

Technology in the Classroom

Technology can be described as any system or method that allows for an easier manipulation or process. In a classroom setting, technology can be utilized to enhance student learning. Students can actively manipulate technology software, allowing them to experience material in a hands-on approach. Technology can also be utilized to engage students and foster discovery.

Technology helps to visualize and implement concepts that might not be possible to experience in a classroom setting. For example, students can use an online PHET simulation to learn and understand gas laws. With control settings to adjust the pressure, temperature, and volume of a box, students are put in charge of their own discovery by exploring what happens when each variable is changed. Students who discover knowledge on their own retain the information more effectively as opposed to being simply told what to learn.

Technology also helps to engage students. Because technology has become such a vital part of our society, incorporating new apps into a lesson helps drive interest among the students. While teaching probability, I used the “Outfit Combinations” game on CK-12 PLIX (Play, Learn, Interact, eXplore) where students used the simulation to pick outfit combinations to answer probability questions. This helped to introduce the topic with a fun approach and also prompted a classroom discussion where students shared their discoveries made during the game about probability.

Using technology also allows teachers to keep track of how each student is doing in the class. The use of clickers in a classroom is a great way to give a quick formative assessment. Students answer via clicker from their desk and the information is sent to the teacher. These results help distinguish which students need extra help on the material and allows for amendments to material if the class consistently misses questions.

Technology helps teachers shape their classroom around the needs of their students. It not only helps to drive student interest in a topic, but the visualization and hands-on feature will help students retain information and develop deeper understanding of material.