

# Effective Mobile Learning

50+ Quick Tips & Resources



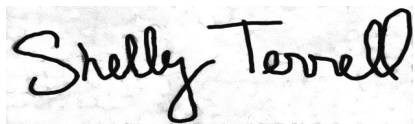
*By Shelly Sanchez Terrell*



Dear Reader,

Thank you for your interest in mobile learning! I hope this guide will help answer many questions in your journey towards getting your students on board with mobile learning. This is not meant to be a comprehensive book but used more as a guide based on my experience with students in Germany, Greece, Turkey, and the United States. Some of these applications, resources, links, and tips may not be relevant to your environment. Please feel free to pick and choose what works for you! In this guide you will also find several clickable links to other authorities on mobile learning. I encourage you to please check out these resources.

Enjoy the guide!

A handwritten signature in black ink that reads "Shelly Terrell". The signature is written in a cursive style and is centered on the page.

**DISCLAIMER:**

Please use this guide and the tools mentioned at your own discretion. It is always important to check out any website, tool, or app before using it in class with your students. It is also very important that you check the protocol of your school situation and seek permission from proper authorities and sources. Some of the tools, apps, and resources listed in this guide may require a purchase, but in no way is this guide meant to advocate the use of any tool or support the opinions of the creators or companies of these resources. This is one educator's experience with mobile learning and sometimes the devices you have in your classroom or country may not have the same apps available. In addition, your government or school policy may ban the use of certain devices and resources. Please receive the necessary permissions from parents, administrative leaders, and relevant authorities. Please feel free to use what you can from this guide and tailor it to your particular setting.

© 2011 by Shelly Sanchez Terrell

Reproduction or translation of any part of this work without permission is prohibited and against the law.

This publication is provided free of charge to offer information with regard to the subject matter covered. It is provided with the understanding that the publisher is not rendering consulting, financial, or legal advice.

Please e-mail [ShellyTerrell@gmail.com](mailto:ShellyTerrell@gmail.com) for additional information.

\*\*Front cover image courtesy of [Evriddiki Dakos](#), [@Evriddiki](#).

## Table of Contents

What is Effective Mobile Learning?.....	4
Mobile Learning Defined.....	4
Which Mobile Learning Device Should I Choose?.....	5
Get Parents on Board!.....	6
How Do I Convince My Leadership to Lift the Ban?.....	7
Lack of Resources? Some Options.....	9
BYOD/BYOT: The Bring Your Own Devices/Technology Movement.....	9
Multimedia Resources.....	11
Multimedia Apps.....	11
Geolocation.....	13
Geolocation Apps.....	13
QR Codes.....	14
QR Code Apps.....	14
Augmented Reality (AR).....	15
AR Apps.....	15
Apps for Research.....	16
Apps for Collaboration.....	18
Further Resources.....	19

# What is Effective Mobile Learning?

## ***Mobile Learning Defined***

Various opinions exist for what mobile learning consists of and what is not mobile learning. Instead of providing a set definition, I think we come to a better understanding of mobile learning through the adjectives associated with this style of learning.

*Mobile learning* is...

- on-the-go- Learners have the ability to carry the device with them wherever they go.
- handheld- Learners can hold these devices in their hands. The trend is for mobile devices to become easier to carry around.
- portable- Learners can carry the devices in a bag or pocket and recharge the device at various locations.
- lightweight- Learners find the device light in weight and not very heavy.

With these traits in mind, we can include cellphones, smartphones, iPods, iPads, tablets, gaming consoles, PDAs, handheld computers, media players, e-book readers and more.

*Mobile learning* is effective when...

- Tip 1.* Learners choose the learning content.
- Tip 2.* Learners are integrating artifacts, realia, objects, and experiences that surround their daily lives (real world learning).
- Tip 3.* Learners are moving around with the device.
- Tip 4.* Learners are motivated to expand the learning outside the classroom walls.
- Tip 5.* Learners work collaboratively to explore the world around them.
- Tip 6.* Learners are motivated to search for several possible options, solutions, and answers to problems.
- Tip 7.* Learners are presented with problems in which they must find many possible solutions and are able to test out these solutions.

These are just some of the ideas behind what constitutes effective mobile learning. You may notice that this list is very similar to what constitutes overall effective learning.



