



5 Step Technology Integration Plan

Besnoy, K. D., Housand, B. C., & Clarke, L. W. (2009). *Changing nature of technology and the promise of educational technology for gifted education*. In F. A. Karnes & S. M. Bean (Eds.), *Methods and materials for teaching the gifted* (3rd ed.). Waco, Texas: Prufrock Press, Inc.

1. IDENTIFY A TECH TOOL

2. PROVIDE A PURPOSE

3. GIVE IT TIME

4. WATCH IT GROW

5. EVALUATE

PARTNERSHIP FOR 21ST CENTURY SKILLS - <http://p21.org>

ISTE NETS-S - <http://bit.ly/nets-profiles>

1. Creativity and Innovation

2. Communication and Collaboration

3. Research and Information Fluency

4. Critical Thinking, Problem Solving, and Decision Making

5. Digital Citizenship

6. Technology Operations and Concepts

WALLAS FOUR STAGE MODEL OF CREATIVITY

Housand, B. (2013). The potential of technology to foster creativity. In J. Jones & L. Flint. (Eds.). *The Creative Imperative: School Librarians and Teachers Cultivating Curiosity Together*. Santa Barbara, CA: ABC-CLIO.

PREPARATION:

Building of background knowledge, exploration and development of interest areas

INCUBATION:

A period of detachment from the task that often sparks new ideas or solutions

ILLUMINATION:

Moment of discovery that is often characterized by a sudden epiphany-like affirmation

VERIFICATION:

Presentation of product, process, or performance to an audience



PREPARATION

Live Binders - <http://livebinders.com>
Wonderopolis - <http://wonderopolis.com>
Google Art Project - <http://www.googleartproject.com/>
Google Street View - <http://maps.google.com/>
Google Books - <http://books.google.com/>
DOCS Teach - <http://books.google.com/>
TED - <http://ted.com>
Mensa For Kids - <http://mensaforkids.org>
Science Buddies - <http://www.sciencebuddies.org/>
Zite - <http://www.zite.com/>
iTunes U - <http://www.apple.com/education/itunes-u/>
Smithsonian Channel App - <http://www.apple.com/education/itunes-u/>

INCUBATION

Online Colleges –How Video Games are Changing Education - <http://www.onlinecolleges.net/2011/08/25/how-video-games-are-changing-education/>
Scratch - <http://scratch.mit.edu/>
National STEM Video Game Challenge - <http://www.stemchallenge.org/>
GameStar Mechanic - <http://gamestarmechanic.com>
YoYo Games – Game Maker - <http://www.yoyogames.com/>
Activate - <http://activategames.org/>
Microsoft Research FUSE LABS – KODU - <http://fuse.microsoft.com/page/kodu>
Kinect Education - <http://www.kinecteducation.com/>
Game Salad - <http://www.kinecteducation.com/>
Teach with Portals - <http://www.kinecteducation.com/>
WoW in School - <http://wowinschool.pbworks.com/>
Games for Change - <http://www.gamesforchange.org/>
SuperBetter - <https://www.superbetter.com/>
Playing History - <http://playinghistory.org/>
Text Adventures - <http://www.textadventures.co.uk/>
MINECRAFT - <http://minecraft.net>
Virtual Apple - Oregon Trail - <http://www.virtualapple.org/oregontraildisk.html>
Rice – Web Adventures - <http://webadventures.rice.edu>

ILLUMINATION

Instagram - <http://instagram.com/>
Dermandar - <http://www.dermandar.com/>
Photosynth - <http://photosynth.net/>
Five Frames- <http://www.flickr.com/groups/visualstory/>
Garageband in Action - <http://www.youtube.com/watch?v=KhGdbulmfzA>
DM 1 – The Drum Machine - <http://www.youtube.com/watch?v=KhGdbulmfzA>
Smule – MadPad - <http://www.smule.com/madpad>
JAM with Chrome - <http://www.jamwithchrome.com/>

VERIFICATION

Weebly - <http://WEEBLY.COM>
Edmodo - <http://EDMODO.COM>

