The Padagogy Wheel ENG AI V7.0

https://bit.ly/PWENGV7

App Selection Criteria

These App Selection Criteria are based on an excellent five part article in Edutopia by Diane Darrow

Blooms Educational AI App Selection Rubric

To understand how the above criteria help you select Apps for Educational Use - Here is a short 7 min introduction to the concept from the Pedagogy Wheel workshop. Have a look at it on YouTube https://youtu.be/287Zwm8aRog.

Download the Edu AI App Rubric

Then scan the QR Code and download the Edu App Section Rubric. It is in six parts with measurement criteria for each of the Blooms Cognitive Domains.
https://bit.ly/Edurubric

AI App Selection Rubric

Helps assess the usefulness of an AI Tool or App. The Rubric helps score the following criteria for an app.
- Purpose Alignment
- User-Friendliness
- Features and Functionality
- Engagement and Interaction
- Scalability and Integration:
- Data Privacy and Security
- Support and Development
- Cost-Effectiveness
- Evidence of Efficacy
- Accessibility and Inclusivity

https://bit.ly/AIappSelectionRubric

Would you like the Padagogy Wheel in your Language?

To have a PW in your language it needs not just to be translated, but supported with a website and research in the same language. If you can help please use your phone to scan the QR code and email Allan.
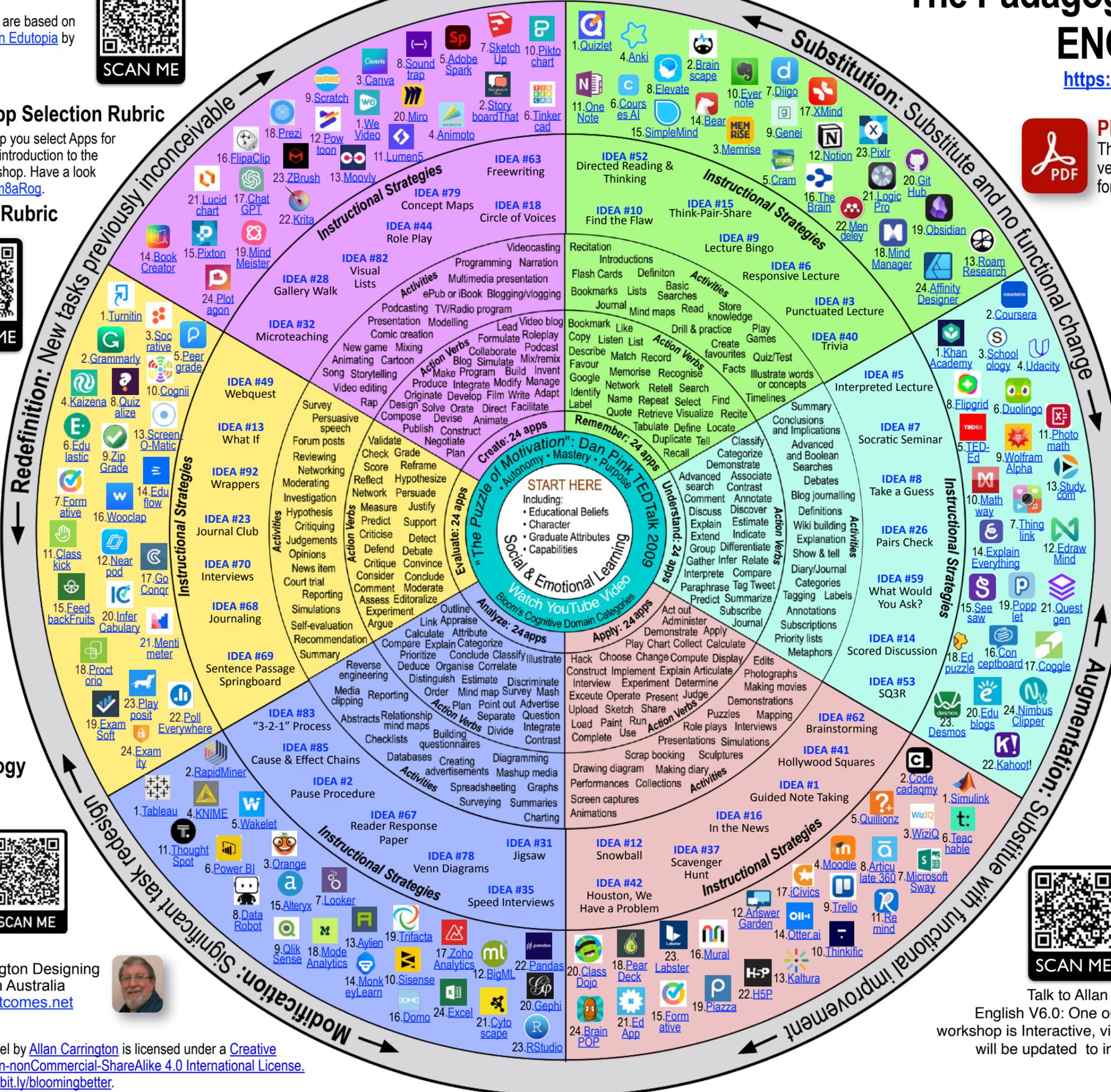
Developed by Allan Carrington Designing Outcomes Adelaide South Australia
Email: allan@designingoutcomes.net
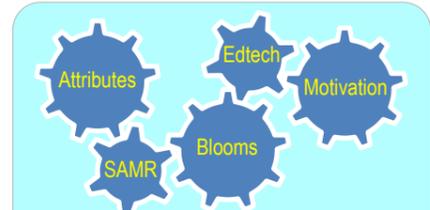
Please use only Adobe Acrobat

