

iTouch 2Learn Can U or Will U

Speakers: Teresa Morgan, Colby, Kansas tmorgan@colbyeagles.org
Charlie Mahoney, Emporia, Kansas cmahoney@essdack.org

Tips and Challenges

1. Check airport and or wifi settings are they capable of handling iTouch units
2. Sync all units on 1 computer, you can buy the app once and sync with all authorized or registered units.
3. Put covers on them for protection, I also don't allow kids to walk around the room with them.
4. Buy a splitter so that you can have multiple units hooked up at once like D-Links, Belkin makes a 5 prong plug.
5. Download free first to experiment, allow some games to get used to the touch and feel of the unit.
6. Allow for free play time and solicit kids opinions about the application.

Applications to get started with:

Print 'n Share -- this allows you to give access to the iTouches to printers on the shared wireless network, however you need to have the iTouch plugged into the computer.

Band – is an application to explore music drums, piano and guitar

Animoto – you can import photos and they can create videos from them

Gflash+ -- is a flashcard maker

AudioMemos – a recording storage application great for podcasts, audio recording. You can locate your “saved” work by asking the application for an I.P. address to find your work on the web.

Google Apps – Mobile, Earth, etc. Google is necessary

Kindle for iPhone – works for iTouch and gives you access to Kindle books

Skype – allows kids to text and communicate with you or each other.

Slideshow – build slideshows to import and present on the bigscreen.

Touch Physics, Contraption and Molecules for Science reinforcement and learning.

