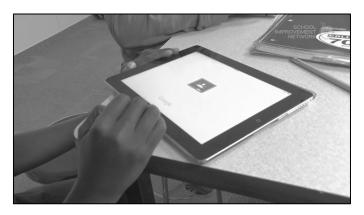**Technology in the Classroom Series**
In these videos, teachers use technology to create personalized, real-world learning experiences for their students.

About this Segment
In Ms. Mysti Hedquist's 5th grade class, students are learning about prepositions. To support their learning, the students use Google Classroom and other apps on their personal devices.

Pre-Viewing Discussion Prompt
What is your experience with one-to-one technology?

Identifying Effective Tech Implementation
Below are three approaches for using technology in classrooms. Read through them before viewing this segment.

As you watch this segment, check each indicator that you observe. Characteristics from more than one of these approaches may appear in the same lesson.

Ineffective

☐ A focus on tech more than content – "edutainment"

☐ A focus on student engagement more than improved learning

Emerging

Apps and devices replace traditional paper-based activities—a necessary but not final step in tech integration.

☐ Creating, editing, and presenting work digitally instead of on paper/posters

☐ Online drill games and flashcard apps rather than paper worksheets and flashcards

☐ Class discussions through forum threads and chats as well as in whole-class conversations

Effective

Technology serves the lesson content, personalizing and enriching student learning in previously impossible ways.

☐ Apps that allow each student to self-guide and self-pace through a unit

☐ Collaboration with other schools and with government/business entities

☐ Activities and projects that serve a purpose beyond the grade (e.g., secondary students create digital learning materials for use in tutoring younger students; first graders film their persuasive presentations and send them to the manager of Petco to convince him to donate a pet for their class)

☐ Applications that demonstrably improve achievement, especially that of low-SES students and students of color

Identifying and Applying Good Tech Practice in This Video	
What are 2-3 effective principles/strategies for implementing technology that you observed in this video?	*How will you apply them in your teaching?*

Resources
Google. (n.d.). Google for education. Retrieved March 16, 2016, from https://www.google.com/edu/   Vivid Apps. (n.d.). Strip designer. Retrieved March 16, 2016, from http://vividapps.com/Strip_Designer/