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## **Technology Impacts in Teaching and Learning at University**

**A case study: 3<sup>rd</sup> year LMD English students.**

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### **Abstract**

Technology ushers in fundamental structural changes that can be integral to achieving significant improvements in productivity. Used to support both teaching and learning, technology infuses classrooms with digital learning tools, such as computers and hand held devices; expands course offerings, experiences, and learning materials; supports learning 24 hours a day, 7 days a week; builds 21<sup>st</sup> century skills; increases student engagement and motivation; and accelerates learning. Technology also has the power to transform teaching by ushering in a new model of connected teaching. This model links teachers to their students and to professional content, resources, and systems to help them improve their own instruction and personalize learning.

Online learning opportunities and the use of open educational resources and other technologies can increase educational productivity by accelerating the rate of learning; reducing costs associated with instructional materials or program delivery; and better utilizing teacher time.

Making use of technology to allow students the freedom to discover solutions to problems both independently and collaboratively is a force for good. As educators we strive for students to engage with our subject beyond a superficial level. We want them to be active learners, learners who have a thirst for discovery and knowledge. Technology places the world in the hands of every student inside the confines of your classroom.

There are many ways in which technology can be used in the classroom to engage students and facilitate exciting, engaging and interesting lessons. I'm not going to ignore the fact that there is a cost attached to most things, but it's about getting more bang for your buck, as our American cousins would say. Whatever you choose to use you need to make sure that you're getting it for the right reasons.

## **What is meant by “technology”?**

The term “technology” refers to advancements in the methods and tools we use to solve problems or achieve a goal. In the classroom, technology can encompass all kinds of tools from low-tech pencil, paper, and chalkboard, to the use of presentation software, or high-tech tablets, online collaboration and conferencing tools, and more. The newest technologies allow us to try things in physical and virtual classrooms that were not possible before. What you use depends fundamentally on what you are trying to accomplish.

## **The new media revolution**

**“We are in the midst of a media revolution as big as the one that happened when Gutenberg invented the printing press. According to the authors, it will contribute to major social changes and change the balance of power in society, but first and foremost it will change the way we communicate with each other. The driving force is the shift from analogue to digital media.”**

***Anders Bjerre and Klaus Æ.Mogensen ( 01:2012)***

## **The main relationship between technology and teaching**

Incorporating technology into teaching continues to be an evolving, mercurial topic. Because technology changes at lightening-speed, attempting to provide guidelines for using specific technological tools may prove less valuable than spending the same time providing guidelines on using technology in general.

A key to successful use of technology is identifying course learning objectives and seeking technologies that can help support those objectives. By focusing on the content instead of the technology, instructors can find success with a minimal investment in utilizing common technologies. Those more adventuresome instructors will find additional methods for using technology in broader ways. However, it is important to keep in mind that technology cannot “save” a badly developed curriculum or “rescue” a poor teacher; indeed, it may exacerbate an already poor situation. Surveys reveal that poor use of classroom technology can frustrate students and lead to disenchantment by instructors. As such, it is advisable for faculty to discuss their concerns about their teaching with a peer or a faculty development consultant at the Office of Instructional Development before undertaking a “technology overhaul.”

Although the process of infusing technology into instruction may begin with a simple step, such as using a course management system, it can grow to include a broad range of information, tools, and software packages. The fact that many technology options exist should not be viewed as a mandate to use them. Instead, instructors should determine the appropriate technology necessary to meet the teaching goals for their specific topic and course. Most importantly, the technology chosen must be accessible to the students and function coherently together.

Using technology in teaching is always a trade-off between the time and effort spent creating and maintaining it, and the educational gains achieved by using it. To ascertain whether a given technology is worth employing, an instructor needs to ask if it is the best or only way to accomplish the desired goal. For example, developing a web site with links to relevant web sites and/or pages of text and graphics may seem worthwhile at first glance, but prove counter-productive if printing numerous pages requires too much of a student’s time or

money when compared with purchasing print copies. On the other hand, creating a simple animation to elucidate a difficult concept, and projecting it either in class or on the web, may serve to clarify the concept far better than could a static, two-dimensional image.

It is a reasonable assertion that most students will remain more comfortable with the rapid adoption and change in the world of technology than most faculty. Students tend to have fewer responsibilities, less professional demands, and more leisure time to invest in the social networking that can help ease adopting new technologies. Maintaining a feel for how students view and use technology may help inform an instructor's approach to technology in order to support his or her teaching.

Knowing, for example, that using Google has become the de facto method for student research may help an instructor tailor a lecture illustrating research methodologies and judging the value of sources. Knowing, too, that many students use instant messaging or computer chat to stay connected with one another may help an instructor manage expectations and set parameters for communication and response-time. Balancing the uses of technology and the availability of technology can help ease the generational tensions that sometimes arise between a Baby-Boomer's measured acceptance of technology and the Net Generation's enthusiastic embracing of the latest techno-trend.