There are 188+ pop up comments on this version. Other PDF readers mess up the formatting of the comments.

Getting the best use out of the Padagogy Wheel

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

Gears: Attributes, Edtech, Motivation, SAMR, Blooms

Teaching for Learning

101 Intentionally Designed Educational Activities to Put Students on the Path to Success Second edition

The 42 Instructional Strategy summaries are based on the research and implementation of the Educational activities in this excellent book.

Teaching for Learning (433 pages) offers 101 practical and research-backed teaching methods and active learning strategies for instructors. Each entry details the approach, essential features, and ways to use it effectively in different educational contexts, including online courses. This updated second edition brings the latest innovations to help educators enhance student success

https://bit.ly/T4Learning101.

Padagogy Wheel One Day Workshop Trailer in English

https://bit.ly/PW6trailer

Talk to Allan about licensing the Padagogy Wheel English V6.0: One or Two Day Workshop curriculum. The workshop is Interactive, video based and locally facilitated This will be updated to include AI V7 as soon as it's produced

Version 7.0 Published Jul 2024

SAMR MODEL

Substitution: Substitute and no functional change

Augmentation: Substitute with functional improvement

Modification: Significant task redesign

Redefinition: New tasks previously inconceivable

START HERE
Including:
- Educational Beliefs
- Character
- Graduate Attributes
- Capabilities

"The Puzzle of Motivation": Dan Pink TEDTalk 2009
Autonomy • Mastery • Purpose
Social & Emotional Learning
Watch YouTube Video

Bloom's Cognitive Domain Categories: Remember, Understand, Apply, Analyze, Evaluate, Create — 24 apps each

---

Instructional Strategies (Green/Substitution – Remember/Understand)

- IDEA #63 Freewriting
- IDEA #52 Directed Reading & Thinking
- IDEA #10 Find the Flaw
- IDEA #15 Think-Pair-Share
- IDEA #9 Lecture Bingo
- IDEA #6 Responsive Lecture
- IDEA #3 Punctuated Lecture
- IDEA #40 Trivia
- IDEA #5 Interpreted Lecture
- IDEA #7 Socratic Seminar
- IDEA #8 Take a Guess
- IDEA #26 Pairs Check
- IDEA #59 What Would You Ask?
- IDEA #14 Scored Discussion
- IDEA #53 SQ3R

