

A TEACHER INTRODUCTION TO DIGISTORE

DIGISTORE TE PĀTAKA MATIHIKO

<http://digistore.tki.org.nz>



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Digital Content and Software: Resources to Enhance Learning

WHAT IS DIGISTORE?

Digistore is an extensive collection (storehouse) of digital content to support learning across the curriculum from early childhood through to senior secondary level. In Digistore you will find extensive collections and access to:

- **digital resources** to enhance learning in all curriculum areas, **eg**
 - *photographs, art work, songs, speeches, video clips from feature films, documentaries, tv shows, and newsreels as well as images such as furniture, costumes, artefacts ...*
- **learning objects** are scaffolded, interactive resources with a specific learning focus, **eg**
 - *an animation of light and shadows, an interactive book on verbs and adjectives, building a solar cooker activity, exploring place value through 3 visualisations...*

Digistore is New Zealand's gateway to thousands of free items of digital curriculum content from the Ministry of Education and The Le@rning Federation. The Le@rning Federation (TLF) established in 2001, has developed digital curriculum content for all Australian and New Zealand schools. The project has been a collaborative initiative between Australian and New Zealand governments.

EXPLORING DIGISTORE?

- Visit **About this site** for a complete overview of the site.
- Download the **User Guide** to explore the tools and features.
- Subscribe to **Diginews** (bi-monthly) for information on the latest digital content and updates on how digital content is being successfully used in New Zealand classrooms.
- At Digistore **Home**, teachers can search and explore Learning Objects, Images, Audio and Video resources available by title, topic, and teacher rating.
- The **Advanced Search** function allows users to set the fields for content search and select the providers of the digital content.
- The **Using Digital Content** wiki shares examples of best practice and supports teachers in making effective use of digital content in teaching and learning programmes.
- Using the **Home** Page of Digistore, take time to explore the wonderful range of New Zealand Digital Collections. This list provides access to further sources of digital content relevant to teaching and learning.

WHAT IS A LEARNING PATH?

Described by teachers as the 'jewel in the crown' of Digistore, think of a learning path as a collection or sequence of learning content interwoven with teacher comments and guidance.

- When a learning path is created a unique URL and a student PIN is generated. These give students direct access – no username or password is required.
- Links to websites and digital resources other than those found on Digistore can be included in the learning path.
- A learning path can be emailed home or printed out as a PDF.
- Share learning paths with other teachers who can view, modify or build on your ideas to meet their learners' needs.



interactive junior science learning object

LEARNING PATHS, E-STORIES & SOFTWARE

LEARNING PATH EXAMPLE

The Abandoned House: verbs and adverbs English | Years 5,6,7



Super stories: The Abandoned House: verbs and adverbs (LINK)

You are about to be involved in helping a publishing director to create a best selling horror story. This learning project will help you to choose effective verbs and adverbs to increase the impact of the story by making it scarier. Select illustrations that highlight the horror of the events. With a partner activate this learning object to get started.

After you have completed the learning object:

- DISCUSS** with your partner
 - What is a verb?
 - What is an adverb?
 - What impact did they have on the Abandoned House story?
- With your partner, **CREATE** and **WRITE** a definition for the word 'verb' and the word 'adverb'. Compare your definition to those in the following online dictionary: **DICTIONARY** (LINK)
What ideas do these definitions offer you?
Can your definition be improved?
- PEER REVIEW**
Select a piece of your own writing and invite your partner to increase the impact of this story by adding at least 5 verbs and 5 adverbs. Do the same to a piece of your partner's writing.
You may find the thesaurus tool in 'Word Central' helpful.
THESAURUS (LINK)
- REFLECTION:** Share with your partner the changes you made to his/her story and the intended impact of these changes.

USING DIGITAL CONTENT

<http://digistore.wikispaces.com>

- The Digistore support wiki provides the following:
 - an explanation of when digital content is most effective
 - examples of successful classroom practice in different learning areas
 - sample units of how teachers are using learning objects and digital content across the curriculum
 - guidance for developing learning paths and embedding digital content using Learning Management Systems.

Anyone can use the search and browse tools of Digistore. Access to other features of the site, are restricted to teachers and students in N Z schools and approved education providers. School registration is FREE. Use the online registration form.

DIGISTORE AND E-LEARNING CONTACTS

For information about: Access, registration, or technical support please contact: digistore@tki.org.nz

Professional Learning

Two national Digi Advisors, Fiona Grant and Rochelle Jensen, support effective teaching using software and digital content. Fiona and Rochelle are available to assist teachers,



SOFTWARE FOR LEARNING



<http://softwareforlearning.tki.org.nz>



WHAT IS SOFTWARE FOR LEARNING?

- Software for Learning is a catalogue of software recommended by New Zealand teachers with the potential to enable and enhance learning. Search for software suitable for a particular learning area, **eg**
 - Google Sky for Social Sciences; Visual Assistant for Health and Phys-ed; Ngata Dictionary for Te Reo Maori, Freeware ...
- or** search for software by type of software, **eg**
 - for publishing and design, for Website design and publishing, for slideshows, databases ...

VIEWING TEACHER E-STORIES

<http://softwareforlearning.wikispaces.com>

- Visit the support wiki to view 10 e-stories sharing teacher's practice and experiences selecting and integrating software to meet the needs of their students.
- Each e-story includes:
 - teacher and/or learner interviews
 - reflection on teacher actions
 - the impact on student learning

advisors and facilitators, to select and integrate software and digital content.

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