Even if an instructor is quite reluctant to adopt something new, there are instances where instructors are well-advised to engage with technology on a minimal level. These range from the practical (e.g., scanning images for data projection, because slide projectors are slowly being phased out of manufacturers' inventory) to the mandated (e.g., course websites, electronic submission of grades). But outside of these areas, an instructor should only introduce and use those technologies they are comfortable with. For instance, if using an overhead projector and transparencies meets an instructor's pedagogical needs, the comfort with using them may outweigh the benefits that might be achieved by adopting PowerPoint for classroom presentations.

On the other hand, technology can be a wonderful catalyst for rethinking an entire course or a single concept. In the process of reviewing specific teaching goals, the possibilities of appropriate uses of technology can become integral to the innovation process. The content and learning goals will inform the selection of the technology tool, and the tool itself will open up new teaching and learning possibilities. It is this iterative process which inspires instructors who think hard about their teaching to explore the potential of technology without becoming overwhelmed by the need to change an entire course all at once.

### **Learning with technological tools**

The contemporary curriculum guides teachers to facilitate the development of adaptable and flexible learners who know how to take on new tasks and situations, quickly and easily. Students will need to be good communicators who can competently discuss topics with others and effectively share their ideas in many forms and for different purposes. Students will need to possess excellent collaboration skills and be able to work together with many different types of people, each of whom has her or his own special disciplines and unique ways of

learning and working together. Furthermore, students will need the ability to create in a variety of manners and bring their visions and ideas alive through different types of media. In this section, we discuss the ways in which students can learn to understand, communicate, collaborate and create using different modes of technology, and how teachers can use

technology to assist their students in transforming knowledge and skills into products, solutions and new information.

### **The use of Technology in Teaching and Learning**

Technology ushers in fundamental structural changes that can be integral to achieving significant improvements in productivity. Used to support both teaching and learning, technology infuses classrooms with digital learning tools, such as computers and hand held devices; expands course offerings, experiences, and learning materials; supports learning 24 hours a day, 7 days a week; builds 21<sup>st</sup> century skills; increases student engagement and motivation; and accelerates learning. Technology also has the power to transform teaching by ushering in a new model of connected teaching. This model links teachers to their students and to professional content, resources, and systems to help them improve their own instruction and personalize learning.

Online learning opportunities and the use of open educational resources and other technologies can increase educational productivity by accelerating the rate of learning; reducing costs associated with instructional materials or program delivery; and better utilizing teacher time.

### **The main basic role of technology in education**

Learning with technology has become essential in today's universities. Worldwide, governments, education systems, researchers, school leaders, teachers and parents consider technology to be a critical part of a student's learning. In Algeria, it is acknowledged that advances in technology have an influence on the way people create, share, use and develop information in society, and that young people need to be highly skilled in their use of information and communications technologies (ICT).

Developing students' knowledge and skills related to ICT at the university years provides a major grounding for later in life. It also provides equity of opportunity, regardless of background. General social commentary and the popular press tend to generalise about young people, their access to and use of technology. Recent literature have challenged these assumptions and acknowledge that, although students today may have been born into a technologically rich world, they may not be avid and skilful users of technology (Bennett, Maton & Kervin, 2008). Further, there is recognition that merely providing access to technology is not enough. Meaningful development of technology based knowledge and skills is important for all students, in order to avoid a phenomenon known as the 'second-level digital divide', whereby people have drastically differentiated skills, which in turn influence how people participate in society.

The need to keep pace with society and prepare students for their roles in society are just two reasons to use technology in education. Educators and researchers point to the potential of technology to increase motivation and engagement of learners, cater for different learning styles and improve learning outcomes.

When we talk about technology in teaching and learning, the word 'integration' is often used. The idea of integrating technology into the curriculum came about through a concern that we may have been *teaching about* and *teaching how to use* technology but not addressing how students can apply technology related knowledge and skills. To address this problem, there was a move to integrate technology into each key learning area.

With technology now being part of our everyday lives, it is time to rethink the concept of integrating technology into the curriculum and instead aim to *embed* technology into pedagogy, to support the learning process. This means that technology becomes an integral part of the learning experience and an important consideration for teachers, from the onset of preparing learning experiences through to teaching and learning with students.

The vital role that technology plays in education gives teachers the opportunity to design meaningful learning experiences that embed technology. This is not a new area for teachers; we have always considered the tools and resources that can best support learning activities for students. However, advances and accessibility of technologies have made the possibilities seem almost endless.

It is important not to use technology for its sake, but rather to embed technology appropriately. Here, teachers draw upon their expertise and experience in what to teach and how to teach it. A teacher has many considerations and influences in designing learning experiences for students, and the appropriate use of technology is but one of those considerations. Just as teachers keep up to date with curriculum developments, new educational policies and advances in the art and science of teaching practice, they keep up to date with the technological tools that are available to them. This means that sometimes experimentation and trial-and-error are just as important as experience in what influences teachers' lesson plans.

