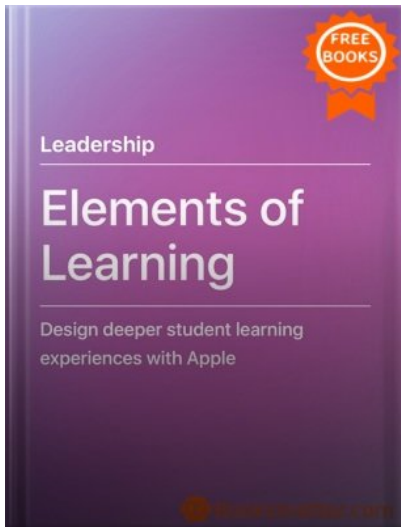


Elements of Learning

ELEMENTS OF LEARNING EBOOK AUTHOR BY APPLE EDUCATION



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Release on: 2018-04-04

ID Number: EI-8CA6E0CE08 - Lang: EN

Format: PDF, ePub, Kindle, Audiobook

Size: 32.7 MB

Genre: Education

Summary

The *Elements of Learning* provides research-based strategies for designing student learning experiences with iPad and Mac. The book covers five elements of deeper learning, supported by a rubric, interactive examples, and 19 downloadable lessons, designed by teachers around the world. Teachers and technology specialists can use this book to design innovative and effective learning experiences with Apple technology.

The *Elements of Learning* is part of the Leading Innovation book series, designed for education leaders. It presents essential learnings from over 40 years of working alongside educators in schools around the world. These resources offer ideas and guidance for innovating with Apple at your school.

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eBook ID: EI-8ca6e0ce08 | Author: Apple Education

Others book from Apple Education

[INTRO TO APP DEVELOPMENT WITH SWIFT](#)



This course is designed to help you build a solid foundation in programming fundamentals using Swift as the language. You'll get practical experience with the tools, techniques, and concepts needed to build a basic iOS app from scratch. You'll also learn user interface design principles, which are fundamental to programming and making great apps. Prior programming experience is not required for this course. If you have programming experience, you can move through the early lessons quickly as...

[APP DEVELOPMENT WITH SWIFT](#)



This course is designed to teach you the skills needed to be an app developer capable of bringing your own ideas to life. Whether you're new to coding or want to expand your skills, by the end of this course you should be able to build a fully functioning app of your own design.

The course starts by introducing iOS development tools, basic programming concepts using Swift as the language, and industry best practices. Building on this foundation, you'll follow a step-by-step ...

[SWIFT PLAYGROUNDS: LEARN TO CODE 1 & 2](#)



This Teacher Guide is designed to help you bring Swift Playgrounds into the classroom, no matter what your level of experience with coding is. It includes activities, reflection questions, journal prompts, and more to help you bring coding into any classroom...

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