Infuse Learning- Free Student Response System

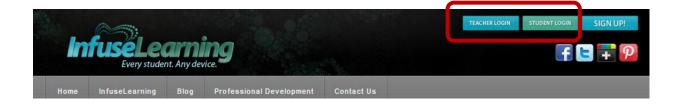
Show good classroom video Introduction:

You will both participate and create in this class. You will respond to various types of questions, then create your own and have your neighbor respond.



Infuse Learning http://www.infuselearning.com

- Infuse learning is a web-based teacher-to-student Virtual Learner Response System that helps teachers make classes interactive by allowing students to respond to questions through their mobile phones, ipads, tablets or desktop computers.
- Teachers create a free account and are assigned a room number that students will access to participate in discussions and take quizzes.
- You can ask various types of questions such as open ended text, multiple choice questions, draw response. You can also create pre-prepared quizzes, setup classes, push out content with InfuseLink to student computers or iPads.
- Teachers see student responses in real time. Teachers can also deliver content such as images, files and websites to student devices.
- Multi-language feature: Students can read, listen and participate in their native language.
- Text to speech feature:
- Go to http://infuselearning.com and click on Teacher/Student Login
- Use Mozilla Firefox or Google Chrome web browser. Internet Explorer is not supported



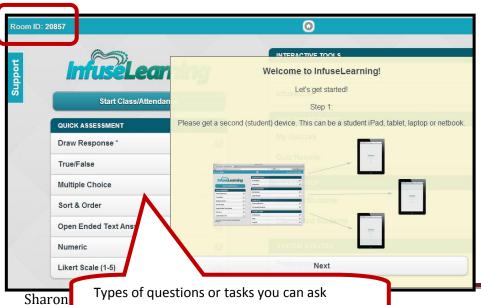
Teachers will need to create an account or sign in.



New Users: Click Create an Account.



You will be taken to a let's get Started Page with directions



You will be given a **Room I.D Number that you will share with your students.

Room ID: 20857

Types of questions or tasks you can ask students to do.

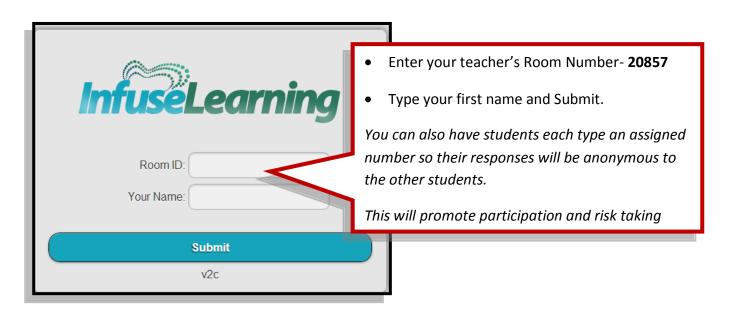
Page 2

How Students login to your room

- For this training, you will go back and forth between the student and teacher role.
- Please pick a partner you will work with to share questions.
- Login as a student using directions below.
- **To Participate**: You will login to my room # 20857 during the training by opening a new window or in a new tab. That means you will have one screen where you are the teacher, and another where you will participate as a student. Eventually you will open a 3rd screen and login to your partner's room as well.

Step 1: Have students navigate to http://www.infuselearning.com

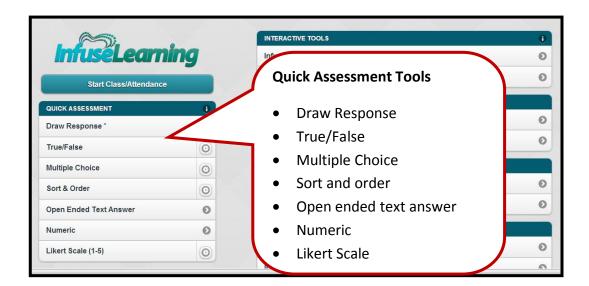
- Click on Student login.
- They can use any computer or device that has Internet Access
- **Important Note**: Use Mozilla Firefox or Google Chrome web browser. Internet Explorer not supported.

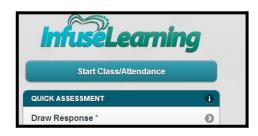


Respond to this question as soon as your screen prompts you.

What are you hoping to get out of today's session?

