TECHNOLOGY INTEGRATION MATRIX (TIM): ACTIVE LEARNING

nearpod	ENTRY	ADOPTION	ADAPTATION	INFUSION	TRANSFORMATION
	The teacher begins to use technology tools to deliver curriculum content to students.	The teacher directs students in the conventional and procedural use of technology.	The teacher facilitates students in exploring and independently using technology.	The teacher provides the learning context and the students choose the technology.	The teacher encourages the innovative use of technology tools. Technology tools are used to facilitate higher order learning activities that may not have been possible without the use of technology.
ACTIVE LEARNING Students are engaged in using technology as a tool rather than passively receiving information from the technology.	**ACTIVE ENTRY** Information **passively** received	**ACTIVE ADOPTION** Conventional, **procedural** use of tools	**ACTIVE ADAPTATION** Conventional **independent** use of tools; some student choice and **exploration**	**ACTIVE INFUSION** Choice of tools and **regular**, **self-directed** use	**ACTIVE TRANSFORMATION** **Extensive** and **unconventional** use of tools
IN NEARPOD YOU COULD	Upload existing lessons Synchronize and control lessons across all student devices Launch lessons in student-paced mode **Student-paced**	See concepts brought to life with video and other engaging media Web Audio Video Embed **interactive** assessments into the context of lesson Quiz Push students to **reflect** and **collaborate** on their learning Open Ended Question Poll	Have students **explore** websites and other interactive media to **transform** direct instruction. Web Audio Video Create concept maps and other complex and creative **representations of knowledge** Draw It Use collaborative poll results to facilitate **discussions**	Apply knowledge in real world-context with virtual reality. VR Field Trip **Wrestle** with dynamic simulations to **proactively** discover important insights Phet 3D Objects Use research lessons to form questions and build background knowledge empowering students to conduct research independently	Push students to creatively apply knowledge with **PBL activities** FutureReady Nearpod Team PBL Design Challenge: Anti-Cyberbullying Campaign Digital Citizenship Customize store lessons to build opportunities for creative student production by incorporating web content and applications
RELEVANT CONTENT	All of our lessons include interactive features that align with: **ADOPTION** **ADAPTATION** **INFUSION** **TRANSFORMATION**	BBC ZY education.com Core Knowledge	common sense education eClips Sway iCivics TEACHING TOLERANCE	nearpod VR Explorations PhET INTERACTIVE SIMULATIONS University of Colorado Boulder Lifeliqe nearpod EL	**All lessons** are customizable so you can build Transformation tasks into lessons. FutureReady

TECHNOLOGY INTEGRATION MATRIX (TIM): COLLABORATIVE LEARNING

nearpod	ENTRY	ADOPTION	ADAPTATION	INFUSION	TRANSFORMATION
	The teacher begins to use technology tools to deliver curriculum content to students.	The teacher directs students in the conventional and procedural use of technology.	The teacher facilitates students in exploring and independently using technology.	The teacher provides the learning context and the students choose the technology.	The teacher encourages the innovative use of technology tools. Technology tools are used to facilitate higher order learning activities that may not have been possible without the use of technology.
COLLABORATIVE LEARNING Students use technology tools to collaborate with others rather than working individually at all times.	**COLLABORATIVE ENTRY** **Individual** student use of tools	**COLLABORATIVE ADOPTION** Collaborative use of tools in **conventional** ways	**COLLABORATIVE ADAPTATION** Collaborative use of tools; some student **choice and exploration**	**COLLABORATIVE INFUSION** Choice of tools and **regular** use for collaboration	**COLLABORATIVE TRANSFORMATION** Collaboration with peers and outside resources **in ways not possible without technology**
IN NEARPOD YOU COULD	Upload existing lessons Synchronize and control lessons across all student devices Launch lessons in student-paced mode **Student-paced**	Have students work together on traditional assessments **Synchronize** media experiences so students explore together Launch multiple student-paced lessons for students to work through collaboratively in **small groups** **Student-paced**	Facilitate **inclusive** student - led discussion by leveraging **crowdsourced** responses Customize lessons from store to incorporate web-based collaborative applications **Edit**	Apply knowledge from lessons to work collaboratively using Microsoft applications Build background knowledge for navigating collaborative technology, so students can apply on future projects	Facilitate **elaborate** group projects for students to collaborate on with **PBL** activities Customize store lessons to provide open-ended **extension opportunities** for students to create tech-based products
RELEVANT CONTENT	All of our lessons include interactive features that align with: **ADOPTION ADAPTATION INFUSION TRANSFORMATION**	Quill, Classroom Complete Press, education.com, nearpod VR Field Trips, LearnZillion, ZY	nearpod VR Explorations, PhET Interactive Simulations, CodeMonkey, TIMELINE, TEACHING TOLERANCE, iCivics	BBC, NASA eClips	**All lessons** are customizable so you can build Transformation tasks into lessons. FutureReady

