

Reflecting on Technology Integration in the Classroom

When I enrolled for this course, I expected it to be a fun class which would be 'easy' for me given my experience with using technology. I also expected to be inspired and infused with new creative ideas to improve my students' learning experience. The course lived up to all my expectations but one; it was not easy. I completed the course with new understanding of how to integrate technology into my classes, how to infuse these into my lessons, and how to use technology to create a more student-centered approach to my teaching methods by way of investigative and problem-solving methods. I have also learned of models to utilize in lesson planning to achieve the best outcomes and some very useful tools that I will be using in my classes to achieve same.

The course follows the line, or, is structured on the principle of practical involvement in lessons we were learning theoretically. For example, we were introduced to International Society for Technology in Education (ISTE) standards which are standards for the use of technology in teaching and learning. While learning about this, we were immersed into this through practice. Another example is, while learning about synchronous and asynchronous communication, we were involved in an e-learning exercise which demonstrated and defined the concepts.

We were introduced to different educational theories and instructional models, one of which, the ASSURE model, I intend to use as a standard to write my lesson plans going forward because it lends itself to incorporating technology in a meaningful way based on the student-centered approach as well as a differentiated teaching approach. This model along with integrating technology, easily fits in with educational theories like Bloom's Taxonomy, and Dales Cone of Experience which encourage student centered learning. The unit, Instructional Planning with Technology, helped to prepare us to appropriately apply technology in our

teaching/learning activities. I was also able to expand my list of helpful and beneficial sites like Kahoot and WebQuest which add fun element to the lesson while strengthening elements of problem solving, creativity, critical thinking, motivation, time management, strategy, and so on. I will definitely be adding some of these, including Gamification to my toolkit going forward.

The pace of this course, though challenging, was good. We had a couple of sticky points where we did not have access to our assigned room, robbing us of valuable time as we search for alternate venue. This is a situation which can be easily fixed if assigned rooms are not otherwise commandeered. I gained a great deal from this course which will contribute to improving my teaching delivery.