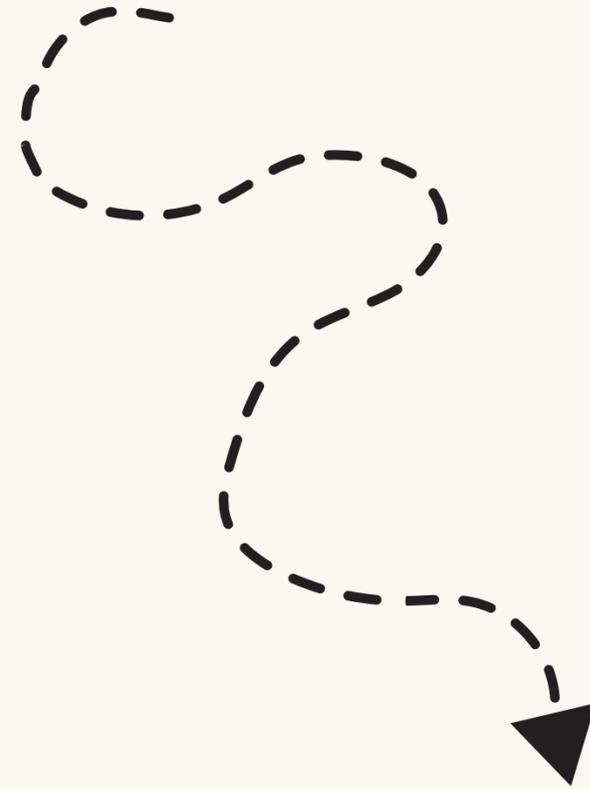
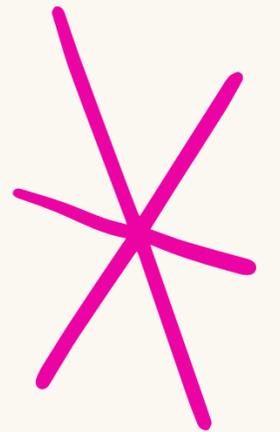
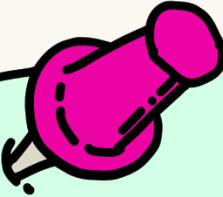


By Monica Nagpal



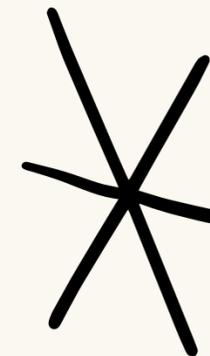
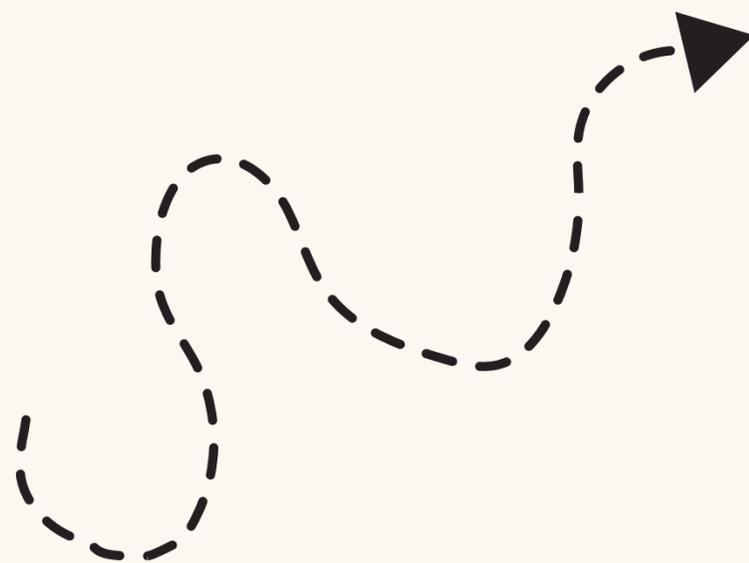
IDEABOARDZ





What is Ideaboardz?

1. IdeaBoardz is an online collaboration tool.
2. Allows group members to collectively brainstorm, gather inputs, reflect and retrospect.
3. Especially useful for geographically distributed members.
4. A handy tool to collect inputs over some days and then meet to discuss them.
5. Allows for asynchronous communication.
6. Members can read each other's inputs for developing upon the ideas.
7. Easy to share for collaboration.
8. Notes donot carry any identity of the member



Ideaboardz

Brainstorm

- teams to collectively brainstorm, gather and compare inputs

Retrospect

- Look Back: Helpful for reflection at various levels of actions and activities rather than simply the traditional what went well or what did not go well.