The role and expertise of teachers are critical because teachers are at the front line of designing and delivering the learning experience. It has been well argued that just making technology available in schools does not mean that teachers will make use of the technology, nor will it necessarily be used effectively (Cuban, 2003). This chapter provides some ideas for teachers in how they can make meaningful use of technology in their teaching.

### **Using Technology to Enhance Teaching & Learning**

Technology provides numerous tools that teachers can use in and out of the classroom to enhance student learning. This page provides an introduction to some of the most common.

Faculty members should consult SMU's office of [Academic Technology Services](#), which provides many kinds of support, including hands-on training in using classroom technology. (Click here for [classroom-specific information](#) about the setup in many campus buildings). SMU's [STAR \(Student Technology Assistant in Residence\) Program](#) is also available to help with short-term instructional technology projects.

There are also numerous on-line resources about using technology to enhance teaching in a number of different ways. For example, [Teaching with Technology 2](#), from the Learning Technology Consortium, offers 17 peer-reviewed essays on using different kinds of educational technology, and the book can be downloaded for free. [MERLOT](#) is a huge, peer-reviewed, multi-disciplinary resource for learning and online teaching. Here's a [curated list](#), from About.me to Zotero, of free online tools that you can use in your teaching.

Below are links to resources on using specific types of teaching and learning tools.

### **Blackboard**

SMU uses the course management system Blackboard. For help creating Blackboard courses and learning the basics, consult Academic Technology's [Blackboard help page](#), as well as this Blackboard [online tutorial](#). Access your Blackboard courses [here](#).

## **Presentation Software**

Sometimes it's helpful to provide visual aids to complement teaching, stimulate discussion, or allow out-of-class teaching. Tools designed for this purpose, such as PowerPoint, can be used well or used badly. Click [here](#) for resources that provide advice for thoughtful use of PowerPoint, as well as a few additional presentation tools.

## **Classroom Response Systems ("clickers")**

One way to encourage student engagement is by using electronic devices that allow students to record their answers to multiple choice questions and allow you to instantly display the results. The anonymity encourages participation, and their answers help the teacher know when further discussion is needed. Use of clickers can also serve as a catalyst for discussion. Click [here](#) to learn more about using response systems effectively.

## **Online Projects and Collaboration Tools**

Technology can support student collaboration on creating new knowledge, reflecting on what they are learning, or working together to achieve a deeper understanding of course material. [These articles](#) provide ideas about their use and misuse.

## **Information Visualization Tools**

Technology can also clarify and stimulate thought through transforming words into pictures. [Here](#) are some tools to help lead your students to think more critically by encouraging them to visually structure information.

## **Flipping the Classroom**

How can we make the best use of the classroom time we have with our students? Sometimes a great way to move them toward higher levels of understanding is to move the lecture out of the classroom, and use in-person time for interactions that require applying, synthesizing, and creating. "Flipping" doesn't have to use technology, but tools such as videos, podcasts, online quizzes and the like can help in and out of class activity work together. [These resources](#) explain the theory underlying this teaching method and provide practical suggestions for making it work.

## **Podcasts**

Whether for a flipped class or just as a resource for your students, you may want to create a podcast that conveys information students need for initial learning or review. SMU's Academic Technology Service can [provide instruction](#) on creating podcasts, and will loan you a [podcasting kit](#). [These articles](#) discuss how to make and use podcasts effectively.

## **Games**

What could be more engaging than a good game, used well? [These articles](#) discuss why a game may lead to deeper learning and give some examples of their use in higher education.

## **Teaching with Tablet Computers**

We're only beginning to explore their many possibilities for higher education. [Here](#) are some ideas.

## **Converting a Face-to-Face Course to an Online Course**

Teaching online, whether in a hybrid course or a wholly-online course, requires different techniques and different tools. Without the F2F contact, professors will need to be even clearer about setting and articulating expectations for digital work and participation. Encouraging interaction between professor and student and among students is an additional challenge, as is monitoring student learning as the course progresses. The online environment requires the use of basic technologies to digitize course materials as well as mastery of the university's learning management system. And various tools like Skype allow synchronous communications, while blogs and Twitter can encourage asynchronous interaction. Here are some ideas to get you started.

### **Blogging**

Journal writing has long been an activity utilised in the primary classroom. Journal writing allows students to reflect on what they are learning and how they are learning. This traditional, notebook-and-pencil activity can become digital when word processing software is used. Or it can go online as a blog. Blogs (a short form of the weblog) are personal journal websites on which a user can type an entry, add images, video and links to other websites. Readers of a blog usually can post comments.

For primary school students, the use of blogs have been found to be an engaging and effective way to promote writing skills (Richardson, 2006), particularly when student peers provide feedback to the blog's writer (Chen et al., 2011). It is exactly this feedback and sharing mechanism that makes the blog different to the traditional journal. In the notebook-and-pencil version, the contents of the journal are private to the student, apart from the teacher and whomever the student decides to share the journal with. With the blog, access can be provided to the teacher, the class, the student's parents and the world.

Search the internet for 'primary school blog' and scan a few of the results. Can you see differences in school blogs, teacher blogs and student blogs? What are some of the topics that teachers are getting their primary school students to write about on their blogs? What do you think would be an appropriate topic for a Year 3 student?

