

### Practical ideas to support teaching and learning in a digitally rich learning environment

Complexity ►►►

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#### Practising

Students record practise oral presentations with a digital audio recorder to reflect upon and analyse for fluency and expression.



#### Sharing

Students share their work on their laptop with peers using an interactive whiteboard.

#### Rehearsing

Students use a digital video camera to capture rehearsals for dramatic performances and use for reflection and to make improvements.

#### Understanding

Students use an MP3 player with a multi-user audio adapter to engage with teacher-created instructional content.

#### Constructing

Students use digital tablets to accurately construct Asian language characters and annotate in a digital portfolio.

#### Identifying

Students use a digital camera to take photos of practical examples of key measurement and geometry concepts in the local school environment.

#### Personalising

Students access teacher-created instructional tutorials on mobile or personal media devices encouraging self-directed and personalised learning.

#### Studying characters

Students use their webcam and avatar-creation software to record a monologue privileging the voice of a marginalised character or historical figure.



#### Digital storytelling

Students take a series of photos with a digital camera and manipulate in Paint.NET to create a digital story, demonstrating visual literacy and to influence and position an audience.

#### Analysing

Working in pairs, students capture a video of one another during a physical activity and use freeze-frames to support biomechanical analysis.

#### Reflecting

Students use a webcam to record a video reflection and upload to an edTube gallery to share with peers.

#### Gathering

Students use GPS-capable digital cameras to tag images as part of longitudinal investigations or scientific data collection.

#### Creating

Students use handheld scanners to create interesting textures for use in visual art projects.

#### Recording

Students use digital microscopes to capture time-lapse photography to demonstrate key scientific concepts.

#### Collecting data

Students use data loggers to collect first-hand data to analyse and present in support of an argument or position.



#### Demonstrating

With a partner, students use personal video cameras to capture demonstrations of competencies in manual arts for assessment.

#### Collating

Students use a digital camera to record evidence and collate first-hand data to support an argument or position.



#### Providing evidence

Students use a scanner to take digital copies of hand-written work to add to their digital learning portfolios as evidence of their learning.

#### Annotating

Students use a pocket digital camera with a 360 degree lens to capture a physical space, save to their laptop and annotate planned modifications with Paint.NET.

#### Digital storytelling

Students use digital cameras to capture images to create a comic in Microsoft PowerPoint®.



#### Capturing

Students use a visualiser to record instructional tutorials for assessment in visual art or home economics or to demonstrate their understanding of procedural texts.

#### Publishing

Students use a high-quality digital voice recorder to capture a series of podcasts demonstrating understanding of key concepts and publish on edTube to share with peers.

#### Remembering

Students engage with teacher-created interactive flash cards with images and pre-recorded video using Microsoft PowerPoint®.

#### Narrating

Students use a digital camera to capture their own original images and use to tell a digital narrative using Microsoft PhotoStory®.

#### Creating

Students use a digital camera with a green screen to create contextualised scenes to create a digital story in Microsoft Movie Maker® or Microsoft PhotoStory®.

#### Sharing ideas

Students use a document camera to share ideas or findings with peers over iConnect web conferencing as part of a cross-school collaborative online project.

#### Producing

Students produce and share audio advertisements or radio plays with sound effects using a digital voice recorder to demonstrate understanding of curriculum concepts.



#### Programming

Students use robotics equipment and work in groups to participate in programming challenges, apply knowledge of measurement or to develop oral language competencies.

#### Publishing

Students create digital book trailers using Microsoft PowerPoint®, export as a video with narration and publish to edTube to share with peers.



### Practical ideas for teaching in digitally rich environments

Higher-order thinking

Creating with ICT

Communicating with ICT

Inquiring with ICT

Skills and Knowledge

