

AFTERSCHOOL TRAINING TOOLKIT

Type I and II Educational Technology Applications

Using Technology to Build Skills, Create, Communicate, Explore and Investigate

Type I Applications	Type II Applications
<p>Type I Applications are typically computer-based games, puzzles and tutorials designed to help students practice skills and review concepts.</p> <p>Characteristics</p> <ol style="list-style-type: none"> 1. The developers of the software predetermine almost everything that happens on the screen and the interaction between user and machine. 2. Students learn "from" the computer that generally functions as a tutor or guides the instruction. 3. They are often used to diagnose and teach basic skills in a content area. 4. Instruction is organized around specific objectives and often embodies a mastery approach to instruction. 5. They are sometimes described as "full." <p>Types</p> <ul style="list-style-type: none"> • Drill and Practice • Computer Based Instruction — CBI • Computer Assisted Instruction — CAI • Tutorials • Integrated Learning Systems — ILS • Games • Interactive simulations and problem-solving • Online courses <p>ILS Product Names Compass Learning, Lightspan/PLATO, ORCHARD, Pearson Learning, SAS InSchool</p> <p>Instructional Uses Diagnose and teach skills in various content areas, skill practice, some offer problem-solving activities, distance learning.</p> <p>Issues <i>Should be chosen based on support of curriculum goals. Not a single solution. Implementation and cost considerations.</i></p>	<p>Type II Applications are typically a variety of open-ended technology tools that may be used to further learning in a variety of content areas.</p> <p>Characteristics</p> <ol style="list-style-type: none"> 1. The user, rather than the software developer, is in charge of the interaction with the content. 2. Students learn "with" the computer when using this type of application. 3. They function as tools usually aimed at accomplishing tasks such as personal productivity, creating products and projects, communication, investigation, and discovery. 4. It can take many hours of use before the user masters everything that a specific application is capable of doing. 5. They are sometimes described as "empty." <p>Types</p> <ul style="list-style-type: none"> • Word Processing • Electronic presentations • Electronic spreadsheets • Digital multimedia • Internet • E-mail • Concept mapping • Music • Scientific tools <p>Some Common Product Names Microsoft Office Suite - Word, PowerPoint, Excel Inspiration, GarageBand, ProTools</p> <p>Instructional Uses Creation, communication, projects, products, creative, exploration, investigation.</p> <p>Issues <i>Requires technology training for staff and students. Complex projects may require higher-level skills. Technology tool should be chosen based on instructional goals.</i></p>