Basic types of questions and activities can you use. Note: Teacher asks all these types of questions <u>orally</u> and the student answers on their device. They can write answer choices on the board.





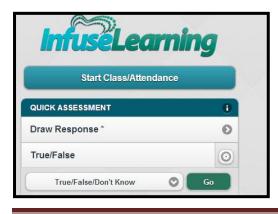
Draw a response: It opens a blank drawing screen on student devices.

Teachers ask student orally what they want them to draw or write and they submit.

Participate: Draw and label 2D or 3D dimensional shapes and describe its properties.

Create: Partners each send a Draw **response** question to each other.

Note: You will need to open a 3rd window and login as a student with our partner's room number.



True/False questions

Teachers can choose two options:

True/False or True/False/I don't know

Teachers orally ask a true or false question

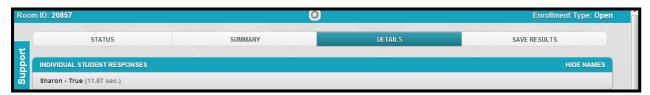
Click **Go**

Participate: Answer this question when you see the option to respond: iPads have the same operating system as a Dell computer.

This opens a screen like this on student devices to choose an answer and Submit.

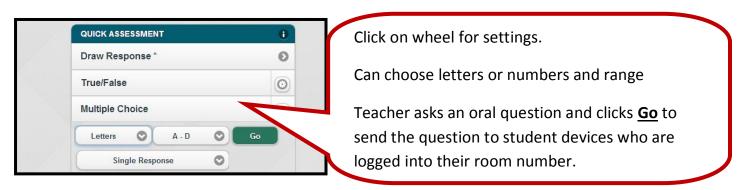


Teacher sees the results on screen (under details) once students submit.



Create: Partners each send a Draw response question to each other.

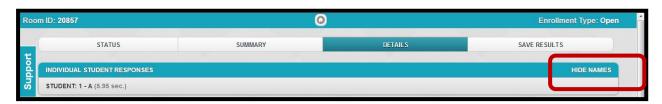
Multiple Choice Questions:



Teacher also sees the results on their screen and save results as an Excel Spread sheet by click on Save Results.

Participate: Answer this question: Which device uses both apps and the web?

• The teacher can also hide student names if they are displaying results.



Create: Partners each send a multiple choice question to each other.

Sort in Order



Choose for students to sort by numbers or letters.

Teacher asks question orally, then clicks go to send to their devices.

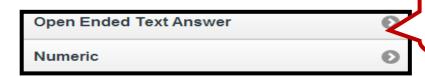
Students will drag the answers in the correct order

Once students submit, the teacher sees the results just like the other questions above.

Participate: Answer this question: order these numbers from 1-3 according to the most factors it has.

Create: Partners each send a sorting choice question to each other.



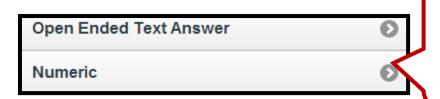


Teacher asks student an open ended question and clicks arrow which sends a text box to their device for them to type and submit.

Participate: Listen to the song and come up with a title that best fits the mood of the music. Respond on your device. You could also read part of a story and then ask for predictions.

Create: Partners each send an open ended question to each other.

Numeric Questions



Students can type in answers to math problems or answer any questions with text responses.

Nice feature: Shows time. Students could race to see who answers first.

Participate: Solve this math problem and type in the number. 20 X 5 =

Create: Partners each send a numeric question to each other. You can also type words.



Click on settings to choose type:

- Strongly Agree- Disagree
- Highly Confident- Highly Unsure
- Generic Scales
- Ask oral question, then click **Go**.

Participate: Answer this question once you see the option to respond on your screen. "On a scale of 1-5, how comfortable do you feel about using technology in your classroom?"

Create: Partners send Likert questions to each other and respond back.

