Teaching and learning technology in Health and Wellbeing

Kuopio Classical High School Headmaster Jukka Sormunen



From media consumer to media commentator and producer



Students

- Read
- Comment, tag, analyze
- Write
- Create
- Share

Resources:

Videos, articles, animations, cartoons, film clips, blogs, photographs etc. Topics:

Health, physical education, fitness, nutrition, schoolhealth, media, sports etc.

Multi literacy

BOB

Online media as a learning resource and mobile learning

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Advantages of Mobile Learning



Independent of location & time

Learners can study wherever and whenever they want. Adapt to the needs of todays' learner: effective time management with reasonable usage of spare time.

Adaptive learning

Mobile Learning doesn't replace traditional books. It compliments them by the advantages of digital technology: adaptive algorithms for each individual user.

Progress tracking

Use the precious time for learning, not for organizing it. Mobile Learning will do the redundant work for the learners, so they can focus on the essential.

Up to date content

Skip long publishing cycles and provide the freshest content at the right time.

...entertaining, social, fast, and much more...

Video

Videos and podcasts can be used as learning material. To enrich e- learning material.

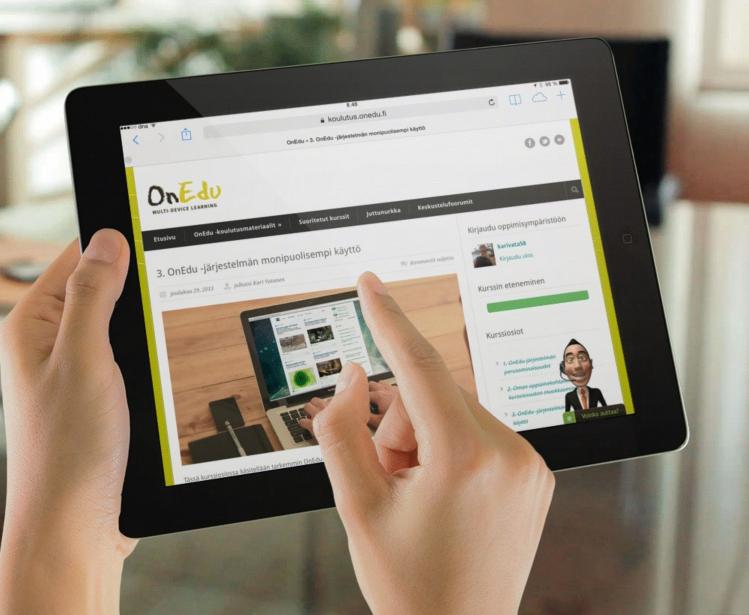


Lecturecaptureing 150(a year in Klassikka.

Innosport videos for tra athelets.



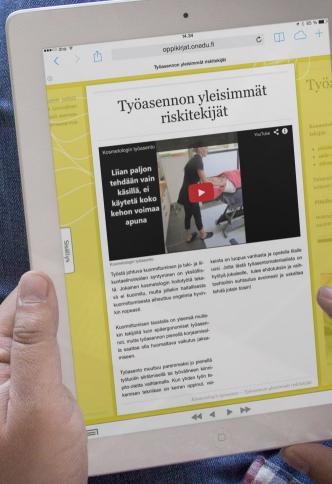




Selaa ja katso tuhansia harjoitteita.

Löydä ideoita harjoitteluun ja valmentamiseen.





Ranteen asento

Creating own lessons





These services allow teachers and students to create learning resources of own videos of from any videos on the web.

Different types of questions (written and audio)can be added to the films.

The learning resource can be shared with others.





Curating is a form of blogging.

Curating

1) The teacher or the student a predefines a topic and a set of keywords. and then

2) Carries out his/her own filtering from the input stream of data, articles / material