Lessons that introduce new forms of technology that students can use to communicate, facilitate their ability to transfer technology skills from one tool to another and to apply those skills to communicate in different modes and genres. This supports the development of the 21st-century skills called for today – adaptability, flexibility and engagement. Media-sharing sites allow users to communicate with each other by uploading videos, photos and other multimedia.

Applied Learning Experience 5.3 considers different software and applications for multimedia presentations.

### **Multimedia presentations**

Peter loves a screen. It does not matter if it is a television, iPad, video console or computer screen. He loved to be engaged with technology. At school, since kindergarten, Peter has had to build some form of communication skill. Usually, this is in the form of a news report, topic talk or project presentation. In Year 3, it was suggested that students could use Microsoft PowerPoint to present a few slides while they were doing their presentations. Peter found this

very easy, and by Year 4 became quite bored with the software. Peter's mother found a few different iPad applications ('apps') and suggested Peter try them. Peter settled on Skitch and added text and drawings to the photo he chose to use for his presentation. Peter was engaged for hours, doing something that he loved while learning at the same time. Peter's teacher had not seen Skitch before. She asked the school's technology support officer to install it on the school's iPads and then asked Peter to teach the class how to use the app. She thought it would be a great app to use for the class's next creative arts lesson.

New computer software and mobile device apps are released all the time. Many are free for educational purposes. Search for some education software and app review sites. How could a teacher involve students in reviewing, learning about and teaching each other new software?

### **Collaborative learning with technology**

Collaborative learning is typically understood to be a situation in which two or more students work together to search for understanding or meaning, or to solve a problem. Students might work together to make meaning by creating an artefact or product. Collaborative learning is an important learning strategy for educators to teach and to use in their classrooms. It improves student knowledge by combining strengths, sharing responsibilities and learning from one another, which brings together many opportunities for enriching knowledge. In these learning experiences, students work together towards a common goal and, through the process, depend on each other for their experiences and knowledge.

Collaboration is also deep-rooted in Vygotsky's theory of learning. He believed that there is a natural social nature of learning and this is reflected in group-based learning. Vygotsky proposed the notion of the zone of proximal development (ZPD), which in essence is the difference between a learner's independent ability and what can be accomplished cognitively with guided support from others who are more knowledgeable. This means that teachers have an important role in facilitating and scaffolding collaborative learning.

There are also more contemporary interpretations of Vygotsky's ZPD, such as Lave and Wenger's (1991) theory of situated learning, which argues that learning is most effective when it is co-constructed in the context in which it is to be applied. This means that situated learning favours collaborative learning activities that are carried out in authentic environments, with pedagogical strategies that model authentic, real-world tasks.

In the past, collaborative learning took place mainly in face-to-face situations, whereby students worked together while sitting at a table in a classroom, or perhaps working as a group in a learning centre. However, now, with technology in our classrooms, collaborative learning is also possible through many different means or modes, such as online discussion groups, interactive platforms and online classroom environments. These environments allow students to work together on group projects; publish on wikis and blogs; solve problems; on discussion boards, have debates and study teams; in online classrooms; and participate in other activities in cooperative ways. Students are working together in teams and using computer tools and resources to search for information, to publish results and create products.

Perhaps the most common form of collaborative learning in the classroom environment is the group writing experience. Classroom teachers are using technological tools such as wikis, blogs and classroom webpages to post school news and short stories. Structured collaborative activities using these kinds of tools encourage students to form ideas, share thoughts and write together. Research in the primary school setting highlights the power of embedding these



tools for writing activities that promote exchanges between students and require them to write in a formal, content-focused and depersonalised way (Warschauer, 2010).

Another collaborative activity is group exploration or problem solving, whereby students work together to discover a place or environment, or to understand a topic. This can be done using an online environment. Some education-specific, virtual worlds have been constructed to allow students to work together to develop their understanding of a topic. For example, Quest Atlantis is an online world that uses a videogame metaphor for upper primary and junior high school students to work on educational ‘quests’ with other students and mentors.

Research with students who have used such virtual worlds have demonstrated that students engage deeply with the content and gain team work skills that support them in collaboratively and effectively solving the problems presented to them (Barab, Gresalfi & Arici, 2009).

Other tools that support collaborative learning include discussion boards, which can be used to encourage students to have discussions and debates. Teachers are using websites such as Folder Share, Stickam, Talk and Write, Tikiwiki and Google Docs and Spreadsheets. Using technology for collaboration allows students to engage in conversations and learn together synchronously or asynchronously, no matter where they may be attending school.

Applied Learning Experience 5.5 provides an example of how students can collaborate using technology, even when they are on opposite sides of the world.