Collaborate

- Allows teams to communicate and work together virtually from any part of globe.
- Social knowledge Construction

**Ideas/ Solutions/
Planning**

Revision

**Group Projects/
Presentation**

BRAINSTORM



- **NEP 2020**

Emphasises upon Creative thinking, Creativity, Problem solving

- **MEANING**

Brainstorming means the use of brain to the active problem solving and the brainstorming session aims to develop creative solutions to problems

- **BRAINSTORMING**

Brainstorming is one of the most important strategies in provoking creativity and solving problems in the educational, commercial, industrial and in any other fields.

- **WHO'S IDEA**

Brainstorming strategy was introduced by Alex Osborn, an American advertisement company manager in 1938 as a result of his inconvenience of traditional business meetings. Published in his 1953 book, "Applied Imagination."



BRAINSTORM



WHAT IT IS?

- A relaxed, informal approach to problem solving with lateral thinking.
- Encourages people to come up with thoughts and ideas that can, at first, seem a bit crazy.
- Some of these ideas can be crafted into original, creative solutions to a problem, while others can spark even more ideas.
- Helps to get people unstuck by "jolting" them out of their normal ways of thinking.

WHAT IT IS NOT?

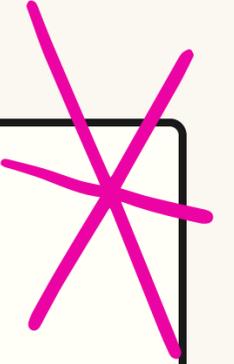
Not a technique to criticise or reward ideas.

Judgment and analysis at this stage stunts idea generation and limit creativity.

No time to evaluate ideas, that is left for the end of the session



RETROSPECT



- **NEP 2020 AND NCF 2023**

Need for review and peer-review has been emphasised in the policy documents at various levels

- **WHY?**

Built for more than simple feedback. Guide students by asking pertinent questions that allow for future growth, initiate change, and encourage thinking outside the box.

Can be used with students to pause and reflect on how they are experiencing the course, project, or class activities.

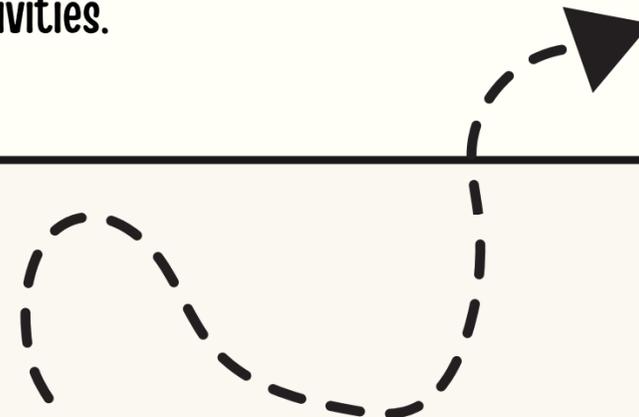
- **WHAT?**

Involving students in a deeper reflection of the “how” and “what” of their learning would be.

If students are asked to recall how they were thinking about the topic prior to course learning activities and compare that with how they are now thinking about the same topic afterward.

- **VISION**

Improve the quality of work, Increase the efficiency, Increase the productivity and amplify learning.



COLLABORATE

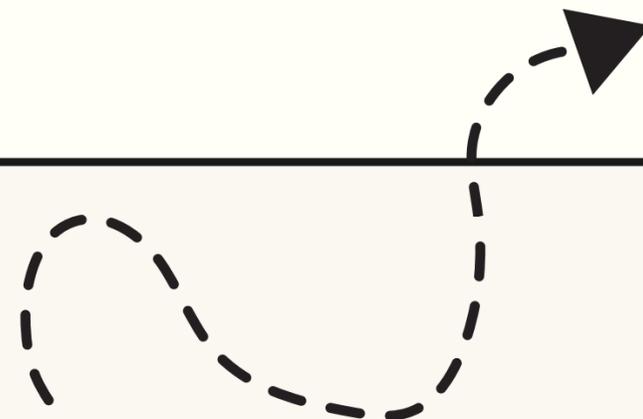
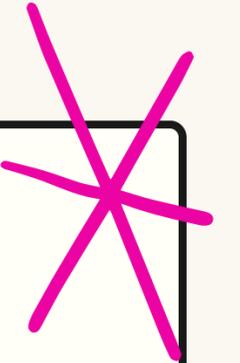


NEP & NCF 2023

- Enhancing skills of collaboration and teamwork; problem solving and logical reasoning.
- Providing opportunities for independent and collaborative work irrespective of subject
- Peer and collaborative learning.

