



Connecting the Bits

A reference for using technology in
teaching and learning in K–12 schools

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Information technologies can enhance students' skills, knowledge and interest through "authentic" learning tasks—those that involve substantive, real-world problems. Here, student and teacher examine a model of a computer-aided design for a "mile-high" building.

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C O N T E N T S

- 5 **Introduction**
- 9 **Lessons from *The Road Ahead: An Educational Technology Program of the National Foundation for the Improvement of Education***
This paper provides an overview of evaluation results from a national grant program developed to demonstrate ways that information technologies can facilitate learning in schools and community settings
- 23 **Information Technologies in Education: A Survey of Uses and Issues**
This paper serves as an introduction to the uses of information technologies in education. It provides background and resource information for those who are beginning to learn about the topic. Practitioners who are grounded in the field may wish to begin their reading of these papers with section four.
- 47 **Project-Based Learning and Information Technologies**
This paper discusses how project-based learning makes optimum use of information technologies; the elements of project-based learning design; and the benefits of this approach for teachers and students.
- 69 **Assessment and Information Technologies in the K–12 Curriculum**
This paper reviews the purposes and principles of assessment; outlines new trends in assessment; and discusses technology's effect on instruction and assessment.
- 97 **Professional Development and Information Technologies**
This paper examines the need for technology-related professional development and key characteristics of high-quality professional development and their implications for educational technology. It also describes the policies and practices that sustain professional development.
- 127 **At-Risk Students: Technology's Particular Promise**
This paper takes a comprehensive look at educational technology's potential for improving the prospects of at-risk students. It also describes the climate and conditions of educational reform that must be in place to make technology work effectively with this population.
- 151 **School-Home-Community Learning Connections: Roles of Information Technologies**
This paper explores how information technologies are transforming the educational roles of school, home, and community. It examines how technology-enhanced partnerships can help children to learn more. It also discusses the key characteristics of a successful partnership.

