

## Technology as a Tool

**The following is a partial list of equipment and software that may be found in today's classroom or school equipment room:**

- Computers with Internet connection
- Printer
- Color printer
- TI-83 Plus calculator
- Java capable browser
- Software programs (*Microsoft Word*, etc.)
- Digital camera
- Video camera, webcam, camcorder
- Video editing capability (IMAX)
- Drawing and designing software
- *PowerPoint* program
- Laptops
- LCD projection unit
- Graphing and spreadsheet capabilities
- MPS Curriculum Design Assistant software
- Electronic gradebook system
- Phones, voicemail, speaker phone
- Webpage connection
- Smartboard
- E-mail
- Listserves
- Fax machine
- Xerox machine
- Scanner
- Videoconferencing capabilities
- Television
- Video versions of fiction
- CDs, book tapes, foreign language tapes, etc
- CD burner
- Partnership with local radio station or television station
- Palm pilots (PDAs)
- Cell phones
- Laminating machine
- CD player

- Headsets
- VCR and DVD players
- Clip art and graphics software
- Kurzweil Reading Machine (text-to-voice synthesizer)
- Overhead projector
- E-books

### **Subject-Specific Equipment**

- Computer-aided drafting
- Microscope with projecting microscope
- Vernier gas pressure sensor
- pH probe
- Conductivity probe
- Logger Pro
- Vernier computer interface
- Calculators
- Vocational machines and equipment
- Business machines
- Exercise equipment, body-fat calculators, etc.
- Robotics

### **Brainstorming: Using Technology in the Classroom**

- Take virtual field trips.
- Create individual or student-made videos for demonstrations or to illustrate stories, etc.
- Create reports that use the scanner to incorporate pictures into a document.
- Conduct a simulated science experiment viewed on computer to cut risk and expense.
- Create a simulation to demonstrate high-risk activity referred to in fiction or nonfiction.
- Excerpts (video, audio, or print) from various versions of the same scene in a play could be referenced for students to compare.
- Provide spreadsheets, graphs, and charts to tie in with units studied.
- Portfolios could be in disk form to be shown on a computer/laptop at an interview.
- Videotape interviews or speeches for critique.
- Diagram sentences in colors to represent functions.
- Visit other classes via Pic-Tel.
- E-mail students in other countries for foreign language practice.
- Distance learning from zoo site, etc.
- Publish writing and art on the Web.
- Create or choose costumes for play production or story illustration using Internet research.
- Create posters and promotions.

- Do a local news broadcast show.
- Use video camera for interviews.
- Speeches employing *PowerPoint*.
- Create transparencies for overhead using computer printer.
- Do data searches for info to graph.
- Organize names, events, etc. by dates to create timelines.
- Use data base to group authors (scientists, mathematicians, musicians, etc.) by chronology of birth, sex, ethnic background, nationality, etc.
- Use handheld computers to simulate the spread of disease through infection by using the Cooties program.
- Allow students to vote for favorite novels, paintings, etc. using polling feature in e-mail.
- Create a puzzle for students to solve, looking for answers to the pieces on the Internet.
- Hold a Tech Fair, and give prizes to the teachers or students who have the five best ideas.
- Use digital photos to create a storyboard for an original short story.
- Use digital photos and music to create accompaniment for a poetry reading, etc.
- Create a class CD with photos, music, writing, etc.
- Put lecture notes and assignments on class webpage.
- Create three-dimensional stories. One student could write the basic plot line. Another could add a character description. Another could add elaboration to the action sequences, supply an alternative ending, etc. Use word processing or e-mail to compose.
- Communicating with a student at another computer or in another school, a student could send via e-mail a list of personal items that could be owned by a story character. The other person would e-mail back his or her description of the character, based on the possessions. This is another way to brainstorm.
- Create docudrama, a talk show interview, or a reenactment of history using local television access stations or local radio station or video camera.
- Compare literary work to artwork or music, accessing through the Internet.
- Research. (Britannica online, etc.)
- Teacher/student or peer editing using contrasting ink color or highlighting feature for high visibility.
- Post book lists (personal favorites, top 100 novels of all time, Nobel Prize winners, best science fiction books, etc.) or book/movie/music reviews on your web page for students to use for reference. Maybe use this material for an extra credit item once a week like social studies teachers use current events.
- Post Jeopardy-type questions on website. Maybe they would be clues to a puzzle. (Need more than one. "Collect them all" idea.)
- Use e-mail to communicate with students in other schools to compile lists of regional teenage slang. You could provide the descriptors. (All e-mail would be considered public communication, available to teachers, parents, school, etc. in high school.)
- Prepare a document that includes links to websites.
- Demonstrate ease of editing by showing how a writer can change the name of the main

character when the novel is finished. (Editing is more than spell check.)

- Put the class syllabus on the web page.
- Demonstrate a virtual frog dissection (froguts.com).
- Create class video for parent night (K-12) or for recruiting for a program (college).
- Provide a list of available equipment for students to access along with locations, procedures for use, etc. Post on the class website.
- Post blurbs on famous scientists, chance inventions, science trivia, experiments gone wrong, etc. on your website to promote curiosity.
- Use photos of buildings or objects to pose mathematical problems. Scan photos to use on web page or as a printed transparency.
- To tie in technical and vocational arts, focus on the setting of a piece of literature by looking at maps, industry, architecture, clothing, textiles, recipes, cooking, blueprints (mathematics), sleeping capacity on slave ships, etc. Research using the Internet.
- The Crucible Project webpage ([www.curriculumunits.com/crucible/main3.htm](http://www.curriculumunits.com/crucible/main3.htm)) is an example of the above.
- Use multiple windows that allow a person to read a text, watch a performance, and make notes at the same time.
- *Digital Detectives Series* (Running Press) allows kids to solve the crime in each book by using the latest in technology, using the Internet, journaling, etc.
- Students could keep an electronic mentoring log if they are helping another student. They could log in time and progress.
- Students could learn to keep electronic folders of items they have written using the word processor. They could organize these in folders by class subject.