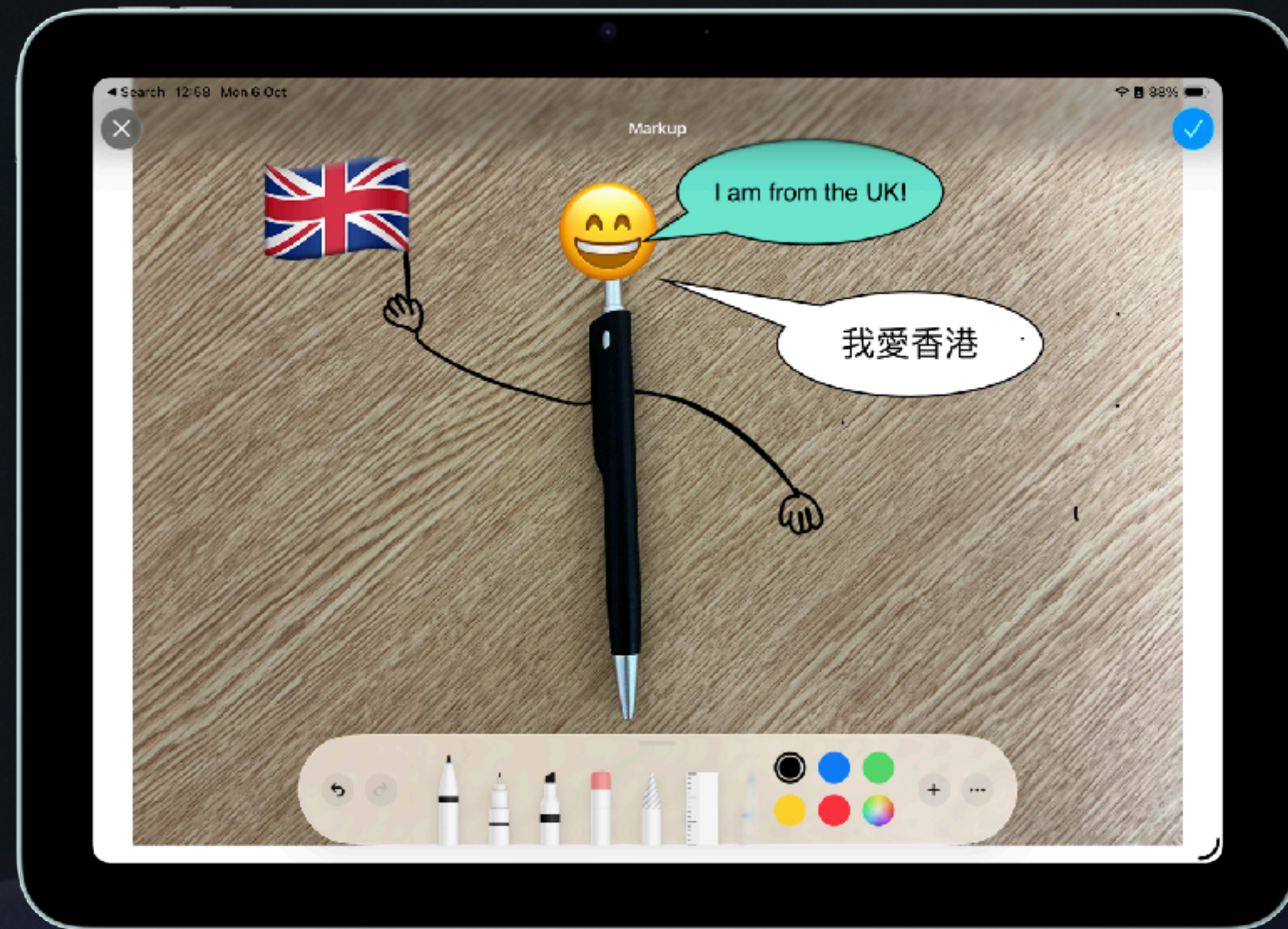
# Camera + Markup



1. Take a picture
2. Add drawings
3. Add emojis



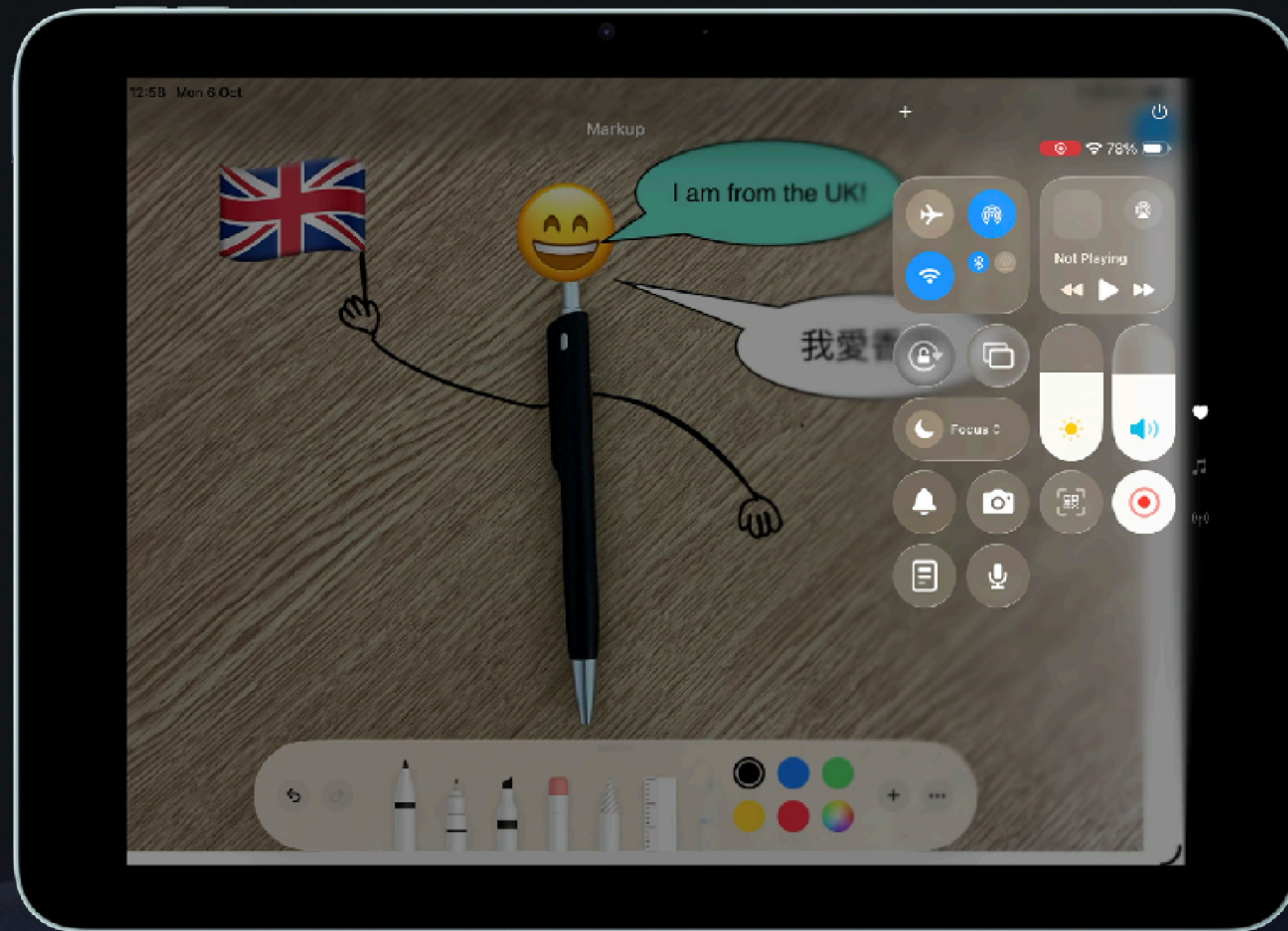
# Camera + Markup



1. Take a picture
2. Add drawings
3. Add emojis
4. Label an object