Applied Learning Experience 5.5

### **Collaborating across countries**

In 2008, the Sioux Hudson Literacy Council held the first online collaborative learning experience for students in Canada’s north and Australia’s outback, called Building Opportunities for Literacy Development. This was an opportunity for students at distance to collaborate using an online, live-time platform called CENTRA. The children in both countries worked together in groups to create slide presentations about their part of the world. After months of preparation, each group presented its work and took questions from online guests. One of the Australian students confessed, ‘I don’t understand about snowmen and how you make the balls of snow.’ The students in Canada worked together to draw a picture on the white board and showed the students in Australia how a snowman is built. In this example, the students worked collaboratively, using technology in their own schools and classrooms, and then again with students at a distance, in the online synchronous environment.

Think about a collaborative task that you have been asked to do in your university studies. Were you specifically asked to use technology to facilitate your collaboration or did your group choose to use technology? How did that help or hinder the collaborative process? If you did not use technology, what options do you think there could have been to do so?

### **Creating with technology**

As 21st-century learners, students are expected to be able to create a multitude of products in the school environment. The creation of new ideas can be exemplified through stories, maps, projects, games, journals and much more. Curriculum documents have changed to address the increasing demands of the technological world that we live in; they also hold steadfast to fundamental values for learning. In the examples below of the new Australian Curriculum English K–10 draft document, note how the example includes the use of technology while still emphasising the importance of students being able to create:

### ***Literacy: Creating texts***

[Students] *learn to use a range of software programs including word processing software, selecting purposefully from a range of functions to communicate and create clear, effective, informative and innovative texts.* [our emphasis]

### ***Literature: Creating literature***

[Students] learn how to use personal knowledge and literary texts as starting points to create imaginative writing in different forms and genres and for particular audiences. Using print, digital and online media, students develop skills that allow them to convey meaning, address significant issues and heighten engagement and impact.

The ability to create is at the peak of Bloom's (1994) taxonomy of higher-order thinking. For 21st-century students, creativity is an important focus. Perhaps one of the most innovative ways to use technology in the classroom is for students to create original texts. Teachers and students can choose from a range of software and websites, such as Prezi or Wikispaces.

Using technology to create texts provides students with many opportunities. Students can gain confidence in their writing skills by learning to use tools such as spell check and increase their vocabulary by using a thesaurus tool. Scaffolding takes place through models and how-to videos online to guide students through the writing process. Students can plan their creative writing concept-mapping tools to brainstorm their storyline. There is plenty of opportunity for students to review each other's work and use tools such as track changes in Microsoft Word

to edit each other's creative writing. Students can also receive feedback from teachers once they post their work on a blog or wiki.

Using technology to create artefacts and products allows learners to demonstrate creative thinking and their construction of knowledge. Learners of all ages can apply their existing knowledge to generate new ideas and create products as a means of expression.

In Applied Learning Experience 5.6, creating with technology takes the form of students learning about their world by creating digital video news stories.

### **Making news today**

'News' has always been a part of the primary school classroom. It is a strategy to support students to identify and explain the important events of their lives and the world around them. Technology provides the opportunity for students to tell the news in multimedia formats.

In the 'Making News Today' project, students worked in groups to create a oneminute, 20-second video news story about an important event or issue in their school or school community. The student groups identified, researched and scripted their story. They filmed the story using video cameras and edited the footage using videoediting software. They shared their stories on the project website. The class teacher guided the news process by providing feedback on the idea, and assessing and approving the script and final product. The research associated with this project showed that students were engaged in their learning and were motivated by the opportunity to be self-directed. Students who did not have experience with video cameras or video-editing software learned the necessary skills by trial-and-error and/or peer teaching. The students were able to analyse their final news stories and identify strengths in how they represented their story as well as how they could improve – all students wanted the chance to tell their story again or tell another story.

More information the Making News Today project is available on the website. The availability of mobile devices and video apps means that making video news has never been easier. You can model the process a primary student would go through by making a news story yourself. Choose a 'hot topic' that interests you in education today. This may be school funding, class sizes or standardised testing. Model the news-gathering process: identify an idea, do the research, script the story, capture the footage, edit it to a final product. Then, reflect on what you learned about the topic and how. This will give you a sense of how primary school students could learn when engaged in creative tasks.

Applied Learning Experience 5.7 involves creating with technology to explain a concept or a process.

### **Slowmation**

Creating a slowmation is a way for students to explain a concept or process by designing and making a stop-motion animation that is played slowly, at two frames per second. In a slowmation, the learner (or group of learners) plans how to explain the concept or process through a series of images. These images are then stitched together to make the animation. A voice-over narration helps to explain the concept or process.

Visit the Slowmation website for examples and teaching resources.

Think about a concept or process that you are learning about right now. Is it science content such as 'the water cycle'? Or maybe a teaching technique such as teaching writing? Try creating a slowmation on the topic.'

### **Evaluating technology for teaching and learning**

Teachers evaluate all kinds of materials that they use for teaching and learning. There are many similar considerations when evaluating technological tools, and some criteria that are unique. Some criteria and questions teachers might ask themselves when evaluating educational software, applications and resources are listed below. How relevant each of these considerations is depends on the form of the technology; for example, a digital learning resource or software that might not include instructional content.

