A note about the use of ICT

It is important that when you use technology in the classroom it is an integrated part of the learning activity rather than just a ‘motivator’ or gimmick.

Valid reasons to use a particular technology may include:

• The learning is about the technology itself – for example, how to make a podcast.
• You can’t do the activity as easily/effectively or safely without the technology – for example, simulations of science experiments.
• The technology demonstrates particular areas of learning – for example, communication, sporting expertise.
• The technology provides access to information/sources.
• Using the technology supports the student’s understanding – for example, spatial and visual learners.

You also need to look at what is available. Podcasts can be done from a mobile phone or in a specially constructed sound room. Making creative use of what you have is a part of the learning process.

Knowing which technologies to use:

• The technologies you choose must fit with the learning goals: enabling demonstration, simulation, research, production, organisation, manipulation and communication as required. In English, technologies that enable communication in a range of modes are appropriate.
• Know the basics in the equipment and software you intend to use.
• Be open to different ways of reaching outcomes.
• Remember you are demonstrating how to learn too.