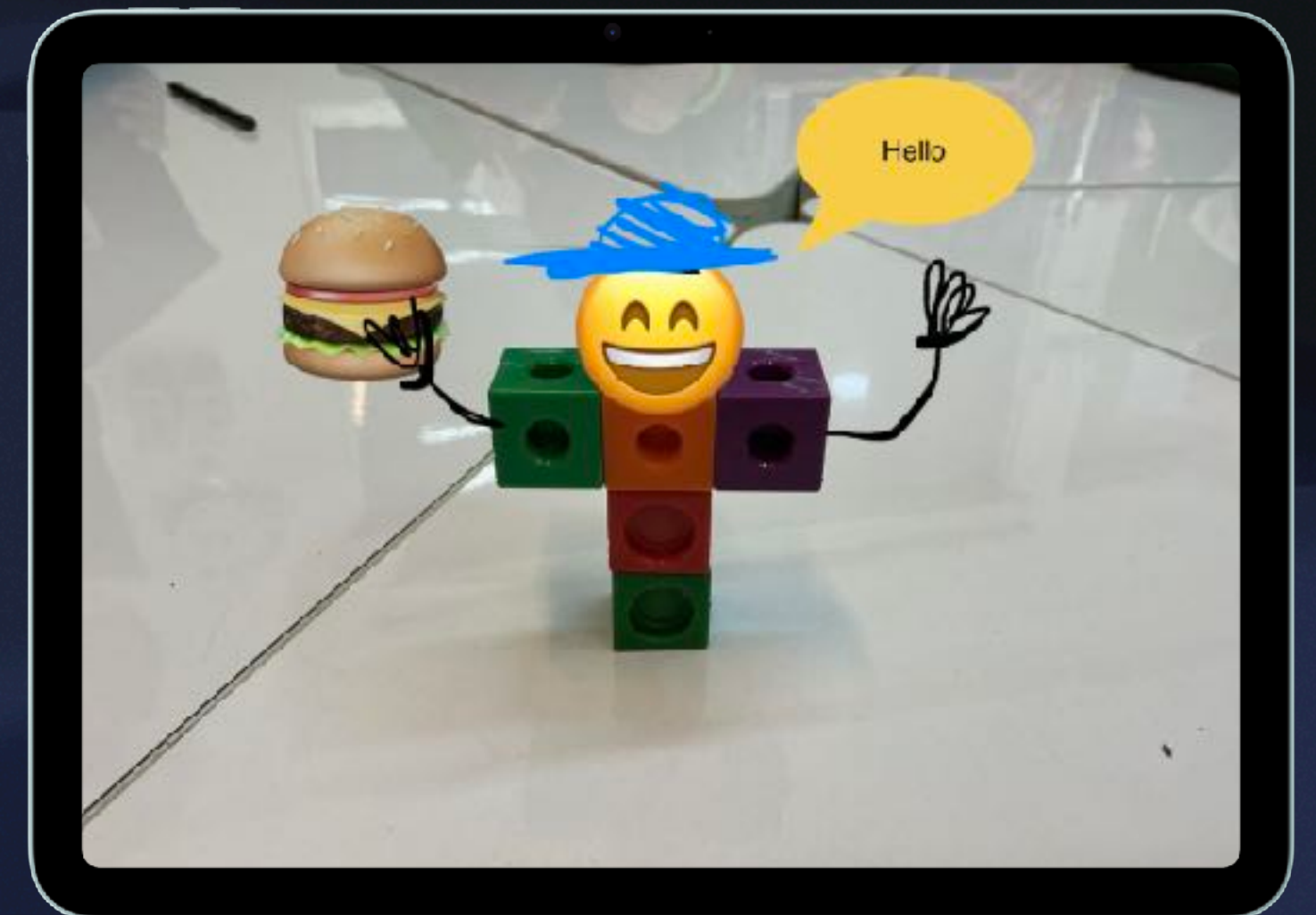
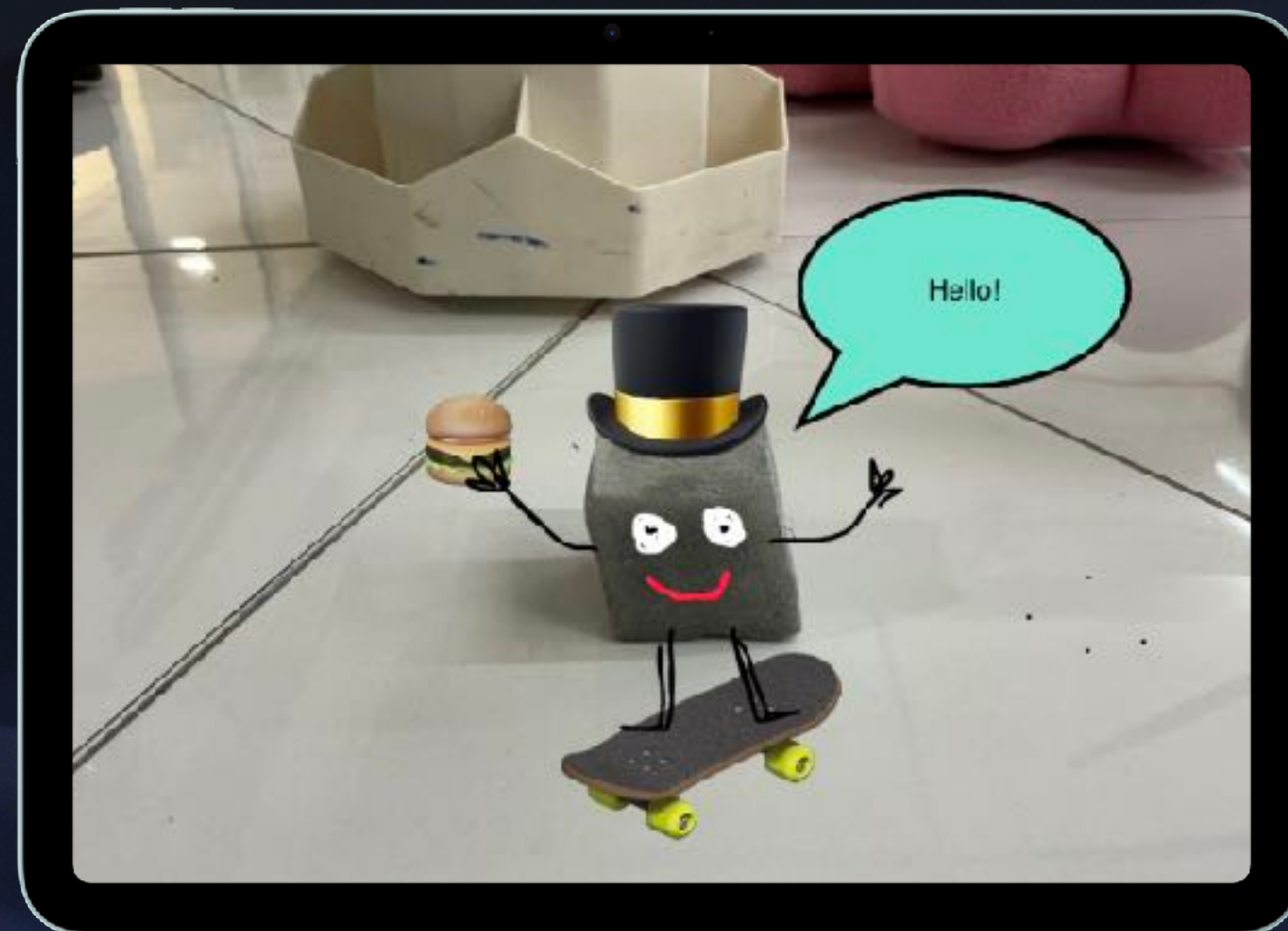
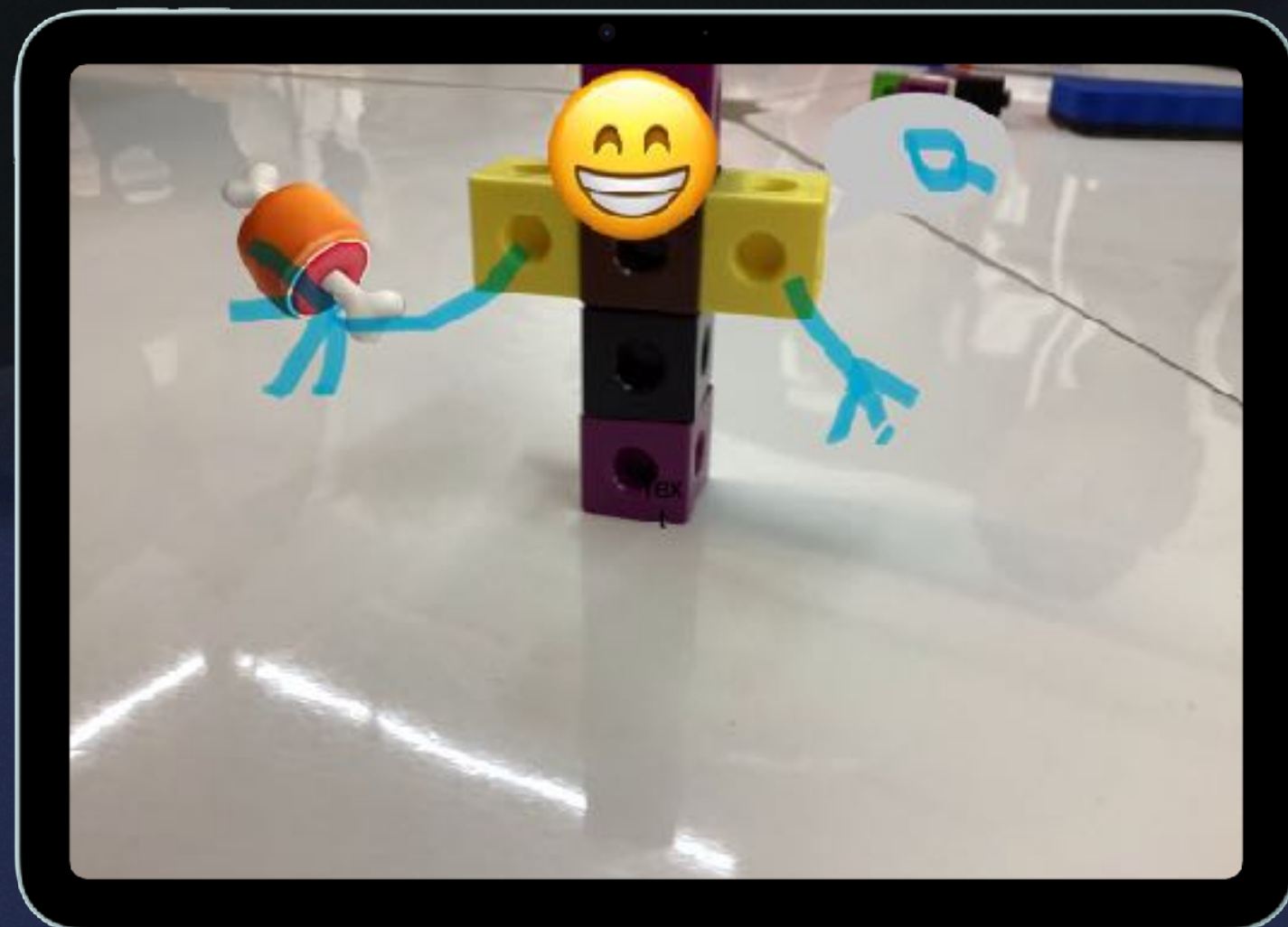
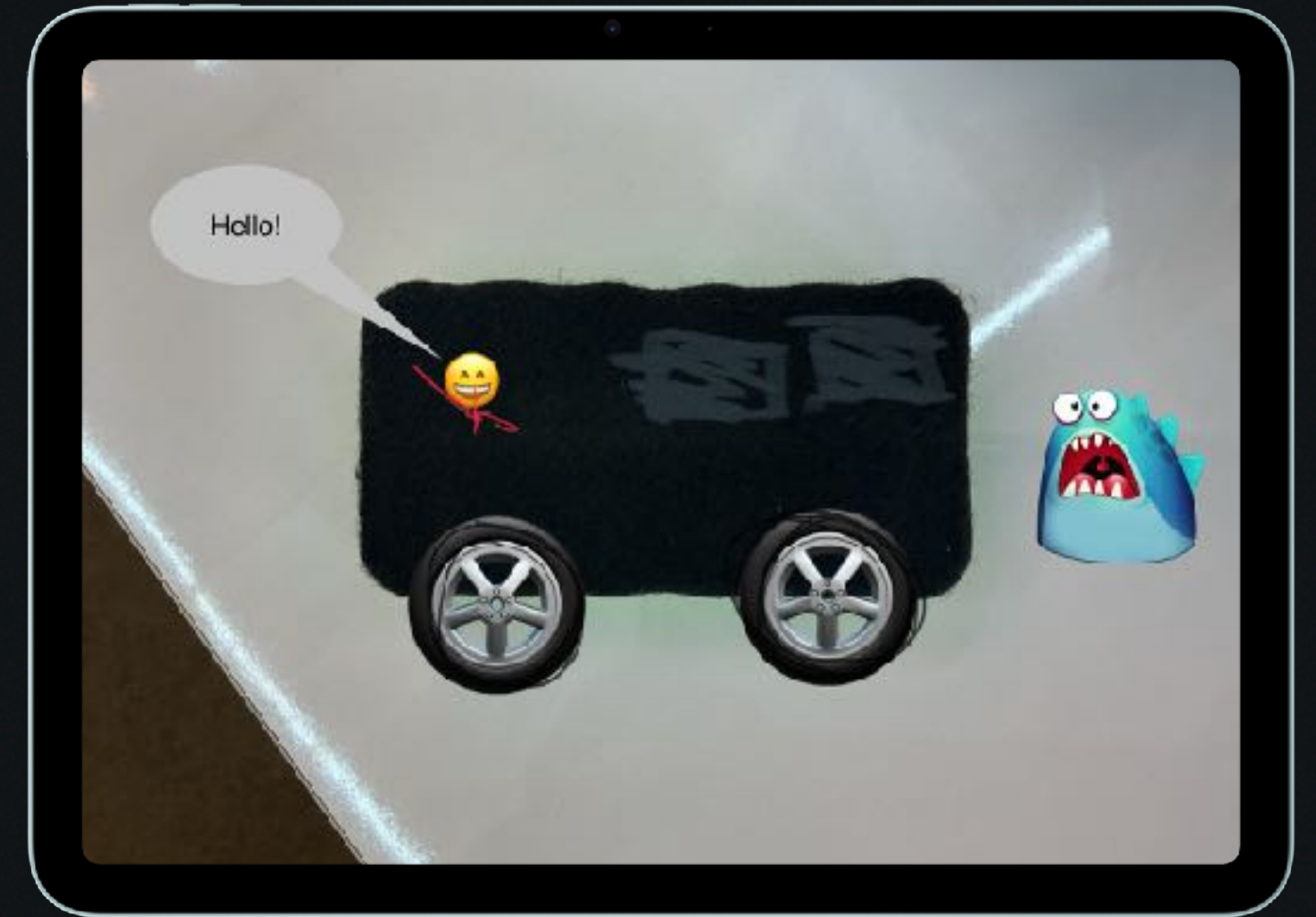
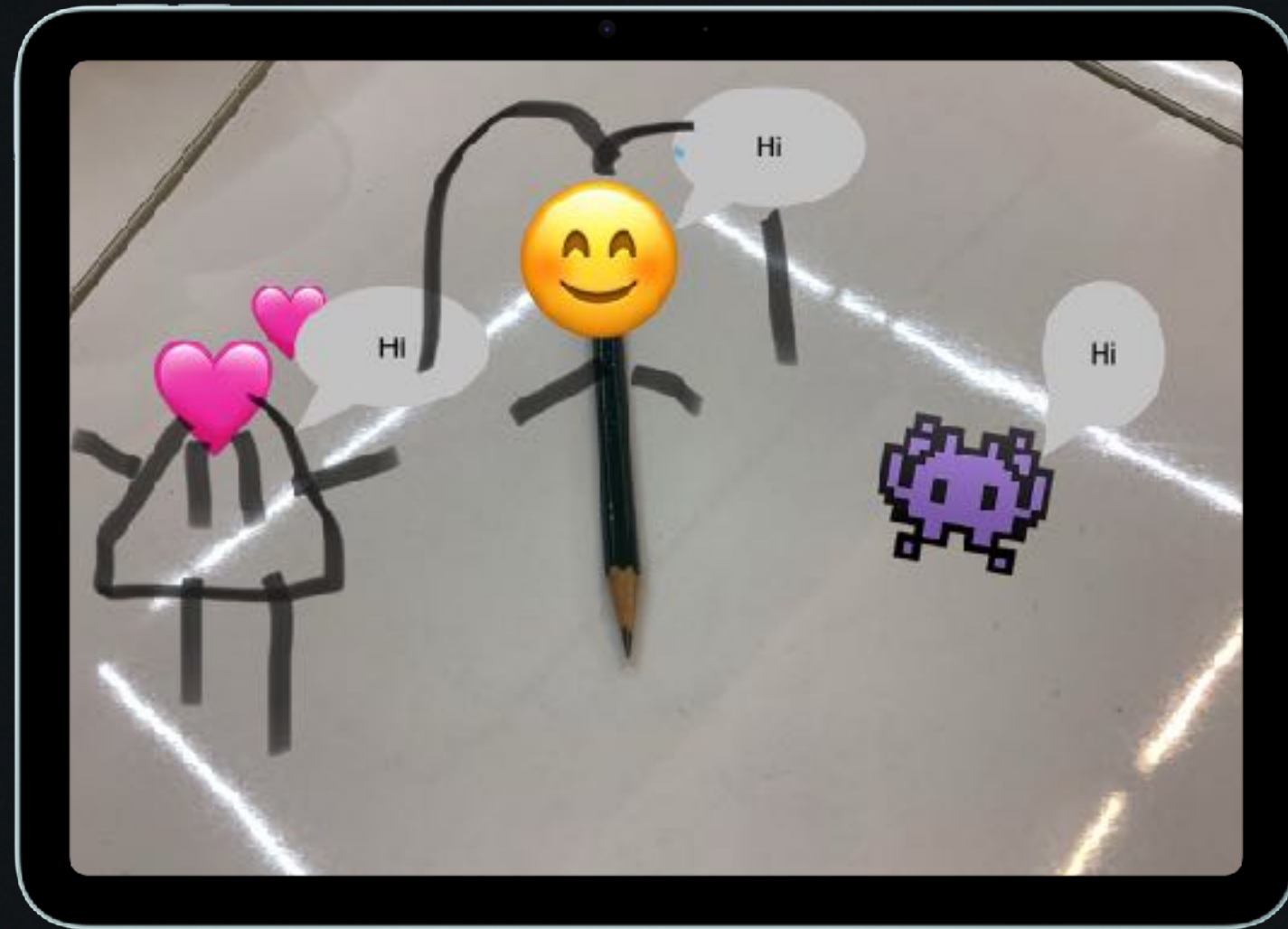
# Camera + Markup



