Contents

Introduction - 9

PART 1 IMPLEMENTING MOBILE DEVICES - 11

1 Thinking about going mobile – 12

Why use mobile devices? -12Mobile learning and 21st century skills -14Getting the classroom ready -16

2 Getting started - 20

Preparing the way -20Acceptable use policies -20Staying safe -22Using apps -23

PART 2 TAKING THE FIRST STEPS - 29

3 Take out your devices – 30

Text messaging -30Emoji -33Games -36Audio recording -36

4 A photo tells a thousand words - 39

Selfies – 39
Combining photos – 40
Adding text – 41
Sharing photos – 42
Bringing coursebooks to life – 43
Making more of photos – 45

5 QR codes: a versatile classroom tool - 47

What is a QR code? – 47
Making and sharing QR codes – 48
Creating your own content – 49
Student QR codes – 52

CONTENTS

6 Audio recording - 56

Voice recognition – 56 Making recordings – 57 Podcasting – 60

PART 3 MOBILE DEVICES: PROJECTS AND BEYOND - 63

7 Digital storytelling – 64

Why digital storytelling? – 64
Planning a digital story – 66
Trailers as digital stories – 68
Assessing students' digital stories – 69

8 Video and animation - 72

Short-form video – 73 Creating longer videos – 74 Avatars – 75 App smashing – 76 Animation – 77

9 Multimodal approaches and alternative realities - 79

Adding links, videos, and text to an image -79Augmented reality -81Virtual reality -85

10 Tools for the teacher - 88

Screen recording – 88
Flipped learning – 90
Mobile devices and informal assessment – 91
Using digital coursebooks – 94

Glossary – 97 Useful apps and websites – 99