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Educational Resources

A. Use the Web to find 3 lesson plans. Select three that you might be interested in using, and print them out. At least two lesson plans should involve computer technology. Write a summary **and evaluation** of the lessons **using** technology (500 words).

Lesson 1

“A Bomb is Dropped...”

http://students.itec.sfsu.edu/itec815_s99/rfishtrom/pages/teachers.html

The lesson “A Bomb is Dropped...” is a web quest history lesson designed for grade 11 U.S. History. The lesson is meant to introduce the reasons for why the atomic bomb was used on Japan and what effects it had on people. This lesson is divided into different days requiring use of different technologies. The first and second day is the web quest where students are divided up and given their roles from which they begin their research on the Internet. The third day is where the students will work with another student and use a word processing program to create a newspaper article. On the fourth day, students will debate their positions, demonstrating what they have learned. After the debate students will then write a letter to show they understand the position they were assigned.

This lesson plan is a good lesson that integrates technology into a field that traditionally uses printed text and lecture as source material. By using a web quest it engages students in inquiry-based learning, where the students will hopefully ask more questions of a topic than the teacher will. Creation of the newspaper and later a letter via a word processing program will engage the students' creativity through the design as well as give them a chance to confirm their facts. In addition the knowledge that a debate will be held and all students will be participating will encourage the students to get their facts straight. This lesson as a whole integrates content standards with student technology standards (ITSE 3A) in such a way to “address the diverse needs of students” (ITSE 3B) and allow them to develop “higher order skills and creativity” (ITSE 3C). As a student I would find this lesson interesting and engaging.

Lesson 2

“Creating Trading Cards”

http://www.ddaymuseum.org/education_teacherslesson.html

The lesson “Creating Trading Cards” is a World War II D-Day technology based lesson where students will choose a topic relating to the D-Day invasion and research it using the Internet or research books. After they have completed their research, they will use a drawing program to create their trading card of the topic they researched to be displayed in the classroom.

This lesson plan draws from two different technology areas to help students create study tool they can relate to, a trading card. Students will have to think about how best to design the layout, select the information, and pick any images as appropriate. The first technology area used is the Internet. In today's world, knowing how to research a topic is critical skill. Seeking information through inquiry is something everyone learns at an early age but is refined through practice such as this research section of the lesson. Creating a trading card using a drawing program is a technology-enhanced experience that addresses content standards as well as student technology standards (ITSE 3A). A trading card can help visual learners remember information they may not normally remember well. The creation of the trading card also taps into the creative side of students as well as teaches them a good study tool, a note card. In this field, memorizing facts and figures may never go away, but the idea of a making a trading card may help students remember what they are studying.

B. What is the purpose of an AUP? Why would a school/district need to have an AUP in place?

<http://www.rusd.k12.ca.us/ourcurriculum/technology/AUP.html>

The purpose of an AUP is to provide flexible guidelines in a legal document for acceptable use of technology assets, including networks, computers, printers, etc. These guidelines can define proper use of technology assets, inappropriate use technology assets, consequences for inappropriate use, and ethics of technology use.

It is important for a district or school to have an AUP in place as it defines what is appropriate use from what is inappropriate use. An AUP policy is designed to protect the safety of students, faculty and staff from pornography, improper sites, or malicious sites. It also defines expectations for students, faculty, and staff use of technology. The flexibility of these guidelines is meant to allow the district or school to grow with the changes in technology, as no AUP can anticipate every situation.

Should a district not have an AUP in place they could become liable for any inappropriate use of technology.

C. What are the learning tasks and the computer functions of the lesson plan integrating technology? How can the lesson plan that does not integrate technology use technology?

Technology Lessons

Lesson 1

“A Bomb is Dropped...”

http://students.itec.sfsu.edu/itec815_s99/rfishtrom/pages/teachers.html

Use the Internet to gather information on a selected topic.

Use word processing to collect information and share with others.

Use word processing to design a newspaper editorial article.

Use images to help validate your position.
Use word processing to write a letter stating your position.
Verify information with another individual.

Lesson 2

“Create Trading Cards”

http://www.ddaymuseum.org/education_teacherslesson.html

Use the Internet to gather information on a selected topic.
Use a word processor to list important facts about topic.
Use the Internet to paraphrase information found.
Use a drawing program to design a trading card.
Use a drawing program to report information in a small area with a graphic.
Use pictures to illustrate the idea of the selected topic.
Use a printer to print the project and share information with others.

Lesson 3

“The Great Depression”

[http://www.eduref.org/cgi-bin/printlessons.cgi/Virtual/Lessons/Social Studies/US History/USH0047.html](http://www.eduref.org/cgi-bin/printlessons.cgi/Virtual/Lessons/Social_Studies/US_History/USH0047.html)

The lesson plan “The Great Depression” does not appear to use technology. This lesson could be turned into a web quest, while maintaining its idea that the groups of students will present the information to teach the class. The instructor could also have students create a multimedia (or PowerPoint) presentation to go with the student presentation. This time period is rich with photographs detailing the hardships suffered and perseverance of those living in that time. Such a multimedia presentation could help illustrate the information the instructor is trying to have the students find. Also for the interview of a family member or friend who lived through the time, the students could be required to type the interview on a word processor.