1. Take a picture
2. Add drawings
3. Add emojis
4. Label an object
5. Describe what's happening with a screen recording



# Camera + Markup



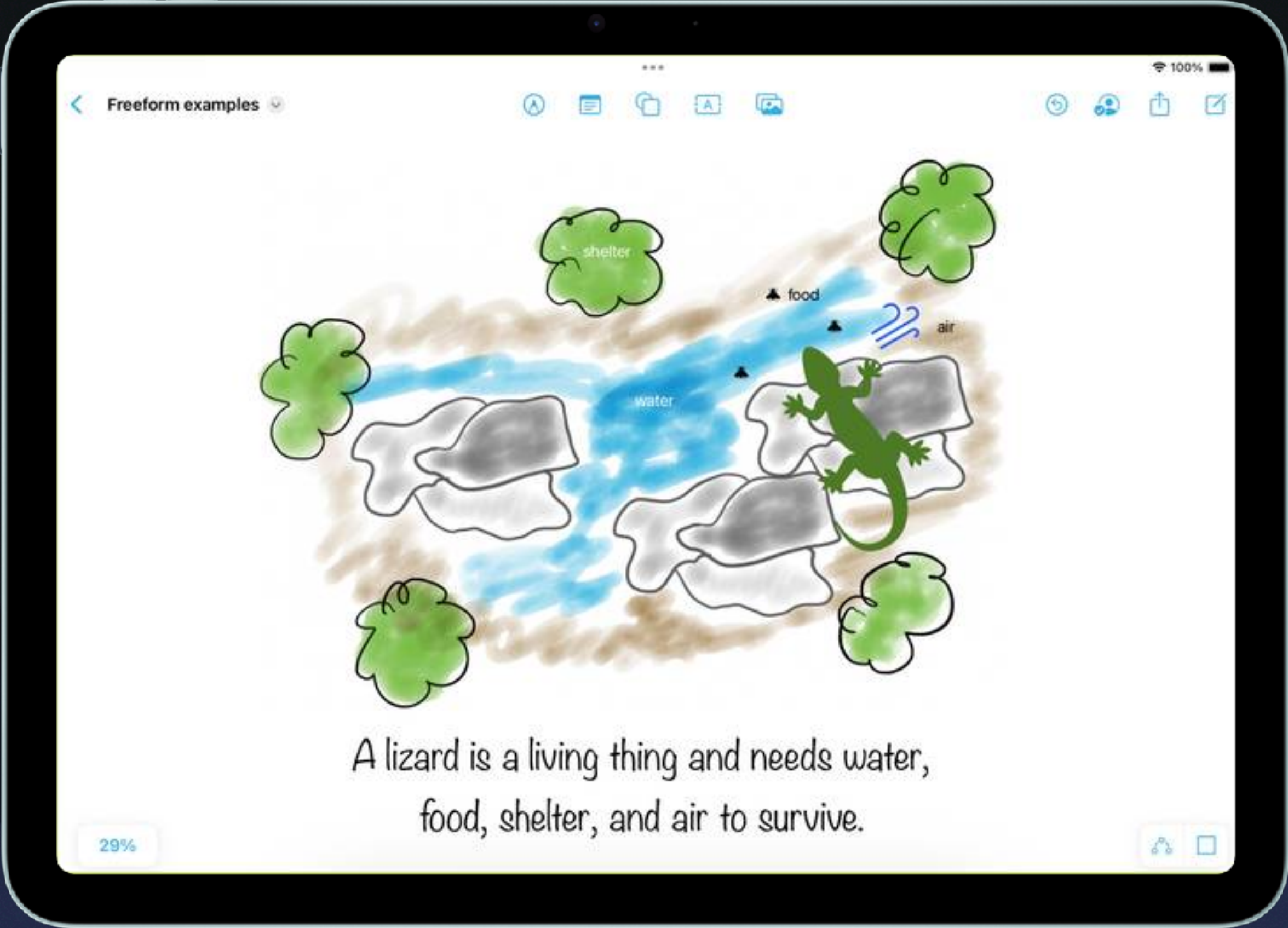
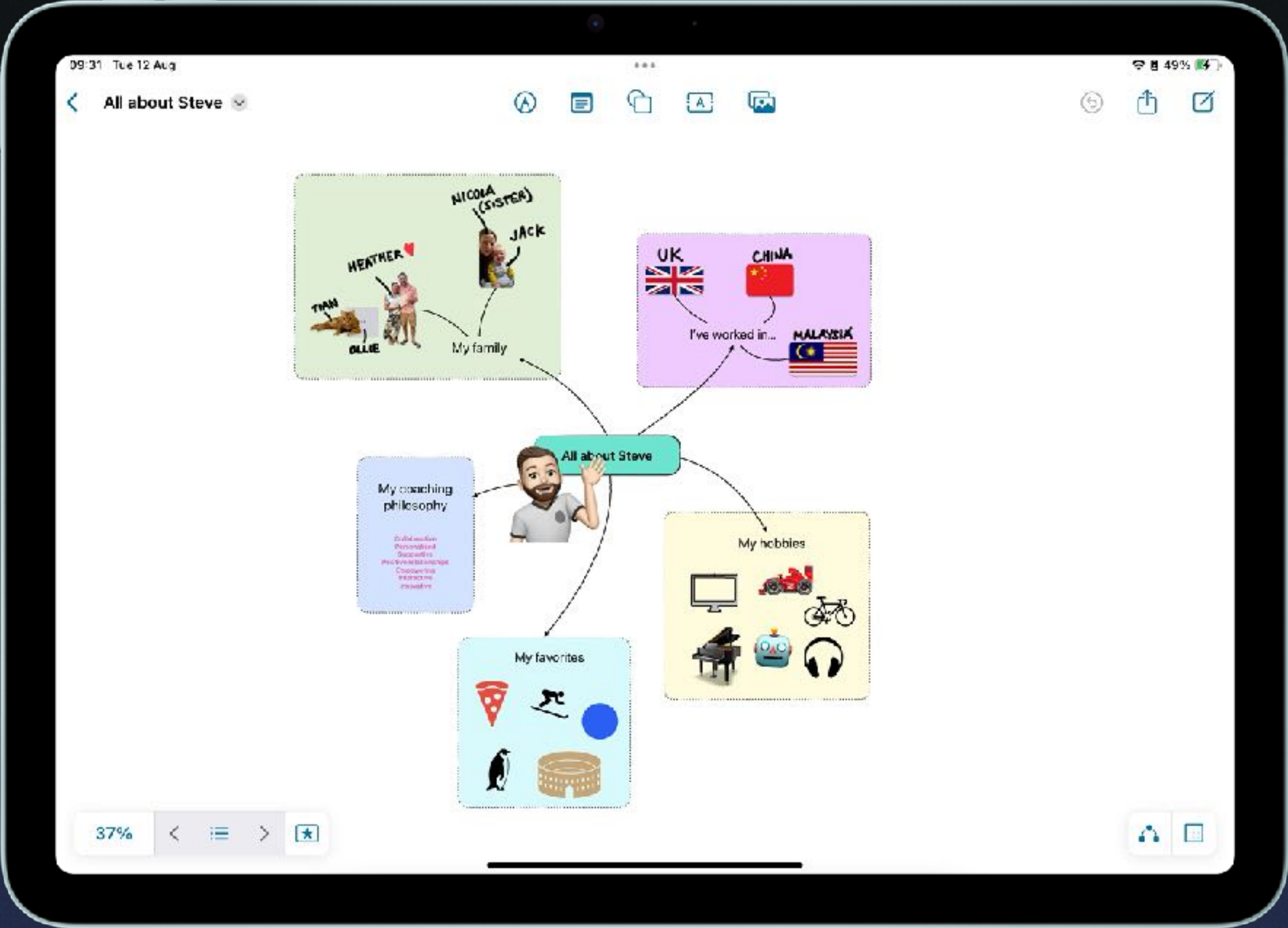




