

# Table of Contents

<b>Introduction</b> .....	4
<b>The Computer Lab</b> .....	5
• Timetabling .....	6
• Planning .....	12
• Management.....	15
<b>The One-Computer Classroom</b> .....	24
• Timetabling .....	25
• Planning .....	31
• Management.....	34
<b>The Multi-Computer Classroom</b> .....	37
• Timetabling .....	37
• Planning .....	37
• Management.....	38
<b>Assessment: Making It Work with Technology</b> .....	41
• Assessing Student Products .....	42
• Electronic Portfolios .....	46
<b>Technology in Action: Integrated Lesson Plans</b>	
English	
• You Be the Editor.....	49
• Improve Your Writing with the Thesaurus.....	53
• Parts of Speech.....	55
• Story Mapping .....	56
• Read All About It.....	62
• How-to Slide Shows .....	65
• Biographical Vignettes .....	67
• Book Reviews .....	71
• Ropin' the Wind . . . Writing Tall Tales.....	74
Maths	
• Geometric Pictures.....	77
• What's in a Number? .....	78
• PictoGraphing .....	81
• The Chocolate Factory.....	82
• Model Multiplication .....	83
• Draw Me a Fraction .....	84
• Division Slide Show .....	85
• Cooking with Measurement.....	88

# Table of Contents *(cont.)*

## Technology in Action: Integrated Lesson Plans *(cont.)*

### Social Studies

- Greetings from . . . . .91
- A Research Scavenger Hunt . . . . .92
- My Totem Pole . . . . .94
- Land Ho! Explorer Research Project . . . . .95
- Travel Brochure . . . . .102
- Ancient Civilizations Slide Show . . . . .105
- Advertising . . . . .110

### Science and Health

- Building a Food Chain . . . . .113
- Publish It! . . . . .114
- Flowering Minds . . . . .119
- The Water Cycle . . . . .120
- Graph the Growth . . . . .125
- Inventors and Inventions . . . . .129
- Body Systems . . . . .134
- My Science Project . . . . .137

### Special Areas

- Bonjour . . . . .140
- Famous Artists . . . . .143
- Sports . . . . .146
- Puzzling Students . . . . .149
- Welcome to Our School . . . . .150

## Resources and Additional References

- Software Shortcuts . . . . .152
- Helpful Forms and Planning Sheets . . . . .168