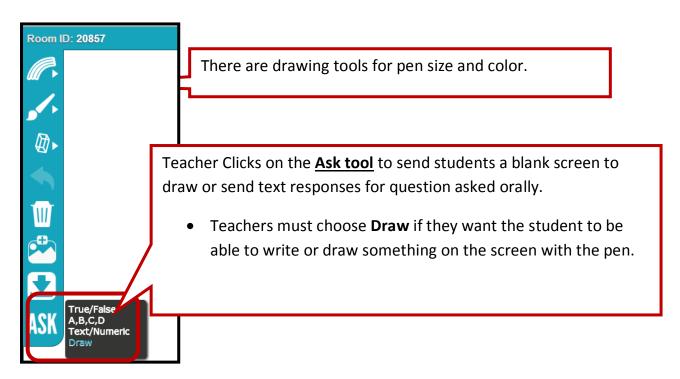
Interactive Tools

- Infuse Draw- students send drawings in real time to your account.
- Infuse Link- Send files to their devices for them to annotate.



Infuse Draw

This is what the Infuse drawing screen looks like.

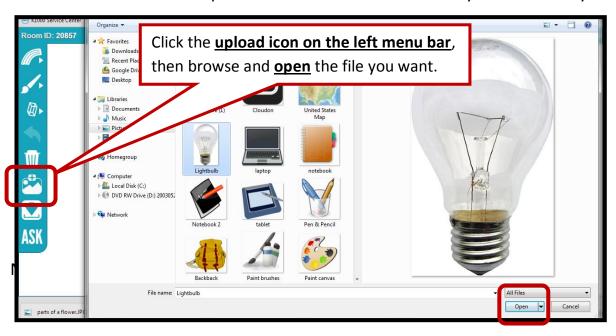


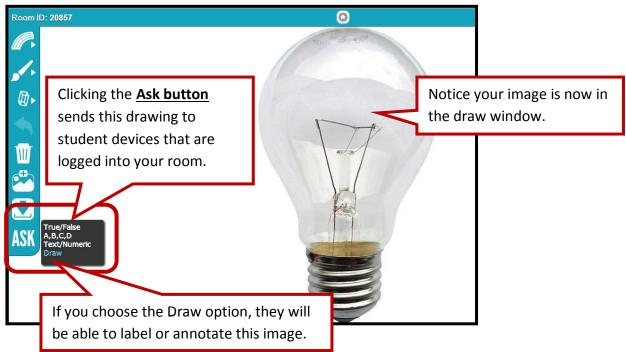
Classroom Idea: Teachers can write math problems on the board and students can solve them using the draw feature.

Best Feature Yet: Teachers can upload and send pictures for students to draw on.

You can also upload images or files before you click Ask and the students will see the image you upload on their screen to label like in this example.

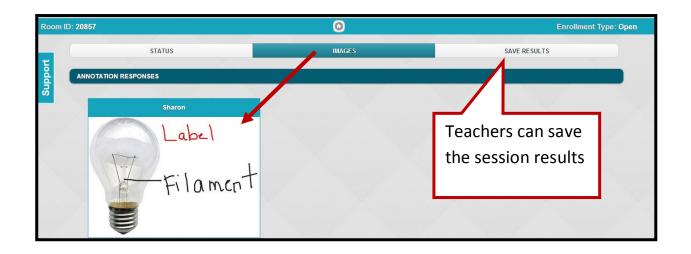
**It will be a since to take pictures and send to students via your iPad next year.





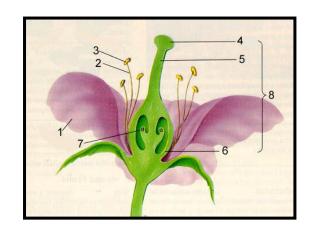


Students login to your room, label and then click on the **download** button that sends it to the teacher's active screen as shown below.



Participate 1: Recall information: Parts of a flower

- I will send you this image via Infuse Draw tool.
- Open the picture and label any parts of the plant that you can identify.
- Click **Submit** when you are done.
- You will see what the class results look like in the teacher's view.



Participate 2: Inference-

This image will be sent to your through **Infuse Draw** using the Text/Numeric option.

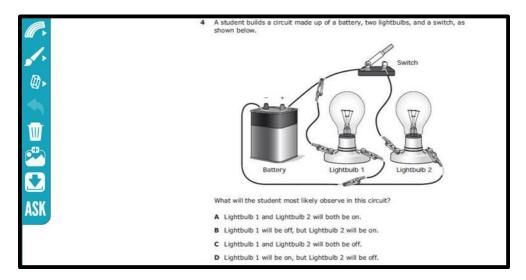
Analyze the picture and decide what you think might have happened here. What clues do you have to support your theory?

