App Selection Criteria

Remembering Criteria: Apps that fit into the "remembering" stage improve the user's ability to define terms, identify facts, and recall and locate information. Many educational apps fall into the "remembering" phase of learning. They ask users to select an answer out of a line-up, find matches, and sequence content or input answers

Understanding Criteria: Apps that fit into this "understanding" stage provide opportunities for students to explain ideas or concepts. Understanding apps step away from the selection of a "right" answer and introduce a more open-ended format for students to summarise content and translate meaning.

Applying Criteria: Apps that fit into the applying stage provide opportunities for students to demonstrate their ability to implement learned procedures and methods. They also highlight the ability to apply concepts in unfamiliar circumstances.

Analysing Criteria: Apps that fit into the "analysing" stage improve the user's ability to differentiate between the relevant and irrelevant, determine relationships, and recognise the organisation of content..

Evaluating Criteria: Apps that fit into the "evaluating" stage improve the user's ability to judge material or methods based on criteria set by themselves or external sources. They help students judge content reliability, accuracy, quality, effectiveness, and reach informed decisions.

Creating Criteria: Apps that fit into the "creating" stage provide opportunities for students generate ideas, design plans, and produce products.

The Padagogy Wheel First Language Project

25 languages are planned for 2016.
For the latest languages see bit.ly/languageproject

Standing on the Shoulders of Giants

This Taxonomy wheel, without the apps, was first discovered at Paul Hopkin's educational consultancy website mmiweb.org.uk That wheel was produced by Sharon Artley and was an adaption of Kathwohl and Anderson's (2001) adaption of Bloom (1956). The idea to further adapt it for the iPad in V2.0 and V3.0, I want to acknowledge Kathy Schrock on her website Bloomin' Apps. In V4.0 the App Selection Criteria is based on an excellent six part article in Edutopia by Diane Darrow. V5.0 of the Padagogy Wheel has a comprehensive list of Action Verbs which are from the info-graphic "Bloom's Digital Taxonomy Verbs" published by Globaldigitalcitizen.org, first viewed at "Bloom's Digital Taxonomy Verbs for 21st Century Students" on the Teachthought blog.
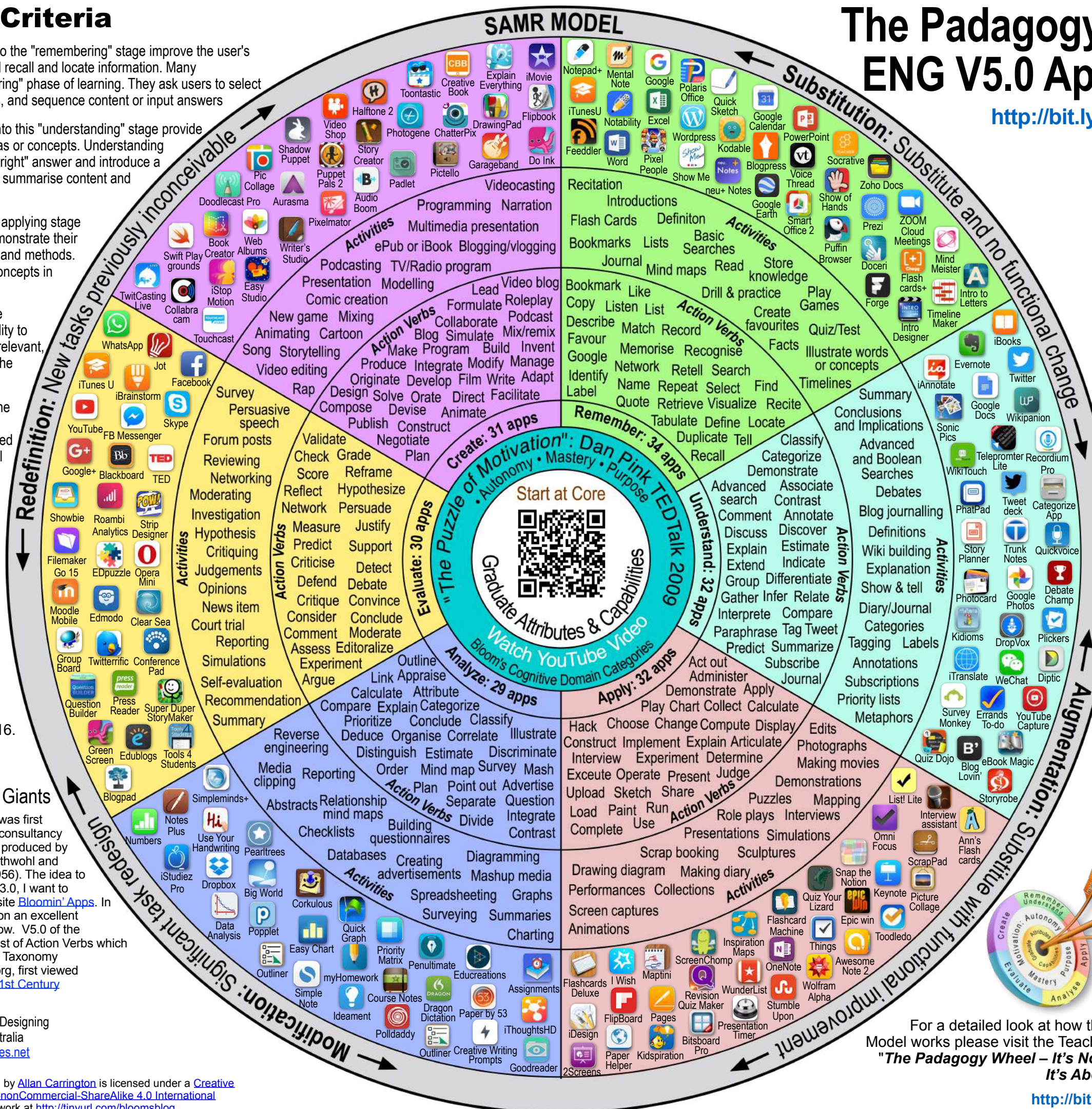
Developed by Allan Carrington Designing Outcomes Adelaide South Australia
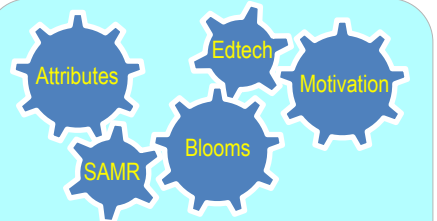Email: allan@designingoutcomes.net