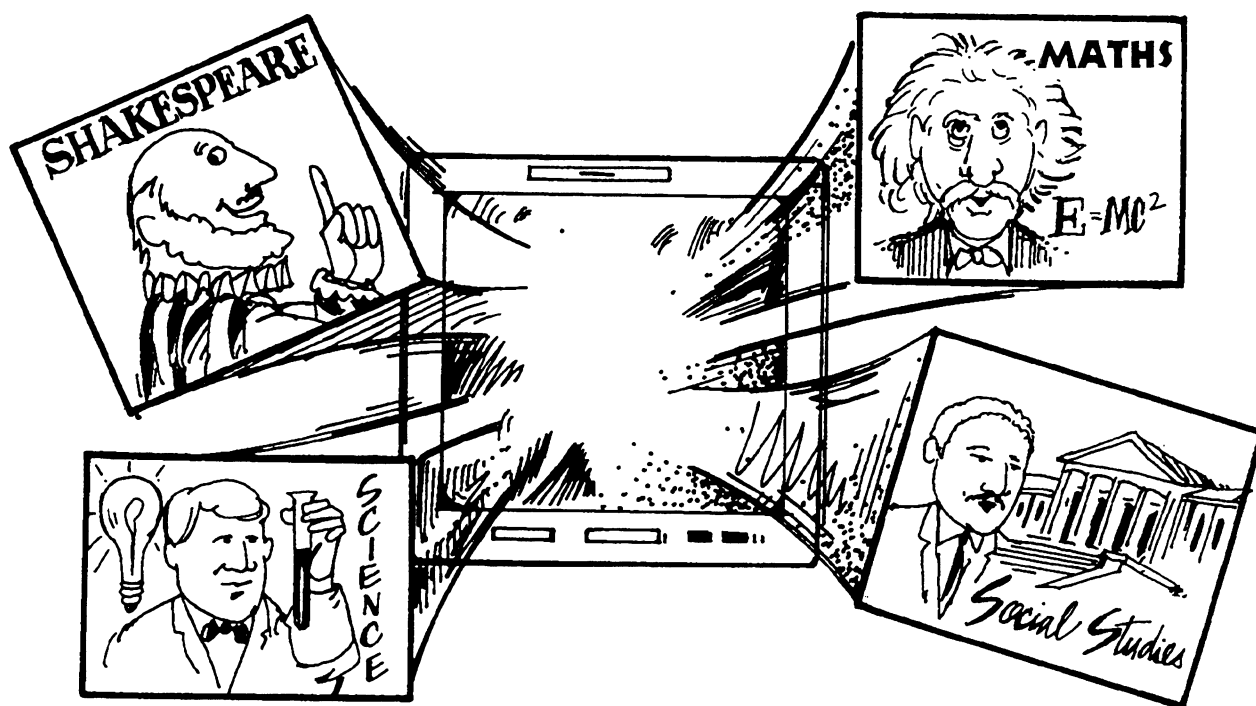
# Introduction

As the development and use of technology grows in our society, it also grows in importance in our schools. But, with the busy schedules of today's teachers, where do they find not only the time but the know-how to plan meaningful technology lessons, especially if they are not comfortable using or talking about computers? *Integrating Technology into the Curriculum* will provide solutions for technology co-ordinators, lab teachers, and classroom teachers who are in search of ideas that integrate technology into their curriculum.

The first part of *Integrating Technology into the Curriculum* will focus on ideas to help organise technology in your classroom. There are suggestions for timetabling, planning, and management of the one-computer and the multi-computer classrooms, as well as the computer lab. Some of the timetabling and management suggestions in this book deal with comparing fixed timetables to flexible timetables, introducing new projects, and reinforcing appropriate student behavior within the computer lab. There are suggestions for ways to individualise computer projects for students with special needs (e.g., gifted students and students with learning disabilities). Also included are ideas for joint planning and team teaching among teachers and specialists to produce the best possible student work. Appropriate assessment of technology projects can be difficult. Once you have a student product, how do you assess it? There are ideas for performance assessment, such as checklists and rubrics, as well as teacher, peer, and self-assessment ideas.

Part two of *Integrating Technology into the Curriculum* offers concrete ideas for enhancing the curriculum through student projects on the computer. Included are lessons integrating technology into english, maths, social studies, science and health, and special areas (i.e., art, music, physical education, and foreign language). Each lesson includes a topic, subject area, appropriate year level, lesson plan, advanced organisers for the student (if needed), and assessment recommendations for you, the teacher. Each lesson plan includes helpful tips for teaching the lesson, as well as software recommendations.

*Integrating Technology into the Curriculum* is an excellent resource for classroom teachers looking for ways to use technology to extend their primary curriculum.



# The Computer Lab

A very common way to arrange computers in the primary school is organising them into a computer lab. The computer lab is a room that has been designed for the housing and operation of a school's computers. It may be run by a computer professional who is not a teacher. Although in many schools, computer labs are a place to perform "drill and skill" activities, these labs are slowly metamorphosing into technology centres—places where multimedia projects are created, telecommunications are taking place, presentations are made, and student television broadcasts are captured on film. Computer labs have assumed a role similar to the media centre, becoming a hub of school activity. Therefore, it is necessary to take some things into account when equipping a technology lab.

## Philosophy

What is your school's philosophy of technology in education? Some educators feel that technology plays a very minor role, while others feel it is crucial to prepare students to operate in today's workplace. You must decide as a staff the role you feel technology should play in the lives of your students and base your technology lab on those principles.

## Purpose

What is the purpose of technology in the education of students? Quite often teachers see computers as something extra to do once the business of learning has taken place. It is important to realise that a computer is a tool to help students and teachers accomplish something better, neater, faster, or more efficiently, not a place to play when meaningful work is done.

## Software

There is currently a debate about the presence of instructional versus productivity software. Instructional software takes a concept and extends or reinforces it. Some instructional software programs have amazing simulations and problem-solving activities, while some are no better than expensive workbooks put on the computer. Productivity software is used as a tool. It helps teachers or students create a product such as a word processed document, a piece of art, or a multimedia presentation. The activities in this book are all completed using productivity software. So . . . what do you emphasise? Certainly that will be based on your philosophy as a school, but they both have their own unique place in classroom integration.

## Equipment

So, you are ready as a school to jump on the integrated technology bandwagon. What do you do if most of your equipment is outdated and cannot run much of the software you want? It is never too early to begin planning and making that shift. Begin teacher training and get your parent group's support. You would be amazed at how much you can raise with lamington drives and craft fairs if you can get your parent population involved. Also, look into educational technology magazines for available grants. Technology is receiving a great deal of interest and funding right now—you just have to find it.