## Which Mobile Learning Device Should I Choose?

The best mobile learning device for your setting depends on various factors. These include your budget, your school setting, the understanding you come to with your school leadership, and what resources you are able to grasp. When choosing a mobile device for your class, consider what would be best for your students, parents, and school setting.

You have options, especially if you invest the time. Here are a few tips to get you the mobile learning devices you want:

- Tip 1.* Survey students and parents to find out the devices they already use and how they use them.
- Tip 2.* Make this a collaborative effort with parents, leadership, students, and colleagues to find creative ways to fund apps or the devices.
- Tip 3.* Collaborate with the app and device creators to tailor the learning to your situation.
- Tip 4.* Search for grants or contests that will help equip your classroom full of technology.
- Tip 5.* Ask students for their input in deciding what types of apps they would like or what types of devices they would like to use.
- Tip 6.* Consider the BYOD (Bring Your Own Device) movement. You will find out more about this movement if you read on.

These resources will be of further help:

- [Mobile Platforms and mLearning: Challenges and Solutions](#) by Bill Brandon
- [iPad or iPod: Which Should Rule the Classroom?](#) by Derek Keenan

## Get Parents on Board!

Educators should work with parents to ensure the best possible integration of any technology in the curriculum. When we listen to parents and make them active participants in the learning, then we will alleviate many problems that might arise.

Here are a few tips to help parents support mobile learning and technology use in the curriculum:

- Tip 1.* Try giving a parent orientation at the beginning of the year that demonstrates the use of technology in the classroom.
- Tip 2.* The parent orientation works best when a team of teachers work together.
- Tip 3.* Have real examples to show created by you or learners.
- Tip 4.* Bring food to entice parents to come to the orientation.
- Tip 5.* Play a movie or provide another activity to occupy students in case parents do not have babysitters.
- Tip 6.* For parents who cannot attend, consider livestreaming the event and having a recording for parents to watch.
- Tip 7.* Explain your technology integration and actively listen to parent fears. Try to anticipate arguments and be prepared to alleviate these fears or have possible solutions to these fears.
- Tip 8.* Together come up with a plan to begin implementing mobile learning and technology in the curriculum. Make sure parents sign an agreement that they can refer to later.

## How Do I Convince My Leadership to Lift the Ban?

Many times leadership will be on board when they discover the learning that takes place. In order for them to be convinced, educators need to show them real examples of mobile learning in schools and have solutions for any upcoming problems.

Here are a few ways to get your leadership on board:

- Tip 1.* Start the conversation. Often we just have to plant a seed and find out the reasoning behind the ban.
- Tip 2.* Begin crafting your presentation and include convincing support and examples. Listen to your leaderships' fears and begin finding examples that demonstrate a solution. Many schools are effectively integrating mobile learning. Here are a few resources:
- Tip 3.* Find the funding. On page 5 find ideas for receiving funding. Moreover, consider the school budget as a source. All schools have budgets. Find a way to save the school money and see if they will allocate those funds to supporting a cart of mobile devices. Have the conversation before you put the time forth.
- Tip 4.* In some cases you may have to propose to the school district why they should support mobile learning instead of another technology. Often the school will have a budget for technology and will implement a technology because no one gave them another option. Find out who is in charge of these technology budgeting decisions.

Here are a few reasons why mobile learning is a more effective option than most other technologies:

- Less training is involved because the majority of the populations worldwide have experience using mobile devices on a daily basis. No other technology comes with this type of experience or use.
- Mobile devices have more features that promote learner autonomy. These devices are portable and allow students to record and capture their learning using the knowledge that exists around them. Mobile devices are in the hands of the learner and teachers are forced to relinquish control to the learners who often know how to use them better than teachers. Many mobile devices are also equipped with cameras, video cameras, audio recorders, and even advanced apps. Basic cellphones come with various communication tools including the ability to take pictures and send text messages. These various communication tools promote autonomy as learners are able to collect visual, audio, text, and video records of their surroundings and environment. We can't argue this about other technology.
- One of the cheapest technologies to invest in because students can bring in their own devices or use these without Internet access.
- They promote health and learning. With mobile devices students are able to move instead of sitting at desks for the majority of the school day. Additionally, these devices are lightweight and can hold a lot of information. Studies have shown that students carrying heavy backpacks will often experience back pain or have back related issues. If materials are on the mobile device, schools can eliminate this weight.
- Promote the notion learning takes place everywhere! With mobile devices, learners are able to

collect evidence, artifacts, knowledge, and content through interaction with their environments. For example, on the way home they can interview friends with the audio features, take pictures of their environment, type notes, or create videos.

