

Which Web 2.0 Tools Should We Use?

Grade/Age Level: Certified teachers with at least one year of experience in the classroom.

Subject Area: Elementary education

Time allotted for lesson: One 2 hour session

Description of lesson: In this lesson learners will be introduced to types of projects that can be created, by students and teachers, using web 2.0 tools that address higher levels of Bloom's taxonomy.

Curriculum Goals Addressed

- Development of knowledge and competency of administration, pedagogy, and organization of technology in the classroom
- Guiding teachers in selection and integration of technology in the learning environment

Technology Standards Addressed

1. **Design and Develop Digital-Age Learning Experiences and Assessments**
 - a) Design or adapt relevant learning experiences that incorporate digital tools and resources to promote student learning and creativity
 - b) Customize and personalize learning activities to address students' diverse learning styles, working strategies, and abilities using digital tools and resources
2. **Model Digital-Age Work and Learning**
 - a) Collaborate with students, peers, parents, and community members using digital tools and resources to support student success and innovation
 - b) Model and facilitate effective use of current and emerging digital tools to locate, analyze, evaluate, and use information resources to support research and learning

Instructional Objectives

At the end of this lesson learners will either

- create an assessment project for their students, OR
- develop a project they will use as a teaching tool in class

that utilizes the technologies discussed in the course.

Instructional Procedures

Lesson Set

Instructor will show samples of middle school student work utilizing freely available web 2.0 tools and ask learners to give examples of how they would apply these projects to their own classes.

Techniques and Activities

1. Instructor will show image titled "Digital Storytelling"
(<http://edtech2.boisestate.edu/gopine/506/ClassroomTech/DigitalStorytelling.php>) and discuss examples of student digital storytelling projects
2. Instructor will show image titled "Problem Based Learning"
(<http://edtech2.boisestate.edu/gopine/506/ClassroomTech/ProblemBasedLearning.php>) and discuss examples of student PBL projects
3. Instructor will show image titled "Video and Learning"
(<http://edtech2.boisestate.edu/gopine/506/ClassroomTech/VideoAndLearning.php>) and discuss

examples of instructional video

4. Learners will choose whether they want to create an assessment utilizing any of the technologies discussed, or if they want to develop a project on their own that can be used as a teaching tool in their classrooms
5. Learners will then pair off based on their choice, and brainstorm tools and projects appropriate for their content area

Lesson Closure

Instructor will ask learners to explain what they've chosen, and fellow learners will critique their ideas.

Adaptations for Special Learners

Extra sample projects will be posted on the course website. Instructor will walk around during the brainstorming session to provide one on one help.

Assessment/Evaluation

Learners will write a justification of the project they've chosen, including an explanation of the tool they're going to use and which level of Bloom's taxonomy will be addressed, as well as the specific content involved.

Learner Products

- A description of an assessment project utilizing a web 2.0 tool OR
- A description – or actual creation (optional) – of a project to be used as a teaching tool that utilizes a web 2.0 tool