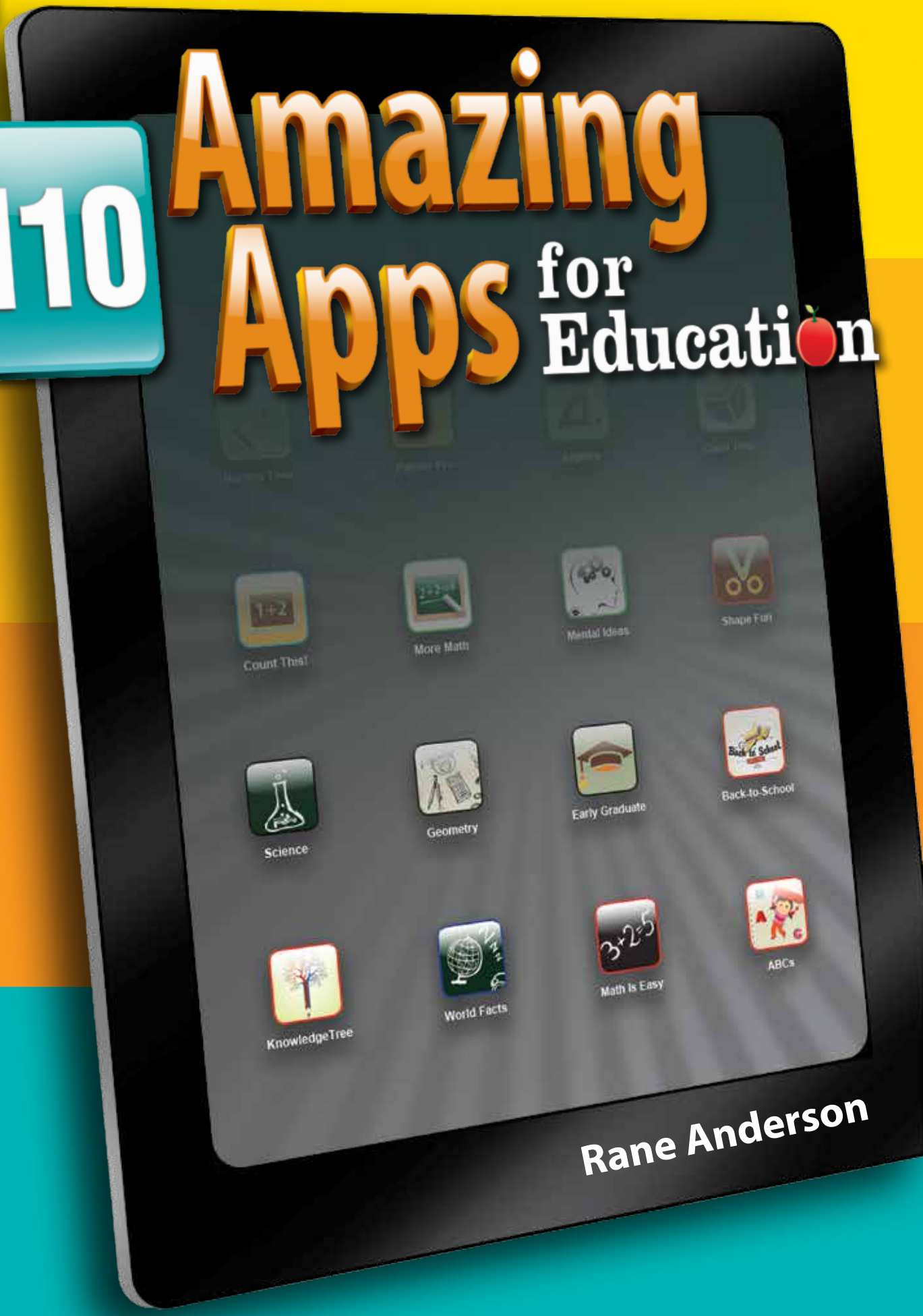
Shell Education

110 Amazing Apps for Education



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How to Use This Book

A Word About Apps

Incorporating technology into homes and classrooms is easier than it has ever been. With just a tap of a finger, you can unlock a whole world of educational information from which your children and students will benefit. For teachers, this means having the information you need to supplement a lesson within seconds. For parents, this means making sure your child gets the most out of his or her education, even at home. The apps in this book have been carefully chosen to meet your child's educational needs.