Check out these videos:

- [iPod Touch in School- A Child's Thoughts \[Video\]](#)
- [CNN Report: Texting to Learn \[Video\]](#)
- [The Best Texters Tend To Be The Best Spellers: Breaking Down Texting Myths \[VIDEO\]](#) featuring David Crystal
- [Mobile Learning with Kids! \[My video interview with Scott Newcomb\]](#)

These resources will be of further help:

- [10 Proven Strategies to Break the Ban and Build Opportunities for Student Learning with Cell Phones](#) by George Engel, Rob Griffith, Scott Newcomb, Lisa Nielsen, Jason Suter, and Willyn Webb
- [Mobile Learning in the Classroom \(resources and presentation\)](#) by Carl Anderson
- [Despite School Cell Phone Ban, Course Sees Them as Aid](#) by Elizabeth Green
- [Can Cellphones Be Educational Tools?](#) by Katherine Schulten
- [Texting Poetry Inspires Kids to Learn](#) by John Sullivan
- [Kicking Off the School Year: Web 2.0 Style with Cell Phones](#) by Vicki A. Davis
- [Under-aged Texting: Usage and Actual Cost](#) by Roger Entner, Nielsen report
- [Speak Up 2009: The biggest Obstacle to Using Technology in Ed...Not Being Able to Use Student's Own Mobile Devices!](#) by Liz Kolb
- [The Next Generation? Using Apps for Interpretation \[Prezi\]](#) by Losehill Hall
- [St. Marys Mobile Learning Technology](#)
- [Mobile Learning Documentary](#) Hosted by Verizon Wireless
- [Smartphone Computers in Rural Schools Webinar Archive with Scott Newcomb and Kyle Menchhofer](#)
- [Case Studies \(St. Marys City Schools\)](#) by Verizon
- [GoKnow](#)
- [GoMobile4Learning](#)
- [Mobile Learning Portal](#)



## Lack of Resources? Some Options

Many schools that lack a budget for new technology are finding ways to get the technology into their students hands.

Consider these options:

- Tip 1.* Purchase a few different mobile devices and create learning stations. Students will check-out the devices or sign-in and use the devices at the learning station. Possible learning stations can include a podcasting station, a video station, a publication station, an iPad station, a smartphone station, a tablet station, a game console station, or an iPod station. These stations would be in addition to any learning stations in place.
- Tip 2.* Purchase a set of mobile learning devices and have a class set available on a cart. This cart would be checked out by various staff members when needed. Read [Dan Callahan's fantastic guide to setting up an iPad cart!](#)
- Tip 3.* Purchase a set of mobile learning devices and have a class set available in the computer lab to be used when teachers sign-up.
- Tip 4.* Have various mobile learning devices set-up in the library for students to use during their free time or study time. Allow time periods when the library would be mobile device accessible. This would be a set timeframe when students would be able to use their mobile devices for learning and others could use the ones available in the library for various projects and research.
- Tip 5.* Save money on paper, books, or class computers and instead purchase mobile devices for the classroom.

## **BYOD/BYOT: The Bring Your Own Devices/Technology Movement**

Several schools are lifting the ban and allowing students to bring their own devices and technology. This type of learning is ideal because students get to take the technology home with them. This movement also helps students make the leap to use their mobile devices to explore, research, and learn continuously even while at home.

A few tips to get you started:

- Tip 1.* Create a code of conduct with the learners to ensure guidelines are followed.
- Tip 2.* Get parents on board and have them sign Acceptable Use Policies (AUPs). See page 6 for more tips.
- Tip 3.* Have a safe place where students can lock up the devices during the school day.
- Tip 4.* Plan to collect the devices then distribute the devices when they will be used. Each device must be labeled properly with the student's first and last name.
- Tip 5.* Discover what various types of mobile devices learners have by hosting a Mobile Device Show and Tell. Students will each share what their device does by creating a presentation of their favorite hobby, describing their family, or telling a story.
- Tip 6.* If some students lack devices, consider fundraising or asking the other parents to

contribute to a fund to get every student a device.