TECHNOLOGY INTEGRATION MATRIX (TIM): CONSTRUCTIVE LEARNING

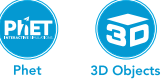| nearpod	ENTRY	ADOPTION	ADAPTATION	INFUSION	TRANSFORMATION
	The teacher begins to use technology tools to deliver curriculum content to students.	The teacher directs students in the conventional and procedural use of technology.	The teacher facilitates students in exploring and independently using technology.	The teacher provides the learning context and the students choose the technology.	The teacher encourages the innovative use of technology tools. Technology tools are used to facilitate higher order learning activities that may not have been possible without the use of technology.
CONSTRUCTIVE LEARNING Students use technology tools to connect new information to their prior knowledge rather than to passively receive information.	**CONSTRUCTIVE ENTRY** Information is **delivered** to students	**CONSTRUCTIVE ADOPTION** **Guided, conventional** use for building knowledge	**CONSTRUCTIVE ADAPTATION** **Independent** use for building knowledge; some **student choice and exploration**	**CONSTRUCTIVE INFUSION** **Choice** and **regular use** for building knowledge	**CONSTRUCTIVE TRANSFORMATION** **Extensive** and unconventional use of technology tools to build knowledge
IN NEARPOD YOU COULD	Upload existing lessons Synchronize and control lessons across all student devices Launch lessons in student-paced mode **Student-paced**	Launch mini student paced lessons to deploy as skill building practice. **Student-paced** Leverage videos VR, and other dynamic media to engage students and create connections to abstract concepts Web Audio Field Trip Video	Launch **multiple** student-paced lessons **simultaneously** to provide differentiated opportunities for skill-building practice. **Student-paced** Provide opportunities for students to reconcile conflicting information across diverse sources Draw It Collaborate!	Encourage students to **explore** and **manipulate** dynamic simulations to generate **meaningful insights** Phet 3D Objects Apply knowledge in real **world context** at a high level Field Trip	Demonstrate **ownership** of knowledge by having students create tech-based solutions that address issues in their community
RELEVANT CONTENT	All of our lessons include interactive features that align with: **ADOPTION ADAPTATION INFUSION TRANSFORMATION**	TIME FOR KIDS BIG WORD CLUB BBC LearnZillion CLASSROOM COMPLETE PRESS	BREAKING THE BARRIER iCivics TIMELINE MAXSCHOLAR Quill	PhET INTERACTIVE SIMULATIONS NASA eClips Lifeliqe nearpod VR Explorations	**All lessons** are customizable so you can build Transformation tasks into lessons. FutureReady