How to Purchase and Download an App

Purchase and download an app on a computer or directly on a mobile device (tablet or phone).

On a Computer

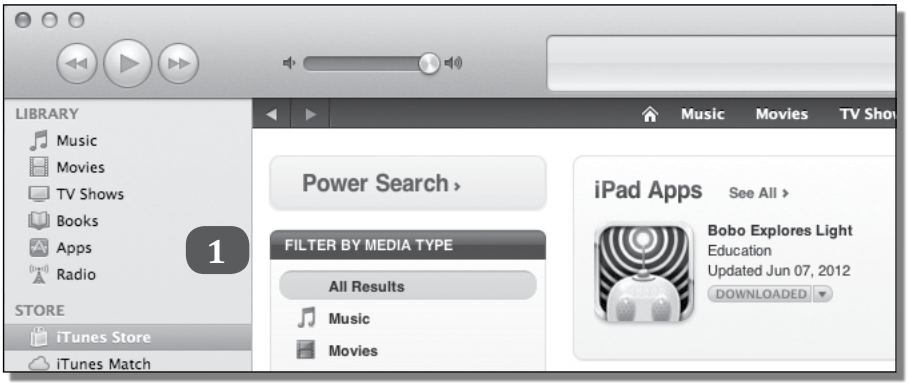
Apps are available for purchase from the iTunes® store for Apple® and Google Play and the Amazon™ Appstore for Android.

Example Using iTunes

1. Open iTunes, and select the iTunes store.
2. Place the cursor into the search field and type in an app title or developer name.
3. Find the iPad section in the search results and click the **see all** link.
4. Find the app you would like to download and click the button to download.

Note: To purchase Android™ Apps from Google Play or the Amazon™ Appstore for Android, visit:

- Google Play: http://play.google.com
- Amazon Appstore: http://www.amazon.com



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How to Use This Book

From Your Mobile Device

Each mobile device (tablet or phone) includes a built-in app for purchasing and downloading apps.

Example Using an iPad or iPhone

1. Tap the App Store icon. (**Note:** Your device must be connected to the internet to browse the App Store.)
2. type the title of the app in the search field to locate the app by title.
3. Find the iPad section in the search results and tap the **see all** link.
4. Select the app you wish to purchase
5. Click on the price beneath the icon to purchase the app.

The app is now ready to use. Scroll through the home screen to locate the app.

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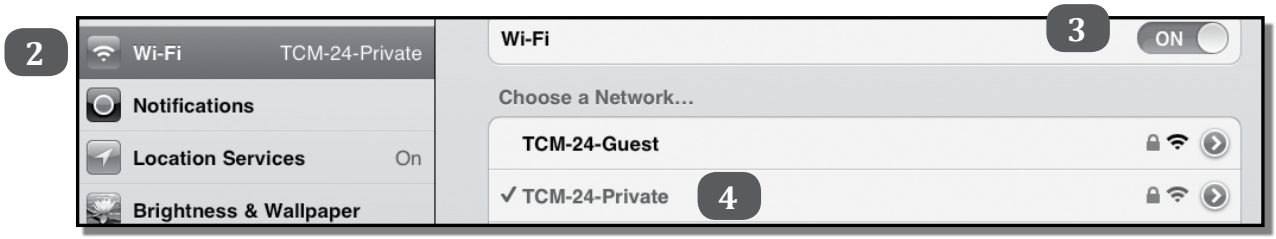
How to Use This Book

How to Connect to the Internet

An app may require you to connect your mobile device to the Internet to use it.