Check out what BYOT looks like in action:

- [Forsyth County Schools BYOT Tour](#) [Video]
- [BYOT/D at NCPS](#) [Video] by Michelle Luhtala

These resources will be of further help:

- [Let Them BYOD](#) by Scott Mcleod and Eric Marcos
- [How Would I Prepare to Teach a BYOD Class?](#) By Darren Kuropatwa
- [One Teacher's Call to Students: Login to Twitter, and BYOT – SyncUp](#) by Leah Osterman
- [BYOT](#) by Jean Tower
- [7 Questions for Bringing Your Own Device to School](#) by Barbara Bray
- [Partnership for Powerful Learning](#) [Wiki]

## Multimedia Resources

All mobile learning devices come with various multimedia tools and applications that allow learners to capture images, record audio clips, type text (sms or notetaking), and record videos. Many of these tasks can be accomplished without Internet access.

Below are a few resources and tips on using these mobile learning tools.

*Tip 1.* Offline multimedia tools include the ability to capture images, record audio clips, type text (sms or notetaking), and record videos. Most cellphones (and smartphones) have these capabilities available offline. Many of these tools also allow students to edit without having an Internet connection.

*Tip 2.* Put your students in groups. Give your students a project with tasks to complete and allow them to choose how to present the research, content, and tasks. Some might want to produce a video, some a story, some a multimedia magazine, and so forth. Remember effective group work involves giving each student a task, which relates to the success of the group project.

*Tip 3.* If you want to guide the choices, provide the students with a list of options and leave the option for them to suggest a format to you.

### **Multimedia Apps**

These are recommended multimedia apps:

- [StoryKit](#)- Create an electronic storybook by drawing on the screen, uploading images, recording sound effects and voice, laying out the elements of the story (text boxes, images, and sound clips) freely by dragging them or pinching to resize, reordering pages, and uploading to the StoryKit web server. Email a link to the story. The application includes four public domain children's books to rewrite and rearrange into a new story.
- [Talking Tom](#)- Kids talk to Tom and he repeats everything said with a funny voice, pet him to make him purr, pour a glass of milk for him, and poke his head, belly or feet, grab his tail. The best part is that within seconds what the students say to Tom is recorded as an avi video which can be uploaded to YouTube and Facebook or sent by email. There are other animals that do the same thing as this app that your students can try for free.
- [Story Robe](#)- Create digital stories using images and video from your camera or photo library. Create audio recordings with photos and videos. Then share on Youtube or through e-mail and add to others stories.
- [PuppetPals](#)- Create video stories with props and scenes! Kids narrate.
- [ShowMe](#)- An interactive whiteboard and screen recording app that allows students to record videos of them writing text on a whiteboard. Free app available only on the iPad.
- [ScreenChomp](#)- this will capture everything you work on and create it into a video. It is free screencasting app from the makers of Jing and Camtasia!
- [Fotobabble](#)- Quickly create and easily share talking photos in 3 steps (Snap or select or a photo, speak into the microphone to record audio, share with friends via email, Facebook or Twitter).
- [Kids MouthOff](#)- In some areas this is a free app designed by children that raises fund for

helping inner-city children.

- [MouthOff](#)- Create funny mouths! Children choose the mouth! This app has a small cost.
- [Animoto](#) - Upload images, choose a soundtrack from the library, and click a button to make a 30-second video. Sync your videos with your Animoto.com account, download videos for offline viewing, and make longer ones with an All-Access Pass.
- [Audio Boo App](#) - mobile & web platform that effortlessly allows you to record and upload audio for friends, family or the rest of the world through Twitter, your blog, Facebook, and more. Add images and see ones by location along with the net. You can follow people since it is set-up like a social networking site. You can add prerecorded materials. Also turns into a podcast.
- [Evernote](#)- Create text, photo and audio notes that auto-synchronize your notes to your Mac or PC. Makes text within snapshots searchable. Add, sync, access, and share files (PDF, Word, Excel, PPT, and more) among the different versions of Evernote. Free version available on iPhone, iPod, Android, and Blackberry.

*Tip 1.* Have students brainstorm and gather research with this app for their next project, presentation, or research paper!