Freeform

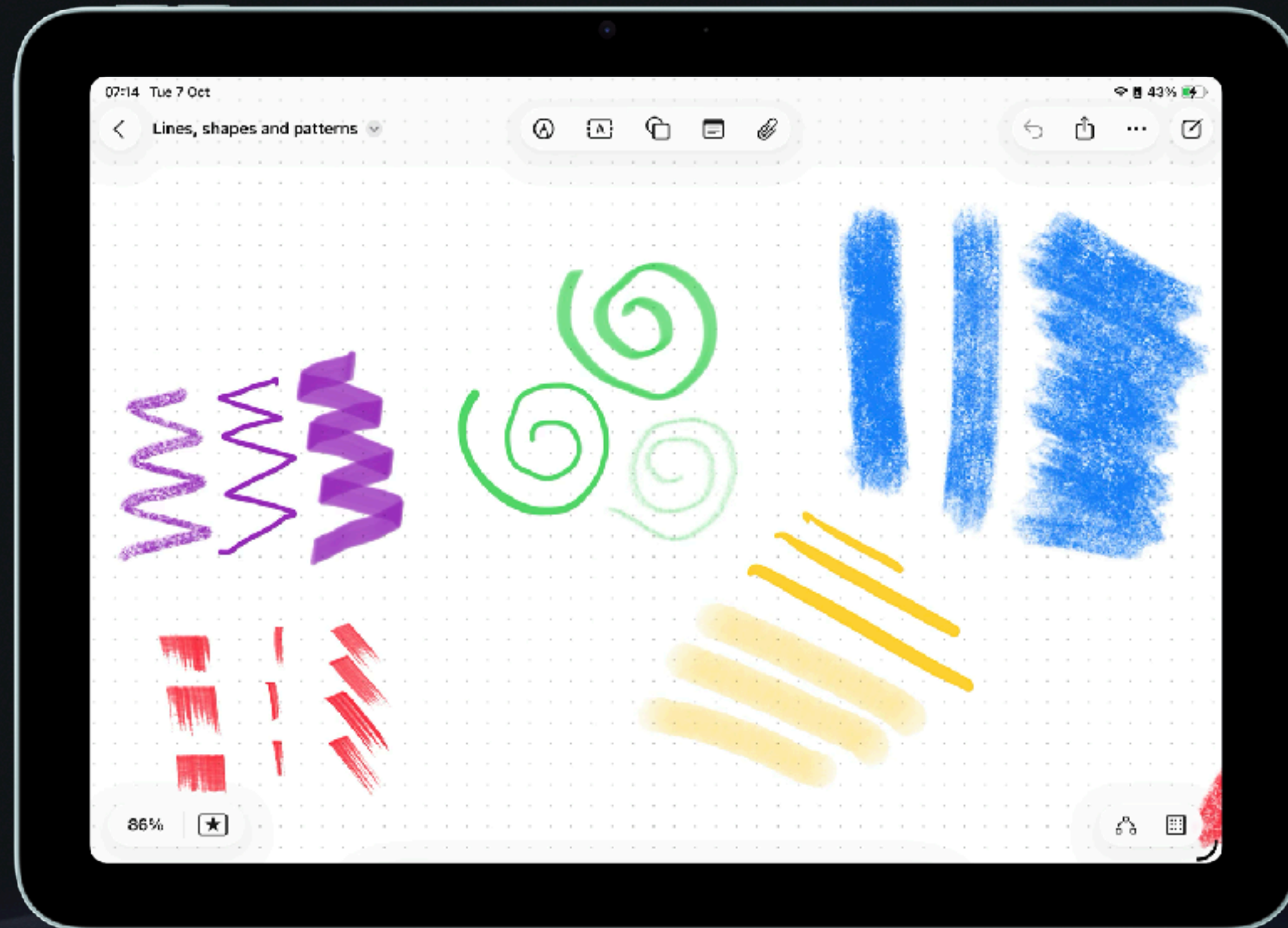


# Freeform





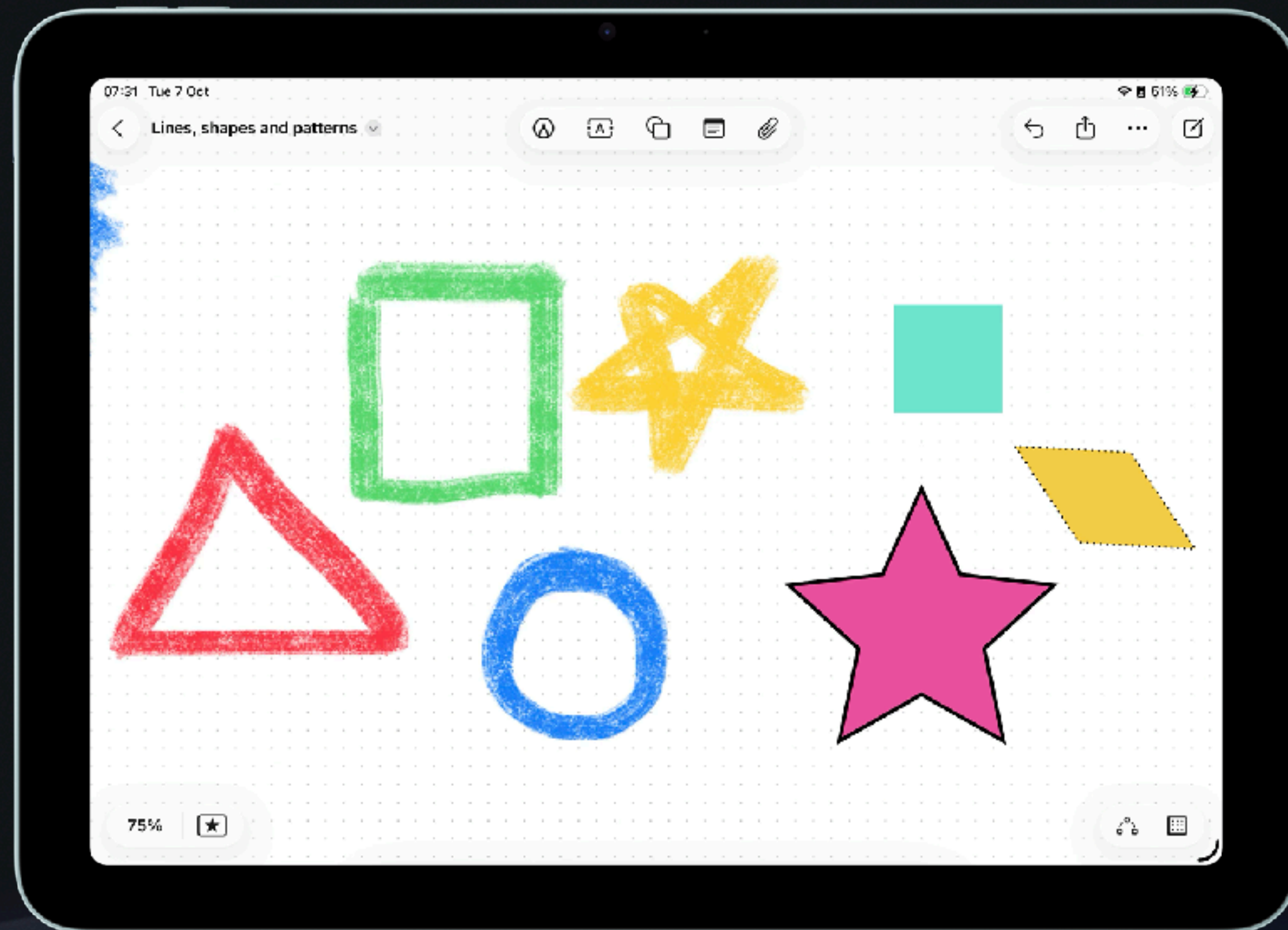
# Freeform



1. Draw different types of lines



# Freeform

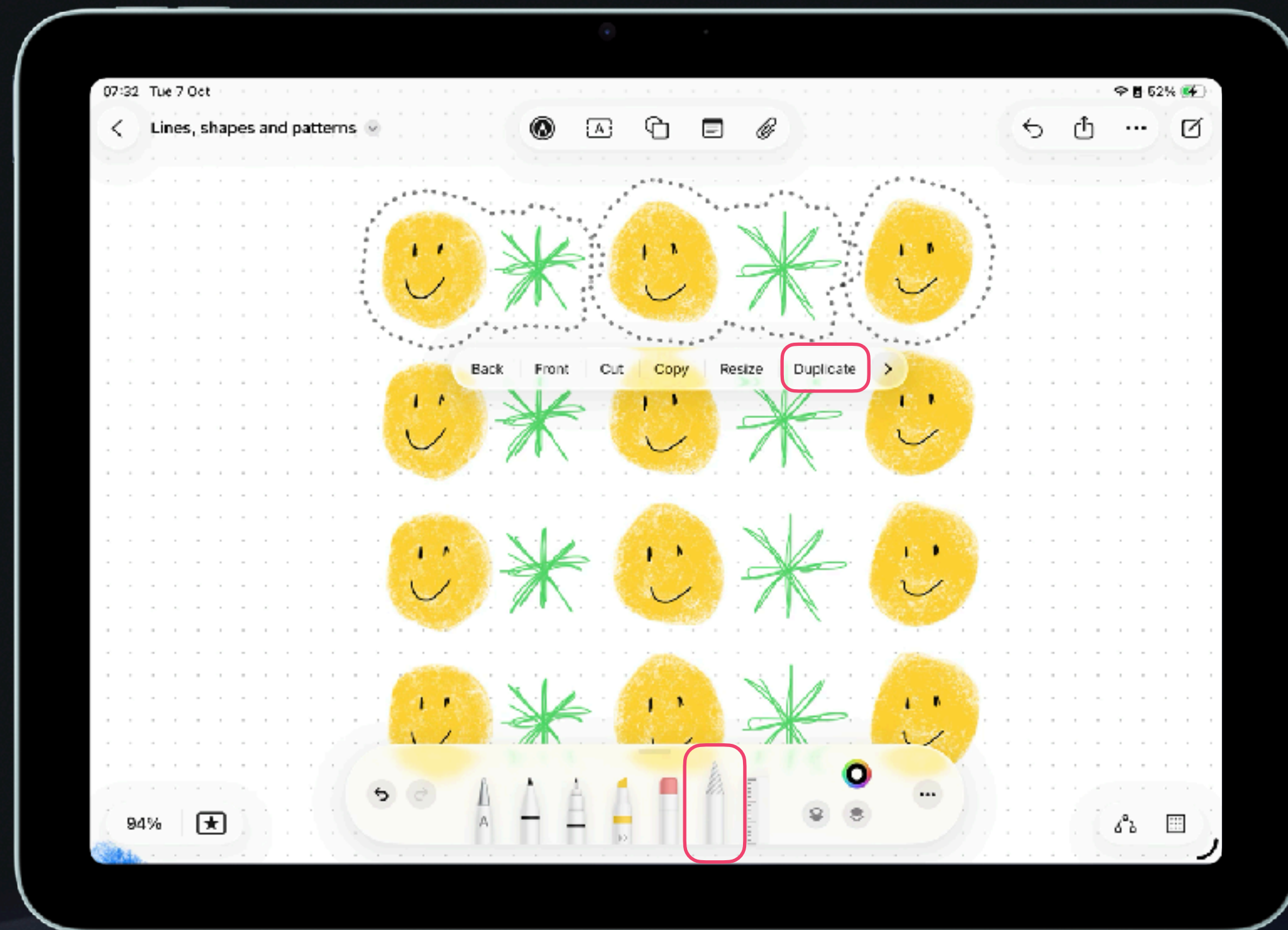


1. Draw different types of lines

2. Add some shapes or draw your own



# Freeform

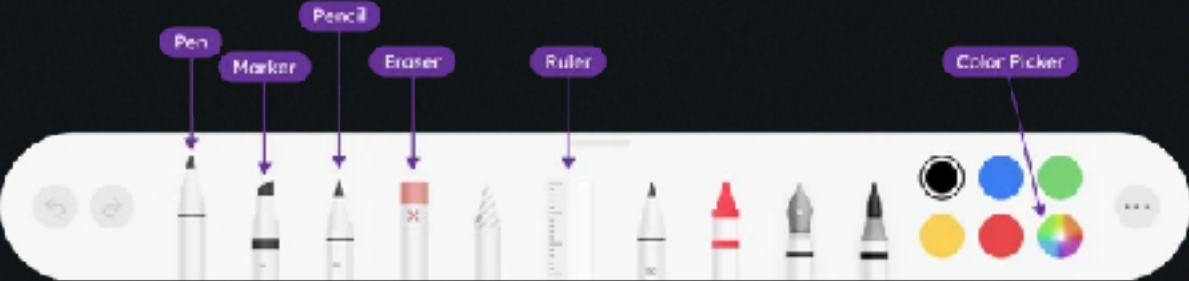
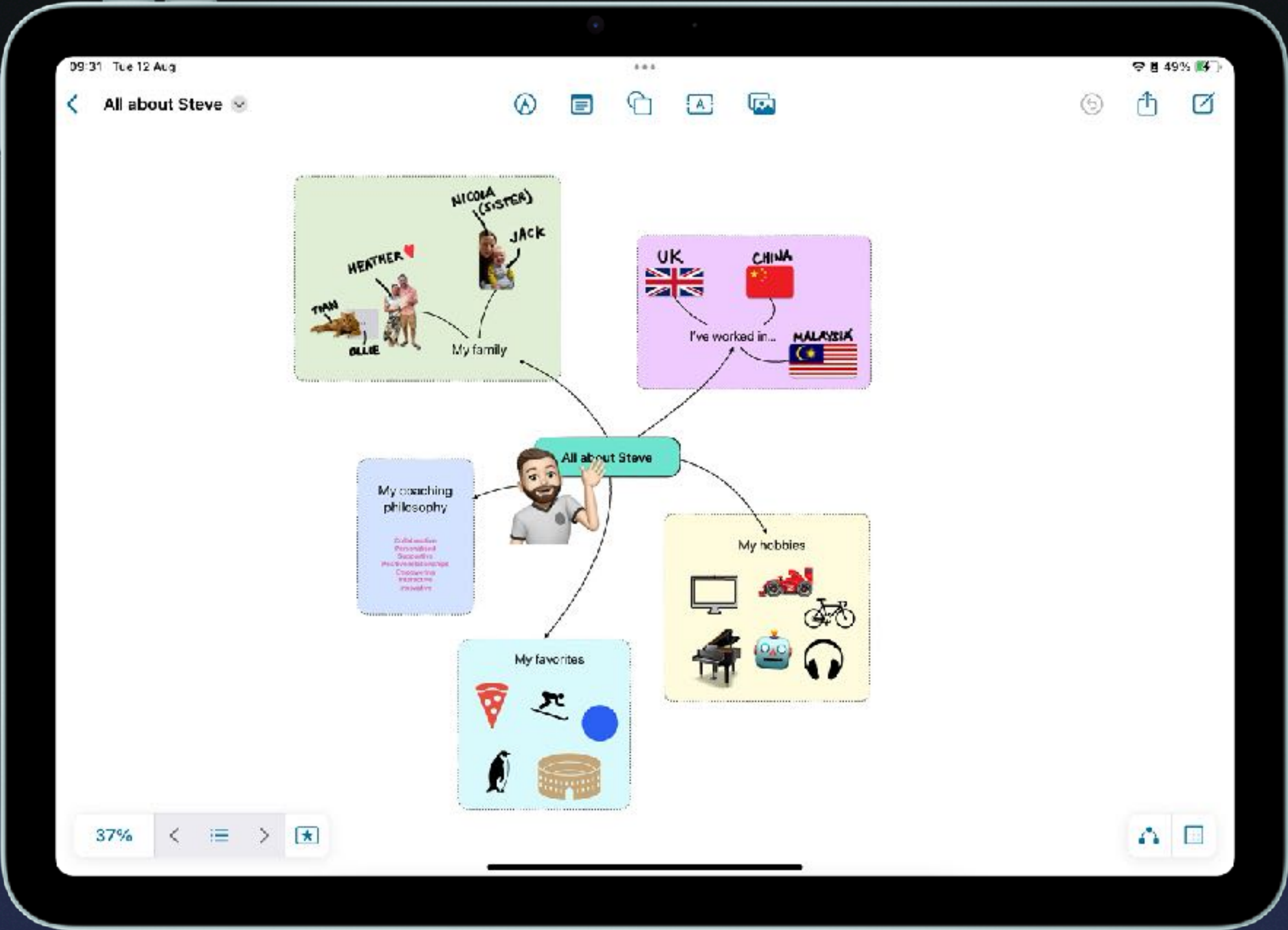


1. Draw different types of lines
2. Add some shapes or draw your own
3. Design a repeating pattern