Example Using an iPad or iPhone

1. Tap the Settings icon on the home screen.
2. Select the Wi-Fi tab.
3. Make sure Wi-Fi is turned on and that your network is selected.
4. To connect to your network, find the network name. Tap on it, and enter the network password.



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How to Use This Book

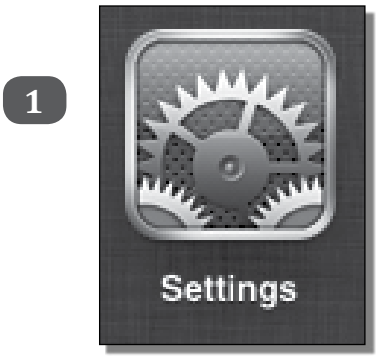
How to Locate Additional Settings for Apps

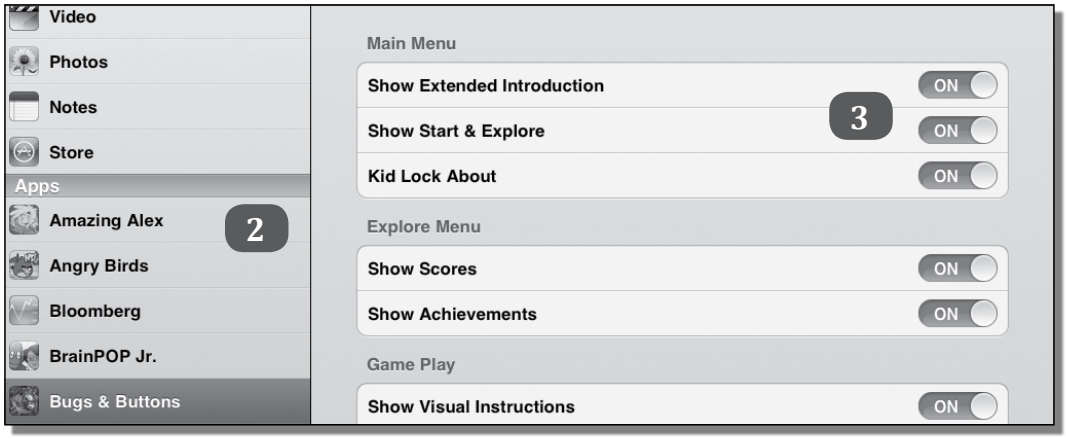
Some apps allow you to change settings from within the app itself. Other apps allow you to change additional settings from the Settings menu on your device.

Example Using an iPad or iPhone

1. Tap the Settings icon on the home screen.
2. Scroll through the list of apps and select an app to review its settings.
3. A list of settings for that app will appear. Adjust the settings to fit your learning needs.

All changes will be applied to the app as you exit the Settings menu by clicking the home button.





How to Use This Book

Every app page includes an image of the app icon, the title of the app, the company name, and the suggested grade range. Use this information to find the app in an app store.

A description is provided for every app, including key features.

The At School and At Home sections provided focused examples of how each app can be used at home and in the classroom in the appropriate curriculum area.

ABC Animals
Critical Matter, Inc.

Suggested Grades
Pre-K–K

Available
iTunes, Amazon

Description

ABC Animals is an interactive flash card app that will motivate children to recognize, say, and write the letters of the alphabet. Listen to the name of the letter and animal. Then, double tap the card to flip it over and practice writing the letter. Shake your device to erase and write the letter again. *ABC Animals* includes the following key features:

- Letter cards that include uppercase and lowercase letters along with an illustration
- Card Randomizer
- Choice of D'Nealian or Zaner-Bloser handwriting methods
- Alphabet practice in English, French, German, or Spanish

Note: Features can be adjusted from your mobile device's Settings menu.

