

# Technology in Schools

**Tips and Tricks**

workshop  
training  
computer  
network  
ideas  
education  
conceptual  
electronic  
knowledge  
lesson  
online  
program  
study  
classroom  
Internet  
teaching

# E-learning





HELP

**Top 10**

**Technology Tips**



# 1. It is OK to put it away

- You do not have to use technology all of the time
- Use it when it enhances a lesson



## 2. YOU set the Rules

- Upfront you tell the students when and how technology will be used
- Have technology procedures in place



# 3. Have a User Agreement

- If your school doesn't have one, you need to have a computer/technology user agreement.
- They need to know the expectations



# 4. Have a BACK-UP!

- Always, always have a back-up plan!
- For your students and you
- For files and lesson plans





# 5. Don't assume the kids know everything

- Students are at all different levels of technology just like with content skill levels.



# 6. Use their knowledge

- If you have students that know technology, use them
- They are also the ones that will help you figure out when they do things they shouldn't.



# 7. Use Technology Procedures

- Decide early on how they will turn in assignments and access your material online.



# 8. Consider a Website

- Consider creating a class website
- Great for organization and getting material to students
- Other possibilities are edmodo and schoology



# 9. Practice Cyber Safety

- Don't use their full name for online material
- Be careful with what is posted
- Regulate searching for any of their material if possible



# 10. Use School Account Only

- Try to not allow students to use personal accounts for school online projects
- Same for you as teachers in communication with students



# How Technology can Foster Learning

Meaning Learning with Technology  
Jonassen, Howland, Marra, & Crismond

# Tool to Support Knowledge Construction

- To represent learners' ideas, understanding, and beliefs
- To produce organized, multimedia knowledge bases by learners





# Information Vehicle for exploring knowledge

- as a support learning by constructing
- for accessing needed information
- for comparing perspectives, beliefs, and worldviews



# Authentic context to support learning by doing

- for representing and simulating meaningful real-world problems, situations, and contexts
- for representing beliefs, perspectives, arguments, and stories of others
- for defining a safe, controllable problem space for student thinking



# Social Medium to support learning by conversing

- for collaborating with others
- for discussing, arguing, and building consensus among members of a community
- for supporting discourse



# Intellectual partner to support learning by reflecting

- help learners articulate and represent what they know
- reflecting on what they have learned and how they came to know it
- for constructing personal representation of meaning
- for supporting mindful thinking

