Three principles for using technology in the classroom

Principle #1: _____

Design a task that accomplishes your _____. Then, select a _____ that allows you to achieve it.

Task	Learning Objective (Students will be able to_____)
Halloween	

Principle #2: _____

- *How _____ does it take a teacher (you) to learn how to use a tool?*
- *How _____ will it take your students to learn how to use a tool?*
- *What resources will you need to facilitate _____?*

Task	How many different technologies/tools did you have to use?	How familiar were you with this tool before today? (1-10)	How hard was it to encounter the use of this tool? (1-10)
Polling			
Audio Recording			

Principle #3: _____

Benefit: something you _____ otherwise
Cost: something you _____ otherwise

	Costs	**Benefits**
For teachers		
For students		

Notes