Hardware & Apps

Teaching & Technology | Pratt Institute

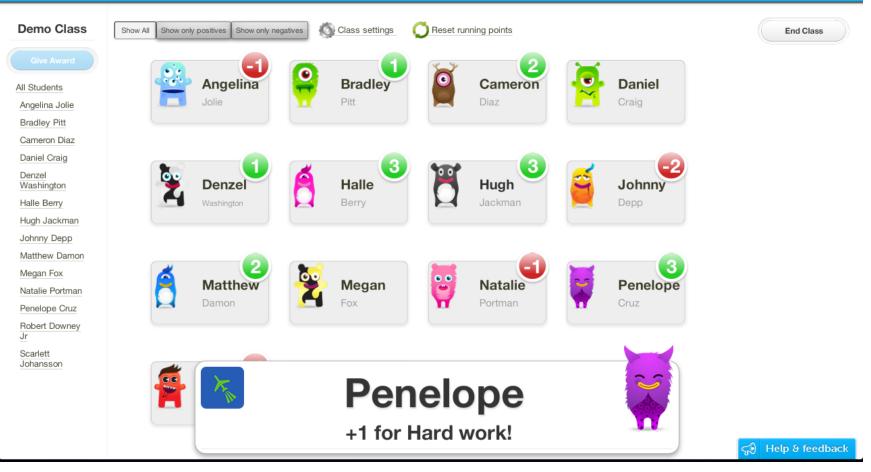
Digital Youth Project Findings

- Shift in social spaces access, time, freedom
- Youth culture, pop culture, peer learning connected
- Messing around (tinkering) can lead to meaningful media production - embedded in social contexts
- Interest-based communities <-> peer-based sharing and feedback

A Sampling of Digital Tools

- 1. Assessment / Classroom Management
- 2. Art Making & Process
- 3. Design (CAD)
- 4. Physical Computing

Mr. Walter | Logout

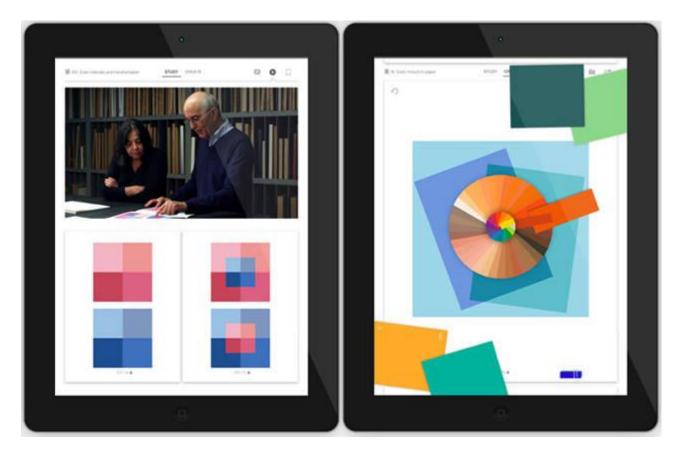


Name	Progress	1	2	3	4
Brady, Tom	100%	True	В	Wyomi	This is
Manning, Peyton	100%	False	с	Colora	Thanks
Belichick, Bill	100%	True	В	Idaho	Clearly
Wilfork, Vince	100%	True	В	ID	vfdbvd
Ellsbury, Jacoby	100%	True	В	Idaho	Pilgrim
Lester, John	100%	True	С	Idaho	When
Farrell, John	100%	True	В	idaho	Native
Victorino, Shane	100%	True	с	ID	History
Class Total		88%	63%	75%	

Lecturer's de	evice
Main screen Multiple Choice	
Tip: Ask a question orally, sturvia Socrative. Learn more.	dents answer
My room number	7157
Votes	0/1
Waiting for response	ses
End Activity	

Stu	dent'	s de	vice			
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Art & Art Making



