Ways To Use Technology

Word Processing (with graphics and draw tools)

- 1. Compose a story/news article/book review and illustrate it with clip art or graphics
- 2. Expand vocabulary within any written work using the thesaurus in your word processing application
- 3. Create a résumé for any famous person in history
- 4. Compare and contrast any two (or more) things using a Venn diagram
- 5. Plan steps or activities with a concept web or map—or use special software designed for this purpose
- 6. Devise a character comparison chart in table format
- 7. Use a table to generate timelines for projects or to record historical events
- 8. Design a postcard highlighting your school, local community, or Ohio (for the bicentennial!)
- 9. Publish a class or grade "newspaper" or student-produced newsletter or flyer

Spreadsheets and Databases

- 10. Document progress for a unit or an activity in your class
- 11. Take a survey and chart the results
- 12. Collect information about define the differences graphically—the heights of the tallest roller coasters
- 13. Make a "real world" budget to learn about income, purchasing, and consumer science
- 14. Do a "reality check" for a "dream car" or "dream house" by calculating payments with varied interest rates
- 15. Strategize for a fund-raiser by working with supply, demand, and price

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- 16. Build a class "contact list" for homework help and information sharing
- 17. Keep an updated inventory of class materials and resources
- 18. Measure and record data to show cumulative results—"Hands Across the Class" or a "Dance-a-Thon"

Internet

- 19. Go on an Internet Scavenger Hunt
- 20. Explore places you could never visit through streaming video
- 21. Investigate any situation through a WebQuest—created by someone else or you can create your own
- 22. Track data—the weather over time, or in different places, or changes in the Stock Market
- 23. Start the day or week with "Current Events," even in a content area, from major news sources
- 24. Watch or join an adventure online
- 25. Contribute to a research team—student data contributions and tracking are used for many projects
- 26. Research what happened the day you were born
- 27. Play a role in an online simulation—there is even a United Nations simulation for Middle School
- 28. Test your knowledge with daily quizzes—the National Geography Bee posts new questions daily
- 29. Become a "Jason Project" member
- 30. Follow the Iditarod

Email

- 31. Ask an expert or an author for his or her opinion or insight on a topic you are studying
- 32. Become an "e-pal" to someone anywhere in the world
- 33. Contact your Congressional Representative, Senators, or state officials with your concerns or questions
- 34. Share your expertise or opinion, or post a question on a message board
- 35. Initiate a friendly competition in reading or physical fitness activities with another class or school and share results

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Presentation Software

- 36. Pull group work together in a class presentation with each group having one or two slides in a presentation
- 37. Compile information into a common format—"Math Formulas We Use" created by and for students
- 38. Record "class info and rules" for new student orientation
- 39. Make a digital "memory book" for the year

Digital Camera

- 40. Capture the moment—class presentations, field trips, or activities!
- 41. Provide supporting "evidence" in a project or report

Digital Video

- 42. Document processes for use and review—lab equipment and procedures
- 43. Record a class project or event, such as a field trip or guest speaker, for further learning activities
- 44. Create a newscast" of some event—current or historical—students presenting the information

Web Page

- 45. Design a web page or site to direct students' learning activities in a class or for a project
- 46. Upload a page with results of students' work—art, maps, or even digital presentations
- 47. Share the results of student investigations by posting results on the Web
- 48. Use web page creation software to create a portfolio on a CD-ROM

Videoconferencing

- 49. Converse and collaborate with another class on a project
- 50. Take a course, in real time, from an instructor and with other students at various locations

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