Integrating Technology with Content Instruction: Skills for High Achievement

Circle those skills that you teach, model, and reinforce in your classroom.

Purposes for Technology Use	Technology Literacy Skills
Accessing/Acquiring Information **Input**	1. Search for and access information on the internet and local area network using search engines. 2. Use CD's, DVDs, Podcasts, electronic textbooks, and other digital resources to acquire information. 3. Evaluate information found on the internet. 4. Use a modem and commercial internet provider. 5. Use available subscription sites to access information. 6. Create and maintain a bookmark/favorites annotated resource list. 7. Use computer-assisted applications for acquiring information, drill, practice, and simulation.
Processing Information **Process**	8. Create/use/edit/print word processing documents. 9. Create/use/edit/print a database. 10. Create/use/edit/print a spreadsheet. 11. Create/use/edit/print graphic organizers or other visual representations to construct, process, and understand information. 12. Summarize information.
Producing/Presenting/ Communicating Information **Output**	13. Create a multi-column document (e.g., newsletter, brochure). 14. Import and manipulate graphics into a document to illustrate a document (e.g., poem, essay, summary, story). 15. Use presentation software to create and present a slide show with graphics, audio, and live internet links. 16. Create a web site and/or web page. 17. Create and edit an original video clip and still digital picture. 18. Create and edit an audio clip and Podcast. 19. Use email to send and receive a message. 20. Attach a document in an email message. 21. Place a live internet link within a document or slide show.
Monitoring Progress and Making Adjustments **Reflecting and Improving**	22. Understands and commits to learning goals and tasks 23. Makes realistic plans and manages time to address questions and tasks 24. Remains on task in independent and group situations 25. Applies established standards while completing tasks/assignments 26. Uses guidelines and criteria to evaluate work progress 27. Responds productively to feedback from others by making corrections and adjustments 28. Seeks help when needed from teachers, peers, parents, and other sources 29. Applies problem solving strategies productively 30. Applies decision making strategies productively 31. Shows determination/perseverance in pursuit of a goal 32. Controls and alters mood and impulsivity 33. Recognizes incremental progress and celebrates success/achievement 34. Establishes personal improvement goals and plans 35. Apply the district/school internet use policy (IUP)

Integrating Technology with Content Instruction: Activities for High Achievement

Circle those activities and activities that you use in your classroom.

Purposes for Technology Use	Integration Ideas	
Accessing Information **Input**	1. **Keypals** is the Internet equivalent of pen pals. 2. **Global Classrooms**, which provide a way for large groups of students from different countries to discuss a topic selected by the teacher. 3. **Electronic Appearances**, which give students an easy way to contact authors and talk about their work. 4. **Internet Databases**, which provide students with access to more, and more current, information that, could ever be possible through textbooks. 5. **School-based Internet Home Pages**, where students make their work accessible to students, schools, and communities around the world. 6. **Podcasts** are teacher or commercially made audio broadcasts often supported by visual slides. 7. **WebQuests**, where the teacher selects web sites and engages students in creating products, responding to questions, or other purposes and tasks. 8. **CD ROMS,** which offers many types of content information. engage in drill and practice or simulation activities. 9. **Computer-Based Learning (CBL) Software and websites**, which offers students the opportunity to engage in a managed set of learning activities, access content information or engage in drill and practice or simulation activities. 10. **Virtual Fieldtrips,** where trips range from the simple, such as a photo tour of a famous museum, to extremely detailed and high-tech field trips that offer video and audio segments to make the visit more interactive.	
Processing Information **Process**	1. Word processed documents about content materials 2. Database showing a collection of information 3. Spreadsheet showing data with graphs and charts 4. Graphic organizers or other visual representations to construct, process, and understand information 5. Summaries of content information 6. Experiment write-ups 7. Simulations 8. Drill, practice, and application exercises 9. Journals 10. Expression and visualization projects 11. Integrated learning systems exercises 12. Problem solving with real data sets	
Producing/ Presenting/ Communicating Information **Output**	1. Multi-column document (e.g., newsletter, brochure). 2. Slide show 3. Web site and/or web page 4. Original video clip and still digital picture 5. Podcast 6. E-books 7. Charts and graphs	8. Letter (e.g., business, to editor, request) 9. Creative writing product 10. Research report 11. Questionnaire 12. Media broadcast (e.g., newscast, radio show) 13. Humorous product (e.g., jokebook, cartoon, movie) 14. Resume