The Padagogy Wheel
ENG V5.0 Apple iOS
http://bit.ly/PWENGV5

SAMR MODEL

Substitution: Substitute and no functional change

Redefinition: New tasks previously inconceivable

Modification: Significant task redesign

Augmentation: Substitute with functional improvement

Getting the best use out of the Padagogy Wheel

Use it as a series of prompts or interconnected gears to check your teaching from planning to implementation

The Attributes Gear: This is the core of learning design. You must constantly revisit things like ethics, responsibility and citizenship. Ask yourself the question what will a graduate from this learning experience 'look like' i.e. what is it that makes others see them as successful? Ask 'how does everything I do support these attributes and capabilities?'

The Motivation Gear: Ask yourself 'How does everything I build and teach give the learner autonomy, mastery and purpose?'

The Blooms Gear: Helps you design learning objectives that achieve higher order thinking. Try to get at least one learning objective from each category. Only after this are you ready for technology enhancement.

The Technology Gear: Ask 'How can this serve your pedagogy'? Apps are only suggestions, look for better ones & combine more that one in a learning sequence.

The SAMR Model Gear: This is "How are you going to use the technologies you have chosen"?

I would like to thank Tobias Rodemerk for the idea of the gears.

Allan Carrington

Attributes • Edtech • Motivation • SAMR • Blooms

Core

"The Puzzle of Motivation": Dan Pink TEDTalk 2009
• Autonomy • Mastery • Purpose

Start at Core

Graduate Attributes & Capabilities

Watch YouTube Video

Bloom's Cognitive Domain Categories

Remember: 34 apps
Understand: 32 apps
Apply: 32 apps
Analyze: 29 apps
Evaluate: 30 apps
Create: 31 apps

Immersive Learning Simulations are the most effective pedagogy to develop graduate attributes and capabilities in learners, as well as address motivation.

http://bit.ly/pwsimulation

For a detailed look at how the Padagogy Wheel Model works please visit the TeachThought Blog Post:
"The Padagogy Wheel – It's Not About The Apps, It's About The Pedagogy"

http://bit.ly/aboutpedagogy