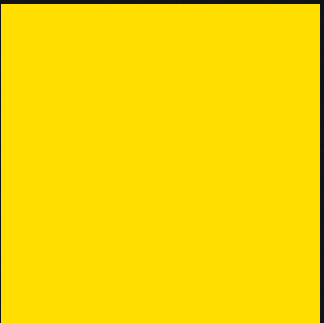


# Freeform

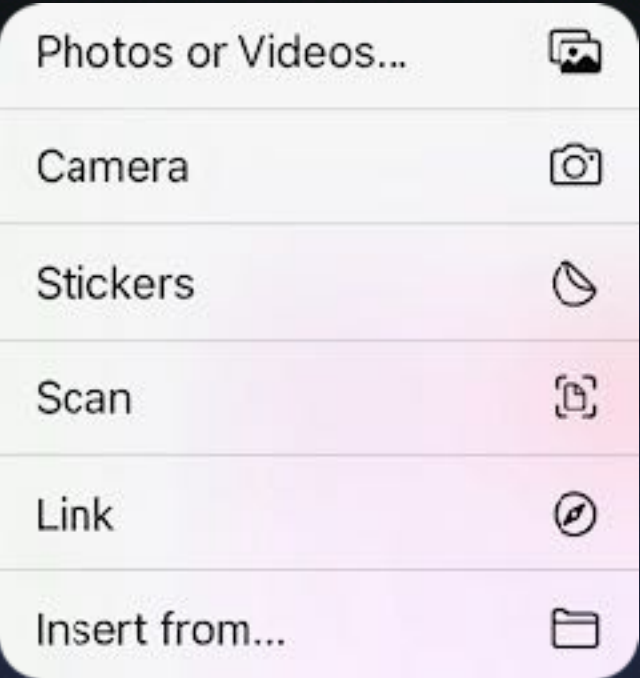
## All about me



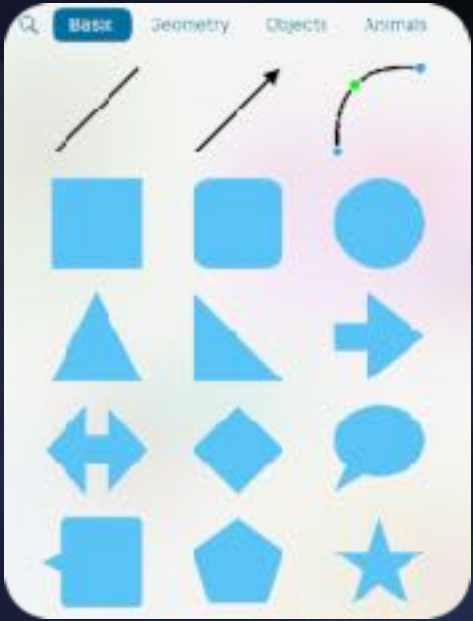
Markup



Sticky notes



Images



Lines & Shapes

Text



Freeform

Explore





Keynote



Keynote

# Digital Portfolio

## **My Learning Journey**

Steve Miller 5G





# Keynote

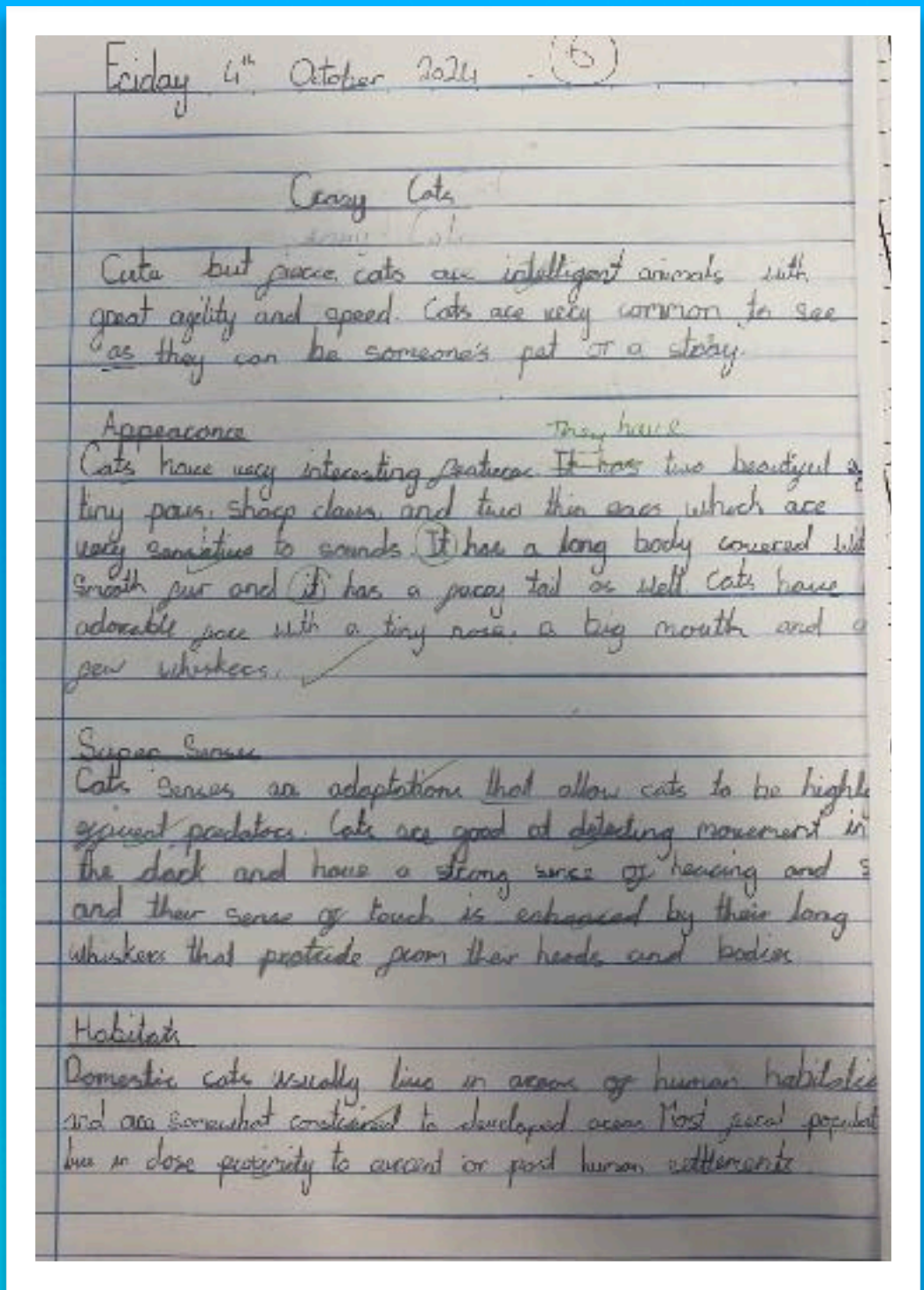
## Digital Portfolio

### My Information Text

Crazy Cats 

What went well:

Even better if:



