

Webliography

Carol A. Munn

New Jersey City University

## ROBOTICS, CODING & STORYTELLING

### Introduction

My focus is on utilizing the union between storytelling, coding, and robots as a means for exploring computational fluency within a sixth-grade science class.

The searching of online communities leads to many social media links. There are countless communities and forums on social media sites. I have included some in my webliography. The links on the social media sites creates an experience and adventure providing enriching, engaging and fun teaching opportunities in the classroom for our 21st Century Learners.

### Communities

#### **A TO Z Teacher Stuff:**

<http://forums.atozteacherstuff.com/index.php?forums/general-education.16/>

This community forum involves many topics of interest for teachers. Each forum has its own community, for instance, Elementary education, Secondary Education, General Education, then into the grade-specific community and then even further into the content area. The membership numbers were not listed. These communities are extremely active.

#### **Coding & Robotics K-8:**

[www.edweb.net/code](http://www.edweb.net/code)

There are 4,781 worldwide members of this online community. This community provides information, resources along with support for all educators and administrators, in the coding and robotics education. Along with robotics and coding, the community develops skills in math, logic, critical thinking, problem-solving and computational fluency. The community members share challenges in being implemented at various grade levels.

#### **Computer Science & STEM Learning:**

[www.edweb.net/compsci](http://www.edweb.net/compsci)

There are 331 members in this community. A free professional learning community that provides K-12 educators with a place to collaborate on incorporating computer science, coding, robotics, engineering, and STEM learning into their classrooms. In today's digital world, computer science is a fundamental skill, and you don't need to be a coding whiz yourself to introduce computer science to your lessons.

#### **EdTec Innovators:**

[www.edweb.net/innovation](http://www.edweb.net/innovation)

There are 2,764 members. This professional learning community with edWebinars. These are excellent sources put together by expert educators who use technology in creative methods for classroom activities. There are numerous tools and sites to explore and encompass many avenues of the educational community.

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### **EdTech Update:**

<https://www.edtechupdate.com/>

The site is arranged like a board. The content community mission is the site that contains specific content as deemed important for the community members interests. The community has over 20,000 members. There are over 56 concept areas, 56 solution links, 16 sources links, and links dating back to the year 2001 (<https://www.edtechupdate.com/?cmd=view-more-keywords&blog-group=edtechupdate>).

### **EDWEB--STEM Learning: Full STEAM Ahead:**

[www.edweb.net/stem](http://www.edweb.net/stem)

There are 4,541 members. This online professional learning community encourages sharing, collaborating, engagement throughout the world on subjects and curriculum involving robotics, coding, STEM & STEAM learning, computer science applications. The community draws on many strengths of the communications platform which allows for advice and support to educators from educators and professional alike.

### **FIRST(For Inspiration & Recognition of Science & Technology):**

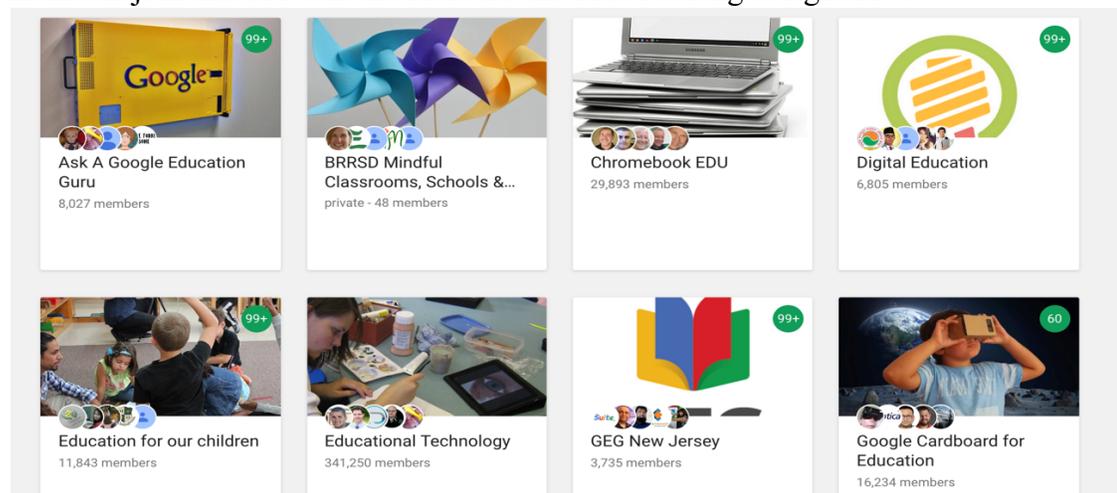
<https://www.firstinspires.org/community/educators>

This online community is a valuable resource for engaging, fun, exciting and inspiring content from the STEM. With almost 89,000 followers this community is for sharing comments, questions, discussion points, information and resources for the success of the FIRST teams.

