Problem Identification Through the Integration of Digital Resources

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Bates states that "Computer technology can greatly facilitate learners' interaction with learning resources." Learning resources take the form of many ways such as texts, videos, software, chalk, board, duster, markers, and other materials. For learning resources to be used within a classroom, each needs to be evaluated and approved by the governing institution of a school. There are different ways learners can interact when studying (Moore, 1989), and each of these ways requires somewhat different mix of media and technology. Media and technology provide teachers with teaching materials. These materials assist in supporting students' learning and can increase their success.

Choosing the most appropriate and engaging digital resources to integrate in a science lesson or any other lesson for that matter is not as easy as some may think. There are a lot of issues that need to be considered and the outcome that is intended must be achieved, if the lesson's objectives are to be met. One of my challenge is keeping students actively engaged in the usage of digital resources, particularly in activities that would normally be collaborative. While there are many drawbacks in using digital resources to execute a lesson, if properly identified and managed; the end results are very rewarding not only for the teacher but especially for the students.

Statement of Problem

I want all my fourth graders to be able to effectively utilize digital resources to demonstrate their full understanding both individually and collaboratively of simple machines and be able to group them correctly.

Learners' Activity

Students will be placed in groups and given strips of paper with the definition of simple machines and will be asked to create and complete a chart by writing/typing the definition of the simple machines with their names and to draw or copy and paste an example for each category. Through the selection of digital resources, students will be guided in identifying as many simple machines as possible from various videos and then demonstrate the usage of at least three simple machines. Demonstrations of these usages will be presented through the making of their own videos, these will be uploaded for future reference.

Interaction

During the activities, I am hoping that disruptive behaviors will be minimized when the videos are being watched and that students can work co-operatively in completing the given tasks.

Summary/Conclusion

In order to obtain the required results of this activity, I will first need to reflect on the abilities of each students within my class. Through reflection, I will able to group students so that there will be no room for boredom based on insufficient activities and too strong or weak activities based on their learning capabilities. I will need to find videos that are entertaining enough but has the right learning activities to achieve the lesson's objectives. Explanation of privacy and its importance will need to be discussed fully in regard to the creating of personal videos.

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