

TECHNOLOGY USE IN CLASSROOMS

	Tier 1: Teacher Productivity Station (Supports the learning experience)	Tier 2: Instructional Presentation and Student Productivity (Enhances the learning experience)	Tier 3: Student-Centered Learning Classroom (Transforms the learning experience)
Observable and Best Practices	<p>This tier focuses on the teacher using technology to get his/her job done. The teacher:</p> <ul style="list-style-type: none"> • Produces learning materials more effectively • Communicates quickly with e-mail • Finds instructional resources on the Internet • Keeps / Organizes student information, grades more effectively • Classroom Website: Post grades, classroom information, calendar, information for parents, etc. 	<p>This tier involves teacher facilitation of large group learning activities and student productivity use of (word processing, etc.) technology:</p> <ul style="list-style-type: none"> • Brainstorm and share ideas • Deliver visual presentations • Represent information visually • Conduct one-computer classroom lessons • Facilitate group discussions and lessons • Students write papers, reports on computer or smart keyboard (DANA, Neo) • Classroom Website: Post educational sites and resources 	<p>This tier promotes student learning and the use of technology through project based learning:</p> <ul style="list-style-type: none"> • Inquiry-based, essential questions • Research, analyze data and problem-solve • Write, develop and publish products • Invent products through programming • Creating and using WebQuests and Curriculum Pages • Authoring/reviewing work online • Classroom Website: Post student work and projects (SHARE)
Professional Development Possibilities	<ul style="list-style-type: none"> • Office-suite software training • Internet I (searching for information, copyright, citations) • Internet II (finding instructional resources on the Internet) • MarcoPolo awareness training 	<ul style="list-style-type: none"> • Presentation systems/techniques • Presentation software (PowerPoint, Keynote) • Graphic Organizer (Inspiration) • One-computer classroom strategies • Group Processes Program-Solving software (Decisions/Decisions, etc.) 	<ul style="list-style-type: none"> • Using tech. in project-based learning • Graphics and video-editing • Web publishing • Using handhelds and smart keyboards for writing and other student projects • Using graphing calculators, probeware and/or robotics for problem-solving
Required Conditions	<ul style="list-style-type: none"> • Computer network • Technical Support ensuring successful operation of computers and network • Administrative expectations for technology use for administrative purposes 	<p>Conditions in Tier 1, plus:</p> <ul style="list-style-type: none"> • Good access to computers for student use • Technical Support for projector/document camera use • Administrative expectations for technology use for instructional purposes 	<p>Conditions in Tier 2, plus:</p> <ul style="list-style-type: none"> • School-based technology integration coach • Ubiquitous access to computers for student use • Opportunity for publishing and sharing online • Administrative expectations and support for technology use for project-based learning
Technology Resources	<p>Standard technology resources, including:</p> <ul style="list-style-type: none"> • Standards-based computer • Access to at least one printer • Internet access • Office suite productivity software • MarcoPolo and other online teacher lesson resources (use as is) • Access to student management software (Skyward, PowerSchool, SASI, etc.) 	<p>Resources in Tier 1, plus:</p> <ul style="list-style-type: none"> • Document camera • Projector • Inspiration (graphic organizing software) • MarcoPolo, WebQuest and other online teacher lesson resources from the internet (adapt and use) • Printer(s) in classroom (BW Laser) (Color Inkjet) 	<p>Resources in Tier 2, plus selected:</p> <ul style="list-style-type: none"> • Multimedia production technology (Multimedia computers, digital cameras, camcorders, video-editing software, etc.) • Web publishing software • Handhelds, graphing calculators • Science Probeware • Robotics • High tech classrooms or computer labs
Estimated Costs (Excluding tax)	<p>Computer \$1,400 Printer (or share of networked laser printer) \$200 Office Suite \$50</p>	<p>Document Camera \$615 Projector \$999 Cart \$100 Inspiration \$30 Portable DANA Lab \$12,000 Portable Laptop Lab \$45,000</p>	Depends on solution(s) selected.
Enhancement Technologies		<ul style="list-style-type: none"> • Electronic Whiteboards • Audience Response Systems 	