

Key word(s)	Session#
3-D Printing	170
Apps Virtual manipulatives	229
Blogging	66
Code - ten minutes	151.2
Digital documentation	134
Digital math games	217
Digital Story telling	230
Flipped classroom	115
Flipped classroom - video	36
Google Earth	72
Graphing calculators	132
Handheld technology	24
iPad Math app	32.1
Karim Ani - mathalicious.com	27
Learning management systems: Edmodo, Google classroom, Canvas	43
Magnihigh games	12.1
Minecraft	112
Mobile NCTM resources	41
Motion detectors	188
MQI video based, virtual learning model	48
Online assessments	78
Patrick Vennebush - former illumination app guru at NCTM who is currently working on making innovative curriculum at discovery learning.	7
Regression as a tool	17
Sketchup	180
STEM	21
Tablet teaching Online (iPad) (4 stars)	71
Technology	70
technology	85
technology	91
Technology	100.1
Technology	102
Technology	131
Technology	168
Technology	191
Technology	178
Technology dynamic	152
Technology dynamic interactive	219
Technology for statistical misunderstandings	61
Technology Google	5
Technology handheld	206
Technology math games	214
Technology statistics	232
Technology STEAM	93
Technology STEAM	227
Technology TI-Nspire	139
TI 83/84	25
Video game	164