TECHNOLOGY INTEGRATION MATRIX (TIM): AUTHENTIC LEARNING

nearpod	ENTRY The teacher begins to use technology tools to deliver curriculum content to students.	ADOPTION The teacher directs students in the conventional and procedural use of technology.	ADAPTATION The teacher facilitates students in exploring and independently using technology.	INFUSION The teacher provides the learning context and the students choose the technology.	TRANSFORMATION The teacher encourages the innovative use of technology tools. Technology tools are used to facilitate higher order learning activities that may not have been possible without the use of technology.
AUTHENTIC LEARNING Students use technology tools to link learning activities to the world beyond the instructional setting rather than working on decontextualized assignments	**AUTHENTIC ENTRY** Use is **unrelated** to the world outside of the instructional setting	**AUTHENTIC ADOPTION** Guided use in activities with **some meaningful context**	**AUTHENTIC ADAPTATION** **Independent** use **connected to students' lives;** some student choice and **exploration**	**AUTHENTIC INFUSION** Choice of tools and **regular** use in **meaningful** activities	**AUTHENTIC TRANSFORMATION** **Innovative** use for **higher order** learning activities in a **local** or **global** context
IN NEARPOD YOU COULD	Upload existing lessons Synchronize and control lessons across all student devices Launch lessons in student-paced mode Student-paced	Have students use websites videos and other engaging media to transform direct instruction Web Audio Video Embed **reference media** into interactive assessments such as defining academic vocabulary in context. Sway Collaborate! Poll Open Ended Question Quiz Draw It	Connect **abstract** concepts to real world applications by exploring in virtual reality. VR Field Trip Transform delivery of content by having students manipulate **dynamic** multimedia simulations Phet 3D Objects	Use a lesson to build background knowledge so students to can leverage technology to carry out their own research projects Push students to apply knowledge in real world context **at their own pace and depth.**	Customize one of the store lessons to add on a tech-based extension opportunity for your students. Edit Push students to creatively apply knowledge with **PBL activity.** FutureReady Nearpod Team — PBL Design Challenge: Anti-Cyberbullying Campaign — Digital Citizenship
RELEVANT CONTENT	All of our lessons include interactive features that align with: **ADOPTION ADAPTATION INFUSION TRANSFORMATION**	TIME FOR KIDS Core Knowledge ReadWorks VOCAB	nearpod VR Ignite BREAKING THE BARRIER Lifeliqe PhET INTERACTIVE SIMULATIONS University of Colorado Boulder Sway	common sense education CodeMonkey nearpod VR Explorations BBC	**All lessons** are customizable so you can build Transformation tasks into lessons. FutureReady

TECHNOLOGY INTEGRATION MATRIX (TIM): GOAL DIRECTED LEARNING

nearpod	ENTRY The teacher begins to use technology tools to deliver curriculum content to students.	ADOPTION The teacher directs students in the conventional and procedural use of technology.	ADAPTATION The teacher facilitates students in exploring and independently using technology.	INFUSION The teacher provides the learning context and the students choose the technology.	TRANSFORMATION The teacher encourages the innovative use of technology tools. Technology tools are used to facilitate higher order learning activities that may not have been possible without the use of technology.
GOAL DIRECTED LEARNING Students use technology tools to set goals, plan activities, monitor progress, and evaluate results rather than simply completing assignments without reflection.	**GOAL DIRECTED ENTRY** Information **passively** received	**GOAL DIRECTED ADOPTION** **Conventional, procedural** use of tools	**GOAL DIRECTED ADAPTATION** Conventional **independent** use of tools; some student choice and exploration	**GOAL DIRECTED INFUSION** Choice of tools and **regular, self-directed** use	**GOAL DIRECTED TRANSFORMATION** **Extensive** and **unconventional** use of tools
IN NEARPOD YOU COULD	Upload existing lessons Synchronize and control lessons across all student devices Launch lessons in student-paced mode Student-paced	Gauge student confidence levels at the beginning and end of lessons Poll Open Ended Question Measure mastery with CFU's aligned to rigor of objectives Open Ended Question Quiz Monitor engagement throughout the lesson	Launch multiple student-paced mini lessons to serve as differentiated exit-tickets Student-paced Have students self-reflect directly on rubrics Draw It Provide multiple diverse assessments to measure understanding in different ways.	Embed pre-and-post assessments into a unit of lessons taught in sequence and reflect on patterns Integrate Nearpod with your LMS S Track progress through embedded interactive web-based assessments	Sync student notes with OneDrive to allow students to maintain a running journal
RELEVANT CONTENT	All of our lessons include interactive features that align with: **ADOPTION** **ADAPTATION** **INFUSION** **TRANSFORMATION**	TIME FOR KIDS LearnZillion CLASSROOM COMPLETE PRESS nearpod VR Field Trips	ZEAL MAXSCHOLAR education.com Quill PhET INTERACTIVE SIMULATIONS University of Colorado Boulder iCivics ReadWorks	CODEMONKEY common sense education nearpod VR Explorations	**All lessons** are customizable so you can build Transformation tasks into lessons.