

Top 4 Key Takeaways for Classroom Teachers

-  **Navigate Approved Tools with the EDRG:** The PK-12 Educator Digital Resource Reference Guide (EDRG) is a user-friendly version of the official EDRL database. It helps teachers quickly identify approved software, appropriate grade levels, and how to log in via Classlink.
-  **Elevate Learning with the SAMR Model:** Technology integration is often viewed as a "ladder" moving from basic Substitution (typing instead of writing) to Redefinition, where students create products like podcasts or global blogs that were previously impossible without tech.
-  **Purposeful Integration via the Triple E Framework:** Beyond just using a tool, teachers should evaluate if it Engages (focuses on the task), Enhances (deepens understanding through scaffolds), or Extends (connects learning to real-world life) the student experience.
-  **Leveraging AI as an Integration Coach: AI tools like Gemini** (and custom "Gems") can act as instructional coaches by suggesting specific lesson activities, such as modeling Earth's rotation, based on curriculum standards and the Triple E framework.

Links shared during presentation:

- [EDRL \(Enterprise Digital Resource List\)](#): The official database maintained by the IT department listing all approved and unapproved hardware and software.
- [PK-12 Educator Digital Resource Reference Guide](#): An interpreted version of the EDRL with added metadata like logos, grade levels, and syncing instructions.
- [Edtech Integration Coach Gem](#): A custom Gemini chat bot designed to help teachers plan lessons using the SAMR and Triple E frameworks with approved tools.
- [Link to Tech Talk Recording and Session Notes](#)

Key Topics (with time references):

- **Introduction to Tech Talks:** Bryan Morrissey introduced the Tech Talks session, emphasizing the integration of technology tools to support PK-12 students. He outlined the session's goal to provide an overview of educational technology integration. [0:58](#)
- **Purposeful Integration of Technology:** Bryan Morrissey discussed the importance of integrating technology purposefully in classrooms, highlighting the need to understand the available tools and their applications to enhance teaching and learning. [1:38](#)
- **Classroom Technology Tools:** Bryan Morrissey described the various technology tools available in classrooms, including smart boards, teacher computers, Wi-Fi, and Chromebooks, emphasizing the need to plan lessons that effectively utilize these tools. [3:22](#)
- **Enterprise Digital Resource List (EDRL):** Bryan Morrissey explained the EDRL, a comprehensive list maintained by the IT department that includes approved and unapproved digital tools. He demonstrated how to use the EDRL to find and verify tools for classroom use. [6:24](#)

- **Pre-K through 12 Educator Digital Resource Reference Guide:** Bryan Morrissey introduced the Pre-K through 12 Educator Digital Resource Reference Guide, a detailed list of approved tools with additional information such as grade levels, access points, and resource types. [9:03](#)
- **Filtering and Searching the Resource Guide:** Bryan Morrissey demonstrated how to filter and search the Pre-K through 12 Educator Digital Resource Reference Guide to find specific tools for different grade levels and purposes. [18:28](#)
- **Technology Integration Frameworks:** Bryan Morrissey discussed the SAMR model, a technology integration framework that helps educators understand the progression from substitution to redefinition in using technology tools. [19:56](#)
- **Triple E Framework:** Bryan Morrissey introduced the Triple E Framework by Dr. Liz Kolb, which focuses on engagement, enhancement, and extension in technology integration. He explained how this framework complements the SAMR model. [21:31](#)
- **Screen Time and Bloom's Taxonomy:** Bryan Morrissey presented a study that applied screen time to Bloom's Taxonomy, highlighting the importance of differentiating between passive and active screen time in educational settings. [28:13](#)
- **Triple E Framework in Practice:** Bryan Morrissey elaborated on the Triple E Framework, explaining how to evaluate technology tools based on their ability to engage, enhance, and extend learning. He provided examples of how to apply this framework in the classroom. [31:41](#)
- **AI Tools for Technology Integration:** Bryan Morrissey introduced AI tools like Gemini to assist educators in integrating technology effectively. He demonstrated how to use these tools to plan lessons and incorporate approved digital resources. [41:50](#)
- **AI Literacy and Resources:** Bryan Morrissey highlighted the AI Literacy Toolkit available in the AI Hub, which provides resources and training for integrating AI tools in the classroom. He emphasized the importance of understanding and utilizing these tools. [55:54](#)

