**App Selection Criteria**

**Remembering Criteria:** Apps that fit into the "remembering" stage improve the user’s ability to define terms, classify facts, and recall and locate information. Many educational apps fall into the "remembering" phase of learning. They ask users to select an answer out of a line-up, find matches, and sequence content or input answers.

**Understanding Criteria:** Apps that fit into this "understanding" stage provide opportunities for students to explain ideas or concepts. Understanding apps step away from the selection of a "right" answer and introduce a more open-ended format for students to summarise content and translate meaning.

**Applying Criteria:** Apps that fit into the "applying" stage provide opportunities for students to demonstrate their ability to implement learned procedures and methods. They also highlight the ability to apply concepts in unfamiliar circumstances.

**Analysing Criteria:** Apps that fit into the "analysing" stage improve the user’s ability to differentiate between the relevant and irrelevant, determine relationships, and recognise the different components of a situation. These apps require users to break down complex information into manageable parts.

**Creating Criteria:** Apps that fit into the "creating" stage provide opportunities for students to generate ideas, design plans, and produce products. These apps encourage creativity and innovation, allowing users to combine different ideas and concepts in a unique way.

**Change iCoin**

Getting the best use out of the Padagogy Wheel

Use it as a series of prompts or inter-connected gears to check your teaching from planning to implementation.

**The Attributes Gear:** This is the core of learning design. You must constantly revisit things like ethics, responsibility and citizenship. Ask yourself the question what will a graduate from this learning experience be able to do that is it that makes others see them as successful? Ask "how does everything I do support these attributes and capabilities?"

**The Motivation Gear:** Ask yourself "how does everything I do support the learner autonomy, mastery and purpose?"

**The Blooms Gear:** Helps you design learning objectives that encourage higher order thinking. Try to get at least one learning objective from each category. Ask "are you ready for technology enhancement?"

**The Technology Gear:** Ask "How can this serve your pedagogy?" Apps are only suggestions, look for better ones & combine more that one in a learning sequence.

**The SAMR Model Gear:** This is "How are you going to use the technologies you have chosen?" I would like to thank Tobias Rodemerk for the idea of the gears.

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**The Padagogy Wheel**

ENG V5.0 Apple iOS


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For a detailed look at how the Padagogy Wheel Model works please visit the TeachThought Blog Post: "The Padagogy Wheel – It’s Not About The Apps, It’s About The Pedagogy"


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For more information about the Padagogy Wheel please visit the project website: http://bit.ly/PWProject.