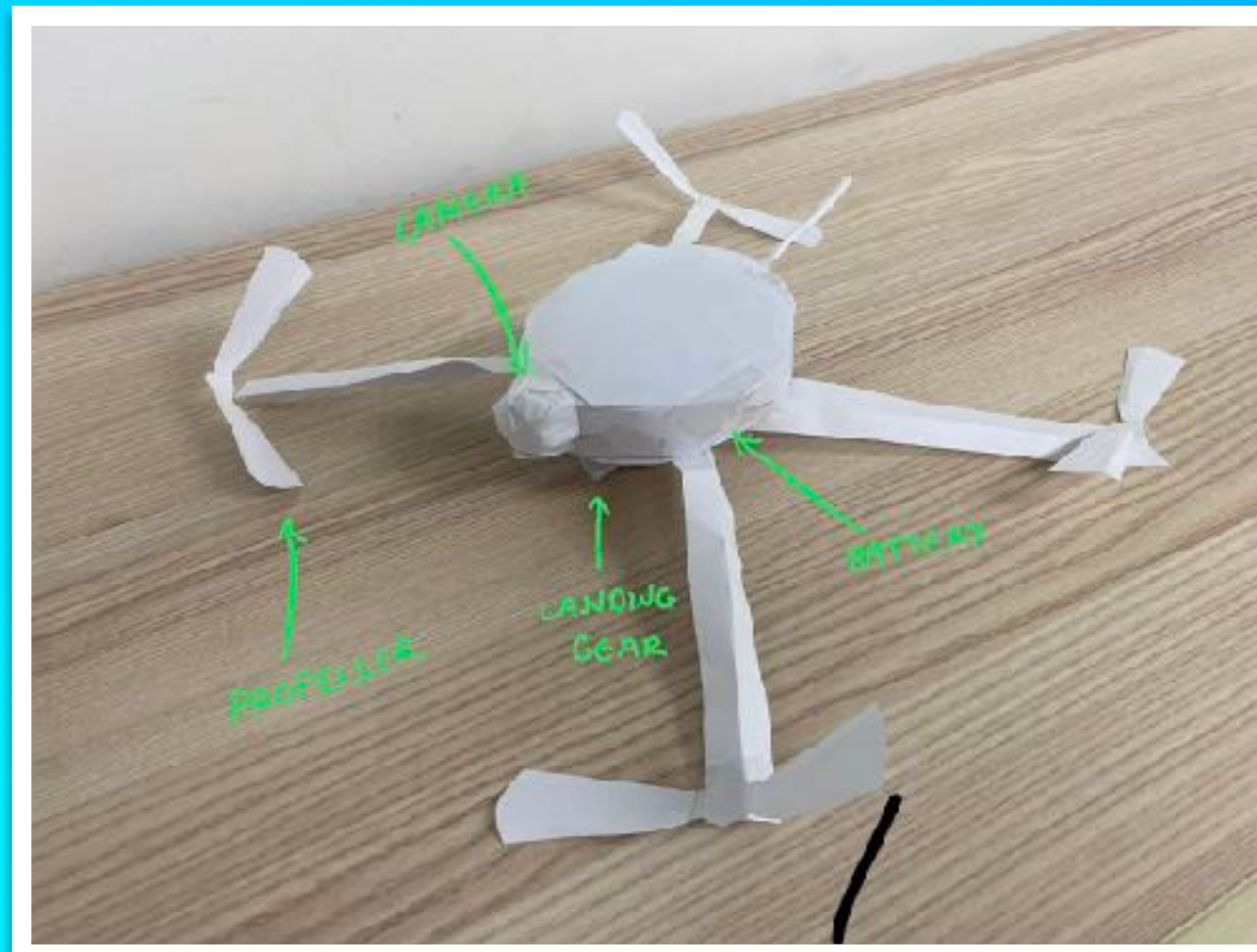


# Keynote

## Digital Portfolio

### My Science Project

The Wild Drone



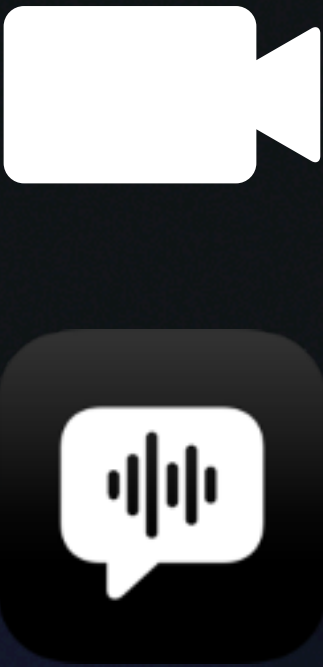
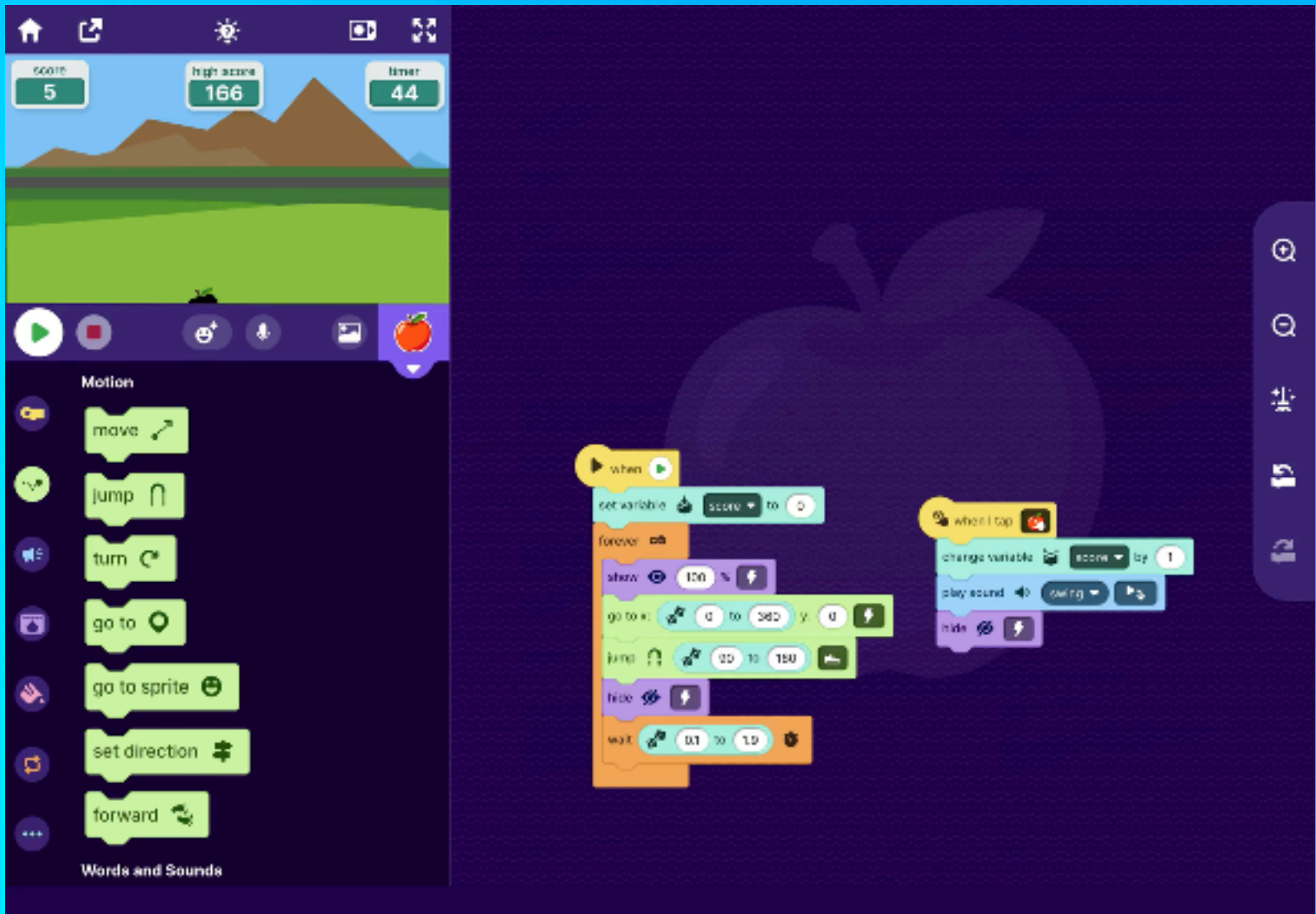


# Keynote

## Digital Portfolio

### My Coding Project

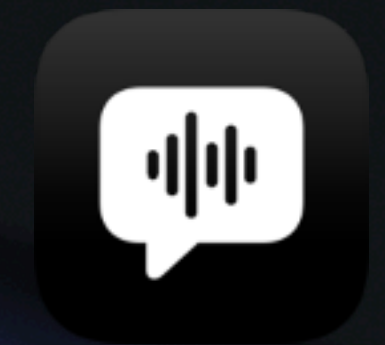
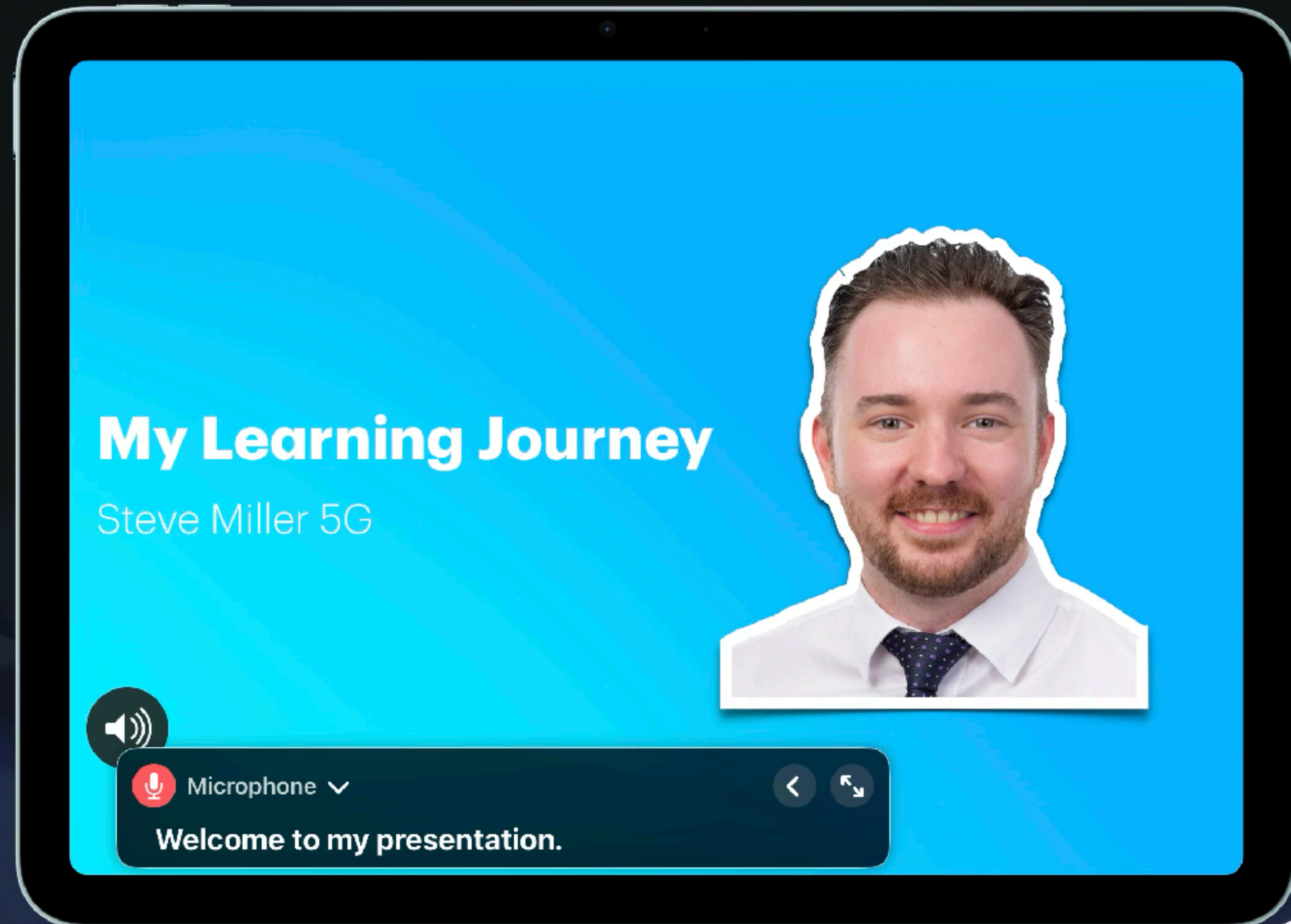
Apple Picker





