

## LESSON PLAN 12: LEARNING WITH IPODS

Are iPods – or similar portable devices that record, store and play audio files – tools for teachers? Here are three ways you could use them in your classroom:

### 1. LETTER SOUNDS

**Objective:** Create and learn recordings of different letter sounds

**Age range:** 5-10

#### DEVELOPING SKILLS

► Oral literacy, listening, reading, using voice recorders and audio files

#### METHOD

1. Create a recording of your instructions for saying and learning letter sounds that can be uploaded and played on an iPod.
2. Get the class to copy and follow these instructions and, as they go, make their own recording of their attempts to complete the tasks, such as saying letter sounds, identifying similar sounding words, creating words from different letter sounds, etc.
3. If students have difficulty, they can review and correct their recordings – or listen again to your instructions.
4. Have the students review their recordings and assess their performance.
5. Recordings can be downloaded to a computer for further study, group discussion or assessment – for an iPod, files can be organised and stored in iTunes. The playlist can be transferred back to an iPod or saved on a CD.

(Note: A voice recorder cannot be used with all iPod models)

### 2. MEMORISING MATHS

**Objective:** Create rhymes and songs to help learn maths facts

**Age range:** 7-13

#### DEVELOPING SKILLS

► Maths, memory, creativity, music, using voice recorders and audio files

#### METHOD

Students often use rhymes, sayings and songs to memorise facts. Individuals or groups can record these for use in the class or at home.

1. Assign maths facts to individuals or groups – such as times tables, calculations, prime numbers, equations, etc. – and ask them to write rhymes and songs to accompany and learn these.
2. Share and review – offer suggestions for improvement.
3. Get students to record their work. These can then be downloaded to a computer for further study, group discussion or assessment – for an iPod, files can be organised and stored in iTunes. The playlist can be transferred back to an iPod or saved on a CD.

#### ADDITIONAL ACTIVITY

Students can also import their audio files into software like GarageBand to create original music to accompany their rhymes and songs.

### 3. DIGITAL FIELD TRIPS

**Objective:** Recording facts and thoughts while on a field trip

**Age range:** 10-18

#### DEVELOPING SKILLS

► Communication, investigation, collaboration, oral literacy, problem-solving, using digital media

#### METHOD

1. Outline the field trip – maybe to a museum, factory, zoo, farm or park. Describe what they are going to see and do, and what you want them to research and record.
2. Working individually or in groups, ask the class to brainstorm what they want to investigate on the trip, and how they plan to conduct their research and record their results. Share and review these as a group.
3. Explain how to use the recording equipment and have them practice using it, perhaps outlining their expectations of the trip.
4. During the trip, ask students to investigate what's required and record the results and their thoughts. If they are working as a part of a group, they can take turns making recordings – or perhaps put them in charge of one part of the overall process, such as direction, video, sound, etc. At the end, get them to record their overall impressions of their work and the trip.
5. Back at school, recordings can be downloaded to a computer for further editing and study.

#### ADDITIONAL ACTIVITIES

- Students can also take photos and video.
- They can combine these with the audio recording to create a guided tour, in software such as iMovie.
- Or broadcast their adventure online as a podcast.



#### WHAT IS GARAGEBAND?

Developed by Apple, this is a software program that allows users to create music or podcasts. GarageBand is part of iLife, a suite of applications (including iPhoto, iMovie, iDVD and iTunes) that can be used to create, edit and organise digital media.