Tech Talk 8 Summary: Designing Meaningful Learning with Technology

(March 12, 2026 Tech Talk led by Morrissey, Bryan Mr. CIV, OSD/DoDEA-Europe and hosted by Schiele, Kevin Mr. CIV OSD/DoDEA-Europe)

Purpose of the Session

This Tech Talk explored how teachers can make **intentional, meaningful choices** when integrating digital tools into instruction. The focus was on understanding what tools are available, how they work within DoDEA systems, and how frameworks like **SAMR** and **Triple E** can guide purposeful technology use that supports PK–12 learning.

Key Topics & Takeaways

1. Understanding What Tools You Have

Hardware available in all classrooms

- Interactive flat panels
- Teacher devices
- Student Chromebooks (1:1 in grades 3–12; 1:2 in PK–2)
- School Wi-Fi and networked peripherals

Software and digital tools: EDRL & EDRG

EDRL (Enterprise Digital Resource List)

- Official DoDEA-approved list of digital tools
- Shows which resources are approved/not approved
- Essential when purchasing hardware or checking compliance

PK–12 Educator Digital Resource Reference Guide (EDRG)

- A more user-friendly, contextualized version of the EDRL
- Includes:
 - Grade-level applicability
 - Login/access instructions
 - Tool descriptions & purposes
 - Notes about premium vs. free access (e.g., Kahoot is free; WeVideo now has an agency-wide premium license)

Teachers can also filter resources by grade, purpose (assessment, instruction, etc.), and type.

2. Organizing Student Access in ClassLink

- Teachers can use the **ClassLink Backpack** to customize what apps students see.
 - DT/ETISS teams can push schoolwide apps.
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3. Frameworks for Meaningful Technology Integration

SAMR Model

Bryan reviewed the SAMR levels using a writing example:

- **Substitution:** typing instead of handwriting
- **Augmentation:** formatting, spellcheck
- **Modification:** collaborative editing and feedback in shared docs
- **Redefinition:** creating videos, podcasts, blogs, or public-facing products

The key message: **Substitution is not “bad.”** It’s a starting point, and sometimes the right fit for the task.

Triple E Framework (Liz Kolb)

Provides clearer guidance by examining whether a tool supports:

Engagement

- Keeps students focused
- Reduces distractions
- Encourages active, social participation

Enhancement

- Deepens understanding
- Provides scaffolds
- Allows richer demonstrations of learning

Extension

- Connects to real-world skills
- Supports learning beyond the school day
- Builds transferable life skills

Triple E helps teachers evaluate whether technology **truly adds value** to learning.

4. Rethinking Screen Time (Blatchkey Report)

Not all screen time is equal.

- Passive activities (watching videos) have different cognitive impacts than
- Active tasks (creating, analyzing, producing)

Linking this to SAMR and Bloom's taxonomy helps teachers shift students toward more active learning.

5. Using AI to Support Lesson Design

Bryan demonstrated using **Google Gemini** and custom **Gems** to generate lesson ideas aligned with:

- SAMR
- Triple E
- The Four Shifts Protocol
- DoDEA-approved tools (pulled from the EDRG)

Example: A 5th-grade science lesson on Earth/Sun shadows

- Gemini recommended modeling activities, ClassLink tools, Adobe Express, simulations, and FOSS integrations

Teachers can use Gemini or Microsoft Copilot (built on GPT) to accelerate planning and explore digital options.

6. DoDEA AI Hub

Participants were shown where to find:

- AI literacy resources
- Presentation guides for high school students
- "When to Use AI" rubric linked to Triple E

These resources are available through the EdTech channels and the AI Hub.

7. Closing Notes

- No Tech Talks next week; sessions resume the following week before spring break.
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In One Sentence:

This Tech Talk helped educators understand DoDEA's approved digital tools, explored frameworks for meaningful tech integration, and demonstrated how AI can support thoughtful lesson design aligned to student engagement, enhancement, and extension.