WHAT?

- Collaborative education is a pedagogical approach centred on students interacting and learning together.
- The knowledge is constructed together in groups.
- This approach goes against the traditional format of information flowing one way, from teacher to students.
- Instead, students become part of the teaching process in a collaborative environment where they build knowledge with their peers.



COLLABORATION

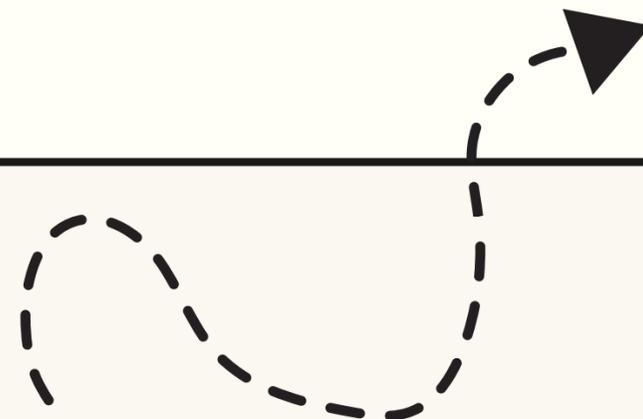
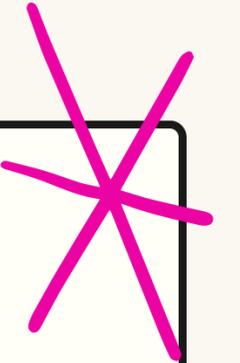


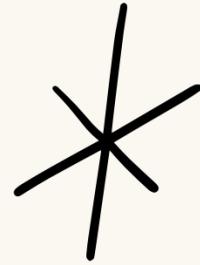
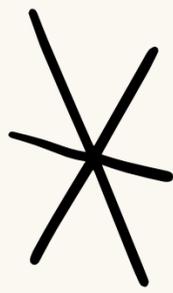
WHY?

- Development of higher-level thinking, strengthen communication, self-management, and leadership skills.
- Promotion of student-teacher interaction.
- Increase in student retention, self-esteem, and responsibility.
- Exposure to and an increase in understanding of diverse perspectives.
- Preparation for real life social and employment situations.
- Supports social-emotional learning.
- When educators work together, we create a better learning experience.

HOW?

- The practice of breaking students into small groups to answer questions, work on projects and learning from one another.
- One of the core philosophies operating in classrooms today.
- Time to harness the positive technological practices adopted during the pandemic to create a more collaborative, technologically driven and modern learning environment.
- Online collaboration tools allow students to work together on shared documents and communicate easily with their peers and educators.





Ideaboardz

How it looks?

Welcome Monica nagpal

My Boardz

Logout

IdeaBoardz brainstorm, retrospect, collaborate

How does it look

IdeaBoardz Retrospective

What went well +		What didnt go well +	
team bonding -0	weekend get-togethers and outings -0	dev time consumed in next release estimation -0	audio equipment and quality issues in pune -0
dev huddles, frequent collaboration -0	Very amiable and helpful Devs and QA's +0	too many meetings +0	UI issues showing up during showcase +0
catch up call in the morning between india and Uk team +0	smooth showcases +0	everyone not making it to standup +0	ong waiting for ops dependencies, firewalls vpn etc +0
Status of mockups at start of iteration better than last time +0		QAs effort not counted in velocity +0	

How

- Create my own IdeaBoard
- Share the url

Test Drive...
Lets take it for a Spin!

Why?

- Add ideas at any time.
- Brainstorm across oceans.
- Export as PDF or Xls.

Feedback

- via Twitter
- via Board

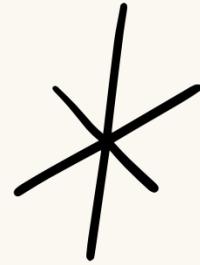
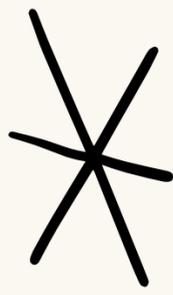
FAQ

Contributors

30972296 Ideaz on 2841153 Boardz

Terms and Conditions

Best viewed on chrome, firefox or safari



Ideaboardz

How it works?

start typing to filter stickies

View Section

All Sections

Sort By

created time

EDUC 690D/390D Week 7

Behaviorism +

Kahoot by being able to have immediate response/answers to questions

+2

TurnItIn because it's used for traditional papers—you're training students to write papers like trained seals..