#### **Age/year level:**

- Is the application appropriate for the age and year level of the students?
- Is the reading level of the text and type of media appropriate?

#### **Curriculum links:**

- Are there links between the content/functions of the application and the expectations of the curriculum?
- Are the content and examples relevant to the curriculum?
- Will this help teach the curriculum in new or different ways?

#### **Instructional content:**

- Is the information accurate, complete and current?
- Are sources reliable?
- Does the content encourage higher-order thinking?

- Is the content culturally appropriate?
- Does it present multiple perspectives?

**Engaging and interactive:**

- Will the learner(s) be actively involved in using the tool?
- Is feedback provided? Is the feedback appropriate and meaningful?

**Assessment:**

- Are assessment tasks included, or can the teacher develop relevant assessment tasks that link to the use of the tool?

**Flexibility:**

- Can all aspects of the tool be integrated easily into classroom activities?
- Can the tool be used for multiple curriculum units?

**Media:**

- Does the medium used support or distract from the learning activity?

**Usability:**

- Is the tool easy to use and intuitive?

**Technical considerations:**

- Does the tool work consistently?
- Are there special technical requirements for using the tool?

Does the school have access to those requirements?

**Support materials:**

- Does the tool have multiple forms of help (manuals, context-sensitive help, and tutorials)?
- Are teaching support materials or online resources available to help a teacher embed the tool into lessons?

**Challenges and barriers**

This chapter has presented the opportunities for using technological tools in teaching and learning. However, it is true that not all teachers are embedding technology into their teaching. A significant body of research has investigated why this occurs. The barriers to using technology in the classroom are many and include, among others, resource limitations, teacher knowledge and skills, and teacher attitudes and beliefs (Hew & Brush, 2007).

Some resource barriers are being overcome with an increasing number of computers and software applications and faster, more reliable networks in schools. But teachers tend not to use technology if they become frustrated when it does not work properly or when there is a lack of technical support in their school (Hew & Brush, 2007). Teachers also report having limited time to review and learn about new technology tools that they can use in their teaching (Hew & Brush, 2007).

Teacher knowledge and skills are important factors in the use of technology in the classroom. Lack of specific technological skills is a common reason teachers give for not using technology (Hew & Brush, 2007). However, those teachers who take the opportunity to build skills through professional development activities are much more likely to integrate technology into their teaching than those who do not (Mueller et al., 2008).

But teachers realise that the knowledge and skills they need to be able to use technology in the classroom goes beyond understanding what functions are under the menu items and what buttons to click. Using technology effectively to promote student learning means thinking about effective learning strategies and effective classroom management.

Teachers are faced with challenges and barriers all the time. Technology's place in society causes teachers to consider the implications for them in their role as educator and as lifelong learners themselves. The constant challenge for teachers is to draw upon their continually developing knowledge and skills about what to teach and how to teach. Technology is just one, but an important consideration in that equation.

### **Using technology to communicate**

A child is not born a user of digital technology, but can learn to become one. It is through a parent, a program, a friend or a teacher that a child learns to use technology. Students are seeing, using and trying media in all aspects of their lives outside of the school context. Teachers can help students draw links between what is happening outside of school and what is happening inside the school. Teachers can use technology within the classroom to model real-world practices. Meaningmaking occurs when students communicate using multimodal texts. The Australian Curriculum for English explains that multimodal texts 'combine

language with other means of communication such as visual images, soundtrack or spoken word, as in film or computer presentation media' (ACARA).

Curriculum documents are changing to adjust to the increasing demands of the technological world that we live in, and the many modes in which we communicate.

Educational theories help us to understand how students learn to make meaning through communication. Vygotsky's (1978) sociocultural theory argues that social interactions can facilitate development of higher-order functions when they take place in cultural contexts. Students learn when they interact and communicate with other learners in a positive environment. Instruction is deemed more effective when it is connected and relevant to the learner. Bandura's (1986) social learning theory also focuses on interaction and communication with others who provide a modelling framework for learners. Here, knowledge, skills and behaviours develop through modelling.

Vygotsky's and Bandura's theories provide teachers with guidance on how to use technology in teaching and learning. Learning occurs within a social environment – we learn by modelling and interacting with others. Technology can be used to facilitate social interaction and communication among learners in class, within a school, between schools and around the world.

Communication skills are identified through the Australian Curriculum. For example if we look at Year 4 of the Australian Curriculum,

In Science, students,

Represent and **communicate** ideas and findings in a variety of ways such as

diagrams, physical representations and simple reports.

In History, students,

Use a range of **communication** forms (oral, graphic, written) and digital technologies.

Teachers can set a range of communication learning activities for students, including journal writing, speech writing, preparing topic talks, newsletters and debates. Technology can be embedded meaningfully and engagingly into these activities. Communication tools include: word-processing, presentation and publishing software, webpage authoring tools, email and online discussion forums. These tools allow students to communicate their ideas using a range of media elements (text, images, sound, video).