Type your answer and explanation then click **Submit**.



Classroom Ideas:

- Send images of questions for students to answer or passages of text for students to circle text evidence to prove their answer.
- **Use your iPad next year to take pictures or take screen shots to save to your camera roll. Then it will be easy for you to send to students straight from your iPad.



Create: Create a draw question and add an image. I will also send you this link via Infuse Link. *See Information below.

Partners login to each other's' room as a student and answer your question.

Search for free copyright safe images at:

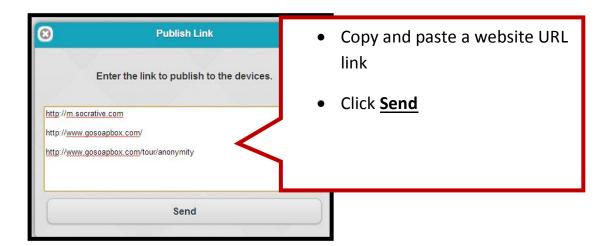
http://commons.wikimedia.org/wiki/Category:Images

My wiki for a list of other good websites:

http://technologyintegrationshthornt.pbworks.com/w/page/25673492/Pictures

Infuse link

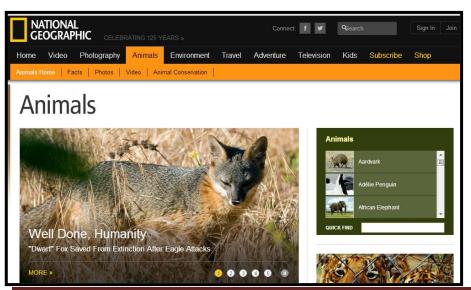
• Allows you to publish a link to all computers and devices logged into your room.



It sends this message to student devices that are logged into your room.



Students click on **Click Me!**



It takes them straight to the web page.

You could have students use for research

You could have students search for answers and use Infuse learning to get their responses.

Participate: Open website delivered to you via the Infuse Link teacher option. http://animals.nationalgeographic.com/animals/

- Look up one animal and find 1 fact about this animal that you did not know.
- Post your answers when I send you an **Open Response Oral Question**

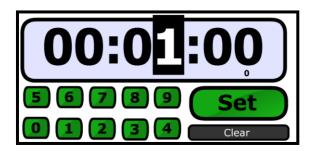
Create: Choose a website and a short assignment. Use the Infuse Link to send the website, and then send the Open Ended question for each other to respond.

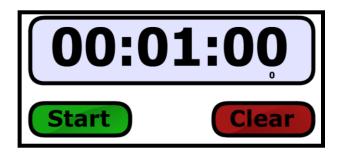
• Partners login to each other's' room as a student and complete the assignment.

Classroom Ideas:

You can also send images via their website link.

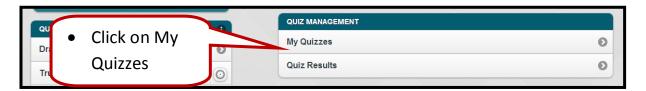
- **You could send your students various websites to collect information. You can send an open ended question to them where they can write down facts they have learned and then the entire class can review together.
 - You could send a link to a timer and have students set it for a specific time amount to work. When the timer goes off, you can send them a question to respond.
 - http://www.online-stopwatch.com/full-screen-stopwatch/



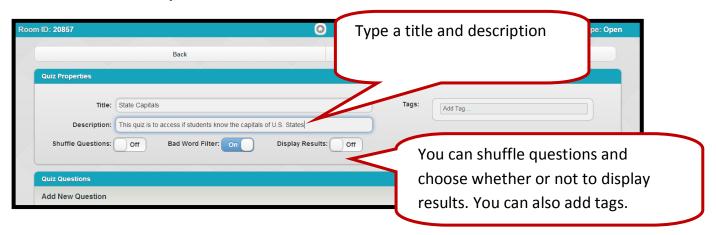


Formal Quizzes:

