

## thank you parents

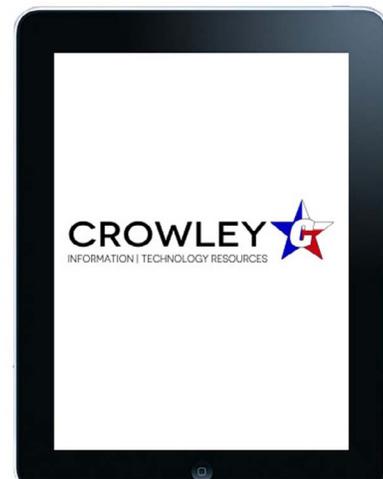
The CISD Technology Department would like to thank the parents who came to the Parent iPad Training Session on Saturday, Nov. 15 at NCHS and CHS.

Parents created Apple IDs, learned how to access Skyward accounts, learned about the new PDF Digital Textbooks, and how to use iCloud to locate lost iPads.

Parents also learned how to

create parental restrictions on the devices, and learned how to use the devices at home to help students with homework and projects.

The Technology Department would like to have more training sessions for parents. Please email [stacey.dudzinski@crowley.k12.tx.us](mailto:stacey.dudzinski@crowley.k12.tx.us) with suggestions for future parent trainings.



## has texting affected/effectuated your grammar?

Researchers had kids from ages 10 to 14 take a grammar test. Here's a sample of the questions, so you can test yourself -- or your kids -- to see how the text saturation has affected your grammar.

1. During the flood, we (dranked, drank, drunk, drunked) bottled water.

2. Fortunately, Jim's name was (accepted, excepted) from the

roster of those who would have to clean bathrooms because he was supposed to go downtown to (accept, except) a reward for the German Club.

3. I don't know how I could (lose, loose) such a big dress. It is so large that it is (lose, loose) on me when I wear it!

4. (Its, It's, Its') an honor to accept the awards certificates and medals presented to

the club.

5. Worried, and frayed, the old man paced the floor waiting for his daughter. (Correct/Incorrect)

How did you do? (See the answers below.) If you did well then WTG!

The answers: 1. drank; 2. excepted, accepted; 3. lose, loose; 4. It's; 5. incorrect (it should be "afraid").

## tech blog



Check out the latest in instructional technology in the technology website <http://www.crowleyisdtechnology.com/instructional-technologist-blog>.

The CISD Campus Instructional Technologists will update readers on the latest in iPad apps, digital citizenship, emerging technology, 21st Century Teaching, and much more.

## iRockstar of the Week



Oakmont Elementary teacher Gayle Biemeret is our iRockstar of the week for using math game apps, like Sushi Monster (above) on her iPods.

Do you know an iRockstar? Email their name, a photo, and a brief description of why they are rocking technology in their classroom. Nominate them at [stacey.dudzinski@crowley.k12.tx.us](mailto:stacey.dudzinski@crowley.k12.tx.us)

## technology facts: did you know?

51% of Internet traffic is “non-human”. 31% is made up from hacking programs, spammers and malicious phishing

It would take 1,000,000 human brains to store all of the information that can be found on the Internet.

A rare functioning Apple 1 computer – the company’s first product – has been sold at an auction for \$374,500.

IBM’s Sequoia has taken the top spot on the list of the world’s fastest supercomputers for the US.

The first computer was almost 2.5 metres (8ft) high and weighed nearly 30,000kg – more than 600 times heavier than an average computer today.

Programmer Charley Kline sent the first computer-to-computer message in 1969; only the first two letters got through before the system crashed. Today, over 80 billion emails are sent a day worldwide

## video games as a teaching tool

A new study shows for the first time that playing action video games improves not just the skills taught in the game, but learning capabilities more generally.

“Prior research by our group and others has shown that action gamers excel at many tasks. In this new study, we show they excel because they are better learners,” explained Daphne Bavelier, a research professor in brain and cognitive sciences at the University of Rochester. “And they become better learners,” she said, “by playing the fast-paced action games.”

According to Bavelier, who also

Just one gigabyte (GB) in computer memory is the equivalent to storing a stack of documents that would reach around the height of an average two storey house. The average computer has around 100GB of memory.

IBM currently has the biggest data drive. At 120 petabytes, it can store 24 billion songs or back up the entire web 60 times.

The QWERTY layout used for English language computer keyboards is 135 years old. It was originally invented for a new form of typewriter.

The processor in the first Apple computer (the Apple I) is 1,000 times slower than today’s Apple iPad.

Apple’s first computer, the Apple 1 (1976), did not include a keyboard, monitor, or case and was basically an assembled circuit board. The Apple II was introduced on April 16, 1977, and has been widely credited with popularizing the home computer.

holds a joint appointment at the University of Geneva, our brains keep predicting what will come next -- whether when listening to a conversation, driving, or even performing surgery.

“In order to sharpen its prediction skills, our brains constantly build models, or ‘templates,’ of the world,” she explained. “The better the template, the better the performance. And now we know playing action video game actually fosters better templates.”

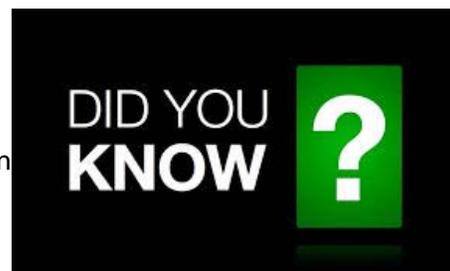
Source: <http://www.sciencedaily.com/releases/2014/11/141110161036.htm>

Londoner Jonathan Ive designed the iMac, the iPod, and the iPhone. In 1999, he was named as one of the world’s top 100 inventors under the age of 35.

Google uses over 1 million computers for its operation and handles over 1 billion search requests—per day.

While it took the radio 38 years, and the television a short 13 years, it took the World Wide Web only 4 years to reach 50 million users.

HP, Google, Microsoft, and Apple have one thing in common – apart from the obvious that they are IT companies.: They were all started in garages.



Source: <https://acsdistanceeducation.wordpress.com/2012/07/02/information-technology-fascinating-facts-you-didnt-know-you-wanted-to-know/>



Source: nyu.edu

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