Chapter 6--Key Terms and Ideas

1. How is curriculum defined?

2. What is the agency for education in our state? Who is the head of the agency? What is the internet address for this agency?

3. How is educational benchmark defined?

4. What is meant by the term--technology integration?

5. What is meant by the term 'point of instruction'? Why might it be used?
6. What effect might computers have on learning styles of students in a classroom?

7. What does it mean to be a ‘facilitator of learning’?

8. What are the parts to Wellivers Instructional Transformation Model?

9. What barriers to technology integration might be found in schools?
10. How would you define the following?
   
   authentic learning

   active learning

   anchored instruction

11. What role does a school district play in technology integration?

12. How could one computer be used in a classroom?

13. What advantages might there be in using a computer lab (vs classroom)?
14. What is a KWC chart and why might you want to use one?

15. What is the ASSURE instructional model?

16. You are new in a school and want to know what technology is available to you. What might you do?