+1

Kahoot gives immediate feedback whether your answers to questions are right or wrong

+1

Quizlet gives you feedback on if it's right or wrong and it gives you the answer right away

+1

EdPuzzle gives you feedback while watching videos/being asked questions

+0

Kahoot gives instant feedback for games

+0

Nearpod a way to assess students

+0

Quizlet as it provides feedback when you evaluate your understanding on subjects you are being tested on

+1

Cognitivism +

Wakelet: Use collections to organize information

+1

Quizlet: Allows various forms of studying tools. Easily accessible as well.

+1

I-Ready

+0

Brainpop- watch videos based on your interests and take quizzes based on the videos. There are projects and games that students can engage w

+0

Popplet: Mindmaps draw connections!

+0

Brainpop: This websites provides a ton of different lessons for different topics and includes additional educational resources for learning

+0

I-Ready is a tool that collects data from students to see what level they are at for the subject they are learning

+0

Quizlet: create flashcards on a specific topic, then you can organize these flashcards through a variety of formats and games

+0

Constructivism +

Scratch: a simple game coding website in which kids use coding blocks to build programs. They learn more advanced ways to code and build on their knowledge.

+1

TedEd - creating videos

+0

Edpuzzle: allows students to analyze videos and answer questions

+0

While Canva is a building application, it is also a constructivist tool

+0

Nova Labs. The Jean Piaget Simulator?

+1

Scratch; knowing what already have and building off it

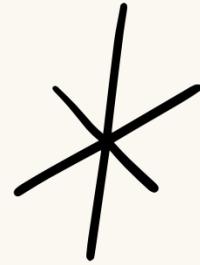
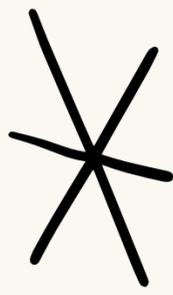
+1

+0

Voice thread: allows students to comment on videos and discuss with each other

+0





Ideaboardz

How it works?

How

- Create my own IdeaBoard
- Share the url

Name *

Description *

Format

1 Section

Section Title *

I'm not a robot



By creating this board, I agree to the [Terms and Conditions.](#)

Create

How

- Create my own IdeaBoard
- Share the url

Name *

Usability of ICT tools in Clas

Description *

Videos

Format

1 Section

Section Title *

I'm not a robot



By creating this board, I agree to the [Terms and Conditions.](#)

Create

Retrospective

Star Fish Retrospective

Six thinking hats

Todos

Pros and Cons

1 Section

2 Sections

3 Sections

4 Sections

5 Sections

6 Sections

7 Sections

8 Sections

9 Sections

10 Sections

Retrospective

Section Title *

What went well

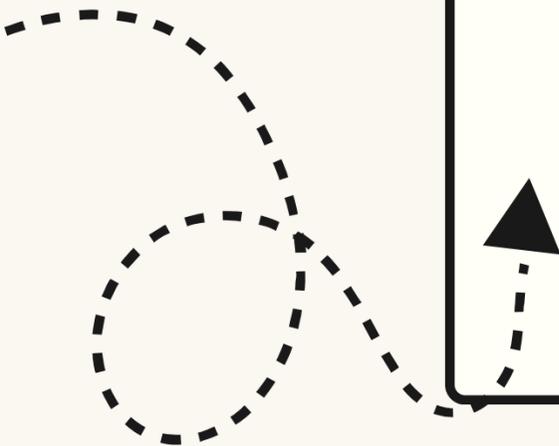
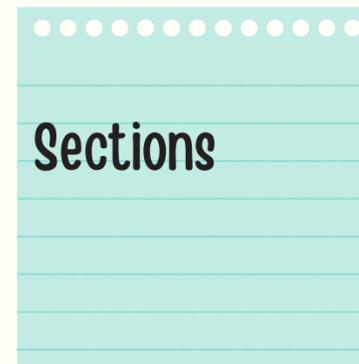
What can be improved

