# TECHNOLOGY INTEGRATION

Building the foundation for high quality, effective digital learning





# Popular Programs

# FOR SUPPORTING DIGITAL LEARNING



### **BLEND LEARNING**

- 1. Google Classroom
- 2. SeeSaw
- 3. Canvas
- 4. Schoology



### CONTENT CREATION

- 1. Adobe Spark
- 2. Canva
- 3. Book Creator

4. Google Sites



## VIDEO CREATION

- 1. Flip
- 2. WeVideo
- 3. Animoto
- 4. Adobe Spark



# SCREENCASTING & RECORDING

- 1. Screencastify
- 2. Loom
- 3. Google Meet
- 4. Screencast-O-Matic



# PRESENTATIONS

- 1. Google Slides
- 2. NearPod
- 3. Pear Deck
- 4. ClassCraft



# DATA COLLECTION

- 1. Socrative
- 2. Gimkit
- 3. Survey Monkey
- 4. Kahoot!



# ASSESSMENT

- 1. Edpuzzle
- 2. Google Forms
- 3. Formative
- 4. Quizziz



# RESOURCE COLLECTION

- 1. Wakelet
- 2. Google Drive
- 3. Microsoft OneNote
- 4. Symbaloo





Learning using digital devices increases student interest in & engagement with content.

learning content, no matter where or when students learn.

Increased access to



Builds a personal collection of teaching resources, including audio-vidual content.