- [Posterous](#)- Posterous is the easiest way to blog and can be used to effectively collect notes to publish immediately on a blog without any registration. Include a mix of text, photos, and videos as well as tags and location information. Share immediately on Facebook and Twitter! Even allow others to add to your posts (set this up through the web app vs. the mobile app). Free version available on iPhone, iPod, Android, and Blackberry.
- [Splice](#)- The best free video creating and editing app I have seen on the iPhone, iPod, and iPad. Create videos with great transition and effects in minutes!
- [Mindblowing](#)- Gather audio, video and photos into a colorized mindmap. Enter the main topic, title, or theme in the main node then create branches with images, audio, or video attached. Send the mindmap with the attachments through email. Free version available on the iPhone. This is my [recent review of this app](#) which gives several ideas on how to use it with students.  
*Tip 1.* Have students brainstorm for their next presentation or project with this app!
- [Prezi for the iPad](#)- Free but still has some problems. You should be able to create, edit, and present your Prezi presentations. Give it a try it's free!

## Geolocation

Various apps include the ability to map a location or share your location with companies, the app itself, and friends who have access to the app and/or your profile. This ability is called geolocation. Many wonder why anyone would want to broadcast their location; however, people are using geolocation to find each other at an event, such as a conference or find places associated with their location, such as a restaurant or historic event. Geolocation is often part of various apps that include QR Codes, multimedia, and Augmented Reality (AR).

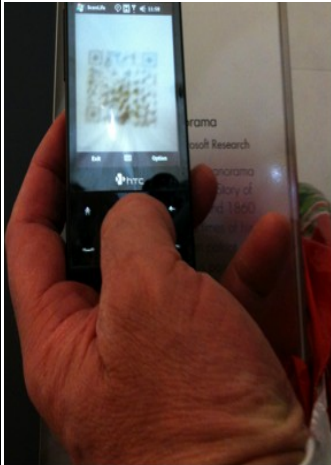
Below are a few helpful resources:

- [Geolocation 101: How It Works, the Apps, and Your Privacy](#) by Daniel Ionescu
- [Geolocation](#) [Wiki]
- [7 Things You Should Know About Geolocation](#)
- [Geo-location](#) by EJ Hickey
- [Social Media Scavenger Hunt Pulls it All Together](#) by Patrick Powers
- [SCVNGR Hunts, Not Just For Elementary Students Anymore](#) by Sara Gonzalez

### **Geolocation Apps**

These are recommended geolocation apps:

- [Voices](#)- Learners can listen to audio guides related to a specific location. They can also create and share these free audio guides for any location worldwide. Available for the iPhone, Android, and Blackberry.
- [SCVNGR](#)- Learners complete tasks and can build tasks at various locations for prizes and points.
- [Google SkyMap for Android](#)- See the constellations and planets that would be in your location.



## QR Codes

Quick Response (QR) codes are two dimensional barcodes that can be read by a QR scanner or apps on a mobile device.

Below are a few resources and tips on using QR codes:

- [A Dummies Guide to QR Codes](#) by Nicky Hockly
- [Yes We Scan: QR Code Lesson Plans](#) by Nicky Hockly
- [QR Code Classroom Implementation Guide](#) by Vicki Davis
- [QR Codes in Education Glogster](#)
- [10 Ways to Use QR Codes in Your Classroom](#) by Barbara Schroeder
- [Several QR Code Resources and Ideas](#) by Joe Dale
- [Tell a Story with QR Codes](#) by Dianne Rees
- [QR Treasure Hunt Generator](#) by Russel Tarr
- [QR Code Bookmarklet- Create a QR Code with One Click!](#) By Russel Tarr
- [Giant QR Codes in the Classroom](#) by Tom Barrett
- [40 Interesting Ways to Use QR Codes in the Classroom](#)
- [LiveBinder: QR Codes in Education](#) by Steven Anderson
- [QR Code Resources \[Google Site\]](#)
- [QR Codes \(Links and Resources\)](#) by Cybraryman
- [QR Codes \(Links, Video Tutorials, Presentations, and Resources\)](#) by Shamblesguru
- [QR Codes at a Glance \[Poster\]](#) by Gwyneth Jones
- [The Various Types of QR Codes that Can be Created](#) by Sharon Tonner

### QR Code Apps

These are recommended apps to view and create QR codes:

- QuickMark-Free QR Code creator and scanner for Android and the iPhone and the iPod.
- I-nigma- Free QR Code creator and scanner.
- QR Droid- Free QR Code creator and scanner for Android.
- QR Code Wiz- Create color coded QR codes for free! Available on the iPhone and iPod.
- [SparQcode](#)- web app that allows learners to create color coded QR codes.