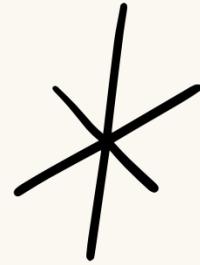
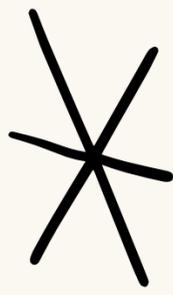
Action Items

I'm not a robot



MULTIPLE FORMATS FOR DISCUSSION AND IDEA GENERATION



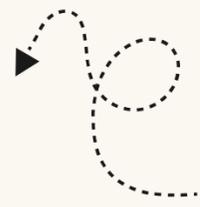
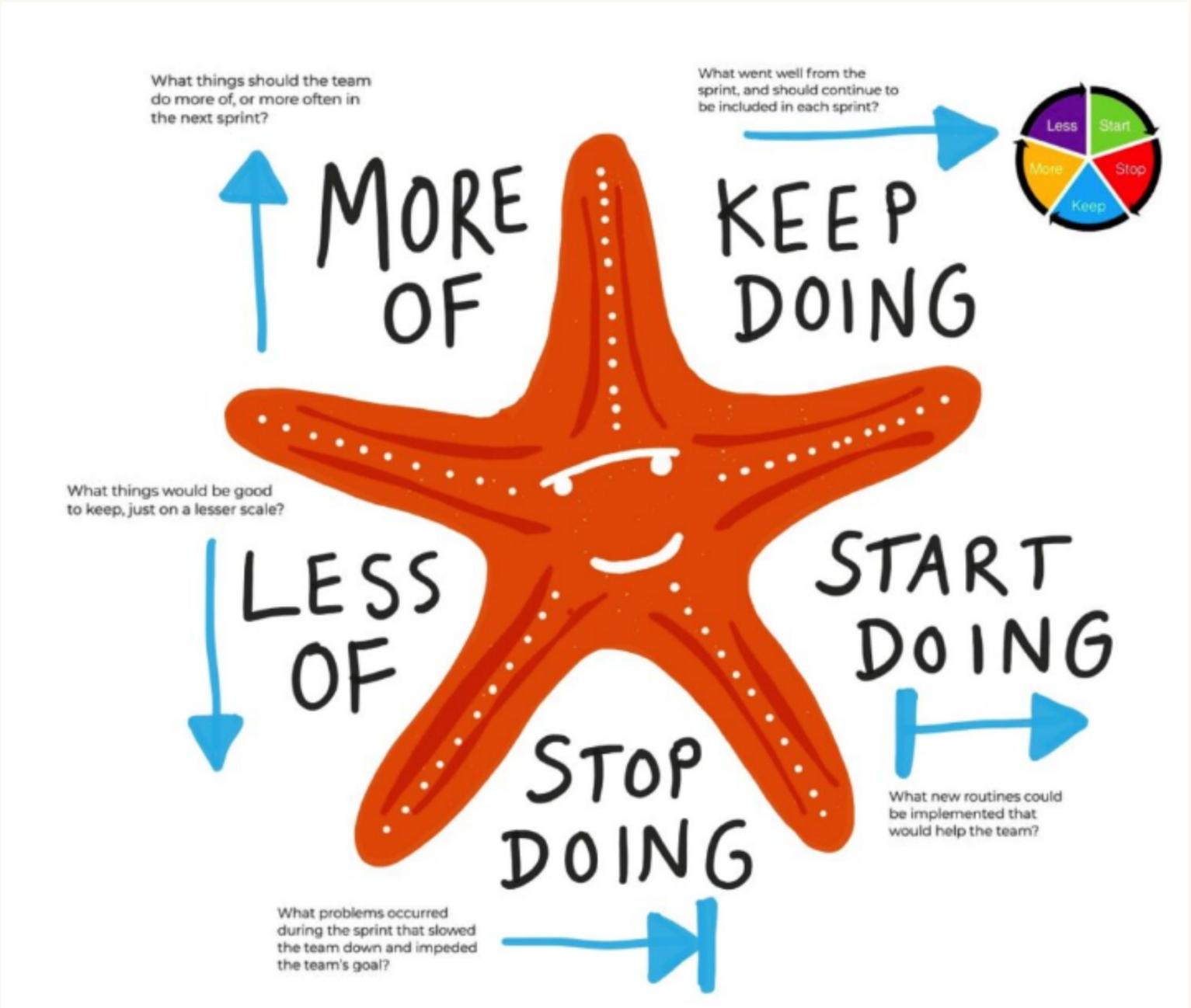


