LimmerCreative

Don't Take a Chance. Pass the Test.

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How Can I use Apps in the Classroom?

App stores have become this decade's shopping mall for educational materials. Our students are turning there for their study and review needs. While we want our students to study—and use dynamic resources that match their lifestyle—the quality varies widely among app offerings. Educators don't always know what their students are getting.

Apps that have been screened for functionality and content have a place in the classroom during your class and upon completion for exam review.

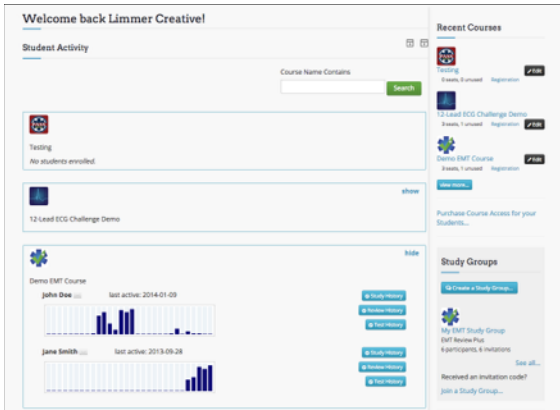Here are some suggestions on how to use apps in your classroom:

- Ask students to bring in **challenging questions** from the app. These are great fodder for discussion. It allows you to discuss question items from another source, gauge how much the students are studying and it encourages other students to study.

- If you have a few extra minutes at the end of a class, use the required app to go through some study cards or review questions. You can usually choose by topic—or randomize from the whole app if the NREMT is near—and it won't take any time to prepare. Again, it sends a message to students about the **value of study**.

    - Use app content for homework, supplemental exams, extra credit or remediation. You can assign a section of an app just like you can assign a book or workbook chapter. Students usually consider this medium more **dynamic** creating more intrinsic motivation.

    - Apps are a gateway method to using available Internet resources – You want your students to **think critically**. Part of this process involves looking at multiple sources and determining the value and relevance of information. The integration of Internet-enabled devices like tablets and smartphones allows broader research and the use of sources only available in a technology enabled classroom.

- Using apps in the classroom encourages students to use them *outside* the classroom during downtime in internships, before or after class or whenever they have a free moment.   Apps are **quick and convenient study tools** available instantly at their fingertips to review and reinforce concepts they encounter, or in preparing for summative and NREMT exams.

Limmer Creative apps provide the high quality content and app functionality that serve both the student and the educator. Students can email their results directly to you. You may also view student scores in adopted apps through our LC-Ready.com Instructor Dashboard.

For a demo of the Instructor dashboard, please contact us via our website, phone or email Support@LimmerCreative.com

Here are some specific ways our apps will work for you in the classroom:

EMT Review Plus™
AEMT Review Plus™
Paramedic Review Plus™ and Paramedic Module Apps
ACLS and PALS Review

- Assign study cards and review exams for each module of the course.

- Assign students exams in the test section as you get near the end of class. This begins the integration of material learned throughout the class and starts exam preparation before they finish the program.

EMT PASS™

Our EMT PASS™ app contains 960 questions divided between 8 exams in three sections. The first section covers the first half of the EMT course, the second section covers the second half and the last section contains two simulated final exams.

Remember that these are challenging exams with detailed audio rationales that will both teach and prepare your student. Assigning them early helps students understand the nature of the NREMT and helps prevent overly linear thinking.

- Assign an exam from the first or second section of the app as a capstone assignment after completing the first and second halves of the course.

- Assign an exam from the section of the app containing simulated final exams at the end of the course for extra credit—it helps students get into the exam state of mind.

Call us today to receive FREE demo copies of our Limmer Creative Apps!