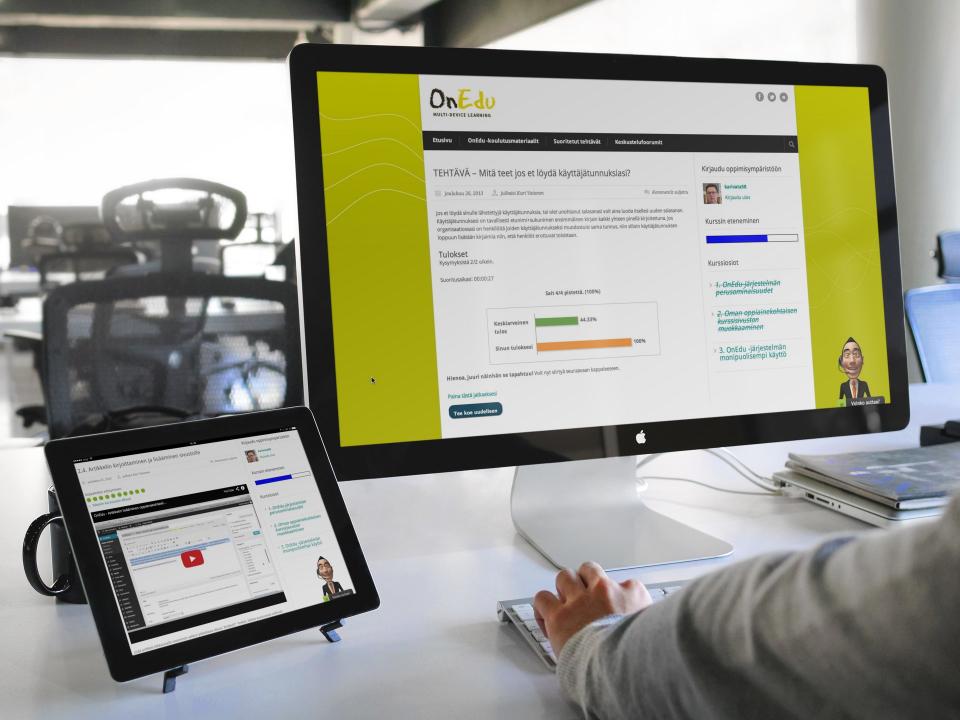
3) Selects material around his/ her topic, that are of interest are "worthy" to be included in his/her personal "curation blog"

Scoop. it









Wikis, Blogs and Social Media





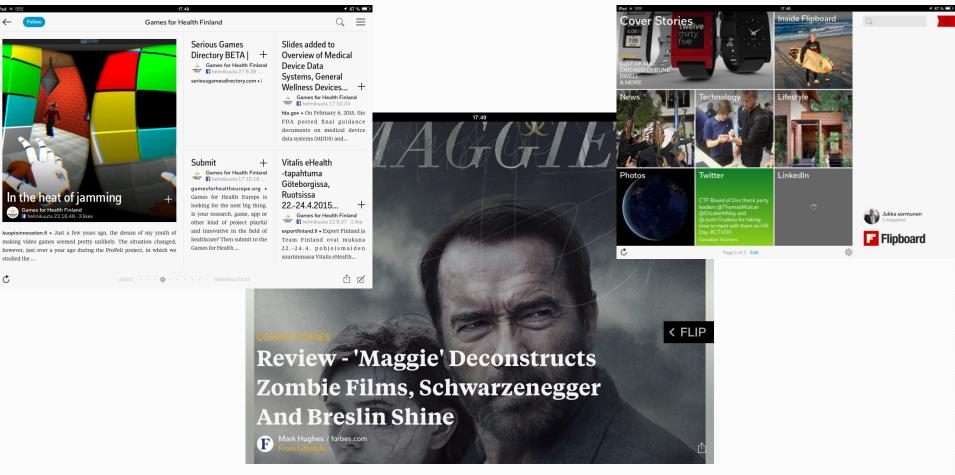




Twitter and Flipboard

- 1. Find a media source and tweet
- 2. Use some media reading application like Flipboard

3. Give student a assignment to find sources and give a #hastag for it.4. Make a magazine and share it.



A FUN WAY TO KEEP FIT AND STAY HEALTHY!



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- Mr. Jarrod Robinson is a Physical Education teacher from country Victoria Australia, with a passion and enthusiasm for the role emerging technologies play within teaching and learning. He is first and foremost an advocate for lifelong movement and physical activity, however realizes the power of 21st century technologies that can shape new age teaching pedagogies.
- BIG resource for Physical Education for using iPad and iPhones in P.E.
- Apps list for iPad ja iPhone
- Facebook: https://www.facebook.com/thepegeekapps/timeline



ActionTrack (licensable) to make vou own health games.



ActionTrack consists of a licensable web tool and a free-to-use mobile application. As an ActionTrack licensee, you can create and manage your activities and their visual look using your personal web tool. No programming skills are required at any stage of the process.

Extra resources and links for the health education and ICT in Kuopion Classical High School

School community resources:

- School community student welfare group which is put together of student, parent, teacher, headmaster, doctor, nurse, special teacher, psychologist.
- Teachers voluntary activities dancing, playing floorball, running, freetime activities like sailing, hiking, biking, birdwatching, sauna...
- Student extra activities in like running, nutrition, band activities, health gamejam, lanparty, student board, entrenepreur camps and courses. Fieldtrips to skiresourts, monistery, EU fieldtrips 1-4 yearly.

Extra resources and links for the health education and ICT in Kuopion Classical High School

Gears, gadgets, services, links, apps

- Heart Rate Monitors, Polar
- Activity counters: <u>Samsung Gear S</u>, <u>Polar Loop</u>
- GPS tracking, Geocaching
- Innosport, training videos
- <u>Training program: eLogger</u> offers athletes an excellent and flexible training log with its automatically training reports.
- Kahoot: A game-based classroom response system.
- Projectors and video camera in the gym (demonstration)
- Laptop or iPad and webcam delayed video (demonstration)
- 360 Virtual Reality, Samsung VR (demonstration)

Thank you for your interest!

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