



# Expectations of Office of Insular Affairs (OIA) & JEMCO & Why Technology in the Classroom?

FSM Technology Plan for Grades K – 12

National Workshop

March 22 – 24, 2010

FSM China Friendship Sports Center (Pohnpei)

Consequences of not completing and implementing a tech plan are potentially high.

# THE TECHNOLOGY PLAN IS A JEMCO REQUIREMENT



# Minimum Expectations

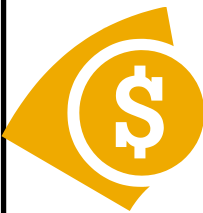
- The plan will consist of **standards** and a **realistic implementation schedule**

# Technology Standards

- Interpret International Society for Technology in Education (ISTE) standards for students, teachers, and administrators, **restating them in a manner meaningful to FSM Educators**, and guide stakeholders to adopt and adapt standards that are **realistic in the FSM context**
- Summarize the standards into a **mission statement** that articulates their overall **vision** for technology in education.
- Set **goals and objectives for the standards** for the three constituent groups (students, teachers & administrators)
- Integrate **evaluation activities** to track the effectiveness of the plan in reaching standards

# Implementation planning

- Describe the **electrical and technology infrastructure** that must be put in place to realize the standards
- Develop **inventory policies and procedures**, starting with current equipment and including an assessment of the capacity of that equipment to support standards
- Determine the **hardware and software** that the system needs to purchase to support its goals and objectives
- Determine **IT needs to maintain** the new resources at the administrative, teacher and student levels
- Review current staff capacity and determine what **IT and user training** will be necessary to implement the standards
- Determine the **costs of training, equipment purchases and replacement, maintenance and develop a long range budget strategy** to sustain the vision for technology in education



A tech plan and more importantly – use of technology in the classroom and for enhanced student learning and achievement.



**INSTRUCTION &  
EMPLOYABILITY  
REASONS FOR  
TECHNOLOGY IN THE  
CLASSROOM**

# Why Technology in the Classroom? What does Research say?

- Applied effectively
  - technology implementation
  - not only increases student
  - learning, understanding, and achievement, but also augments motivation to learn, encourages collaborative learning, and supports the development of critical thinking and problem solving skills.
- (Schacter & Fagnano, 1990)



# Why Technology in the Classroom?

## What does Research say?

- Russell and Sorge (1999) point to how technology can give students “more control over their own learning,” facilitating the analytical and critical thinking and the collaboration championed in the constructivist approach to education. Their conclusion – that integrating technology into instruction tends to move classrooms from teacher dominated environments to ones that are more student centered – is support repeatedly in the literature.



# Why Technology in the Classroom?

## Employability Skills – Fundamental Skills

### **Communicate**

- read and understand information presented in a variety of forms (e.g., words, graphs, charts, diagrams)
- write and speak so others pay attention and understand
- listen and ask questions to understand and appreciate the points of view of others
- share information using a range of information and communications technologies (e.g., voice, e-mail, computers)
- create a document
- use relevant scientific, technological, and mathematical knowledge and skills to explain or clarify ideas

### **Manage Information**

- locate, gather, and organize information using appropriate technology and information systems
- access, analyze, and apply knowledge and skills from various disciplines (e.g., the arts, languages, science, technology, mathematics, social sciences, and the humanities)

# Why Technology in the Classroom?

## Employability Skills – Fundamental Skills

### Use Numbers

- decide what needs to be measured or calculated
- observe and record data using appropriate methods, tools, and technology
- make estimates and verify calculations

### Think and Solve Problems

- assess situations and identify problems
- seek different points of view and evaluate them based on facts
- recognize the human, interpersonal, technical, scientific, and mathematical dimensions of a problem
- identify the root cause of a problem
- be creative and innovative in exploring possible solutions
- readily use science, technology, and mathematics as ways to think, gain, and share knowledge, solve problems, and make decisions
- evaluate solutions to make recommendations or decisions
- implement solutions
- check to see if a solution works, and act on opportunities for improvement

# Why Technology in the Classroom? Employability Skills – Personal Management Skills

## **Demonstrate Positive Attitudes and Behaviours**

- feel good about yourself and be confident
- deal with people, problems, and situations with honesty, integrity, and personal ethics
- recognize your own and other people's good efforts
- take care of your personal health
- show interest, initiative, and effort

## **Be Responsible**

- set goals and priorities balancing work and personal life
- plan and manage time, money, and other resources to achieve goals
- assess, weigh, and manage risk
- be accountable for your actions and the actions of your group
- be socially responsible and contribute to your community

# Why Technology in the Classroom? Employability Skills – Personal Management Skills

## **Be Adaptable**

- work independently or as part of a team
- carry out multiple tasks or projects
- be innovative and resourceful: identify and suggest alternative ways to achieve goals and get the job done
- be open and respond constructively to change
- learn from your mistakes and accept feedback
- cope with uncertainty

## **Learn Continuously**

- be willing to continuously learn and grow
- assess personal strengths and areas for development
- set your own learning goals
- identify and access learning sources and opportunities
- plan for and achieve your learning goals

## **Work Safely**

- be aware of personal and group health and safety practices and procedures, and act in accordance with them

# Why Technology in the Classroom? Employability Skills – Teamwork Skills

## **Work with Others**

- understand and work within the dynamics of a group
- ensure that a team's purpose and objectives are clear
- be flexible: respect, and be open to and supportive of the thoughts, opinions, and contributions of others in a group
- recognize and respect people's diversity, individual differences, and perspectives
- accept and provide feedback in a constructive and considerate manner
- contribute to a team by sharing information and expertise
- lead or support when appropriate, motivating a group for high performance
- understand the role of conflict in a group to reach solutions
- manage and resolve conflict when appropriate

## **Participate in Projects and Tasks**

- plan, design, or carry out a project or task from start to finish with well-defined objectives and outcomes
- develop a plan, seek feedback, test, revise, and implement
- work to agreed-upon quality standards and specifications
- select and use appropriate tools and technology for a task or project
- adapt to changing requirements and information
- continuously monitor the success of a project or task and identify ways to improve

Education is the key and driving force for economic development.



# **EDUCATION & ECONOMIC GROWTH**