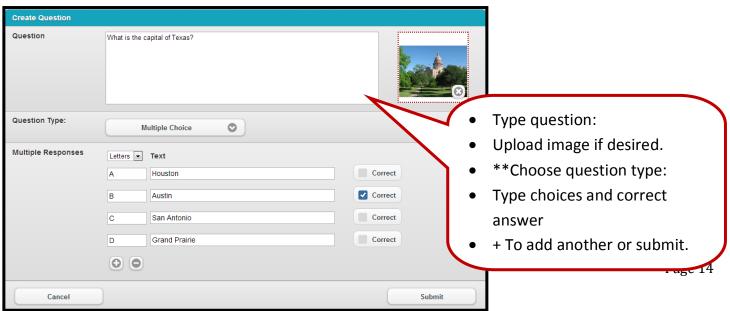
- Participate: Take the quiz as a student. Go to http://infuselearning.com and click on Student Sign in. Type in my room # 20857
 - You will also see what the results look like in the teacher view and how you can export them into an Excel Spreadsheet.
- **Create:** You will create, save and share your own quiz with your partner who is logged into your room.



• Add a New Quiz



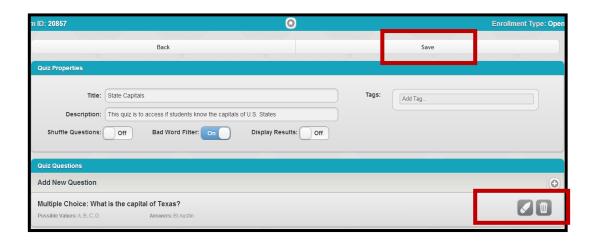
Click on Add New Question



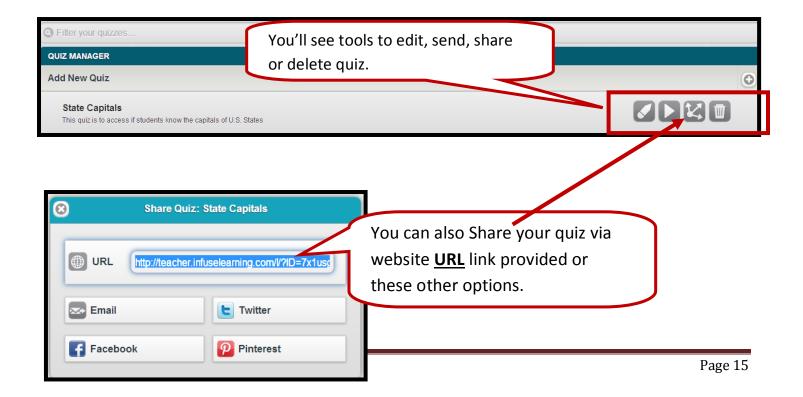
**Search for free copyright safe images at:

- Creative Commons: http://commons.wikimedia.org/wiki/Category:Images
- Open clipart: http://openclipart.org
- My wiki for a list of other good websites:
 http://technologyintegrationshthornt.pbworks.com/w/page/25673492/Pictures

Once you submit you'll see a screen that allows you to edit, change preferences or save.



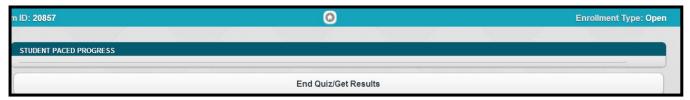
Now you'll be back in the Quiz Manager





If you send quiz, it opens your room for students to take it.

This is what the teacher screen looks like waiting for responses:

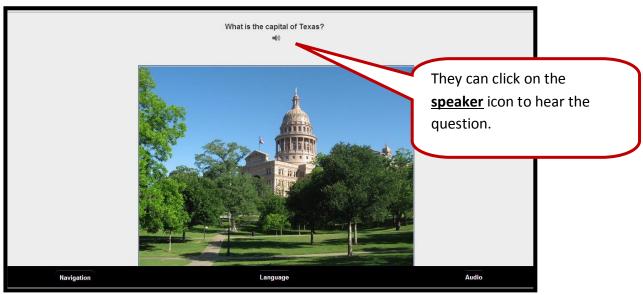


To take the quiz: Students go to http://infuselearning.com and click on Student Sign in. They put the teacher room number and their name.

