Information Technology

*Essential part of our everyday lives.*

Information technology (IT) is the use of any computers, storage, networking and other physical devices, infrastructure and processes to create, process, store, secure and exchange all forms of electronic data.

Technology changes the way teachers teach, offering educators effective ways to reach different types of learners and assess student understanding through multiple means. It also enhances the relationship between teacher and student. When technology is effectively integrated into subject areas, teachers grow into roles of adviser, content expert, and coach. Technology helps make teaching and learning more meaningful and fun.

* Technology can support learning by fostering an engaging and student-centered experience using key categories of learning principles:
	+ Social
	Technology facilitates communication between students and faculty and among students, and it permits rich and timely feedback from faculty.
	+ Active
	Students engage with real-world data and issues, faculty employ active learning techniques, and curricula emphasize exploration, practice, and reinforcement.
	+ Contextual
	Students come to class with an existing knowledge base and preexisting conceptual frameworks.
	+ Engaging
	Technology permits accommodating different learning styles, communicating high expectations, and providing a high-challenge, low-threat environment.
	+ Student owned
	Students organize materials and take control of planning for their work.

**7 habits of highly effective teens**

Habit 1- Be proactive\_ work on what you are supposed to be working on

Habit 2- Begin with the end in mind\_ plan ahead and work towards your goal

Habit 3- Put first thing first\_ do the hardest and most important things first

Habit 4- Think win-win\_ try to get what you want but keep others in mind

Habit 5- Seek first to understand\_ listen to other people’s ideas

Habit 6 - Synergize\_ work with others to get things done fast

Habit 7 – Sharpen the saw\_ focus on what’s important

**Educational Technology and Mobile Learning**

**Outline: 21st Century Education of TODAY for TOMORROW**

**Day 3**

 **What is Instructional Technology?**

Instructional Technology is defined as "the theory and practice of design, development, utilization, management, and evaluation of processes and resources for learning.

**Objective:** Students will have an opportunity to practice the tools learned thus far. (We will begin with a scavenger hunt to reinforce lessons learned. Per the request of students, we will continue to download apps and create tools that they can use in their environment. They will conclude by creating a web page to hold the materials learned in class. The goal is that they will have a working site ready to share with their class when the class ends.)

**Resources:** tackk, TedEd, Quia, Weebly, KhanAcademy, ReviewGameZone

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1. **Reflection of Educational Technology and resources used to engage and foster learning among students.**
	1. Students will begin with a scavenger hunt for Words: Educational, Technology, Instructional. They will read the passages and rephrase it based on what it means to them on their cue cards.
	2. Using their cue cards from the previous class and those from today they will modify their philosophy of teaching and learning.
	3. **Words – Students will use cue words to define their environment.**
		1. **Of the apps learned in the previous classes select at least three apps that you would like to use for your course (both you and your students)**
		2. Peer / Share - similarities
	4. Students will use their cell phones to respond to the prompts on the board.
	5. They will use their quia app to create two assessments based on their content (using Ms. Blount’s link)
		1. One – Multiple Choice
		2. One – Short Answer / Open-Ended
	6. Students will search for sites that provide valuable engagement, critical thinking triggers for their content.
2. **Reflection of educational resources used in the classroom (Mobile Devices**
	1. Student will complete TedED link - <http://ed.ted.com/on/VRT1xaGU>
	2. Students will use apps from previous class to practice using their mobile devices
		1. They will begin by creating their weebly accounts
		2. They will access C. below to setup their weebly page.
	3. Students will collaborate and discuss Tackk project
	4. Students will use Tackk to create a page that explains their content and the benefits of technology incorporating technology in the classroom for student use.
		1. They will have:
			1. Welcome Page
			2. About Me (link to linkedin, … - may remain blank for now)
			3. Content resources (at least 5) from