Instructional Strategies (Purple/Redefinition – Create)

- IDEA #79 Concept Maps
- IDEA #18 Circle of Voices
- IDEA #44 Role Play
- IDEA #82 Visual Lists
- IDEA #28 Gallery Walk
- IDEA #32 Microteaching

Instructional Strategies (Yellow – Evaluate)

- IDEA #49 Webquest
- IDEA #13 What If
- IDEA #92 Wrappers
- IDEA #23 Journal Club
- IDEA #70 Interviews
- IDEA #68 Journaling
- IDEA #69 Sentence Passage Springboard

Instructional Strategies (Blue – Analyze)

- IDEA #83 "3-2-1" Process
- IDEA #85 Cause & Effect Chains
- IDEA #2 Pause Procedure
- IDEA #67 Reader Response Paper
- IDEA #31 Jigsaw
- IDEA #78 Venn Diagrams
- IDEA #35 Speed Interviews

Instructional Strategies (Pink/Red – Apply)

- IDEA #62 Brainstorming
- IDEA #41 Hollywood Squares
- IDEA #1 Guided Note Taking
- IDEA #16 In the News
- IDEA #12 Snowball
- IDEA #37 Scavenger Hunt
- IDEA #42 Houston, We Have a Problem

Remember: 24 apps
1. Quizlet
4. Anki
8. Elevate
6. Courses AI
11. One Note
3. SimpleMind
10. Ever note
7. Diigo
17. XMind
14. Bear
9. Genei
2. Brain scape
12. Notion
5. Cram
23. Pixlr
16. The Brain
21. Logic Pro
22. Men delay
20. Git Hub
19. Obsidian
18. Mind Manager
13. Roam Research
24. Affinity Designer
15. Memrise

Understand: 24 apps
1. Khan Academy
3. School ology
4. Udacity
8. Flipgrid
11. Duolingo
5. TED-Ed
9. Wolfram Alpha
10. Math way
7. Thing link
14. Explain Everything
12. Edraw Mind
15. See saw
19. Popp let
21. Quest gen
18. Ed puzzle
16. Con ceptboard
17. Coggle
20. Edu blogs
24. Nimbus Clipper
23. Desmos
22. Kahoot!
2. Coursera
6. Photomath
13. Study .com

Apply: 24 apps
2. Code cadaqmy
1. Simulink
5. Quillionz
3. WiziQ
6. Teachable
4. Moodle
8. Articulate 360
7. Microsoft Sway
17. iCivics
9. Trello
11. Re mind
12. Answer Garden
14. Otter.ai
10. Thinkific
20. Class Dojo
18. Pear Deck
23. Labster
16. Mural
13. Kaltura
22. H5P
19. Piazza
21. Ed App
24. Brain POP
15. Form ative

Analyze: 24 apps
2. RapidMiner
1. Tableau
4. KNIME
5. Wakelet
11. Thought Spot
6. Power BI
3. Orange
15. Alteryx
7. Looker
8. Data Robot
9. Qlik Sense
18. Mode Analytics
13. Aylien
19. Trifacta
17. Zoho Analytics
12. BigML
21. Pandisa
14. Monkey Learn
16. Sisense
20. Gephi
24. Excel
22. Cyto scape
23. RStudio
16. Domo

Evaluate: 24 apps
1. Turnitin
3. Socrative
2. Grammarly
10. Cognii
4. Kaizena
8. Quiz alize
6. Edulastic
13. Screen-O-Matic
9. Zip Grade
14. Edu flow
7. Form ative
16. Wooclap
11. Class kick
12. Near pod
17. Go Conqr
20. Infer Cabulary
15. Feed back Fruits
21. Menti meter
18. Proct orio
19. Exam Soft
23. Play posit
22. Poll Everywhere
24. Examity

