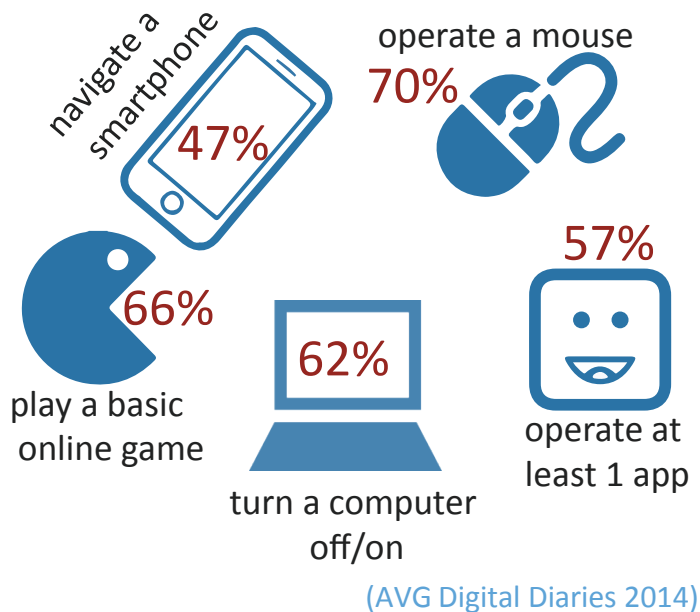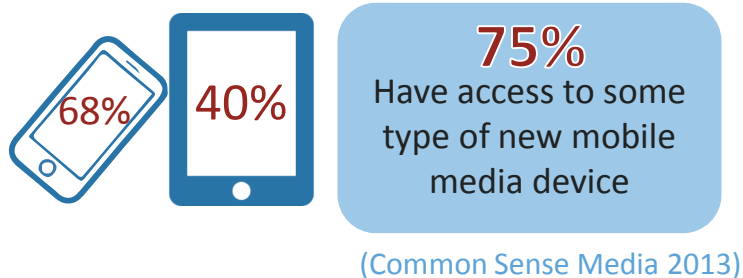# Using Technology in Classroom Instruction

The Definition

The use of hardware and software to enhance and provide opportunities for critical thinking, communicating clearly, collaborative learning, creative thinking, and problem solving in the classroom.

Tech Savvy Kids (ages 3-5) Can:

navigate a smartphone
47%

operate a mouse
70%

play a basic online game
66%

turn a computer off/on
62%

operate at least 1 app
57%

(AVG Digital Diaries 2014)

Kids Age 0-8 Access to Mobile Media

68%
40%

75% Have access to some type of new mobile media device
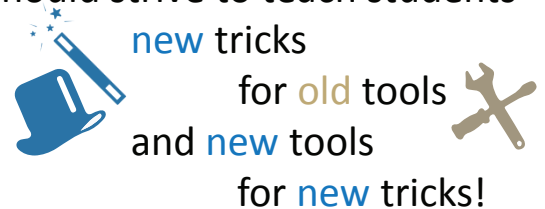
(Common Sense Media 2013)

Successful Implementation

If we are preparing students for jobs NOT YET CREATED and to use technology NOT YET INVENTED

THEN we need to teach kids how to use a variety of technology applications so they have a **w i d e r   k n o w l e d g e   b a s e** to work with.

We should strive to teach students new tricks for old tools and new tools for new tricks!

Goals for Using Technology

WHAT DO YOU WANT KIDS TO DO WITH TECHNOLOGY?

WRONG ANSWERS
- MAKE PREZIS
- START BLOGS
- CREATE WORDLES
- PUBLISH ANIMOTOS
- DESIGN FLIPCHARTS
- PRODUCE VIDEOS
- POST TO EDMODO
- USE WHITEBOARD
- DEVELOP APPS

RIGHT ANSWERS
- RAISE AWARENESS
- START CONVERSATIONS
- FIND ANSWERS (TO THEIR QUESTIONS)
- JOIN PARTNERS
- CHANGE MINDS
- MAKE A DIFFERENCE
- TAKE ACTION
- DRIVE CHANGE

(Ferriter, 2013)

TECHNOLOGY IS A TOOL, NOT A LEARNING OUTCOME.