

LIT Conference, 2018 Session 4 Presentations

The "NEW" Google Earth - Virtual Field Trips on Steroids

I Hate %4#&s Group Work!

Critical Thinking with G Suite!

Plickers Makes Data Collection Easy!

Teaching Digital Citizenship with Picture Books

Learning Environment Modeling: A Visual Approach to Learning Design

Digital Literacy

Digital Storytelling: Creating Interactive Lessons and Assignments with Twine

The "NEW" Google Earth - Virtual Field Trips on Steroids

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Take your students (and yourself) on fantastic, 3D journeys around the World, in stunning color and breathtaking realism. See places and landmarks as you've never seen them before. Finally, you can create virtual field trips that allow students to see places and landmarks as if they were actually there. They can fly over mountain ranges and volcanoes, visit famous cities, zoom to ground level and walk the streets, tour inside famous landmarks, hike in national parks, swim with divers, see geographical wonders, and discover places they never knew existed. Or, they can choose from 20,000 pre-made tours of sites around the World, with places Google has showcased. Each location is complete with "Knowledge Cards" that give facts and information about places students are viewing, allowing them to dive deeper into additional information. A search for the term "volcanoes" will direct them to other volcanoes, with facts, images, and information. A search for a famous landmark will suggest several other sites within that area, leading students to discover places they may not know about.

The "new" Google Earth was released in April 2017. It has a magazine-like appearance, with images and photos presented in breathtaking realism. The best part is there is no software to install. The "new" Earth works in the Chrome Browser. And, it works on Chromebooks and Android devices, as well as any

computer/laptop. The goal is to have it work on multiple devices by the time Google is done developing the program.

There are 6 major topic areas to choose from: editors' picks, travel, nature, culture, sports, history, and education.

Prize drawing in this session.

Target Audience: Grades K-12, Post-Secondary