Create: 24 apps
7. Sketch Up
10. Pikto chart
8. Sound trap
5. Adobe Spark
3. Canva
2. Story board That
9. Scratch
20. Miro
4. Animoto
1. We Video
12. Pow toon
11. Lumen5
18. Prezi
16. FlipaClip
23. ZBrush
13. Moovly
17. Chat GPT
21. Lucid chart
22. Krita
14. Book Creator
15. Pixton
19. Mind Meister
24. Plot agon
6. Tinker cad

Activities & Action Verbs (inner rings)

Activities (Remember): Recitation, Introductions, Flash Cards, Definiton, Basic Searches, Bookmarks, Lists, Journal, Mind maps, Store knowledge, Read

Action Verbs (Remember): Bookmark, Like, Copy, Listen, List, Describe, Match, Record, Favour, Memorise, Recognise, Google, Network, Retell, Search, Identify, Name, Repeat, Select, Find, Label, Quote, Retrieve, Visualize, Recite, Tabulate, Define, Locate, Duplicate, Tell, Recall

Activities (Understand): Summary, Conclusions and Implications, Advanced and Boolean Searches, Blog journalling, Definitions, Wiki building, Explanation, Show & tell, Diary/Journal Categories, Tagging Labels, Annotations, Subscriptions, Priority lists, Metaphors

Action Verbs (Understand): Classify, Categorize, Demonstrate, Associate, Contrast, Comment, Annotate, Discover, Estimate, Indicate, Differentiate, Infer, Relate, Compare, Summarize, Predict

Activities (Apply): Act out, Administer, Demonstrate, Apply, Play, Chart, Collect, Calculate, Edits, Photographs, Making movies, Demonstrations, Mapping, Puzzles, Role plays, Interviews, Presentations, Simulations, Performances, Collections, Screen captures, Animations, Drawing diagram, Making diary, Scrap booking, Sculptures

Action Verbs (Apply): Hack, Choose, Change, Compute, Display, Construct, Implement, Explain, Articulate, Interview, Experiment, Determine, Execute, Operate, Present, Judge, Upload, Sketch, Share, Load, Paint, Run, Complete, Use

Activities (Analyze): Outline, Link, Appraise, Calculate, Explain, Categorize, Compare, Conclude, Classify, Illustrate, Prioritize, Deduce, Organise, Correlate, Distinguish, Estimate, Discriminate, Order, Mind map, Survey, Mash, Plan, Point out, Advertise, Abstracts, Reporting, Relationship mind maps, Building questionnaires, Checklists, Databases, Creating advertisements, Diagramming, Mashup media, Spreadsheeting, Graphs, Surveying, Summaries, Charting

Action Verbs (Analyze): Reverse engineering, Media clipping, Separate, Divide, Integrate, Contrast

Activities (Evaluate): Survey, Persuasive speech, Forum posts, Reviewing, Networking, Moderating, Investigation, Hypothesis, Critiquing, Judgements, Opinions, News item, Court trial, Reporting, Simulations, Self-evaluation, Recommendation, Summary

Action Verbs (Evaluate): Validate, Check, Grade, Score, Reframe, Reflect, Hypothesize, Network, Persuade, Measure, Justify, Predict, Support, Criticise, Detect, Defend, Debate, Critique, Convince, Consider, Conclude, Comment, Moderate, Assess, Editoralize, Experiment, Argue

Activities (Create): Videocasting, Programming, Narration, Multimedia presentation, Comic creation, ePub or iBook, Blogging/vlogging, Podcasting, TV/Radio program, Presentation, Modelling

Action Verbs (Create): Lead, Video blog, Roleplay, Collaborate, Podcast, Blog, Simulate, Mix/remix, Make, Program, Build, Invent, Produce, Integrate, Modify, Manage, Originate, Develop, Film, Write, Adapt, Design, Solve, Orate, Direct, Facilitate, Compose, Devise, Animate, Publish, Construct, Negotiate, Plan, New game, Mixing, Animating, Cartoon, Song, Storytelling, Video editing, Rap