



## Technology Integration Ideas

In TechnoInternet students explore web-based resources and services to discover how they can use them responsibly in their daily life. There is a focus on best practices, safety, and digital citizenship. Use this technology project to create a foundation for future learning.

Activities are organized around an imaginary world to make learning fun. Destinations include the Visitor's Center, e-Library, e-Media Center, e-Playground, e-Mail Depot, and e-Café. Students take a tour of various locations to learn about the Internet.

Use these suggestions to integrate TechnoInternet into curriculum:

- *Establish Guidelines for Responsible Use:* At the beginning of the school year, introduce rules for using the Internet. Outline the behavior expected from students when online. This is an opportunity to review your school's Acceptable Use Policy with students. Complete Assignment 1 to have everyone take an Internet Safety Quiz.
- *Introduce Terminology to Beginners:* Familiarize young children with Internet terminology. Complete Assignment 2 to help students gain an understanding of the meaning of common terms.
- *Prepare Students for a Research Assignment:* Prior to assigning a task that requires fact finding, teach essential research skills. Help students acquire effective search strategies, recognize multiple sources of information, assess trustworthiness, and respect copyright. Complete Assignments 3-6.
- *Discuss Current Events:* Incorporate current events into curriculum by accessing news stories online. Develop reading, writing, and critical thinking skills. Have students summarize a story, formulate an opinion, compare the reporting of an event from a variety of sources, or provide the latest information on a topic they are studying. Complete Assignment 7.
- *Support a Multimedia Project:* Before beginning a multimedia project, highlight the location of web-based resources including pictures, videos, maps, and sounds clips. Teach students how to responsibly incorporate files into a presentation, digital story, or advertisement. Complete Assignments 8-11.
- *Take a Virtual Field Trip:* Bring the world into your classroom. Include a webcam into a geography, social studies, or science unit. Have students see in real-time an event or location. Complete Assignment 12 to prepare for using this technology.
- *Manage Free Time:* Have students remain engaged after they have finished their assigned work. Complete Assignment 13 to bookmark websites they can visit to play educational games.
- *Get Ready for a Digital Classroom:* In advance of having students submit work digitally, teach them to exchange ideas using email. Later they will be able to use these skills to communicate with others and share files. Complete Assignments 14-17.
- *Provide a Framework for Remote Learning:* If students will be working on collaborative projects outside of school hours or with people in other locations it is a good idea to show them how to use chat. This will allow an easy flow of ideas. Complete Assignments 18-20.
- *Protect Student Safety:* When your students begin to use social media services it is essential they understand how to protect their privacy, post content responsibly, and exchange ideas respectfully. Complete Assignments 18 and 21.
- *Prepare for a Blogging Unit:* Encourage students to explore the blogosphere to discover a range of blogs. Provide a framework for including blogging into curriculum. Complete Assignment 22.

## Ideas for Teaching TechnoInternet:

- *Teach the Entire Project:* Teach all the activities as part of an Internet or digital citizenship unit.
- *Select Activities Based on Student Needs:* Assess your students to determine their knowledge of the Internet and existing skills. Select assignments that address a gap.
- *Select Assignments Based on Grade Level:* Divide the activities amongst several classes according to difficulty. Select introductory activities for younger students and more advanced activities for older students.
- *Revisit the Project throughout the School Year:* Select activities based on what is happening within the curriculum plan. The school year may begin with an Internet safety introduction. Later, students could complete a set of research-based activities. Near the end of the year they make take a virtual field trip or bookmark online games for the summer.