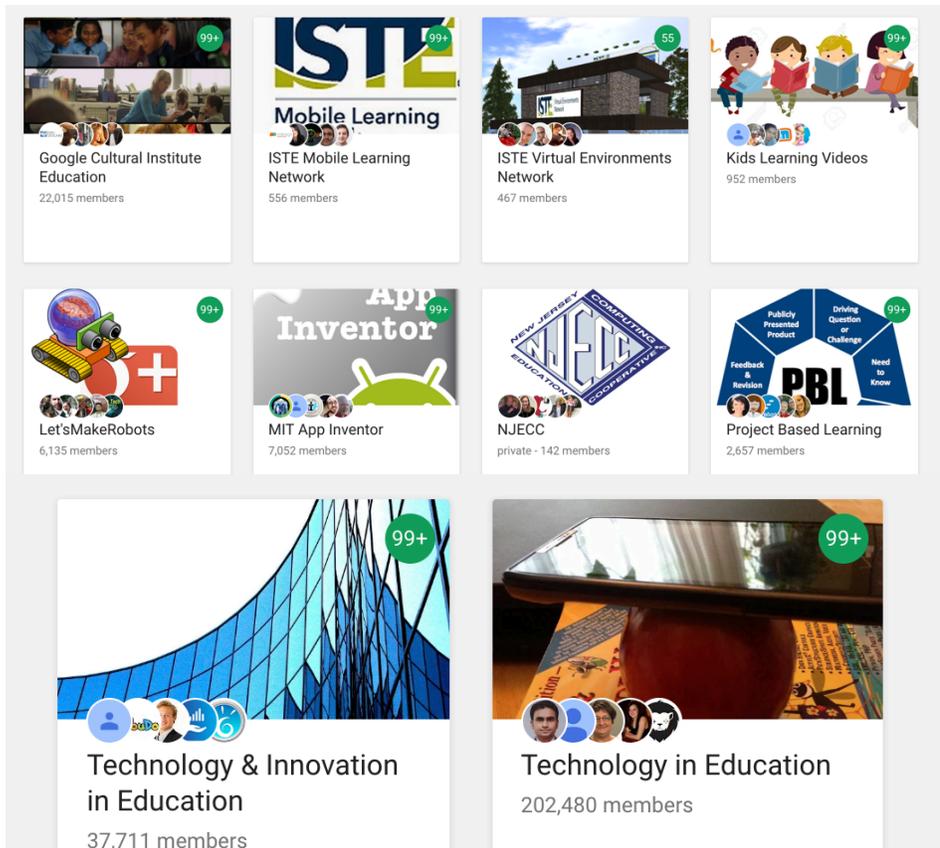
### **Google+ Communities:**

<https://plus.google.com/>

This community is based on what teachers and educators are searching in specific areas or general knowledge about technology. Based on interest and knowledge these communities continue to grow and expand with more and more diversification when members join and add content. Here are the ones I belong to right now.



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**ISTE Connect:**

<https://connect.iste.org/communities/mycommunities>

An excellent community link with so many different communities within ISTE. To join any of the communities you have to be a member of ISTE. Each community has many members and tons of very useful information and activities. As you can see, there are many members in each community. By glancing through each community, there are various pieces I can pull in and work with for robotics, storytelling, computational thinking, etc. all related to and referenced in the ISTE standards. I was a bit overwhelmed viewing all the communities and narrowed it down to the following. One of the joined communities is the **Digital Storytelling Network**. The community mission is to “inspire educators to become modern-day "storykeepers" who can engage learners with the power of storytelling across curricula and cultures”. It has 2.8K members. Another example is the **Computer Science Network** which focuses on computation fluency, computer science and critical thinking. The community has 3.3K members. Below is a list of the communities I have joined. The connections and information are relevant and informative.



