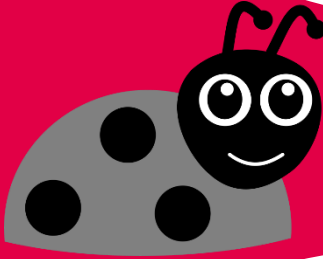


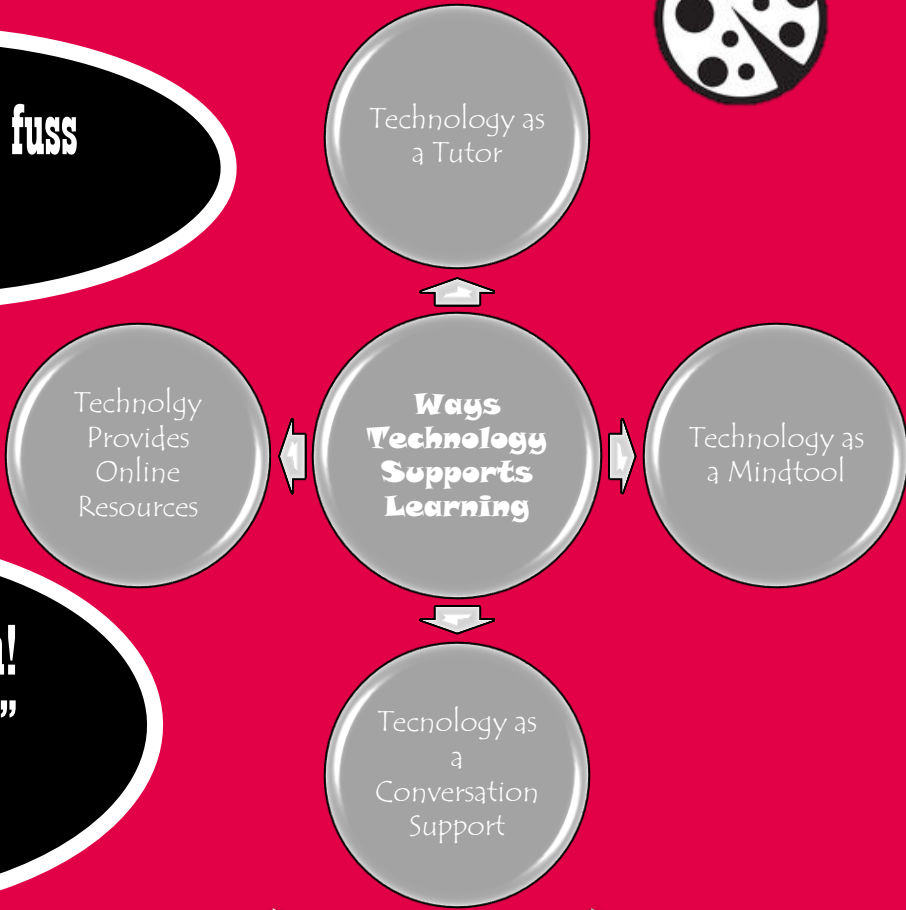
# C H A P T E R 4



**What's all the fuss about?**



**Let's break it down!  
Technology as a "x" includes:**



Technology-Based Tutorial

WebQuest

Educational Games

**TUTOR**

Databases

Visualization Tools

Concept-Mapping Tools

Simulations

Animations

Hypertext/Hypermedia

Digital Storytelling

**MINDTOOL**

Webconferencing

Collaboration Tool

Conferencing Tool

-Blogs

-Wikis

**CONVERSATION SUPPORT**

Students Learn to Evaluation Online Resources

-reliable sources vs. unreliable (e.g. web developers that use typosquatting)

**ONLINE RESOURCES**

## QUESTIONS

- Q: How can teachers assure that using technology as a tutor does not replace instructional time from the teacher?
- Q: How can technology as mindtool be useful for young children? Students with disabilities?
- Q: How often do you think teachers should incorporate technology into a lesson or unit?