At School

- In pairs, instruct students to say each letter and animal displayed. Then, have students practice writing letters on the back of each card. Arrows and dotted lines are available to help students write each letter correctly. Demonstrate how to carefully share the mobile device so that students may take turns writing.
- In teacher-led small groups, help students write each letter. Monitor that they are making the correct stroke marks, in the right order.
- In a whole-group instructional setting, connect your mobile device to a projector. Display the flash cards, and practice saying the letters and animal names as a group. Demonstrate how to write each letter using the mobile device, and ask for volunteers to write letters in front of the class.

At Home

- Disable the audio for the app. Flip through each flash card. As you do, have your child point to each letter and animal and say the name of each aloud.
- Encourage your child to write on the back of the flash card using the arrows or dotted line guides. Then, have him or her practice without the guides.
- After using *ABC Animals*, work with your child to spot the letters in favorite books and even on signs and buildings in the world around you.

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Projecting Your Apps in the Classroom

For many of the apps presented in this book, it is beneficial to project the screen of your mobile device for all students in a classroom to view. Many mobile devices have an adapter for purchase that will allow you to directly connect it to a projector. If an adapter is not available, placing your mobile device under a document camera will provide a similar result. Some mobile devices and projectors allow wireless connections as well. Choose the method that is most appropriate for you.

How I Use My Apps Pages

A page has been provided at the beginning of each section to allow you to take notes about the apps you are using. Use this page to note additional lesson ideas and reflections. Or, list other useful apps that could compliment those provided in each section of this book.

Amazing Language Arts Apps

Wheels on the Bus

Duck Duck Moose

Suggested Grades
Pre-K–K

Available
iTunes, Google Play, Amazon

Description

Watch this popular children's song come alive with spinning bus wheels, swishing windshield wipers, barking dogs, and more! Kids will love to explore this musical storybook to find the hidden animations. *Itsy Bitsy Spider, Baa Baa Black Sheep,* and *Old Mac Donald* apps are also available from Duck Duck Moose. *Wheels on the Bus* includes the following key features:

- Singing in English, Spanish, French, German, or Italian
- Record function
- Song played in violin, cello, piano, or kazoo

Note: Features can be adjusted from your mobile device's Settings menu.

At School

- In teacher-led small groups, have students record themselves singing the song. Allow students time to play their recorded song to another group or to the class.
- In a whole-group instructional setting, connect your mobile device to a projector. Enable the Auto Turn Pages function in the Settings menu. Point to the words of the song as they are sung. Teach students hand motions to match the lyrics. Encourage them to sing the lyrics that they know.
- As an extension, have students design a new page for the app. Have them create a new verse for the song, draw what the new page would look like, and describe one or two animations that could make their new page more engaging.

At Home

- Teach your child how to navigate the app. Tap various objects on the screen to demonstrate how to find hidden animations.
- Allow your child to listen to the song played with different instruments.
- Ask your child to help you record your own version of the song. Encourage him or her to sing with you. Play the recording for other family members.
- After using *Wheels on the Bus*, work with your child to create additional lyrics to the song. Have your child sing the new lyrics.

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Amazing Mathematics Apps

Park Math

Duck Duck Moose, Partnership

Suggested Grades
Pre-K–2

Available
iTunes

Description

Play at the park with Blue Bear and his friends while learning to count, add, subtract, and complete patterns. Enjoy seven educational activities, like counting while feeding the hippo or watching the rabbit swing, putting the dogs in order from small to large, and balancing the mice on a seesaw. *Park Math* includes the following key features:

- Instrumental music that plays popular nursery rhymes with cello and guitar
- Three levels of increasing difficulty
- Engaging activities with colorful art and animations

At School

- Place this app in a center and allow students to play a level that is appropriate for their academic needs—level 1 being the easiest and level 3 being the most difficult.
- In pairs, instruct students to take turns choosing a park activity. Have students take turns completing math activities, helping each other if needed.
- In teacher-led small groups, assist students in creating park activities they would have liked to play in *Park Math*. Help them decide how the activity would work, and have them create a math problem.
- In a whole-group instructional setting, connect your mobile device to a projector. Display *Park Math* and ask for volunteers to complete a few activities in front of the class. Ask for more volunteers to offer strategies for completing activities.