## Augmented Reality (AR)

Augmented reality (AR) is when one's mobile device projects images or objects into a learner's surrounding physical environment. This represents a type of virtual reality where learners can often interact with the objects.

Below are a few resources and tips:

- [What is Augmented Reality?](#) by John Sonnhalter
- [Simple Augmented Reality with Crime Solving Game](#) [Video and Article]
- [How AR Could Change Our View of the World](#) [BBC Video]
- [App-titude For Learning: How Grade 6 Students Designed an App for the iPhone and Made the World our Classroom](#) [Webinar Archive] by Heidi Siwak
- [Augmented Reality in Education](#) [Presentation] by Karen Hamilton and Jorge Olenewa

### AR Apps

These are recommended multimedia apps:

- [ARSoccer](#)- Play soccer with a friend in real time where you are at! This is available only for the iPod and iPad. In the picture you can see me playing with my friend Richard.
- [Ecobugs](#)- Students go on scavenger hunts to find and name bugs and create stories about them! They collaborate on teams and play a game to outwit the other team. Free lesson plans and an implementation guide are available for teachers.
- [Felicity From Thin Air](#)- Children's drawings become part of a magical story.

## Apps for Research

The following apps are suggested for helping students conduct research:

- [EasyBib](#)- Create MLA, APA, and Chicago style citations by scanning a book bar code or by typing the name of a book. Build and manage your works cited then email your citations and export them to EasyBib.com. Free version available on the iPhone, iPod, and iPad..
- [ShowMe](#)- An interactive whiteboard and screen recording app that allows students to record videos of them writing text on a whiteboard. Free app available only on the iPad.
- [Fotobabble](#)- Quickly create and easily share talking photos in 3 steps (Snap or select or a photo, speak into the microphone to record audio, share with friends via email, Facebook or Twitter).
- [Evernote](#)- Create text, photo and audio notes that auto-synchronize your notes to your Mac or PC. Makes text within snapshots searchable. Add, sync, access, and share files (PDF, Word, Excel, PPT, and more) among the different versions of Evernote. Free version available on iPhone, iPod, Android, and Blackberry.
- Have students brainstorm and gather research with this app for their next project, presentation, or research paper!
- [Posterous](#)- Posterous is the easiest way to blog and can be used to effectively collect notes to publish immediately on a blog without any registration. Include a mix of text, photos, and videos as well as tags and location information. Share immediately on Facebook and Twitter! Even allow others to add to your posts (set this up through the web app vs. the mobile app). Free version available on iPhone, iPod, Android, and Blackberry.
- [Mindblowing](#)- Gather audio, video and photos into a colorized mindmap. Enter the main topic, title, or theme in the main node then create branches with images, audio, or video attached. Send the mindmap with the attachments through email. Free version available on the iPhone. This is my [recent review of this app](#) which gives several ideas on how to use it with students. Use this app for brainstorming!
- [DropBox](#)- Get 2 GB of storage for free to upload photos, videos, documents, presentations, and audio. You can make these private or public (provides you a link to share for others to download). Save photos and videos taken with your phone's camera, share and send files via email, or copy and paste links to share with another app. Export files to other apps and favorite them for offline viewing. Free version available on iPhone, iPod, Android, and Blackberry.
- IBooks- I access my conference pdf programs, transportation maps, and other documents offline with this free app! You have scrolling features, zoom, bookmarking and more. You even have a great looking shelf to organize your collection. You can also have access to some free/paid books to keep you entertained during your free time! Any pdf attachments in your email can automatically be opened and immediately stored in this app! Free version available on the iPhone, iPod, and iPad.
- [Diigo](#)- This free app helps students keep bookmarks they find while surfing the Internet. They can easily save Twitter bookmarks by favoriting them.
- Read it Later- This free app allows the learner to save what they find on the Internet to read



offline.

- Instant Paper- This free app allows the learner to save what they read for offline viewing.
- [SlideGrabber](#)- Ever attended a presentation and want to keep the slides? Use this free app to grab the slides quickly and add notes. The paid version offers more options.

