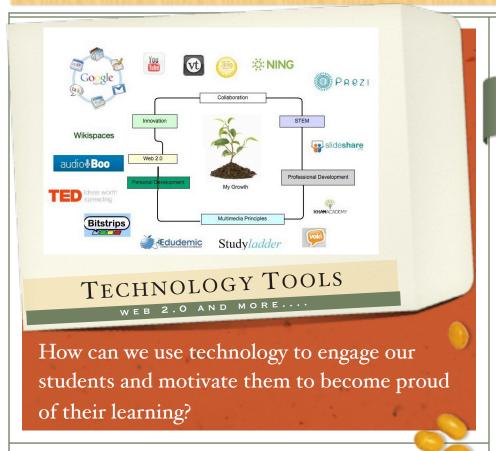
STUDENT ENGAGEMENT

# TECHNOLOGY

IN THE CLASSROOM



#### HASELLUS SED SIT SODALES

Our question of practice is how can we engage our students in the classroom?

Many people think that games, hands on activities, and technology are engaging. Through our teacher initiated inquiry we have discovered that it is true, these tools do engage our students, but only if there is real substance behind these activities. If the tools we use to engage our students don't provide them with long lasting skills and depth in their learning, the tools only serve as attention getters and not true engagement. Students feel engaged when they learn, when they truly learn to do something they could not do before or get to solve real world problems and get to use tools like technology to demonstrate their

capabilities and talents. This short article is a reflection of the technology tools we have found to be most effective in allowing our students to feel proud and engaged in their own learning.

As teachers, we are students of our own practice. Everyday we research and learn how to engage our students. On the right hand side of this page you

will find a list of some of the technology tools we have used and some ways we have used them in our classroom.



web 2.0 tools

### **Jing**



Jing is screen capturing tool. It allows the user to capture anything on the computer screen and add audio though it. My students have used for presentations, commercials, and stories.

## Glogster

### Glogster

Glogster allows the user to create interactive posters. Students are able to add pictures, audio, and video to their posters. I have used for experiment reports and project proposals.

### **Animoto**



Animoto can be used to create slide show videos with background music. My students have used they to give a quick representation of vocabulary words and concepts.

#### <u>Voki</u>

Others: Edudemic Article