



**NATIONAL ASSOCIATION
FOR SPORT & PHYSICAL
EDUCATION**



Technology for Instruction in Physical Education for PETE Faculty

***Derrick Mears, Joanne Leight,
Patrick Fine, & Lisa Hansen***

Introduction: NASPE PETE Technology Workshop



**Active Gaming
& Interactive
Fitness**



**Lisa Hansen, Ph.D.
University of South
Florida**

Introduction: NASPE PETE Technology Workshop



Web 2.0, Blogs, Wikis & Desktop Applications

**Joanne Leight, Ph. D.
Slippery Rock University**

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Podcasting

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Conveying Student Information, Informal Assessment and Analyzing Student Performance

Patrick Fine

Chesterfield Elementary School

Chesterfield, Missouri

Introduction: NASPE PETE Technology Workshop



Blackboard



	A	B	C	D	E	F	G	H	I	J	K	L	M	P
1	Physical Education is Awesome High School						Evaluation Guide							Row: 1
2	Physical Education Health and Fitness Report						Level 4-Distinguished/Exemplary							
3							Level 3-Proficient/Competent							
4	Student: <u>Basketball, Billie</u>						Level 2-Basic/Emerging							
5							Level 1-Novice/Beginning							
6														
7	Standard # 1: Demonstrates competency in motor skills and movement patterns needed to perform a variety of													
8	physical activities													
9	Demonstrates competency in performing the pickle forehand						4	Distinguished/Exemplary						
10	Demonstrates competency in performing the pickle backhand						4	Distinguished/Exemplary						
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12	Standard # 2: Demonstrates understanding of movement concepts, principles, strategies and tactics as they apply													
13	to the learning and performance of physical activities													
14	Demonstrates knowledge of pickle ball skills and tactics						3	Proficient/Competent						
15	Demonstrates knowledge of pickle ball rules and guidelines for play						3	Proficient/Competent						
16														
17	Standard # 4: Achieves and maintains a health-enhancing level of fitness													
18														
19	Demonstrates performance within the healthy fitness zone for cardio respiratory endurance						4	Distinguished/Exemplary						
20	Demonstrates performance within the healthy fitness zone for muscular endurance						4	Distinguished/Exemplary						
21	Demonstrates performance within the healthy fitness zone for flexibility						4	Distinguished/Exemplary						
22														
23	Standard # 5: Exhibits responsible personal and social behavior that respect self and others in physical activity													
24	settings													
25	Consistently is on time tries in all activities and gives maximum effort and helps others						4	Distinguished/Exemplary						
26	Consistently shows concern for others, listens and applies criticism						4	Distinguished/Exemplary						
27	Consistently shows enthusiasm, participates, shares ideas and demonstrates leadership						4	Distinguished/Exemplary						
28														

**Technology for
Assessment and
Reflection**

Derrick Mears, Ph.D., A.T.C.

Western Washington University

Introduction: NASPE PETE Technology Workshop



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Technology for Physical Activity Monitoring

Derrick Mears, Ph.D., A.T.C.

Western Washington University

Introduction:

Why Use Technology in PETE ?

- ***Benefits of Technology Use in PETE Programs:***
 - Allows the PETE practitioner to educate future teachers on effective management of student records and recording assessment data and other duties.
 - Exposes students to multiple types of learning through multiple modalities:
 - Provides instruction to future professionals on how to collect, obtain and use objective data to evaluate student performance.
 - Provides a safe environment in which to utilize and develop skills to integrate technology into instruction.
 - Knowledge of technology use is becoming an integral part of instruction in public schools.

Introduction:

The World of a Future Physical Educator.

- ***The average home of families with a child between ages 6-13:***
 - Has 4 televisions.
 - 99% have a DVD and/or VCR.
 - 88% have a Video Game console.
 - 85% a Computer.
 - Over 50% have internet access.

Hersey, J. C., & Jordan, A. (2007). Reducing children's TV time to reduce the risk of childhood overweight: The Children's media use study. Retrieved January 16, 2009, from http://www.cdc.gov/nccdphp/dnpa/obesity/pdf/TV_Time_Highlights.pdf

Introduction:

The World of a Future Physical Educator.

■ *The average first grader:*

- Spends 51 minutes per day playing video games
- 14 minutes using computers
- 172 minutes of daily television viewing.

■ *The average middle school student:*

- 109 minutes daily playing video games.
- 79 minutes daily using computers.

Hersey, J. C., & Jordan, A. (2007). Reducing children's TV time to reduce the risk of childhood overweight: The Children's media use study. Retrieved January 16, 2009, from http://www.cdc.gov/nccdphp/dnpa/obesity/pdf/TV_Time_Highlights.pdf

Introduction:

The World of a Future Physical Educator.