## Apps for Collaboration

The following apps are suggested for helping students collaborate:

- [Wiggio](#)- Students can collaborate online and also through their mobile device. With the iPhone, iPod, and iPad app, learners can send emails, free SMS messages to contacts, view files on the go, create and view upcoming events, manage groups, view polls, check todo lists, and schedule conference calls, virtual meetings, and chatrooms
- [Skype](#)- With this free app, users can chat and video conference. Available on the Android, iPhone, iPod, and iPad.
- [Google+](#)- With this free app, learners can set-up a group chat, include colleagues in a circle, keep up to date on updates with their peers, and share resources. Available on the Android, iPhone, iPod, and iPad.
- [Mighty Meeting](#)- Manage a library of PowerPoint presentations directly from your smartphone or tablet and share them via email, blog, Twitter, or Facebook. Start or join web meetings directly from your laptop, iPhone, iPad, or Android phone. Nice interface! \*\*For hosting a webmeeting or viewing your Powerpoint slides on your smartphone!
- [PowerDocs](#)- Not free but worth the \$0.99! Edit and create Google Docs.
- [Adobe Connect](#)- Are you presenting a webinar on Adobe Connect? Have your audience access it through a free app supported by iPhone, iPod Touch, iPad, and Android. Your audience doesn't have to miss any of your presentations. The free app allows them to see your slides and chat with others. \*\*For hosting a webmeeting on your smartphone!
- [FuzeMeeting/ Fuze Meeting HD for iPad](#)- Are you presenting a webinar on Fuze Meeting? Have your audience access it through a free app supported by iPhone, iPod Touch, iPad, Blackberry and Android. Your audience doesn't have to miss any of your presentations. The free app allows them to see your slides and chat with others. Features include instant web conferences, live desktop sharing of files (supports Word, PPT, PDF, and others), and start meetings immediately with access to your address and personal IM contacts from multiple networks like Gmail, LinkedIn, Yahoo and more.
- [Posterous](#)- Posterous is the easiest way to blog and can be used to effectively collect notes to publish immediately on a blog without any registration. Now with the Posterous group feature students have the option of collaborating! Include a mix of text, photos, and videos as well as tags and location information. Share immediately on Facebook and Twitter! Even allow others to add to your posts (set this up through the web app vs. the mobile app). Free version available on iPhone, iPod, Android, and Blackberry.
- [Linoit](#)- Students post sticky notes on a wall with links, videos, or pictures! A url with the wall will be provided.
- [Prezi for the iPad](#)- Free but still has some problems. You should be able to create, edit, and present your Prezi presentations. Give it a try it's free!

## Further Resources

If you haven't found what you are looking for, please check out these various resources:

- Mobile Motivation: Learning with Mobile Devices [LiveBinder]
- Slide2Learn's Beginner's Guide to the iPhone, iPod Touch, and iPad in Education
- [Guide: Setting up a cartful or two of iPads](#) by Dan Callahan
- [I Education Apps Review](#) website
- Thoughts on How Best to Manage the Use of a Classroom Set of iPads
- [Measure Mobile Learning Success With Evaluation Rubrics](#) by Mobil21
- [Evaluation Rubric for iPad/iPod apps](#) by Kathy Schrock
- [Mobile Learning: A Practical Guide](#) by Desmond Keegan
- [Mobile Learning Lesson Plans](#) by Scholastic
- Wiki of [Mobile Learning Resources](#) by The Consultants-E
- Teacher Reboot Camp: Mobile Learning Resources
- Mobile Learning Lesson Plans
- Texting and Teachers Experimenting with Technology by Shelly Terrell
- Recommended iPod Apps (Grade Levels & Subjects)
- Best games for kids on the iPhone, iPad and iPod Touch
- 50 Fun iPhone Apps to Get Kids Reading and Learning
- [K12 Cellphones Projects Wiki](#)- an extensive list of several K-12 projects that have integrated student cell phones
- [Cellphones in Learning Wiki](#)- more tools listed to use with cell phones
- [Industry Brief: Pockets of Potential: Using Mobile Technologies to Promote Children's Learning](#) by Carly Shuler
- [iPads in the Classroom](#) by Kathy Shrock
- [iPad Schools](#) [Wiki]
- [mLearning SEETA Course Archives](#) by Nicky Hockly
- [mLearning MOOC Archives](#)
- [My Mobile Learning Diigo Links](#)
- [ISTE mLearning Diigo Links](#)
- [Blooms Taxonomy and iPad apps](#) by Langwitches





Thank you!

