Thinglink

ISTC 731:
Theory and Practice for Integrating Digital Resources into Learning and Teaching

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What is Thinglink and how can it be used?

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Description: Thinglink is a web tool used to create interactive images and videos by adding tags. On an image of your choice, you can add tags to link additional websites, videos, audio or images. The final image with tags, can be shared with others to explore.

Purpose: The purpose of Thinglink is to create a tool for learning that is more interactive and engaging. Students are able to interact and engage in all of the media attached to your final product.

Thinglinks can be used in all different subjects,

Science

Geography

Apollo 11 - July 20, 1969

Research Projects

& for many different projects.

Using SAMR Integration Model

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The SAMR Integration Model consists of 4 layers.

- **Redefinition**-creation of new tasks
- **Modification**-allows for task redesign
- **Augmentation**-direct tool substitute with functional improvement
- **Substitution**-direct tool substitute with NO functional change

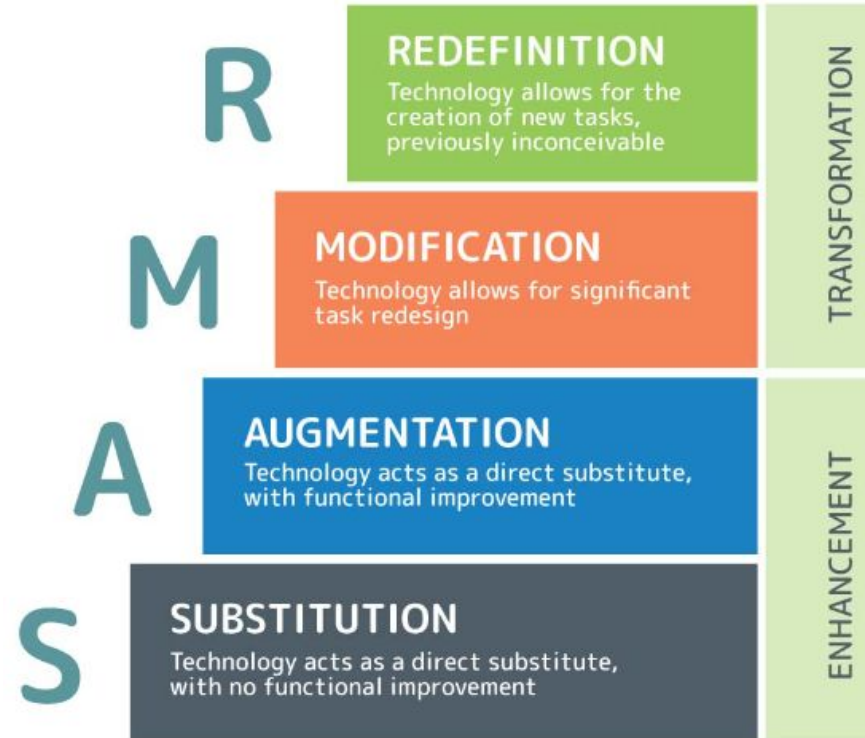The first 2 layers (substitution & augmentation) focus on enhancing the learning task.

The second 2 layers (modification & redefinition) focus on transforming the learning task.

(This model is looked at starting from the bottom and then building up.)

Thinklink in terms of the SAMR Integration Model

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Thinglink is a tool that can be used in a lesson to be more than just a substitution for traditional learning using paper and pencil. It allows students the ability to be able to explore and interact with different types of media to gain more overall information related to a topic. It reaches the level of augmentation through giving functional improvement to the tasks by giving students more exposure and access to resources.

This tool can even reach higher levels of modification and redefinition in order to transform the learning task. Students can click on tags that can take them on virtual tours and allow them opportunities to interact with other people in blogs around the world. Depending on the different types of medias that are attached, there are so many possibilities for exploration and learning.

R

REDEFINITION
Technology allows for the creation of new tasks, previously inconceivable

M

MODIFICATION
Technology allows for significant task redesign

A

AUGMENTATION
Technology acts as a direct substitute, with functional improvement

S

SUBSTITUTION
Technology acts as a direct substitute, with no functional improvement

TRANSFORMATION

ENHANCEMENT

Personal Use- From 4th Grade to 1st Grade

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I took a professional development class where I was able to learn about making Thinglinks and ways to incorporate them into lessons. At this time, I was teaching 4th grade and thought this would be a great tool for students to present and learn information in subjects like science and social studies. For example, students could use my thinglink to learn about topics like landforms, Maryland and it's different regions, etc.. They could look at a picture of Maryland and click on the tags to take them to the different locations to learn about the region through additional media sources including articles, videos and images that were engaging & interesting.

Now that I am in 1st grade, I think this could still be used in the same way. I think it would be fun to engage students and improve the maps lesson by letting students interact with a real map to learn the elements and what they are. I could include songs and videos for them to explore by having them click on the different map elements..

THE APPALACHIAN MOUNTAINS

THE PIEDMONT PLATEAU

THE ATLANTIC COASTAL PLAIN
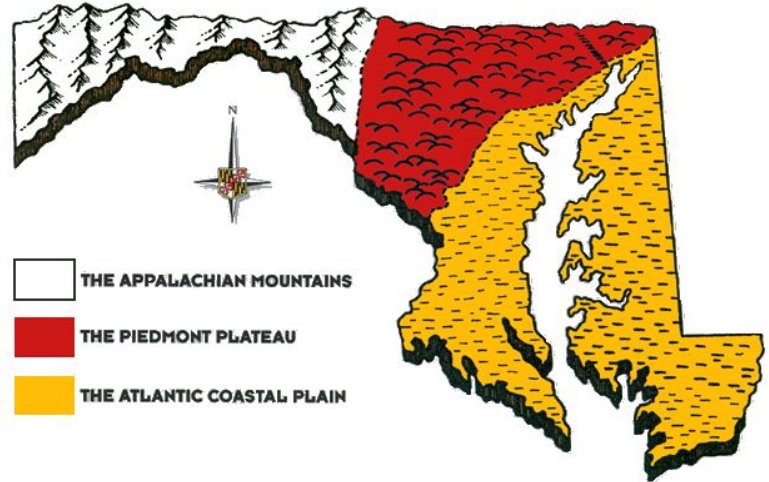
Limitations of Thinglink

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Overall, Thinglink is an easy-to-use tool where students can have the ability to learn and interact with different types of media for learning. It is engaging and can provide students with access to different resources related to all different subjects. They can also use this tool to present information they have learned to their peers in a fun way. This tool promotes a student-centered learning model involving exploration.

Limitations of this tool include:

- You have to be registered to create content on Thinglink.
- Teachers are allowed free accounts but students will need to have membership.
- Some media may not be compatible with certain platforms. Some of the media included can be considered questionable for younger learners.

Sources

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Hippasus,
www.hippasus.com/rrpweblog/archives/2014/12/11/SAMRandTPCK_HandsOnApproachClassroomPractice.pdf. Accessed 19 June 2023.