

# Smart Student Response System

## SIMPLE & SMART

Socrative is a smart student response system (student answers a question on his/her electronic device) that empowers teachers by engaging their classrooms with a series of educational exercises and games. Our apps are super simple and take seconds to login. Socrative runs on tablets, smartphones, and laptops.

There is an iPad app for Socrative; this is how I used it. You can also enter your account via your school computer. This is a great way to do a formative assessment in class to see how many students really understand the concept. This way, you know whether to expand on the concept or move on. **Please see the Lake Tech class (below) that used this app this week** and how it worked:

## Description

### ENGAGE THE CLASS, SAVE ON GRADING TIME

- Socrative brings smart clickers to a whole new level.
- Engage the entire classroom with educational games and exercises while getting student results in real-time.
- Run Socrative off any web browser, while your students run it off their smartphone / iPod Touch / iPad, or Laptop.
- Socrative takes 3 minute for you to setup and 30 sec for your students to load.
- Saves you time grading and lesson planning.
- Games and exercises on their device, results show up on the classroom screen.

### WHAT TEACHERS & STUDENTS ARE SAYING

- "It was a blast. Socrative immediately engaged all the students in the class." - U Michigan Professor
- "It saves me 80 min / week in grading each day." - Boston High School Math Teacher
- "Once I saw the poll results that the rest of the class didn't understand the material, I felt more comfortable asking questions." - MIT Graduate Student
- "I would pay hundreds of dollars for this." - MIT Professor

### MOST POPULAR ACTIVITIES:

- ✓ Multiple Choice: Ask a MC question, and see student responses on the projection screen as a bar chart.
- ✓ Short Answer Questions: Ask an open-ended question. Students respond to the answer or express their ideas.

- ✓ Space Race: Teams of students answer questions in this fast-paced rocket race game. First team to get their rocket across the screen wins!
- ✓ Exit Tickets: Get a quick, paper-free pulse-check at the end. No need for grading later!
- ✓ Quick Quiz: A self-paced, quiz on their laptop / smartphone. Results export to a report that is automatically graded and recorded.
- ✓ Import Questions: Cut down prep time. You can create questions in Excel and import into Socrative.

## SUPPORTED BROWSERS / DEVICES

IE / Firefox / Chrome, iPhone, iPod Touch, Blackberry, Android

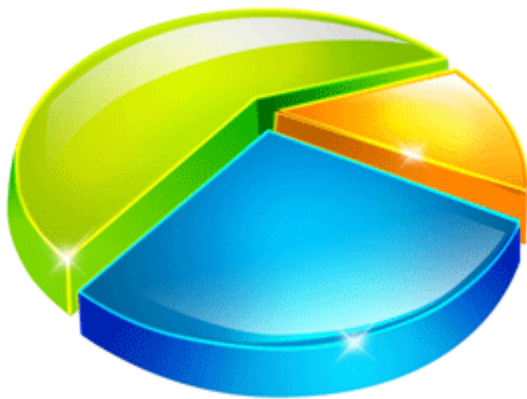


**ENGAGING**

Teachers login through their device and select an activity which controls the flow of questions and games. Students simply login with their device and interact real time with the content.

## **ASSESSMENT**

Student responses are visually represented for multiple choice, true/false and Short Answer questions. For pre-planned activities a teacher can view reports online as a google spreadsheet or as an emailed Excel file.



Rachel Weaver used Socrative with her students from her iPad this week. She created five T/F questions and had her students answer them on their device. (Some used mobile phones, tablets, or laptops). The students could answer honestly as their names were not attached to the answer. When Rachel looked at the responses, she realized that one of the T/F question's response was 50/50.

She was smart enough to realize that this was a "teaching opportunity", so she directed the students in a debate about the question. The students who happened to not have an electronic device were the "gallery" who were undecided and had to make a decision which side made the stronger argument. In the end, they all agreed on the correct answer. Rachel shared with me, "This was the most fun day I have ever had in teaching". What a great role model for using technology as a device in the classroom. The technology helped the students, but did not control the learning. Way to go, Weaver!!!

Socrative will be taught in Tech Camp....so come join us this summer July 30 and 31!!!