

INSTRUCTIONALModule

Technology Integration:

Language Arts & Social Studies

THE GEORGE LUCAS
EDUCATIONAL
FOUNDATION
www.gleef.org

HOME

The language arts and social studies technology integration module is meant for use either after completion of the Project-Based Learning module and Technology Integration module or with participants who are familiar with both modules. This module is designed for a two- to three-hour class or training. It can be used in conjunction with trainings of software applications that are used in classroom settings. Ideally, the module would be the core of a training where participants develop ideas, go back to their classrooms to implement them, and then come back together to regroup, reflect, and refine projects designed at the first training session.

Part One, **Guided Process**, is a brief introduction to technology integration into language arts and social studies. It answers the questions "Why is technology integration important in language arts and social studies?" "What is technology integration in language arts and social studies?" and "How do you integrate technology into language arts and social studies?" These questions are generically addressed in the Technology Integration module. In this module, the curriculum will elicit the responses.

Part Two, **Group Participation**, guides participants in envisioning technology integration in language arts and social studies. It asks participants to visit various educational Web sites. The participants are then asked to brainstorm ideas for technology integration in the areas of language arts and social studies garnered from visiting and discussing these sites. Ideally, they will design projects and assessments that they can take back to their students and their classrooms. The tasks will be accomplished using group collaboration and hands-on use of technology -- the Internet, computers, software applications, CD-ROMs, scanners, printers, digital cameras, any and all technology resources that are available on the training site.

The PowerPoint® presentations found in the Resources section can be used to introduce the module, or can be used as stand-alone presentations.

The following ISTE NETS Standards have been addressed in this module:

I. Technology Operations and Concepts

1. Demonstrate introductory knowledge, skills, and understanding of concepts related to technology (as described in the ISTE National Education Technology Standards for Students).
2. Demonstrate continual growth in technology knowledge and skills to stay abreast of current and emerging technologies.

II. Planning and Designing Learning Environments and Experiences

1. Design developmentally appropriate learning opportunities that apply technology-enhanced instructional strategies to support the diverse needs of learners.
2. Apply current research on teaching and learning with technology when planning learning environments and experiences.
3. Plan for the management of technology resources within the context of learning activities.

III. Teaching, Learning, and the Curriculum

1. Facilitate technology-enhanced experiences that address content standards and student technology standards.
2. Apply technology to develop students' higher order skills and creativity.

IV. Assessment and Evaluation

1. Apply technology in assessing student learning of subject matter using a variety of assessment techniques.
2. Apply multiple methods of evaluation to determine students' appropriate use of

technology resources for learning, communication, and productivity.

To find the specific standards for your state visit emTech's Web site that links to all state departments of education.

Getting Started:

PDF files can be viewed on a wide variety of platforms -- both as a browser plug-in and a stand-alone application -- with **Adobe's free Acrobat Reader®** program. Follow the link provided below for installation instructions.

The videos on this Web site require that you have the **QuickTime Player** installed on your computer. Although most of the video and audio material will play reasonably well on older versions of QuickTime, we strongly recommend that you have QuickTime version 5.0.2 or later installed on your computer for an optimal viewing/ listening experience. If you need help determining whether or not you have the appropriate version of QuickTime installed (and installed properly), check out Apple's "Installation Check" Web page. To find answers to support questions often asked by QuickTime users, visit Apple's QuickTime Support Web page. To download QuickTime, click on the link provided below.

In the Resources section of this instructional module, a PowerPoint presentation is provided. To download a free version of the Microsoft®: PowerPoint Viewer®, visit Microsoft's Download Center at the links provided below.

Acknowledgements: GLEF extends our thanks to the following people who reviewed this module for content and usability: Susan Murphy, Consultant, Aurora, Colorado; Dr. Peggy Benton, Ph.D., Assistant Professor, PT3 Grant Director and Advisor, Department of Instructional Technologies, San Francisco State University, San Francisco, California; and Mimi Bisson, M.A., PT3 Grant Technology Trainer, Department of Instructional Technologies, San Francisco State University, San Francisco, California.

The following Web sites appear on this page:

Apple "Installation Check" Web page:
www.apple.com/quicktime/troubleshooting

Apple QuickTime Support Web page:
www.info.apple.com/usen/quicktime

Adobe Acrobat Reader program:
www.adobe.com/prodindex/acrobat/readstep.html

QuickTime Player:
www.apple.com/quicktime/download/

Microsoft PowerPoint Viewer (Windows):
office.microsoft.com/OfficeUpdate/default.aspx?displaylang=EN

Microsoft PowerPoint Viewer (Mac):
www.microsoft.com/mac/downloads.aspx?pid=download&location=/mac/download/office98/powerpoint98viewer.xml&secid=20&ssid=7&flgnosysreq=False