This is what the student screen looks like:



This is what the question looks like for students:

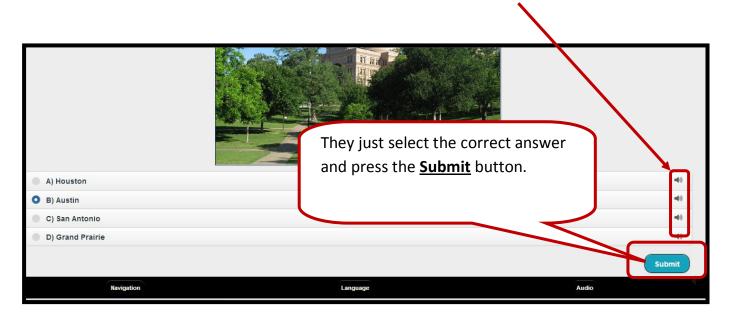


Great text and audio features

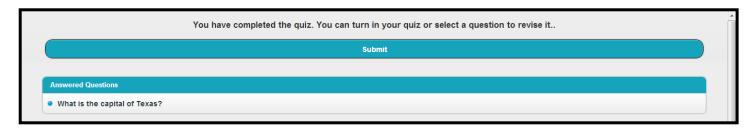




Students scroll down to see answer choices. They can also click speakers to hear these.



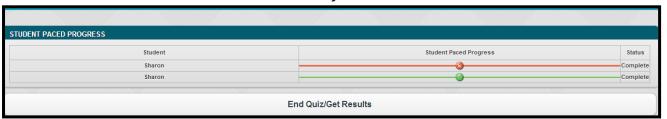
Click on **Submit** to send quiz to teacher or go back and review questions.



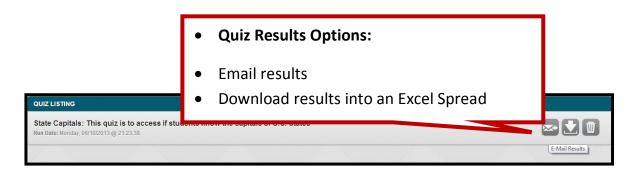


You can log off or wait for your teacher to ask another question or give another quiz.

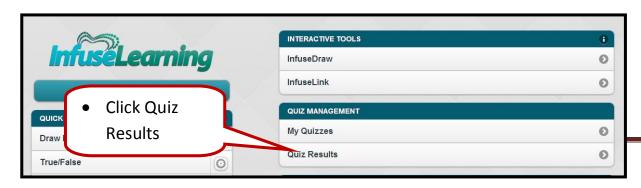
This is what the teacher's view looks like after two students have submitted:



Click on End Quiz- get results when all students have completed.

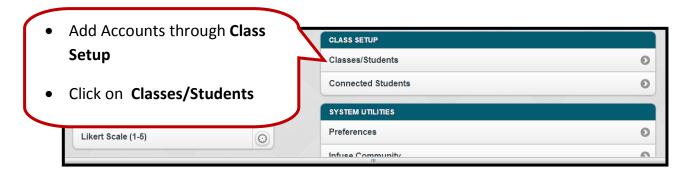


Note: You will always be able to see Quiz results from the main screen.

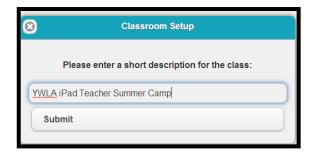


You can use one room number for all sessions or you can set up a classroom account for each class. This requires time, but might be worth it if you had 1 class.

Adding Accounts through Class Setup

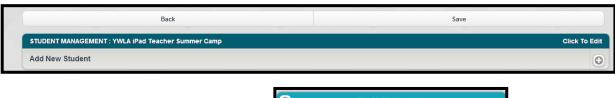


Click on the + sign to add a class.



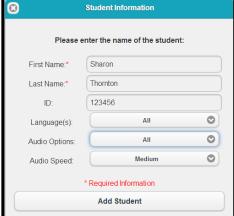
Type a class name and submit.

Click + sign to add a student



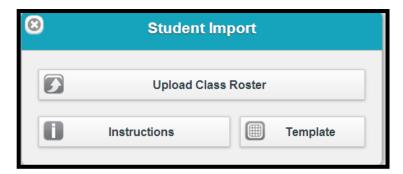
Type in student information

Add Student



You can also import them from an Excel Spread sheet using the template.





Infuse Learning Community



Tutorials and site support.

https://infuselearning.zendesk.com/home

You can download the Infuse Learning User Guide from the community.

Here is the link: https://infuselearning.zendesk.com/home