Communities ▾ Browse ▾ Participate ▾

## My Communities

Alphabetical 50 per page

### Arts and Technology Network

Discussions 402 Libraries 14 Members 2.2K

### Computer Science Network

Discussions 1.1K Libraries 58 Members 3.3K

### Digital Equity Network

Discussions 550 Libraries 17 Members 2.1K

### Digital StoryTelling Network

Discussions 323 Libraries 45 Members 2.8K

### Doctoral Students Community

Discussions 133 Libraries 4 Members 74

### Edtech Coaches Network

Discussions 4.6K Libraries 109 Members 4.8K

### Education Leaders Network

Discussions 653 Libraries 12 Members 4K

### Games and Simulations Network

Discussions 785 Libraries 24 Members 2.5K

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**ISTE Commons**

Discussions 9.2K Libraries 216 Members 20.9K

**Learning Spaces Network**

Discussions 343 Libraries 52 Members 2.3K

**Librarians Network**

Discussions 824 Libraries 24 Members 2K

**Literacy Network**

Discussions 449 Libraries 10 Members 2.3K

**Online Learning Network**

Discussions 454 Libraries 22 Members 3K

**STEM Network**

Discussions 2K Libraries 35 Members 4.7K

**Teacher Education Network**

Discussions 1.4K Libraries 24 Members 4.5K

**Technology Coordinators Network**

Discussions 2.3K Libraries 32 Members 4.4K

**Virtual Environments Network**

Discussions 329 Libraries 4 Members 1.9K

**ISTE U Course-An Introduction to Computational Thinking for Every Educator:**<https://learn.iste.org/d21/1e/content/6892/viewContent/15934/View>

This is an online course I am taking, and the community has 41 active members. The activity seems to be in stages. I joined this community of the part of the course to collaborate with other educators. The community makeup is mainly the United States, with a few from Canada, one from Switzerland.

**LEGO-Based Engineering:**<http://www.legoengineering.com/>

This site has links to the Facebook page group, along with the aim is to inspire and support teachers to go beyond the basics in bringing LEGO-based engineering to all students.

**NSTA Community & User Groups:**<https://learningcenter.nsta.org/discuss/>; Blog <http://nstacommunities.org/blog/>

This community contains links to other communities designed for specific users such as the sciences disciplines and public forums for Pedagogy and Research. This community has 12,450 topics, with each topic a separate community with 220,352+ users.

**NSTA - STEM Community:**[https://learningcenter.nsta.org/discuss/default.aspx?fid=759vB1hwW!plus!g\\_E](https://learningcenter.nsta.org/discuss/default.aspx?fid=759vB1hwW!plus!g_E)

This entire community is a gold mine for science educators. The STEM activities and connections with the NSTA standards are excellent. The conversations dive deep into science and its relationships to real-world problems. The STEM community members

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share ideas and views on their lesson. While some posts are more active than others, I found that all the information is very up to date and easy to implement. I could not find the number of members of the community.

### **Scratch Online Community:**

[https://en.scratch-wiki.info/wiki/Scratch\\_Community](https://en.scratch-wiki.info/wiki/Scratch_Community)

[https://scratch.mit.edu/community\\_guidelines](https://scratch.mit.edu/community_guidelines)

The community involves many members, of all ages, races, ethnicities, religions, abilities, etc. to share projects. The projects are an open venue which can be remixed for the user. Comments, suggestions are open, but there is a strict policy in place about the tone of the comment and reported. As of October 2018, there are over 31 million registered users.

### **Facebook Communities**

Facebook communities are rich in content specific real-world activities which can easily be implemented in the classroom, primarily dealing in specialized area and materials such as robots. This is one community in which I have connected with and have “borrowed” many activities.

### **Edutopia:**

[https://www.facebook.com/pg/edutopia/community/?ref=page\\_internal](https://www.facebook.com/pg/edutopia/community/?ref=page_internal)

Through our website, videos, and online community, we present a continual flow of fresh ideas and inspiring success stories. Edutopia provides resources and tools for how to integrate creative uses of technology with effective teaching and learning. There are 1.3 million followers.

### **Future Ready Tech Leaders:**

<https://www.facebook.com/groups/FutureReadyTechLeaders/members/>

This community has 563 members. This group moderated by leaders of the Future Ready Schools Initiative ([www.futureready.org](http://www.futureready.org)) and serves as a collaboration space for school leaders interested in learning and growing in the area of IT!

### **LEGO Engineering:**

<https://www.facebook.com/groups/LEGOengineering/members/>

There are 3,220 members worldwide. The purpose of this group is to inspire and support teachers to go beyond the basics. “This group and its parent site (<http://www.legoengineering.com/>) are intended to inspire and support classroom teachers and anyone else interested in learning with LEGO-based engineering. This group also connects to FIRST and share many of its ideas with the other LEGO-based groups. These groups are essential when researching robotics as they are the key elements which combine the 21st-century learning skills within a classroom and makes it hands-on, fun, and engaging for students.

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### **Makeblock, Mblock, and mBot - Building and Coding:**

<https://www.facebook.com/groups/mbcode/about/>

Nine hundred thirty-nine members exchange lessons and thoughts on coding with this robot. This community is a closed group; membership has to be approved by the administrator.

### **Makeblock Talk & Share:**

<https://www.facebook.com/groups/makeblock/members/>

This community group has 1,372 members. This is an open group to the public and categorized as a study group where posts can relate to Mbot, Arduino, software, etc.