■ *Students in today's gymnasiums:*

- Have never known life without a computer.
- Have never known life without a video game console.
- Have never known life without a cellular phone.
- Have never known life without the internet.

Introduction: Guidelines for Appropriate Practice

- ***Instructional Technology in Physical Education:***
 - Is designed to be a tool for increasing instructional effectiveness.
 - Is designed to be a supplement not substitute for effective instruction.
 - Should provide opportunities for all students versus opportunities for few.
 - Can be an effective tool for maintaining student data related to standards based curriculum objectives.

Conclusion:

NASPE Pipeline Workshop

NASPE Initial Teacher Standards

Revised 2008



Introduction:

What's your Tech Type?

- ***Common Technology Use Statements Among Educators***
 - "I know nothing about computers, but I want to learn."
 - "I 'get it' when it comes to computers. Why doesn't everyone else?"
 - "I want to teach with computers, but I don't have the time...resources...priorities..."
 - "All I need to teach is a piece of chalk!"
- Everyone has different technology skills and attitudes, yet each all can succeed technology use. The key is to know and use your TECH TYPE!

Jackson, L. (2004). Teaching to your tech type. Retrieved January 16, 2009, from http://www.education-world.com/a_tech/techtorial/techtorial014.shtml

Introduction:
What's your Tech Type?

***Time for
your Quiz!***



Introduction: Why Are We Here?

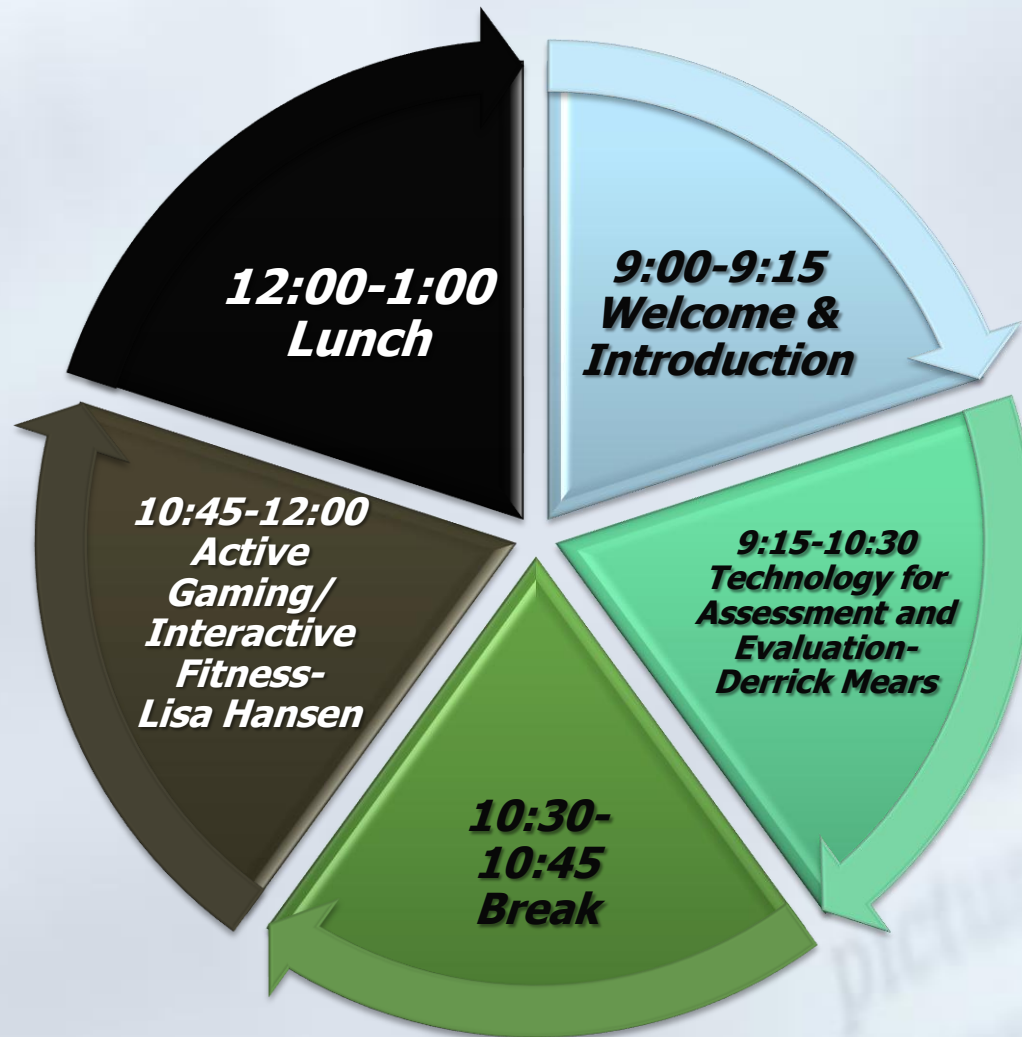
■ Here is the “stuff” workshop:

