IS TECHNOLOGY ADDING VALUE?
Sometimes, yes. Often, no.

Existing Lesson
The teacher's goal is to have students learn state capitals, understand geography, develop map skills and gain basic knowledge about our states. LET'S RAMP IT UP!

1. Paper Becomes Digital
Technology automates standard class activities.

Students locate states on an online interactive map and match them with their capitals OR students build PowerPoint presentations about each state

2. Audience - One to Many
Students publish their work individually on the Web, but no effort is made to market this work.

Students publish state facts using Glogster OR students use Blabberize to have state animals discuss state history OR students make quizzes with Google Forms

3. All Kids Create Together
Students collaborate locally as they research and develop content.

Students build one classroom Google Map where all students put place markers on each state capital with notes on history (for assessment, never to be used again)

4. Limitless Boundaries
Students connect with experts and peers globally to gain broader perspective.

Students connect with state leaders to learn about upcoming state issues OR students connect with global peers to learn about capitals around the world

5. Building Legacy
Students develop work that grows over time. They are building legacy.

Students take their classroom Google Map and share it through social media encouraging students from around the world to add to their global database

IS TECH MAKING A DIFFERENCE?
Witness the GROWTH of real learning.

Changes in Learning

As teachers and students ramp up the type of assignments being done in the classroom, there are a variety of ways in which their learning is positively impacted.

Paper Becomes Digital

Technology automates standard class activities.

Students learn the basics of the content being taught. In addition, they might learn a few new applications.

Audience - From One to Many

Students publish their work individually on the Web, but no effort is made to market this work.

Students' learning begins to expand as they start publishing their work on the Web. They begin interacting with and receiving feedback from an authentic audience.

All Kids Create Together

Students collaborate locally as they research and develop content.

Students learn to work as the part of a collaborative team within the classroom, capitalizing on individual strengths. They also learn to utilize collaborative Web tools.

Limitless Boundaries

Students connect with experts and peers globally to gain broader perspective.

Students learn that there are others in the world who can add unique perspective to their work. They learn to actively seek out the opinions and knowledge of others.

Building Legacy

Students develop work that grows over time. They are building legacy.

Students learn that their work can have great impact in the world. They learn how to gauge the impact of their work and how to continually foster its development.

November Learning