At Home

- Show your child that there are two ways to navigate from one activity to the next. Demonstrate how to swipe Blue Bear forward and backward and how to tap the kites to pick a new activity.
- Have your child work through several of the activities and explain to you how he or she is choosing answers to complete each activity.
- After using *Park Math*, encourage your child to practice math skills at a real-life park. Ask him or her questions such as “How many children would be on the jungle gym if two children went home?”

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Amazing Science Apps

Star Walk

Vito Technology, Inc.

Suggested Grades
2–8

Available
iTunes

Description

Point your mobile device at the sky to see the stars, constellations, and planets that are above you. Tap on one of these celestial bodies, and then tap on the **Information** button to learn more. Enter the Sky Live mode to track the moon phases and the rising and setting times of planets, the sun, and the moon. *Star Walk* includes the following key features:

- Searches and locates constellations, planets, nebulas, clusters, galaxies, stars, satellites, and more
- A new featured space picture daily
- Augmented reality (requires mobile devices with built-in cameras)

At School

- Place this app in a center and allow students to explore space. First, choose a planet in our solar system. Have students locate the planet in the app and tap the **Information** button to learn more about the planet. Then, have students create a scavenger hunt using the app. Instruct them to write clues to help others locate and record the coordinates of one satellite, two planets, three stars, and a galaxy.
- In pairs, instruct students to use the app to draw a star map of a small portion of space. Have them include at least one constellation in their maps. Tell them to label and record the coordinates for each major star in the constellations they chose.
- Using the Sky Live mode in the menu, track the phases of the moon over the last month. Have students fill in blank calendar days with a sketch of the moon phase, its name, the time the moon rose and set, and the date.

At Home

- Help your child use the app to locate constellations in the sky. Ask what each constellation's shape represents. Help your child search the Internet or books at the library to discover how different constellations got their names.
- Show your child the Time Machine mode in the top-right corner of the screen. Tap the icon to see what the view will look like two days from now. Then, see what the stars looked like two years ago. Discuss why the sky is different at these two times.

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Amazing Social Studies Apps

The Oregon Trail®

GameLoft S.A.

Suggested Grades
K–12

Available
iTunes, Google Play, Amazon

Description

The Wild West awaits! Climb aboard your wagon to begin a pioneering adventure. Select your wagon companions and departure date, and buy supplies. During your journey, encounter famous historical figures, pass through real places, and acquaint yourself with 19th century pioneer life through historical references. *The Oregon Trail* includes the following key features:

- Eight mini-games, including hunting, fishing, river crossing, wagon repairing, sending messages by telegraph, berry picking, and gold panning
- Character events, such as contracting diseases and encountering bandits and hitchhikers
- Historical sites and figures integrated into every journey

At School

- Place this app in a center and allow students to learn about 19th century pioneer life. Instruct students to choose an appropriate level of difficulty.
- Have students help plan a play based on *The Oregon Trail* game. Have them choose wagon characters and the historical figures the characters meet along the way, and then write a script including these characters. Have students make props and stage sets. Then, invite other classes to watch students perform the play.
- Have students conduct research about the famous historical figures that appear in the game. Have them choose one historical person from the game. Direct students to write a list of questions they would ask this person about 19th century pioneer life. Then, have each student write a biography of that figure.

At Home

- Facilitate a discussion about the Oregon Trail with your child. Explain that the trail spans 2,000 miles from the Missouri River to the valleys in Oregon. Tell your child that people first traveled this trail over a hundred years ago, and it was a long journey. Then, play the game together.
- Have your child help you research the Oregon Trail and consider the accuracy of *The Oregon Trail* game.