- Provide vital information to assist you in determining what additional training you would need to implement technology in your programs.
 - Topics for your school or university
 - Topics for sessions at AAHPERD, district and state associations.

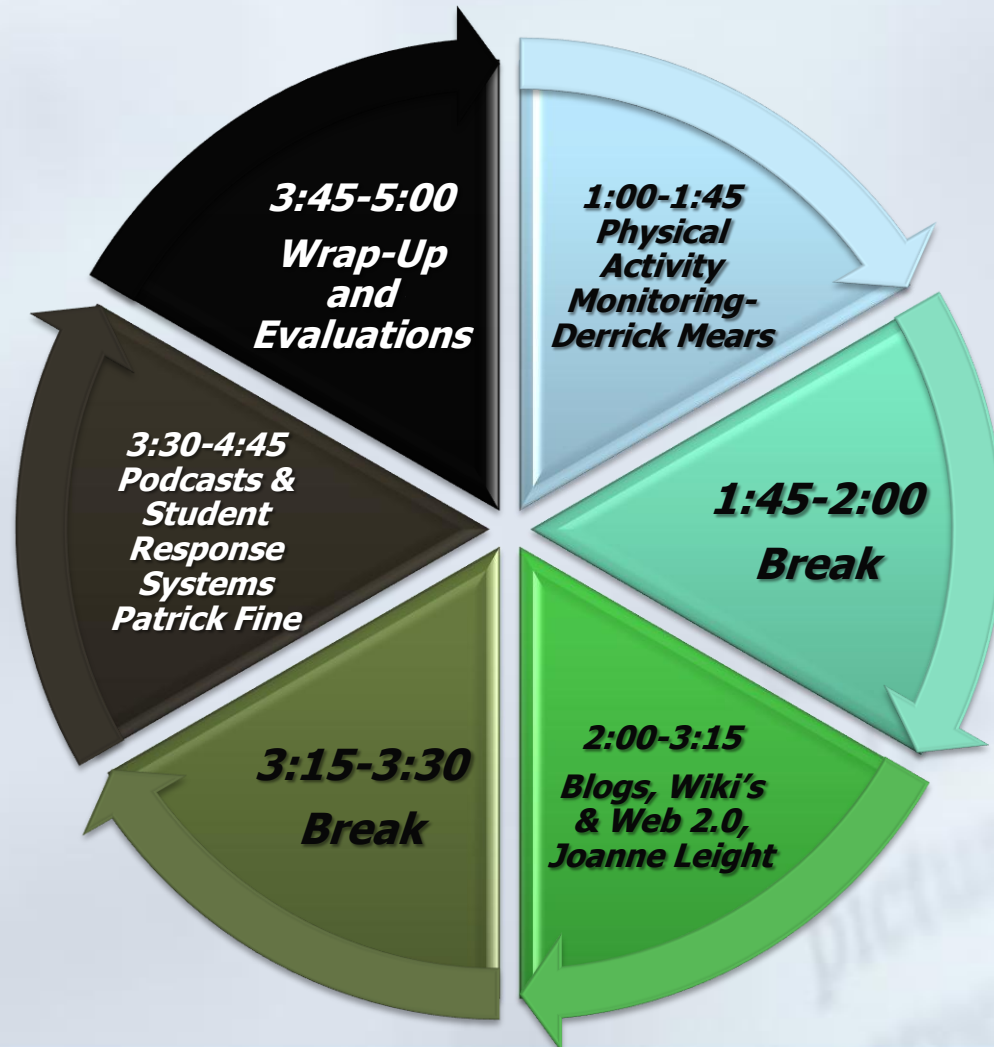
Introduction: Why Are We Here?

- **Here is the “stuff” workshop:**
 - Provide resources, tools and applications of technology to prepare students for effective implementation at practitioners.
 - Provide an overview of what is out there in regards to technology in the field.
 - Hands-on experiences in sessions on technology implementation.

Introduction: Workshop Morning Agenda



Introduction: Workshop Afternoon Agenda



Introduction: NASPE PETE Technology Workshop



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