



Technology in the Classroom Series

In these videos, teachers use technology to create personalized, real-world learning experiences for their students.

Pre-Viewing Discussion Prompt

What is your experience with one-to-one technology?

About this Segment

In Mr. Huck Stewart's 7th grade math class, students participate in an online formative assessment through Kahoot.it.

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

Guidebook – Online Formative Assessments (cont.)

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

Kahoot!. (n.d.). Home page. Retrieved December 2, 2015, from <https://getkahoot.com>

Mastery Connect (n.d.). Socrative. Retrieved December 2, 2015, from <http://www.socrative.com/>