# iPads in the Classroom





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#### The iPad Mini

There are now four generations of the iPad Mini. The iPad Mini is just that - a 7.9 inch version of the iPad's 9.7 inch screen. The 128GB model costs \$399, the second least expensive tablet Apple currently has on the market.

Offering all the features available on it's larger, older siblings, the iPad Mini runs the same iOS software and apps as other iPads. The difference in size has both pluses and minuses - for those of us who 'grew up' with the larger models, it takes some getting used to. On the other hand, it is very nice to be able to slip it into a coat pocket or small backpack. The screen, being about the size of a large paperback book, is very conducive to reading iBooks and viewing web pages. As with other devices in school settings, I would suggest a sturdy case and a screen cover to protect the Mini from accidents.

Physically and functionally, the iPad Mini is nearly identical to full-size iPads; button and camera placement, connections (using the Lightning connector), and speakers all share the same locations with other models.





#### iPod Touch

The iPod Touch is essentially an iPhone without the phone - the latest verion (6) has a faster processor, larger screen (with the high-resolution retina display), a 8 megapixel camera with flash, the Siri digital assistant, and the Lightning adaptor, shown below. At \$199 for the base model, it may be worth looking at for budget-conscience classrooms, but its small size makes it difficult to handle for some students and in cases where equality of access is an issue.



# **Lightning Connector**

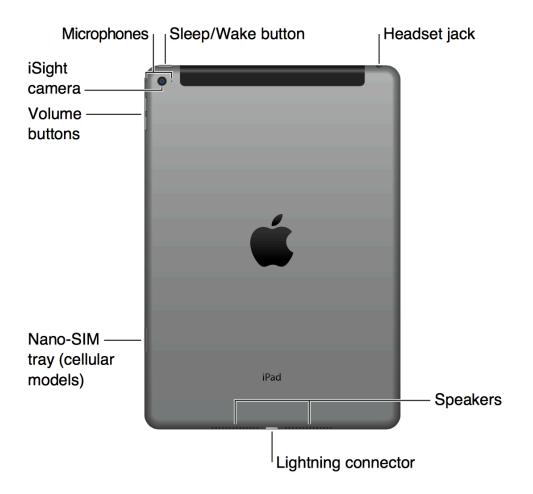
Introduced on September 12, 2012, the Lightning connector is used to connect Apple mobile devices like iPhones, iPads, and iPods to host computers, external monitors, cameras, USB battery chargers, and other peripherals. It replaces the original 30 pin connector used since the original iPod in 2001. Seems like a long time ago!





#### Parts of an iPad







#### **Classroom and Lab Management**

A company named Bretford offers solutions to carry, secure, sync, and charge 10 iPad devices at a time. Here is the manufacturer's blurb:

"Neatly store and charge up to 10 iOS devices, keeping your technology tools charged, organized, and ready to go when you are."



These cases are pretty expensive, but worth a look.

Bretford publishes an iBook covering many aspects of iOS management; for I.T. managers preparing for schoolwide deployment, it is an excellent resource. Find it by searching for the

keyword 'Bretford' at the iBooks store or in the Books section on iTunes.

#### iPad Security

#### WiFi Authentication

Test out your school's WiFi network to make sure the iPad can connect. The network should be password protected to deter unauthorized access.



#### Web Filtering

When handhelds are connected to a school's filtered WiFi network, the Internet is filtered on the device. That means that if a site is blocked at school on a desktop computer, that site is also blocked on your iPad.

#### Set up an Inventory System

Barcode or label each iPad and establish a check-out and check-in system that is followed by everyone.

#### Buy cases for all iPads

They add a bit to the cost, but one dropped iPad saved by its case pays for twenty other cases.

#### Establish Rules that are followed

On the course CD-ROM are some sample Terms of Use Agreements and classroom management ideas - check them out!





# **Apple iPad Learning Labs**

An Apple iPad Learning Lab streamlines the management of classroom sets of iPad devices. Each lab includes 10 iPad devices and a sturdy and secure mobile cart. The cart can store, charge, and sync up to 30 iPads and has room for a Mac Book computer. The cart rolls easily around campus so multiple classes can benefit, and it can be locked to secure the devices when they're not in use.

# Apple iPod Learning Labs

An Apple iPod Learning Lab provides a simple and cost-effective way to manage multiple iPods in the classroom. Each lab includes 20 iPod Touch devices and a sturdy and secure mobile cart. The cart can store and charge up to 40 iPods, sync up to 20 iPods at a time to the same computer, and store up to four Mac Book computers, as well as iPod accessories. For even more iPod portability, the Bretford Power-Sync Case (see previous page) organizes, charges, and syncs up to 20 iPod devices and keeps them securely stored in a durable hardshell case.



