Standard III  
Element C

**Level 3 Practices**  
**The Teacher:** Integrates available technology to enhance:

6  
**Creativity.**

Developing creativity is an ongoing process in which new ideas are formed based on older ideas or ideas from a different perspective. Technology can provide students opportunities to experience other cultures, perspectives, and places in a way that is engaging and motivating.

For students to be successful in the 21st Century, teachers need to implement strategies that foster creative skills and innovation skills. The benefit of utilizing technology is not its potential to replicate the existing educational practice but its ability to combine ideas and product technologies in order to engage students in developing these skills.

7  
**Use of Information.**

According to Mason et al. (2000), infusing technology into instruction should

1. Extend learning beyond what could be done without technology.
2. Introduce technology in context.
3. Include opportunities for students to study relationships among science, technology, and society.
4. Foster the development of the skills, knowledge, and participation as good citizens in a democratic society.
5. Contribute to the research and evaluation of social studies and technology.

8  
**Collaboration.**

- Working in teams
- Online collaboration
- Project based Learning

Planning/Coaching Questions

- What technology is available for teacher and student use? How can I incorporate available technology into instruction?
- How can the use of technology enhance student learning and engagement?
- How will I model responsible and ethical use of technology?
- How will I support students who may need assistance in using the technology available?
- How can I develop projects that require students to utilize technology in creative and collaborative ways that will enhance their use of information?