### **Technology for understanding**

How do we learning and remember? This view of learning is the information processing perspective, which considers learning as a change in knowledge in our stored memory. When we pay attention to inputs into our sensory register, these inputs (or information) become part of our working (short-term) memory. If we want to retain this information, it needs to be encoded as schematic into our stored (long-term) memory. Then we need to be able to retrieve this information from our stored memory to use it later (Atkinson & Shiffrin, 1968). Teachers can support students to process information by helping them to organise new information, link it to their existing knowledge and use memory aids to retrieve information. Digital learning resources and computer software can be used to facilitate these processes.

### **Digital learning resources**

**Digital learning resources** support information processing by helping students to develop mental representations through the mix of media elements presented to them. Digital learning resources include content and, sometimes, learning activities. They combine multimedia elements including text, image, video and audio to present information. Research on multimedia learning have demonstrated more positive outcomes for students who learn from resources that effectively combine words and pictures, rather than those that include words alone (Mayer, 2008).

Student attention and engagement with these resources helps them to process the information into working memory. When students meaningfully interact with the multimedia information, they encode this information into their long-term memory. This meaningful interaction might involve learning activities within the digital resource itself and/or as a lesson that is created by the teacher.

However, not all information presented in multimedia form support learning . For learning to occur, the resources themselves need to be designed using sound educational principles, and need to be purposefully integrated into the learning experience by the teacher. Educational theory provides direction for both the effective design of the resources and how a teacher can best use those resources with students. Cognitive load theory, developed by John Sweller (1988), tells us that learning resources must be designed to reduce the load on our working memory in order for us to be able to construct schema. Effectively designed

digital learning resources:

1. exclude information and activities that are not directly related to schema construction
2. focus on information and activities that directly relate to schema construction.
3. clearly identify the complexity of learning materials and experience of learner.

These principles guide teachers in evaluating the digital learning resources that they might want to use with their students. Teachers can assess resources for how directly they cover the topic being taught, how clearly the information is conveyed and how directly activities within the resources support student learning. And teachers can ensure that the lessons they design using these resources are also focused on the topic and take their students' abilities and experience into consideration.

Teachers use digital resources for a variety of purposes and in many ways, including:

- As a way to introduce students to a topic
- As part of a teacher lecture or demonstration
- As a stimulus to group or whole-class discussion
- To provide students with access to different text types
- To engage students in activities that are not possible in the classroom
- To allow students to work at their own pace as a review or extension activity.

Since the development of the worldwide web in the mid-1990s, the ability to create, store and share digital learning resources has expanded exponentially. Globally, significant effort has been put into creating collections, or repositories, of these resources, so that teachers can draw upon them for their lessons.

In Australia, the national and state/territory governments have collaborated to develop digital learning resources that meet the content and learning objectives curricula for all stages of schooling. The National Digital Learning Resources Network (NDLRN) contains thousands of online curriculum resources that are made available to all Australian schools, free of charge. For more information, see the National Digital Learning Resources website.

Consider how digital learning resources can be used in teaching. Looks at **WebQuests**.

## **Webquests**

WebQuests were created as a learning activity not long after the initial development of the worldwide web. A WebQuest is an inquiry based activity that embeds the use of a variety of learning resources – with most being digital learning resources available on the internet. The inquiry activity may take the form of tasks such as a problem to be solved, a position to be taken, a product to be designed or a work to be created. Teachers can create their own WebQuests that address curriculum outcomes and draw upon resources they have identified and evaluated. Or teachers can choose to use a WebQuest that someone else has created. WebQuests have a consistent structure:

**Introduction:** Orients students to the activity

**Task:** Clearly and concisely describes the outcome of the learning activity

**Process:** Lists the steps learners will take to accomplish the task and the digital, web-based and other learning resources that support learners in this process

**Evaluation:** Provides a rubric to indicate how learners' performance will be assessed

**Conclusions:** Summarises what students will have covered and learned. Think about your recent or forthcoming practice-teaching experience. Can you identify a WebQuest that would cover some of the curriculum for the students in this class? Can you create a WebQuest of your own? Could you ask the students in the class to make WebQuests?

### **Tools for analysis**

Analysis and simulation tools support knowledge construction by allowing learners to manipulate information and visualise information in different ways. The Australian Curriculum in History, Mathematics and Science includes learning elaborations that involve students collecting, organising, analysing and interpreting various forms of data and information. Some examples of technological tools that support these processes include:

- Concept or mindmapping tools:

These tools help learners to identify and link relevant concepts and represent those concepts visually.

- Database software: This type of software allows learners to record, sort and report on a variety of data in numerical, textual and media forms.
- Spreadsheet software: This type of software allows learners to record, sort, mathematically analyse and represent numerical data in tabular and/or graphical forms.

### **How can technology be useful for students?**

**1-Online collaboration tools**, such as those in *Google Apps*, allows students and instructors to share documents online, edit them in real time, and project them on a screen. This gives students a collaborative platform in which to brainstorm ideas and document their work using text and images.