# Keynote

## Digital Portfolio







Clips



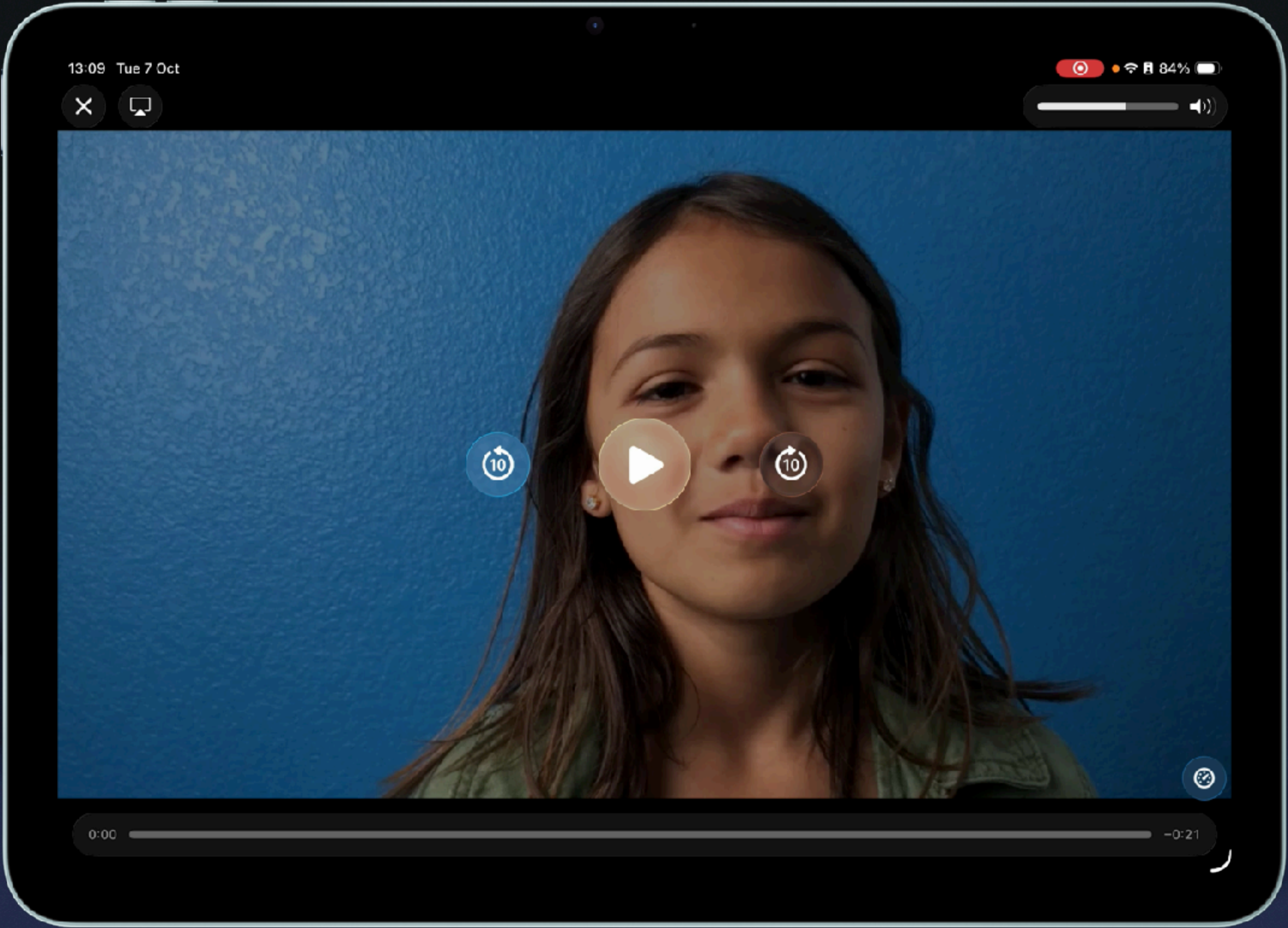


iMovie



# Clips

## Selfie Video





Clips

Friends





Clips

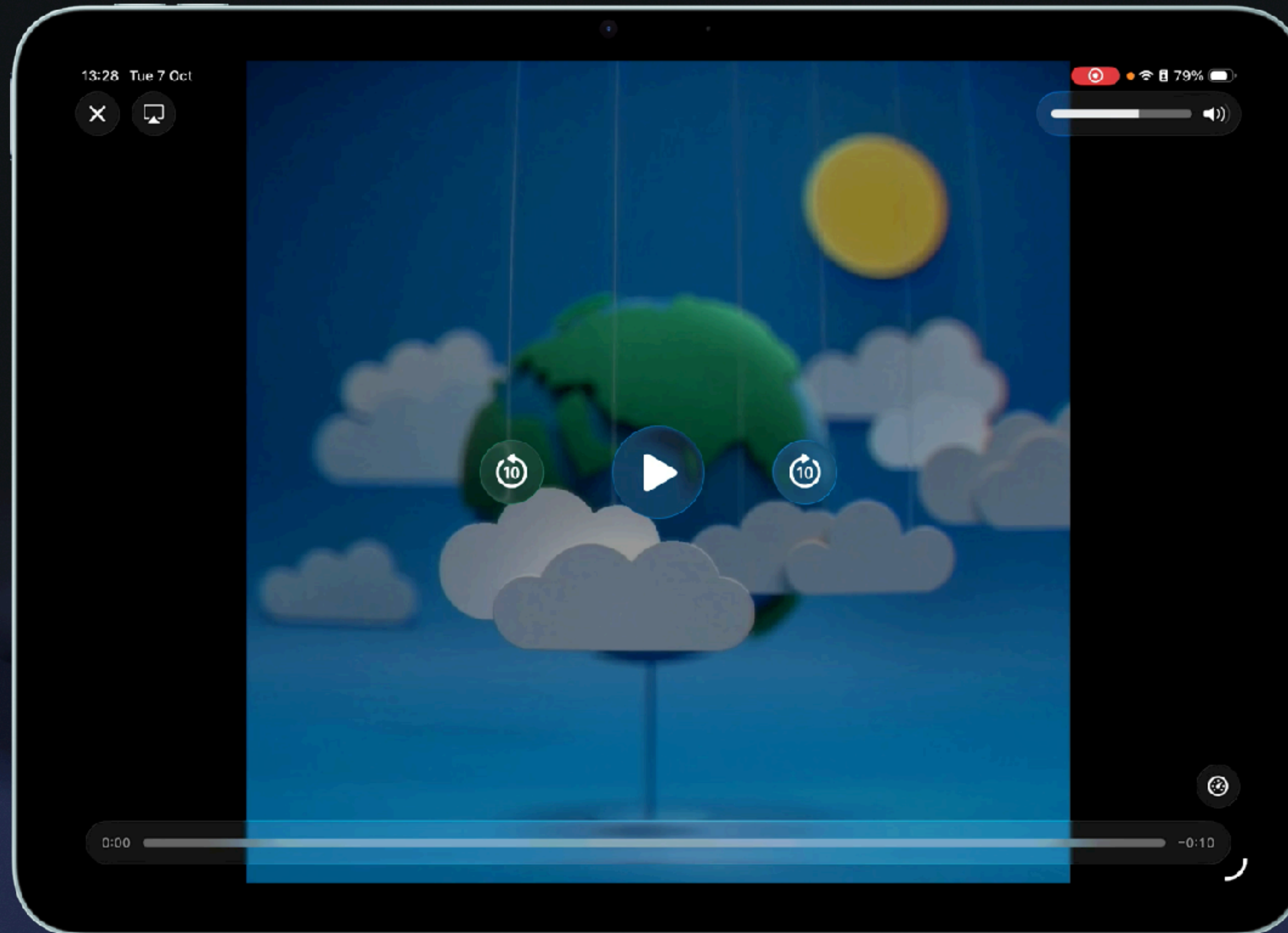
# School Tour





# Clips

## Advocacy







Swift Playground



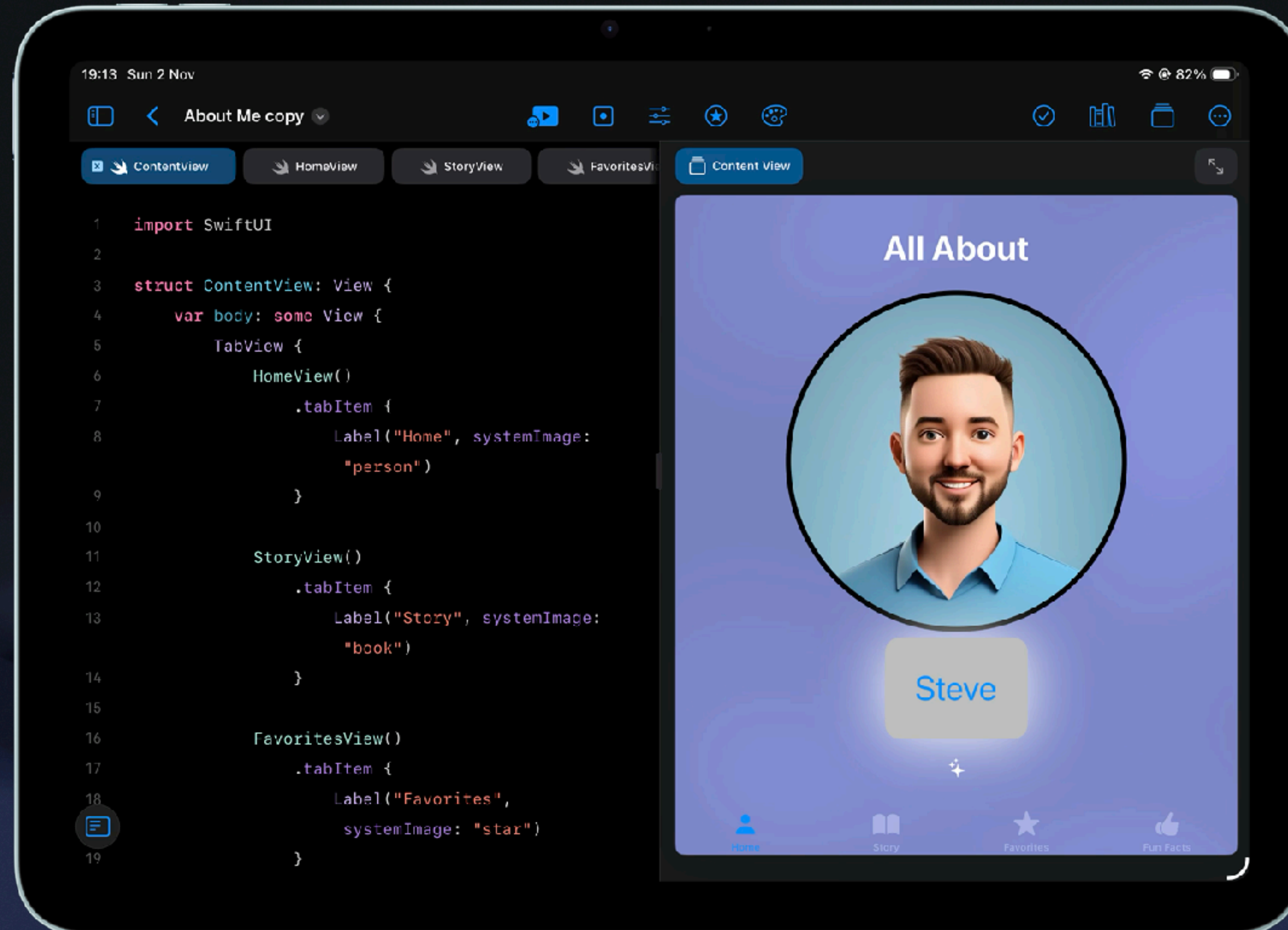
# Swift Playground

## About me



Use a tabbed interface to add your own information, including pictures, text, and colors.

