

Adapting Uses of Technology

- Drill and practice with content software
- Instructional games
- “Traditional” assignments done on the computer
- Teacher-selected topic and publishing application for projects
- Use of word processor for spelling, writing assignments
- Use of spreadsheet to record and graph data

Examples:

- Students practice multiplication facts using Math Blaster
- Students use a paint program to illustrate their original story about a visit to the rainforest
- Students research a famous person’s life and use Timeliner for their report