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INTRODUCTION

When I began my new job as a computer resource teacher several years ago, I scanned all the popular teacher book catalogues for something, for anything, that would give me some ideas of how to help teachers integrate the use of computer technology and, later, the World Wide Web into their curriculum areas. I found plenty of material on how to use various software packages but not about how to effectively blend them with regular lessons. Hopefully this book, and this series, will help technology coordinators, resource teachers, media specialists, and classroom teachers find ways of incorporating the use of computers and other peripheral devices into the curriculum they already know and love.

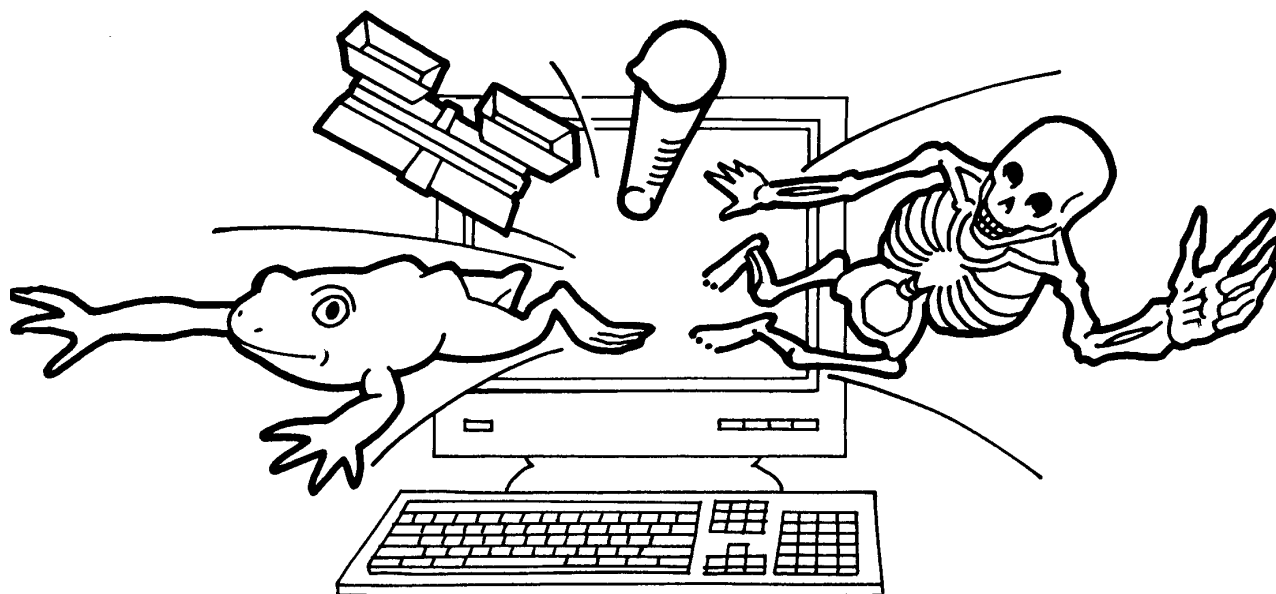
Part one of *Integrating Technology into the Science Curriculum* will focus on some computer basics as well as the management involved in using the various technologies available in your school. There will also be a section to guide you through successful searching on the World Wide Web.

The second part of *Integrating Technology into the Science Curriculum* provides you with lesson plans which will correlate with science concepts taught in years 5–8. Keep in mind as you read these that they are not "etched in stone." Once you read one lesson idea, it may spark several others.

There will be several URL (Universal Resource Locator) addresses for World Wide Web sites included with each lesson. These are not all the possible sites, but they will provide you with a starting point to help you find additional background information, lesson ideas, or sites where you can download free or inexpensive software. As is the nature of the ever-changing Web, some addresses may change over time. Hopefully, there are enough listed with each lesson that you will have the opportunity to connect to several. To visit a Web site for which a URL is listed, simply key that address into the "Location:" space of your browser and press enter.

There is also a section devoted to sharing some great ideas sent in from other teachers. Although they are not complete lesson plans, they will provide you with a glimpse of how more teachers are using technology in their classrooms.

Integrating Technology into the Science Curriculum is an excellent resource book for science and computer teachers who are looking for ways to incorporate technology into their lessons and to lead students toward effective use of the World Wide Web.



SCIENTIST SEARCH

Students will research information about a scientist and then prepare part of a whole-class multimedia presentation.

Duration:

- 1 or 2 class periods for research
- 1 or 2 class periods for creating their part of the presentation
- Allow time for someone (teacher or student) to merge all the individual parts.

Materials:

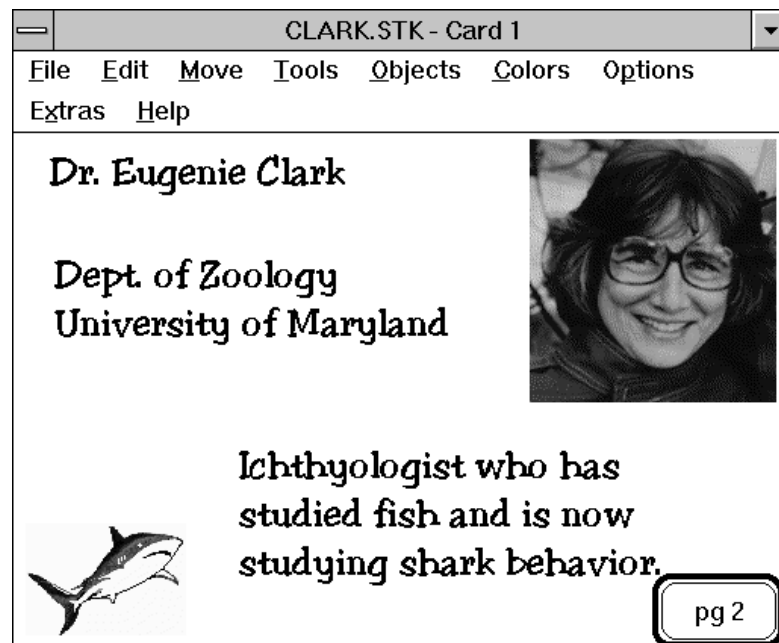
- scientist search cards
- reference materials
- multimedia planning sheet
- sign-making/presentation/multimedia software (*The Print Shop, HyperStudio, Netscape Navigator, etc.*)

Before the computer:

- Copy the scientist search cards (lamine for future use) and cut them apart.
- Have students pick scientist cards from a hat or container.
- Allow students time to research the scientists.

On the computer:

- Students will each create a sign or multimedia stack to tell about their scientist and about his/her contribution to science and technology.



Sample HyperStudio Card