

# deck•toys

This week's free tech tool to use is Deck Toys. What's Deck Toys? Well, according to Deck Toys it's a "Learning paths for lesson adventures" that means 50% of time in serious learning(deck) and 50% of time in having fun (toys).

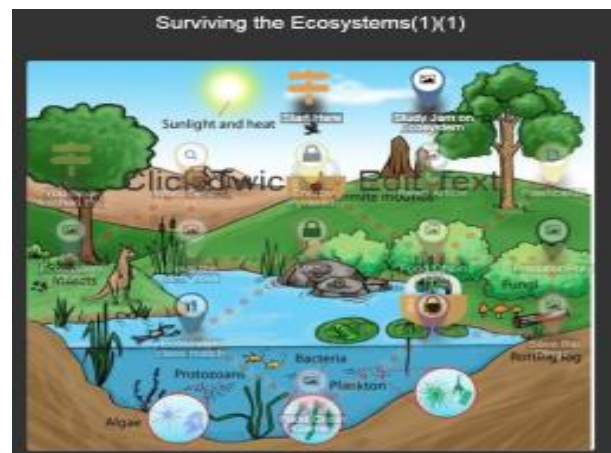
In other words, it's an EdTech tool that gives access to teachers to teach and engage students by using their very own lesson material.

So how does this work and how can I use it in my class? Well, as a teacher I can use free tools that can enhance my teaching like weblinks, randomizers, timer, and labels.

And to supercharge my class I can use treasure keys, locks, checkpoints, gauntlet, multiple choice questions, and jigsaw

Students can respond to me by text, draw, place markers, quick poll, photo, and uploads.

Here are some clips of the amazing examples created by other teachers.



This is what my deck toy lesson will look like -- I Do, We Do, and You Do.

### **I Do**

1. Students log into my classroom where the student is ignited with curiosity for exploring the lesson.
2. Now I as a teacher will go into the teacher sync mode where I can control the class by introducing the slides with their prior knowledge and use it for instruction. Here I can see in real time responses through place makers or the students can select apps like buzzer or randomizer to answer my questions verbally.

### **You Do**

3. I then can change from teacher sync mode to free mode where the student can do self-exploration.
  - They can choose their own path for personalized learning with varying difficulties.
  - The path has slides with questions and study set activities.
  - Students become familiar with the study sets and challenge each other in real time.
  - I can track student's avatar, location on the map, their paths, and the activities that they have completed in the teacher's view. I can also display it on my smartboard.

### **We Do**

4. Then we have a class-wide activity where I launch the draw and guess app. Here is where formative assessment takes place. Students have fun when they do this activity. They would be randomly chosen to draw a term from the study set, while the other students guess.
5. Time to wind up the class, I generate and print report.
  - I use the report app to produce and print the report with all the students' answers.
  - I then share the Deck with my students through the Deck link through the class website.

By using Deck Toys we can create gamified learning activities for all students and ignite the fire that finds a student's thirst for knowledge and wisdom. We

can use it to remediate and enrich lessons for struggling learners or as an enrichment activity for gifted learners.

We, the Southwest Union teachers, teach the students we have, not the ones we would like to have, not the ones we used to have. Those we have now, “All of Them.” Because the Bible says in 1 Chronicles 15:58, “Be strong and immovable, always work enthusiastically for the Lord, for you know that nothing you ever do for the Lord is useless.”

**by Alwina Kindo**

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