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Amazing Cross-Curricular Apps

Super Stretch Yoga

The Adventures of
Super Stretch, LLC

Suggested Grades
Pre-K–5

Available
iTunes

Description

Learn to balance, breathe, and move by joining Super Stretch and his friends in a fun yoga adventure. Practice 12 yoga poses that are demonstrated by real children and colorful animations. Collect a star for each yoga pose in order to take a team photo! *Super Stretch Yoga* includes the following key features:

- Refreshing music for each pose
- Breathing techniques for relaxation
- Appealing graphics mixed with live-action footage

At School

- In a whole-group instructional setting, connect your mobile device to a projector. Clear space in the classroom for students to spread out. Select the Play All feature to allow students to complete all 12 poses.
- In pairs, have older students research the general health benefits that can be gained from making yoga a part of their exercise regimen.
- In a teacher-led small group, encourage a discussion about how yoga relaxes the mind and body. Have students define stress. Ask them if children can get stressed, too. Have them share a time when they felt stress. Brainstorm with students to determine ways that will help them cope with stress, such as deep breathing and yoga.

At Home

- Motivate your child about exercise and yoga by practicing all 12 yoga poses with him or her.
- After you have completed all 12 poses, take a team photo with your child.
- After using *Super Stretch Yoga*, spend time with your child researching additional beginning yoga moves.

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Amazing Logic Puzzler Apps

Geared

Bryan Mitchell

Suggested Grades
K–12

Available
iTunes, Google Play

Description

Build a bridge of spinning gears in order to connect to the gear on the opposite side of the screen. Gears come in various sizes and colors, but without careful planning, you'll never make it to the other side! This logic puzzle will keep you busy for hours. *Geared* includes the following key features:

- Over 200 levels of varying difficulty from easy to extremely challenging
- Auto-save
- Level Editor for creating your own challenges

At School

- In a whole-group instructional setting with younger students, connect the mobile device to a projector. Complete several levels with students until they understand the goal of the game. Then, have students work in pairs to create, on paper, their own *Geared* puzzle.
- Have students research how gears work to learn more about the mechanical process and also help them become a more successful game player.
- Place this app in a center and have students solve the puzzles. After they master several levels, allow students to use the Level Editor to create their own games to play. Have students challenge others to solve the puzzle they created.
- In teacher-led small groups, help students develop a strategy when tackling difficult levels. Have them write a list of hints that will help them when completing a level.

At Home

- Discuss the goal of the game with your child and review the features together. Have your child complete a few levels while explaining his or her strategy for each one. Solve difficult levels together, one person moving the gears and the other giving strategy support.
- Organize a *Geared* family competition. Challenge family members to design their own levels. You and your child can vote on the most difficult level and most creative level. Award the winners with a special prize.

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Amazing You Make It Apps

GarageBand

Apple

Suggested Grades
K–12

Available
iTunes

Description

Let your child's musical creativity soar with the *GarageBand* app. Explore different instruments and sounds. Create multi-track songs and record your own vocals. *GarageBand* provides the power to create music anywhere. *GarageBand* includes the following key features:

- Multiple instruments, including guitars, keyboard, and drums
- Record function
- Sampler to record new sounds to use with onscreen keyboard
- Mixing board to create and edit up to eight instrumental and vocal tracks
- Option to export music tracks to *GarageBand* for Mac or email.

At School

- Teach students the basic functions of the *GarageBand* app. Then, place this app in a center and allow students to experiment with the different instruments.
- In teacher-led small groups, have students describe each instrument. Then, have each student choose an instrument and create an instrument track.
- With younger students, display real instruments if available, for students to explore. Allow students to experiment playing with the real instruments and the virtual instruments in *GarageBand*. Then, lead a discussion with students about how the real instruments compare to the virtual instruments.
- Have older students work in pairs. Instruct students to work together to create an original piece of music to complement a writing activity they have recently completed. Have them discuss what instruments they will use and what tone they want to set with their musical score. Then, have them read their text set to the music.

At Home

- Walk your child through the different functions that *GarageBand* offers. Talk to your child about the different elements that go into a single piece of music.
- Create pieces of music with your child. Ask your child what types of instruments he or she would like to use and which they think will sound best and why.

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Sample Pages from

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