Use a button to show random fun facts, and a scroll view to share a story about yourself.

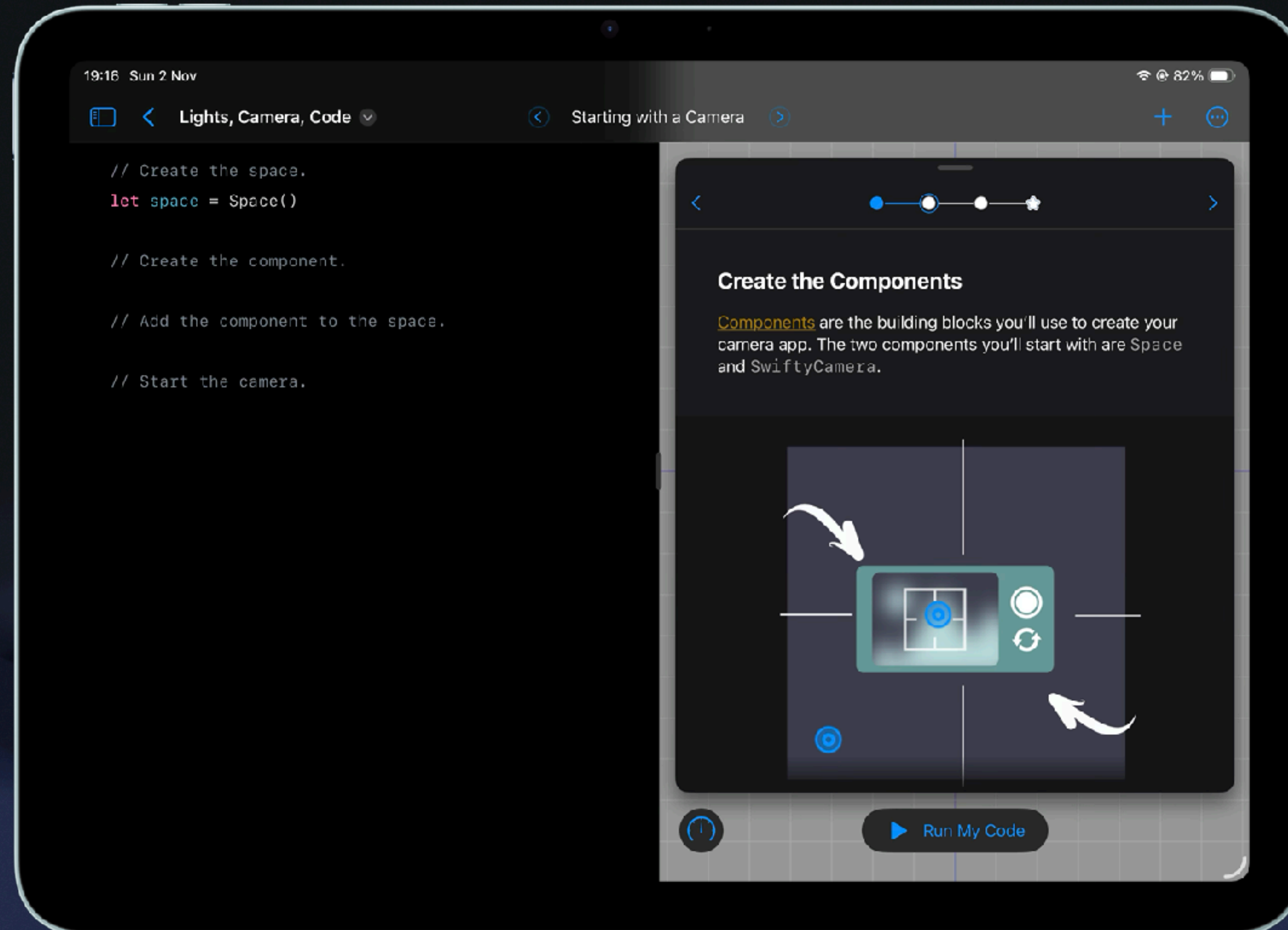




# Swift Playground

## Lights, Camera, Code

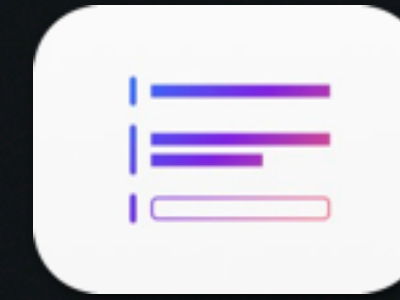
Create a camera app using built-in components such as a camera, image view, and photo album viewer.



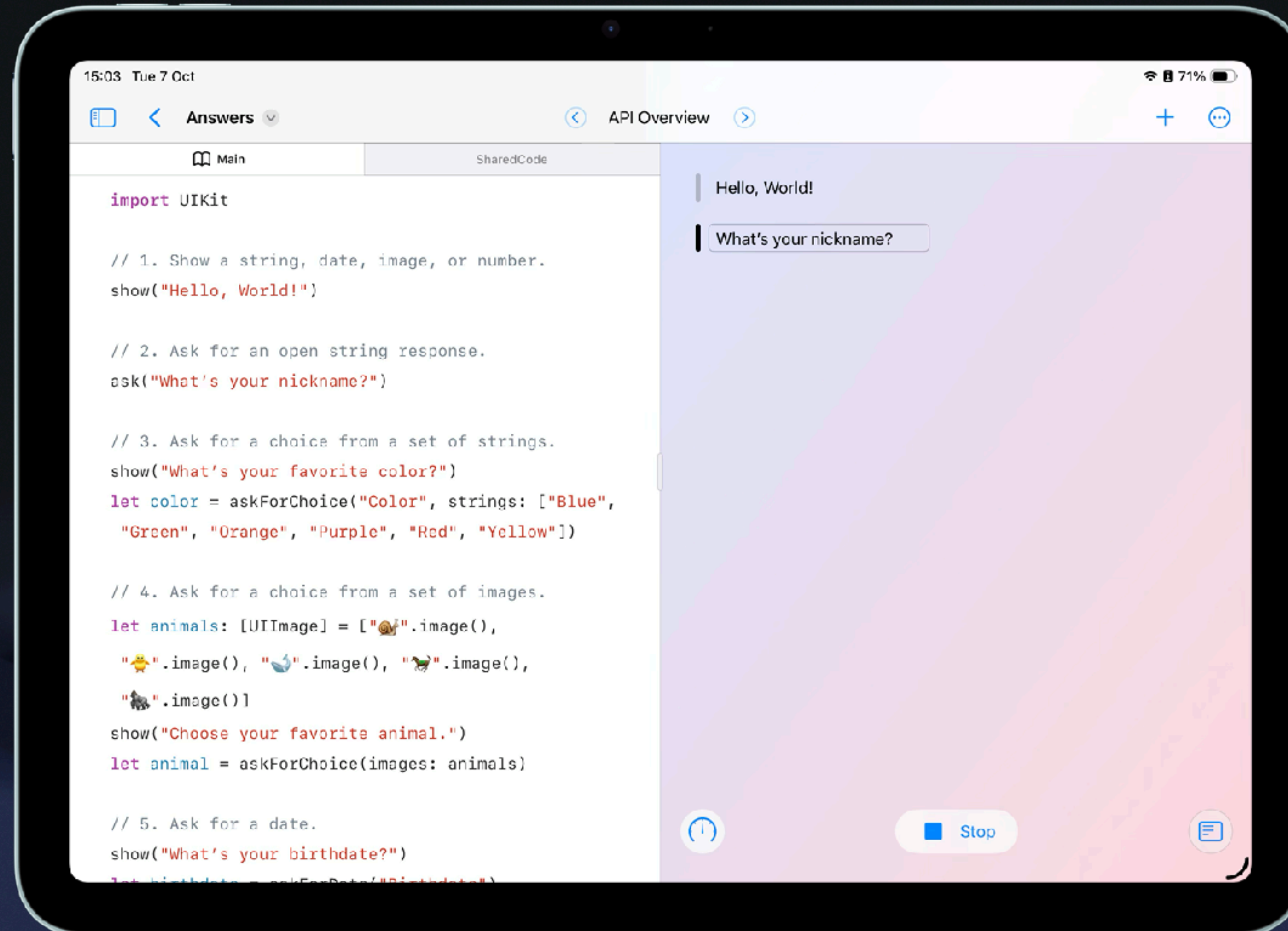


# Swift Playground

## Answers

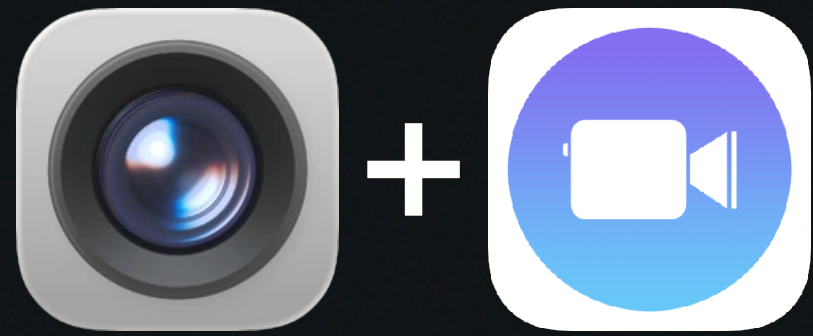


Encourage students to think about the many reasons why they may want to ask questions and respond to input.

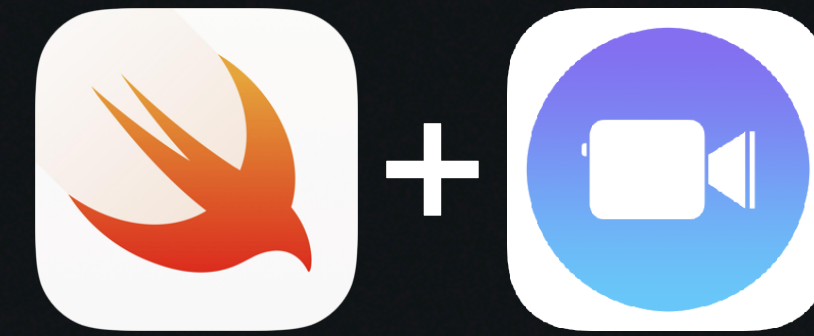




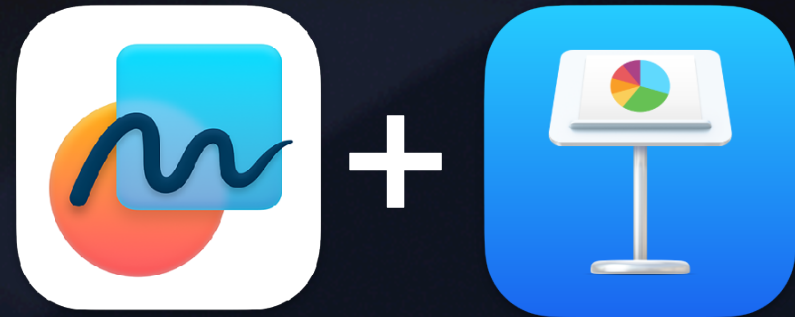
# Cross-app workflows



Record video clips of a process then create a summary in Clips



Screen record the coding process and explain steps in a video



Plan out a presentation before making the final version



Arrange and annotate photos on a mind map



# Thank you

You are welcome to stay for questions and exploration time