## Allegany –Limestone Central School

3131 Five Mile Road

Allegany, New York

14706

www.ALCSny.org



## **APP Rationale Form**

For the educational purchase of ipod/ipad apps... (Please complete and submit this form to the technology office, through Heather Hunt.)

Teacher Name:	Building:
Suzan Snyder	High School
C 1 X 1 1 C	

Grade Level and Content Area:

English 10

Name and Cost of App:

Comic Life 3 - \$4.99 per app

For a cart of 24 iPads - \$119.76

URL of App, if available:

App Store – ComicLife 3

http://plasq.com/downloads/comic-life-for-ios/

Brief description of the App:

This allows students to make comics, pictures, and graphic stories as a form of assessment and collaboration.

Plans for classroom use of the App:

Both Melanie (9<sup>th</sup> grade ELA) and I would like our students to use this app to assess their knowledge of texts. We have ideas to use it with our Independent Book Projects along with other texts throughout the year. We also have ideas to use it with our Essentials and Intro to Comp. classes because many of those kids are better with graphic composition than writing, and we can then move into the writing aspect in smaller chunks. Our regular English students will also use the app as culminating projects for short stories and novels.

Connection to NYSED P-12 Common Core Learning Standards &/or NYS Teaching Standards: (see <a href="http://www.highered.nysed.gov/tcert/resteachers/teachingstandards.html">http://www.highered.nysed.gov/tcert/resteachers/teachingstandards.html</a> or <a href="http://engageny.org/teachers/">http://engageny.org/teachers/</a>)

English Standards W.9-10.2a English Standards W.9-10.6

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Evidence that this App has worthwhile classroom value:

(include specific students groups who would use it, other contents areas where it could be used, access to a demo or tutorial on the App, etc)

The products the students create to show what they have learned, gotten out of texts, and creativity that the students use.

This product could definitely be used in foreign language classrooms, science classrooms, and history classrooms. A tool for students to use to show what they have learned using a graphics and words.

Kim Brink and I used bought and used this app at a workshop we went to over the summer and are going back to next week to learn how people are using the app in their classrooms. We could definitely see using this app along to assess students and for students to share their thoughts with the class.