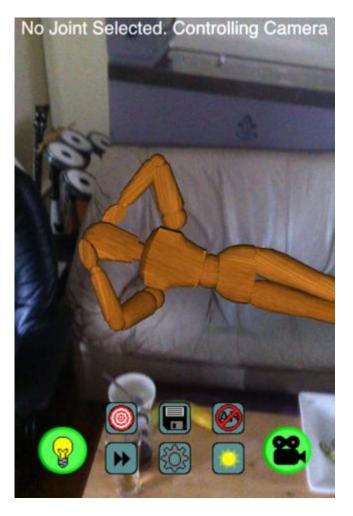


josef albers interaction of color app

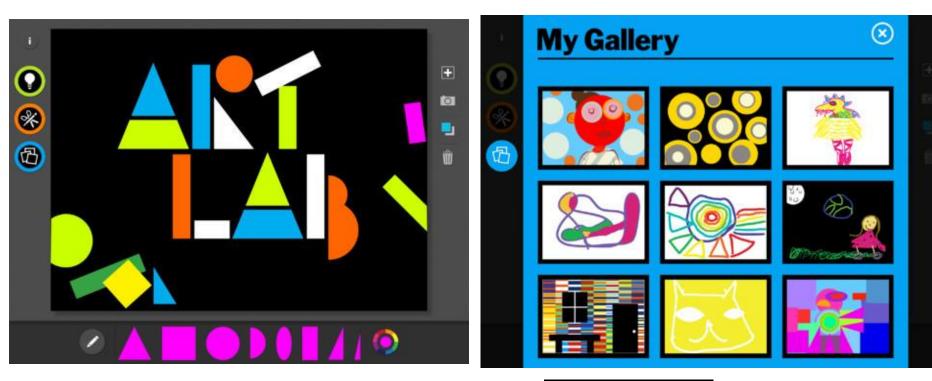


StoMo - Stop Motion App





Wooden Doll App





MoMA Art Lab App

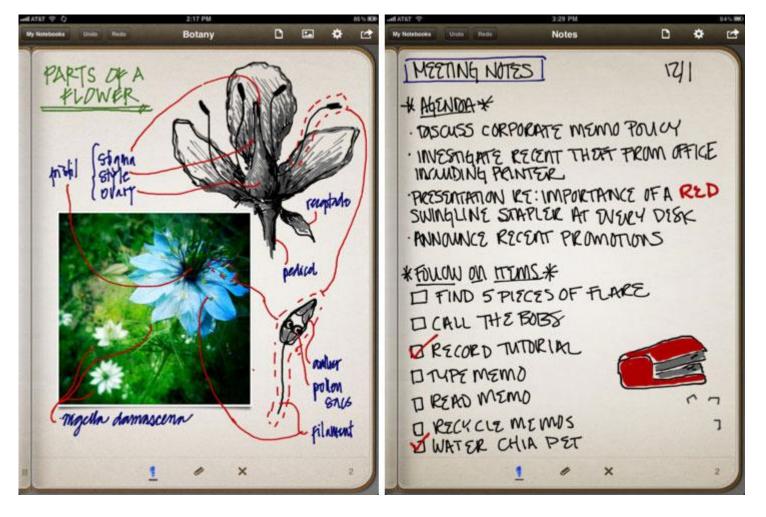


Hollo Oil Daintor Ann





DIY Kids App

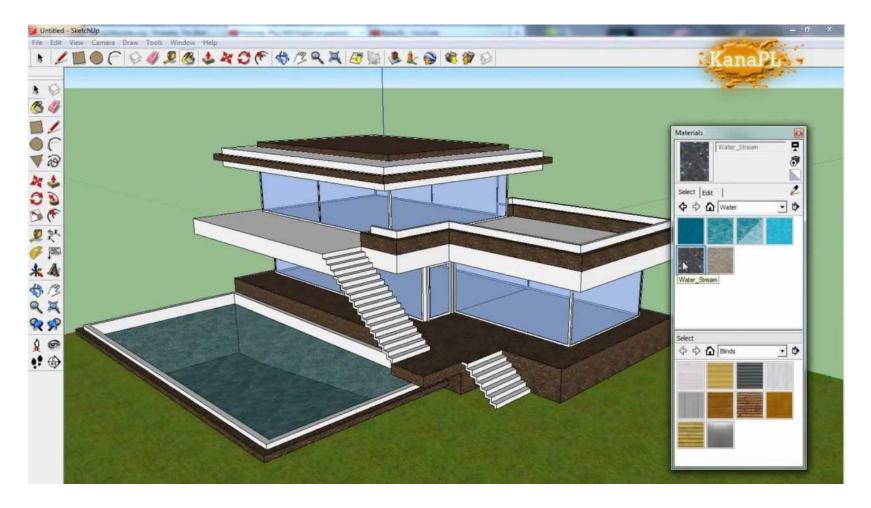


Penultimate App (Evernote)



Color Palettes App

Design



SketchUp



SIGN IN

3D Design Gallery

Hot Now	1

Newest Things Staff Favorites



Bodacious Snaget-Curcan Daud Sharif about 19 hours ago



FLIGHT FORMATION WITH HELP OF Feathers McGraw #PenguinDatingGame

TG1TIM about 18 hours ago



Omni Mobile Frame - G29 S2 ethan duty about 16 hours ago





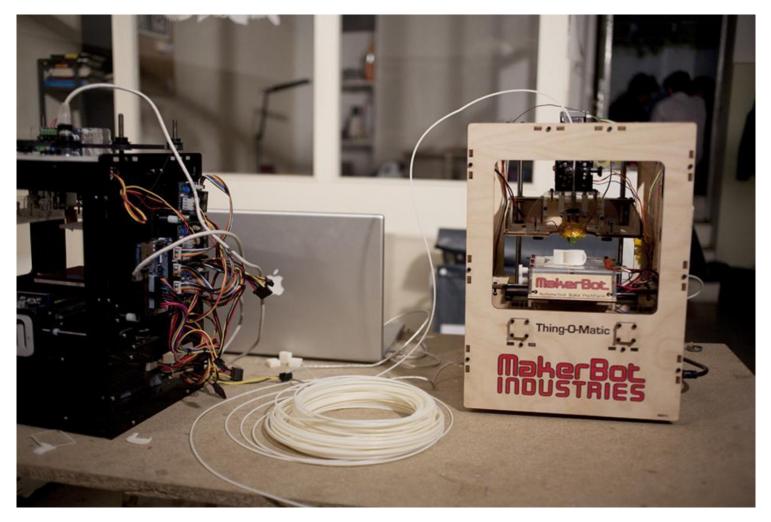




Physical Computing







3D Printers - Maker Magazine MakerBot





Lego Mindstorms

