Where’s the Flashlight?

Below are technology uses found in assessment walk-throughs. Where is the task mostly focusing for learning? Using color-coded dots, dialogue and classify the following student tasks into literacy, adapting or transforming learning uses of technology.

1. Students, working in small groups, collect information about explorers and present the data as a scribble map using drawing tools with Google Maps.
2. Students use a word processing to generate their final reports for class.
3. Students investigate and develop a multi-media report comparing opposing viewpoints of a current controversial issue using Internet resources.
4. Students learn how to make a PowerPoint™ presentation by selecting a topic and creating three slides that use varied transitions, sounds and/or images.
5. A student group works with a community agency to design and maintain a Spanish-based community web site.
7. A teacher shows video clips during her presentation as examples of issues about the Vietnam War.
8. Students use an interactive white board to predict the 10 largest cities in the world then generation reasons for the city size and location.
10. A class identifies a growing school behavioral problem. They investigate the national responses to similar issues, conduct an on-line community survey, and present their findings with recommendations for policy changes to the School Board.
11. Students use online resource and chat room dialogues with veterans to obtain information for their report about Desert Storm.
12. Students work with local vets of WWII interviewing them to collect their war stories and experiences into podcasts that will be posted to the Chamber of Commerce website.
13. Students interact with a digital whiteboard to collectively build a budget spreadsheet.
14. Students use micro-blogging to reflect, ask questions and add resources during class.
15. Students blog daily chapter summaries while studying their class book, Charlotte’s Web.
16. Students design and print a brochure on a topic of their choice.
17. A teacher uses web 2.0 tools (WallWisher.com/Cacoo.com/ietherpad.com) to generate student ideas for reasoning/thinking questions for their class research projects on the topic of immigration.
18. Students create graphic novels about famous artists of the Renaissance Period.
19. Students create podcasts about their hometown that are shared on iTunes with other kids around the globe.
20. Students collectively generate a wikipedia about Mark Twain’s literary world.
21. Students worked with a local woman’s club to create storytelling podcasts on the contributions made by the woman who helped build their town and the lessons learned from interviewing with their local heroes.