Technology Resource Chart

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EDUC 673 Curriculum and Methods for Effective Instruction

**Author Note**

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Technology Resource Chart

**Part One**: Using the internet, locate resources for your classroom and complete the below chart! Make sure you locate resources for at least two different grade levels on at least five different topics (i.e. human body, constitutional government, polynomials, electricity, animals, adverbs, nonfiction, etc. These can be in the same content area, such as history; civil rights, the Holocaust, Lewis and Clark, etc.). You must find two websites for each of the types of resources listed in the chart below. Once you locate the site you want to use, copy the link under the link column. This must be a WORKING link. Determine the topic the resource covers, the grade level the resource is intended for, and locate a Virginia Standard of Learning that covers that topic. Complete the chart with this information. Lastly, describe in three short statements what makes this resource engaging for your students.

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| --- | --- | --- | --- | --- | --- |
| **Resource** | **Link** | **Topic** | **Grade Level(s)** | **Standard(s)** | **What makes this resource engaging?** |
| Website | [ABCmouse: Educational Games, Books, Puzzles & Songs for Kids & Toddlers](https://www.abcmouse.com/abc/login/) | Colors | Pre-K/K | Visual Arts K.12a | 1. Covers full curriculum ages 2-8
2. Has interactive modules and pathways
3. Colorful classroom and navigation
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| Website | [Khan Academy | Free Online Courses, Lessons & Practice](https://www.khanacademy.org/) | English : Fictional Texts | 3 | English3.3b 3.4a-d, f-g 3.5c-j, l | 1. Engaging and interactive Content
2. Free Resource for Parents and Teachers
3. As of now in Beta, the reading selections are age appropriate
 |
| Virtual Simulation | [Virtual Lab Simulation Catalog | Labster](https://www.labster.com/simulations/?_sft_categories=biology&_sft_packages=high-school-biology) | Biology | 9-12 | BIO 1a | 1. Runs simulations with the user in control of the specifics.
2. Observation of how the experiment should conclude to.
3. Great for those students where materials are limited.
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| Virtual Simulation | [PhET: Free online physics, chemistry, biology, earth science and math simulations (colorado.edu)](https://phet.colorado.edu/) | Chemistry | 9-12 | CH.2 | 1. Teaching students placement of elements in the Periodic Table.
2. Interactive and instant feedback.
3. Interdiciplinary Sciences
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| Virtual Field Trip | [National Civil War Museum - Virtual Tour – Joy of Museums Virtual Tours](https://joyofmuseums.com/most-popular/national-museums-united-states/civil-war-museum/) | Civil War | 9-12 | HistoryUSI.9 | 1. Provides historical data on the events of the Civil War.
2. Displays artifacts from the time period to give the learner a sense of the period.
3. Easy to navigate through the virtual tour.
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| Virtual Field Trip | [Photos From the Civil Rights Movement - High Museum of Art — Google Arts & Culture](https://artsandculture.google.com/exhibit/civil-rights-photography/9wISPkiyouv-Lw?hl=en) | Civil Rights Movement | 4-12 | USII.9a | 1. Authentic photos
2. Captions give a well-described context
3. Short and simple, easy to digest
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| YouTube Video | [Natural Disasters compilation | The Dr. Binocs Show | Best Learning Videos For Kids | Peekaboo Kidz - YouTube](https://www.youtube.com/watch?v=HaEmIakO7f4) | Weather | K | Science K.9a | 1. Gives age appropriate information.
2. Demonstrates the process of weather systems.
3. Visually attractive to a young audience.
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| YouTube Video | <https://www.youtube.com/watch?v=O_KA7Dgka6A>Number Blocks | Counting 50 to 100 | K | Math K3a | 1. Shows the student ways of counting to 100
2. Colorful, vibrant animations
3. Catchy songs for retention
 |
| YouTube Video | <https://www.youtube.com/watch?v=C0yx4T2FDJE>Alpha Blocks | Silent E | K | English K7c | 1. Visually engaging
2. Demonstrates how Silent E applied changes the word
3. Music gains for retention
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| Website | [Code Monster from Crunchzilla](http://www.crunchzilla.com/code-monster) | Coding Basics | 1 | Computer Science1.4 | 1. Teaches kids basics in programming through Javascript
2. Easy To Follow Directions
3. Instant feedback and freedom to play with the codes.
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**Part Two: Reflection**

1. ***What did you like about locating technology resources?***

I liked the idea of the various ways instruction can be presented to the students. There are times I have had to complete an in-depth search for items to cover a broader range of topics to cover for this assignment. I have children in Pre-Kindergarten and First Grade. Therefore I was familiar with some of these websites, such as ABC Mouse and YouTube Channels like Number Blocks and Alpha Blocks. They have helped both of my kids with their math, reading, and spelling skills. The other items I was interested in learning more about standards-wise, especially with the virtual museum tours. I personally like the idea of when history comes to life.

1. ***How would these resources help develop your students’ critical thinking skills?***

I can speak from experience about the YouTube channels for my younger children. My youngest, who was two at the time, would watch Alpha Blocks with his older brother. He would then repeat the letter sounds and try to sound out random words written on our family whiteboard or go along with the show he was watching. It is the same with Number Blocks for my oldest. He loves math and numbers, and the scenarios that the show acts out allows my son to critically think about why the 2 + 2 = 4 or why 8 x 10 = 80. In addition, the visuals give the learner a visual engagement of the material that can help the concept be retained.

1. ***In what ways can you grow as a professional in the area of technology in the classroom?***

I enjoy the idea of designing an interactive curriculum for more than just K-12. Learning the variety of design for different industries outside of the classroom is a great way to extend knowledge for not only the subject matter experts and stakeholders but also for the learner. I have a belief that just presenting the understanding is not enough. It is how well you can engage the learner. Technology should not take over for the teacher but should co-exist as a tool to enhance the learning experience. However, since the Covid-19 pandemic began, education and industries alike have had to rely on technology to keep their business and to learn to continue and thrive. Becoming a professional who can understand these technologies and implement ideas for their integration is very important for the times that we are in.