

Ross Road
Technology Implementation
Plan

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Teachers

This document was prepared for the Ross Road PAC using the International Standards of Technology Education. It is intended as a starting point in our journey to making Ross Road more tech saavy. Specific sites or applications are presented as examples or suggestions.

1. Teachers need a basic level of competency to

a) Facilitate and Inspire Student Learning and Creativity

- model collaborative knowledge by engaging in learning with students, colleagues and others in f2f and virtual environments
- set up a school wide social bookmarking site to enable all teachers to share inspiring websites.
- set up class blogs or sites for each teacher standardized to the school

b) Design and Develop Learning experiences and assessments

- design or adapt relevant learning experiences that incorporate digital tools
- set up a school wide account for Spelling City with grade levelled spelling words added by individual teachers.
- set up school wide glogster account for interactive poster making

c) Model digital age work and learning

- communicate relevant information and ideas to students, parents, and peers using a variety of digital media
- reduce use of paper going home to parents
- use digital calendar on class site

d) Promote digital citizenship and responsibility

- teach safe, legal and ethical use of digital information and technology
- learn and communicate copyright laws to students and parents
- use Creative Commons tools to download materials

e) Engage in professional growth and leadership

- participate in shared decision making and community building
- share links via delicious account
- invite colleagues into your classroom to model or demonstrate effective use of technology
- share lessons via school sites

Students

1. Students need reliable access and opportunities to

a) create and design

- create original works as a means of personal or group expression
 - digital storytelling
 - storybird
 - storykit (iPad)
 - movies
 - music
 - garage band
 - mashups
 - sound effects
 - digital presentations
 - powerpoint
 - glogster
 - comic life
 - idea sketch (iPad)
 - kidspiration/inspiration
 - wordle
 - prezi

b) communicate and collaborate

- contribute to project teams to produce original works or solve problems
 - class websites or blogs
 - informational wikis
 - google docs

c) research

- locate, organize, analyze, evaluate, synthesize and ethically use information from a variety of digital sources
 - search (google, ask.com, wikipedia etc.)
 - download and store information in a logical easy to find system
 - save in a variety of ways
 - local machine
 - server
 - flash drive

d) become good digital citizens

- demonstrate personal responsibility and safe, legal and responsible use of technology
 - learn what can be legally downloaded
 - learn how to give credit for works downloaded from the internet

e) become proficient with technology concepts, systems and operations

- troubleshoot systems and applications
- select and use applications effectively and productively
- transfer current knowledge to new technologies

References

NCTE Definition of 21st Century Literacies retrieved from <http://www.ncte.org/positions/statements/21stcentdefinition>

PTC "A Vision for 21st Century Education" retrieved from http://www.gov.bc.ca/prem/popt/technology_council/

ISTE Nets Standards for Students 2007 retrieved from <http://www.iste.org/standards/nets-for-students/nets-student-standards-2007.aspx>

Educating the Digital Generation - Exploring Media Literacy for the 21st Century by Ola Erstad retrieved from <http://www.idunn.no/ts/dk/2010/01/art05>