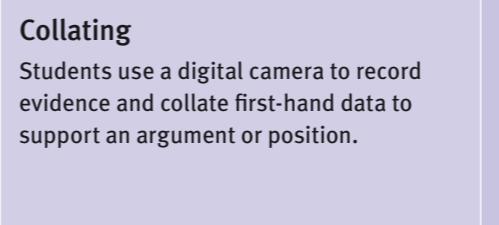
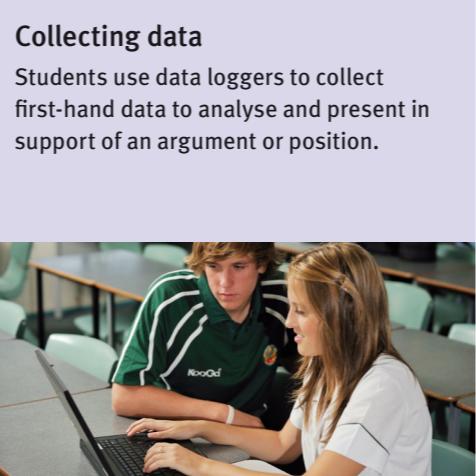


Practical ideas to support teaching and learning in a digitally rich learning environment

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.	Identifying Students use a digital camera to take photos of practical examples of key measurement and geometry concepts in the local school environment.	Reflecting Students use a webcam to record a video reflection and upload to an edTube gallery to share with peers.		Digital storytelling Students use digital cameras to capture images to create a comic in Microsoft PowerPoint®.	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 Students share their work on their laptop with peers using an interactive whiteboard.	Personalising Students access teacher-created instructional tutorials on mobile or personal media devices encouraging self-directed and personalised learning.	Gathering Students use GPS-capable digital cameras to tag images as part of longitudinal investigations or scientific data collection.		Demonstrating With a partner, students use personal video cameras to capture demonstrations of competencies in manual arts for assessment.	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.
Rehearsing Students use a digital video camera to capture rehearsals for dramatic performances and use for reflection and to make improvements.	Studying characters Students use their webcam and avatar-creation software to record a monologue privileging the voice of a marginalised character or historical figure.	Creating Students use handheld scanners to create interesting textures for use in visual art projects.		Collating Students use a digital camera to record evidence and collate first-hand data to support an argument or position.	Producing Students produce and share audio advertisements or radio plays with sound effects using a digital voice recorder to demonstrate understanding of curriculum concepts.
Understanding Students use an MP3 player with a multi-user audio adapter to engage with teacher-created instructional content.	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.	Recording Students use digital microscopes to capture time-lapse photography to demonstrate key scientific concepts.		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.	
Constructing Students use digital tablets to accurately construct Asian language characters and annotate in a digital portfolio.	Analysing Working in pairs, students capture a video of one another during a physical activity and use freeze-frames to support biomechanical analysis.	Collecting data Students use data loggers to collect first-hand data to analyse and present in support of 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.	Remembering Students engage with teacher-created interactive flash cards with images and pre-recorded video using Microsoft PowerPoint®.
				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.	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