**2-Presentation software** (such as *PowerPoint*) enable instructors to embed high-resolution photographs, diagrams, videos, and sound files to augment text and verbal lecture content.

**3-Tablets** can be linked to computers, projectors, and the cloud so that students and instructors can communicate through text, drawings, and diagrams.

**4-Course management tools** such as *Canvas* allow instructors to organize all the resources students need for a class (e.g. syllabi, assignments, readings, online quizzes), provide valuable grading tools, and create spaces for discussion, document sharing, and video and audio commentary. All courses are automatically given a Canvas site!

**5-Clickers and smartphones** are a quick and easy way to survey students during class. This is great for instant polling, which can quickly assess students' understanding and help instructors adjust pace and content.

**6-Lecture-capture tools**, such as *Tegrity*, allow instructors to record lectures directly from their computer, without elaborate or additional classroom equipment. Consider



recording your lectures as you give them, and then uploading them for students to re-watch. Studies show that posting recorded lectures *does not* diminish attendance and students really appreciate the opportunity to review lectures at their own pace.

### **The most important steps to incorporate technology into instruction**

**Define Instructional Goals:** The first step to infuse technology into instruction is to start with teaching and learning goals and then to select the most appropriate technology to achieve those goals. Using technology for its own sake can be a frustrating experience for instructors and their students, often with little instructional value derived from what can be enormous on-going investments in hardware, software, and time.

**Collaborate with Colleagues:** Having established instructional goals, an instructor can then review how technology has been used by colleagues and departments elsewhere to enhance a specific topic or course. Often it is possible to use or adapt what already exists, adding small innovative changes over time. For example, the decision to develop a new digital learning object (DLO) is best made as a joint decision with other colleagues who teach the course, or may make use of the DLO, and with local support staff who will likely have the job of maintaining the software and supporting its use.

**Collaborate with Students:** Motivating students to invest in, and learn how to use a tool for which they see no long-term application will be difficult. If specialized software or hardware is required for a course, it is critical that the department provide sufficient access, training, and support. Students may require additional motivation to learn to use these specialized tools if they experience learning difficulties. The tools selected should be supported by the departmental or divisional technology support centers, readily available to students and widely used in undergraduate instruction at UCLA.

**Collaborate with Departments:** Integrating technology in instruction will be achieved most easily if the technology component of the curriculum is developed in collaboration with local (departmental or divisional) computer support staff. The ramifications of taking an independent route can be a costly investment for the instructor, student, and support staff. Many resources at UCLA are available to help faculty at the local level. Many departments and divisions provide consultation and support for instructors to develop web pages and other types of digital materials.

### **How has technology changed the role of a teacher?**

Technology allows students to become more independent in the classroom. But is the change from teacher to facilitator a positive move for the profession?

Allowing the use of technology in the classroom has been a positive move, says Mike Britland.

When I went to school it was common place for a teacher to place a text book in front a set of students and offer the simple yet daunting line, "copy that". There would be no talking to either the teacher or fellow pupils. For me lessons seemed to drag so much that I wasn't engaged in the subject material. I'm proud to say that I became a teacher in spite of the education I received; I believed that I could and would do a better job. This task was made easier through the use of technology in the classroom.

During 10 years in the profession, I've seen technology alter the role the teacher almost beyond all recognition. Teachers have undergone a Kafkaesque metamorphosis from Mr Chips to Mr Jobs; wooden, flip-lid desks have been replaced by iPads. The question we have to ask is, has this change from teacher to that of facilitator of learning been positive? Undeniably so, in my opinion.

Making use of technology to allow students the freedom to discover solutions to problems both independently and collaboratively is a force for good. As educators we strive for students to engage with our subject beyond a superficial level. We want them to be active learners, learners who have a thirst for discovery and knowledge. Technology places the world in the hands of every student inside the confines of your classroom.

There are many ways in which technology can be used in the classroom to engage students and facilitate exciting, engaging and interesting lessons. I'm not going to ignore the fact that there is a cost attached to most things, but it's about getting more bang for your buck, as our American cousins would say. Whatever you choose to use you need to make sure that you're getting it for the right reasons.

If you're not used to allowing your students space to guide their own learning then I can see how this all might seem intimidating; don't let it be. For many of us it feels counterintuitive to allow our students the space to discover solutions as these might not be the ones that we want them to find. Allowing the use of technology in my classroom has freed me from my lesson-plan shackles. It feels strange at first but the this type of emancipation is addictive

We all feel the stresses of getting students through exam courses and allowing them the freedom to wander is sometimes too much for some to allow. However, in my experience allowing the freedom to search and discover the subject through technology has fostered a love for my subject.

The best teachers that I have seen using technology to aid independent learning are the ones who have embraced the power that is already in the pockets of students. Most students have powerful devices, primed and ready to go in their pockets – the dreaded mobile phone. If you're lucky like me, your school will see the power that these wonders hold. Allowing students to unholster these weapons is a liberating experience for both teacher and student. Filming a peer assessment or recording a group discussions and uploading to [AudioBoo](#) is yet another way of engaging students.

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