Ideaboardz Formats

Six Thinking Hats

Starfish Retrospective

WHITE PAPER PRINTOUTS		FACTS FIGURES INFORMATION DATA	What info do we have? How can we get more info? What are the facts? What do we need to know?
RED FIRE WARMTH		EMOTIONS INTUITION FEELINGS REACTION	How do we feel about this? What do we like about the idea? What don't we like about this? What does my gut instinct say?
BLUE AUTHORITY SKY		OVERVIEW PROCESS MANAGEMENT ORGANIZATION	What is our agenda? What do we need? Where are we now? What's the next step?
GREEN GRASS GROW		CREATIVITY ALTERNATIVES POSSIBILITIES NEW IDEAS	Can we create something new? Any suggestions? Brainstorm possibilities? Could we do this a different way?
YELLOW SUNSHINE BRIGHTNESS		POSITIVE OPTIMISTIC BENEFITS LOGICAL	What are the benefits? What are the values? Why is it a good points? What makes this attractive?
BLACK STERN JUDGE		NEGATIVE CRITICAL JUDGEMENT CAUTION	What could be the problems? What are the difficulties? Will this work? Is this safe?



MATHS

Math teachers can format their IdeaBoards with up to 10 sections with each section having a different problem. Students can add ideas underneath each section for how to go about solving the problem. Students can “thumbs up” an idea if they like this method of problem solving. Students can also add helpful hints under each question to support their peers’ problem solving capabilities.

SCIENCE

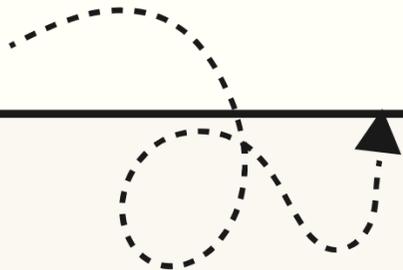
Science teachers can format their IdeaBoards to have sections that match the number of steps in the water cycle. Under each step, students can write in their own words what happens in each step of the water cycle.

LANGUAGE

English/Language Arts teachers can encourage students to explore and think about a book in unique ways. Teachers can also create an IdeaBoard where students write alternate endings to the book. Teachers can setup different sections on an IdeaBoard where one student starts an idea for an alternate ending to a book and then other students continue building on that idea in that section of the IdeaBoard.

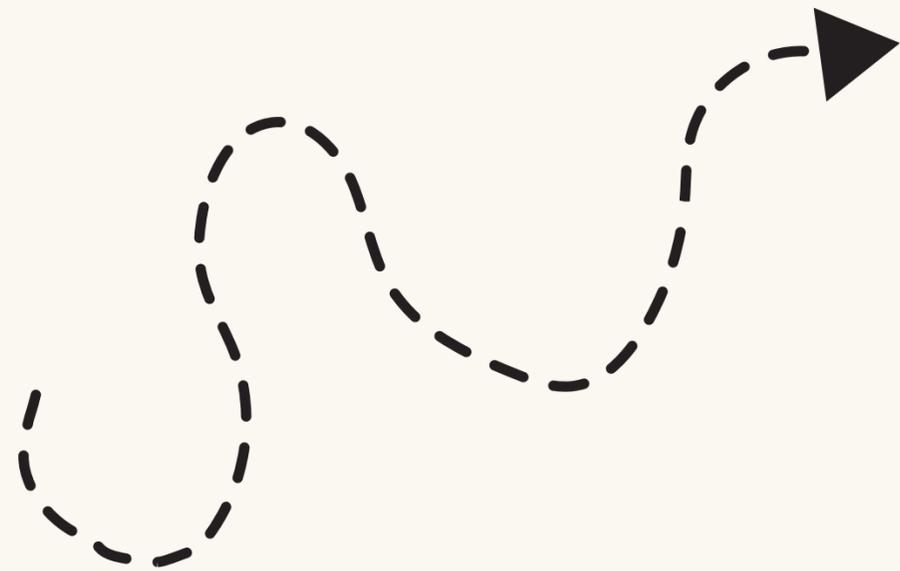
SOCIAL STUDIES

For a social studies presentation or a presentation in an elective class, students can create a pros and cons IdeaBoard on a topic of their choice. For example, one student may choose to do a pros and cons list on gun control and present their IdeaBoardz to the class.





Any Queries?



**THANK
YOU!**

