

Use QR codes in educational process

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How to count QR code

If you see the image with the QR code and want to get encrypted information, you just suggest a smartphone camera on it and take advantage of one of the numerous free applications "readers". For example:

Android: QR Code Reader, Bidi, Neo Reader.

iPhone: Quick Scan.

How to make your own QR code

You can and encrypt information yourself. To do this, on the Internet there are various free services. They allow you to get the desired unique QR code in a matter of minutes. One of these services is the QR-Code Generator (free trial period - 14 days). You can enter the code of the usual text, link, email address, virtual business card, image. After - download the image and use it at your discretion (print, insert on the site or in the presentation, use in the design of leaflets, etc.) in the specified editor there is a change in the usual design of the two-color picture.

How to use QR codes in educational activities

Create QR codes with references leading to multimedia sources and resources necessary to students.

On the map Compactly place information about the culture and history of individual places, links to articles about the object or territory.

Create a business card Cabinet. The door can hang a simple sheet with a QR code leading to a video or photo album.

Place the links to the library to the electronic versions of texts and for more information. The printed QR code can be glued to the book.

To supplement the school exhibition QR-codes addressed to interesting information about exhibits.

Encry the answers to the tasks, and later suggest to the disciples to check ourselves, considering the code.

Optimize information stands: Place references to the schedule and other organizational information.

Attach in the office of a foreign language on different subjects of the card with QR codes, allowing students to find out the translation of the word (written or audio).

Complete quest games, catching guys to search with smartphones useful information.

Perform instant front polls.

Instant front surveys are implemented using special services. The principle of their work will be considered on the example of the popular palkers.

How to spend a survey with the player service

Go to <https://www.plickers.com> and register.

Install the Plickers application on your smartphone.

Create a "virtual class" by making the name of each student.

Print cards with obtained QR codes, illuminate them, distribute children. To answer the question, the student will have to raise the card to a particular side up.

Create a test, and then read it out loud or output it to the electronic board. Pupils raise cards with their answers.

Spend your smartphone with Plickers enabled along the class. A moment - and you already have all the results in a systematic form. The program allows you to save them on the service, contribute to reports.

How to make an exciting game on the principles of geocutch using QR codes

Geokeshing is a tourist game using satellite navigation systems. Participants explore the terrain and are looking for "Cainies". During the educational geokeshirt, children are mastering satellite navigation systems (GPS), exploring the territories, get acquainted with attractions, perform creative tasks.

We offer the basis of the QR-game technological card using QR codes.

What else to read?

Impressive Russia: a geographic game for schoolchildren

Cabinet head. Should the teacher do repair himself?

How much should a teacher work?

Cognitive digital content for teachers and managers

Traveling through the native city

Several teams explore the city. Places are the same, the routes of passage are different. Each of the commands passes 4 stages, at the stage you need to define 3 objects / character. Team equipment: laptop / tablet with Internet access, camera, camcorder, media materials. Tips in the form of QR codes are laid out on the google-site created in advance.

Goals of the game:

Learn more about historical monuments of your city;

understand the value of historical heritage;

Develop ICT use skills.

Tasks of the game:

Get acquainted with historical monuments;

learn to find information through QR codes;

Create interesting content for the site.

Competences: subject, meta-delta, communicative, ICT competence.

Stages of the game:

Introductory. Pupils are taking place: learn the rules of the game, repeat the rules of safe movement in the city.

Creating commands. Pupils are divided into teams. Each group chooses the leader, name, motto.

Perform tasks. The teams receive routes with the specified coordinates of four points. At points they study QR codes, each of which gives a hint about a historical place or a character without calling it. Pupils should understand what or someone is talking about, to collect additional information, prepare media materials for the site.

Drawing up a report on the conduct of the quest-game using Google-site.

results

Registration of an information saturated site describing every studied monument.

Creating a photo report using the Picasa service, placement links on the game site.

Reflection and exchange impressions in the blog game.

(prepared on the basis of the description of the team game "Journey through the Ancient Vladimir"

UNESCO's recommendations on the use of mobile technologies in the educational process were released back in 2015. Now is the time to listen to them, especially since the diversity of resources that allow you to apply mobile devices effectively, impressive!