For more information on the Apple Learning Labs, go to:

https://www.apple.com/education/docs/iOSLearning\_Solutions\_20120426.pdf

The course CD-ROM contains a flier for Apple iOS Learning Solutions, and a 46 page "Guide for using iPad, iPod touch, and iTunes for K-12 teaching and learning".



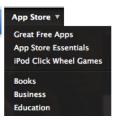
# **Explore the App Store**

One of the advantages of installing iTunes on your computer is access to the iTunes app store. While the app store is available directly from the iPad, accessing it through iTunes (and the larger screen on your desktop or laptop computer) affords a more efficient search experience. Either launch iTunes (or use the process described below to access iTunes through your course CD-ROM), then explore content or curriculum-specific apps which would be suitable for your students. \* - WARNING: Exploring Apps may be addicting!

Use the form on page 68 to record your findings for 3 'must have' apps you find at the App Store.



In iTunes, click on the iTunes store tab on the right side of the window. Once in the store, click the App Store tab.







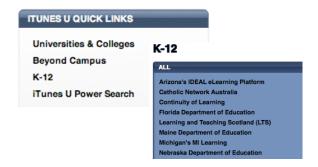






If you do not have an iTunes account and wish to explore apps via the course CD-ROM, go to the Resources folder on the course CD and open the 'WWW Resources' folder. There is a document which will launch your computer's web browser and display the list of apps which appeared on the iPad Simulator. Clicking on the hyperlink will open the iTunes App Store to the full description, images and customer reviews of that app.

#### iTunes U



Be sure to check out iTunes U (at: http://www.apple.com/education/itunes-u if you haven't an iTunes account). Thus far the majority of you have reported this a definite favorite! They recently added a K-12 section with teacher and student produced media.



### **In-App Purchases**

As mentioned eariler, most of the apps on the iPad Simulator are free, but as we know all too well these days, 'free' does not always *mean* 'free'. **In-app purchases** allow the publisher of an app to offer additional content and functionality *for a fee*. When looking for apps, be mindful of the implication of 'Offers In-App Purchases'.

Many 'free' apps also may have 'banner ads', which appear on-screen on a permanent or temporary basis. For a fee the ads can 'disappear'. If you like the app but don't wish to pay the fee, learn to ignore the ads (and teach your students not to tap on them!).







Amazon Local's free iPad app is here
Save on food, spas, travel, and more

Download now

Below is the text from the Apple Store concerning in-app purchases:

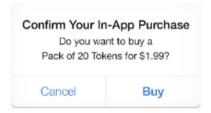


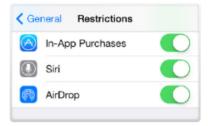
#### What Are In-App Purchases?

Many free and paid apps offer In-App Purchases—optional transactions designed to augment an app's functionality. You can only make In-App Purchases from an app that you've already downloaded. To find out if an app offers In-App Purchases, refer to the app's product page, near the Buy or Free button.

#### Types of In-App Purchases

There are three types of In-App Purchases: permanent enhancements, like unlocking game levels, removing advertising, or expanding an app's feature set; expendable purchases, such as extra lives for a game character; and autorenewing subscriptions (such as a monthly magazine that charges every 30 days).





#### How In-App Purchases Work

With iOS 4.3 or later, you must enter a password or use Touch ID (on a compatible device using iOS 7 or later) to make an In-App Purchase. If you use a password, additional In-App Purchases can be made without reentering your password for 15 minutes. To change your password settings to require entry with every purchase, open Settings, tap General, then tap Restrictions, and change Require Password. If you use Touch ID, it is always required with every purchase.

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### **Exploring App Websites**

In addition to the Apple iTunes store, numerous 'third party' websites have emerged which do an excellent job presenting information on apps. On the next few pages are several such sites. In your web browser, go to the sites listed and explore the content of several curriculum-specific apps which you feel may be suitable for your students.

Use the form on page 72 to record your findings for three of the 'must have' apps you find on any of the sites.

Explore the appadvice.com Website: www.appadvice.com







# Explore the Apps for Children with Special Needs Website: www.commonsensemedia.org/guide/special-needs



# **App Annie Website:**

www.appannie.com/apps/ios/top/united-states/education/?device=ipad

