

# Technology Applications

<b>Actions / Initiatives / ways to incorporate engaging and relevant technology applications for learning in schools</b>
<a href="https://www.mural.co/">https://www.mural.co/</a> for brainstorming
Google classroom for exploring ideas
<a href="https://info.flipgrid.com/">https://info.flipgrid.com/</a> for peer review and feedback

# Decoding multimedia

Actions / initiatives / ways to help our students develop critical insights related to decoding multimedia
Have <b>critical thinking classes</b> with debates, discussions, and analyzing images.
<b>Information Literacy</b> embedded in all subject areas (pre prep upwards): what is a good website, how do we know it is a good website?
<b>E-safety:</b> how to be safe online programme
Asking students about their online experiences - things we as educators might not know
Some actions that schools take are more a result of reaction due to situations that arise

# Impact of technology on individuals and society

<b>Actions / initiatives / ways to raise students' awareness as to the impact of technology developments.</b>
Teachers needing training and comfort with technology to include in learning; need to keep up with the students
Detrimental effect on students' social skills...how to balance tech and human connections - big challenge
Putting students in the "shoes" of others as they observe different platforms, media
Including in health curriculum - how relationships are impacted by technology
Trying to be proactive instead of reactive including understanding/teaching impact students
Explicit use with a strong purpose
Students create 'Code of Conduct' for tech use in the classroom
Partnership with home to educate everyone about impacts
What happens when the tech is no longer useful - eco-impact