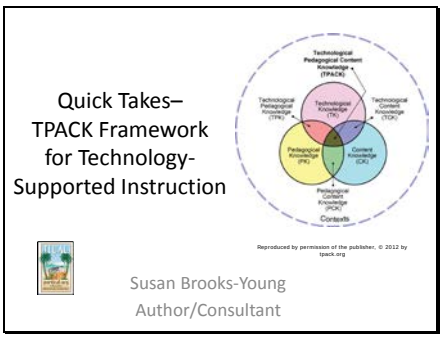
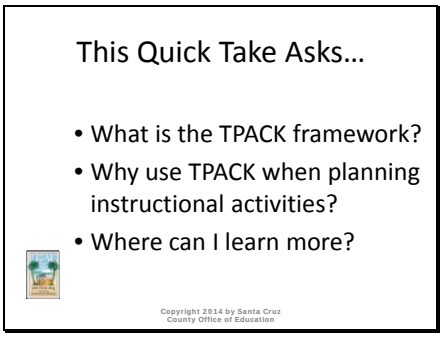
Slide 1



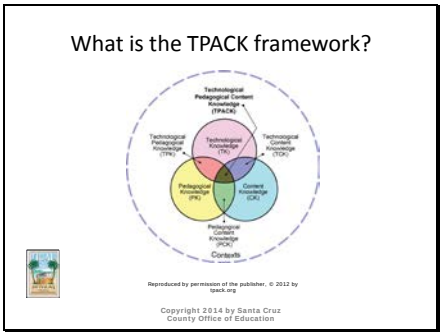
Hello! My name is Susan Brooks-Young. I spent 23 years working as a teacher and administrator in public and private education. Now I work with educators both nationally and internationally on various aspects of technology use in schools. This is one of a series of Quick Take presentations that provides a brief overview of an important concept related to instructional technology and further information available in the TICAL Resources Database.

Slide 2



There are a number of models and frameworks to help educators identify their own level of use with various technologies or the level of sophistication of activities designed for student use. But where can a teacher turn to learn about actual activity design? This Quick Take focuses on a framework that educators can use to facilitate activity development and addresses three questions: “What is the TPACK framework?,” “Why use TPACK when planning instructional activities?” and, “Where can I learn more?”

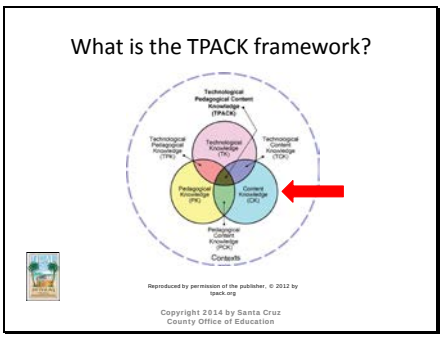
Slide 3



Developed by Dr. Punya Mishra and Dr. Matthew J. Koehler of Michigan State University the TPACK framework is built on three types of knowledge teachers must have and use to develop technology-supported instructional activities that will engage students and have a positive impact on student achievement.

http://www.portical.org/Presentations/quick_takes/#tpack

Slide 4



The first knowledge type is Content knowledge. This refers to the subject matter that is being taught.

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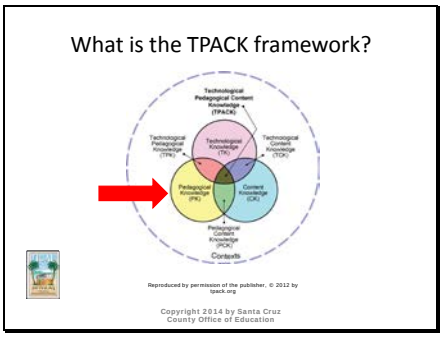
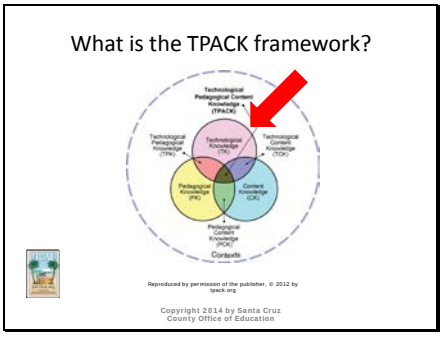


The second knowledge type is Pedagogy knowledge. This refers to the instructional strategies that will be use to present the content.

Slide 6



The third knowledge type is Technology knowledge. This refers to the knowledge teachers must have to be able to select the appropriate technology tool to support instruction while presenting the content.

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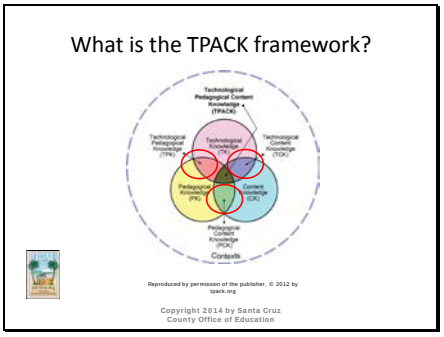
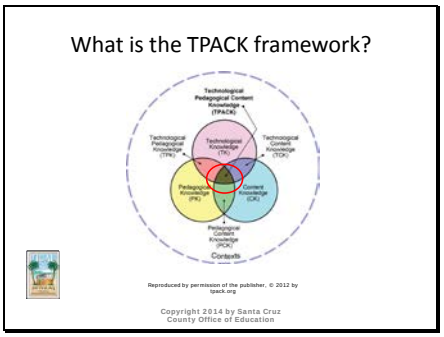
Slide 7



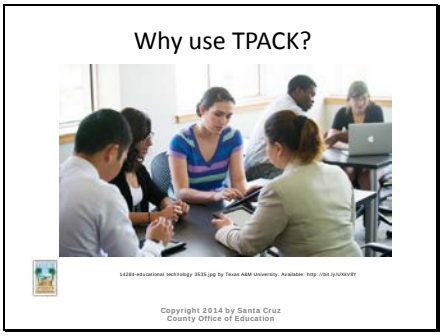
The intersections of two types of knowledge help educators analyze important aspects of the activity. For example, the intersection of Content and Pedagogy helps us insure that the Pedagogy used is effective for delivering the specific content being covered. The intersection of Pedagogy and Technology reminds us to review how technology is being used to support effective instructional strategies. The intersection of Technology and Content turns our focus to choosing the appropriate technology for the specific content area.

Slide 8



When all three knowledge areas intersect, all three knowledge areas are working together to insure balanced activities that leverage the best of all three knowledge areas. This intersection is the basis of the TPACK framework.

Slide 9



Why use TPACK? It's easy-to-understand, accessible, and is invaluable in helping educators create learning activities that balance the three knowledge areas as opposed to being limited to two of the areas. Incorporating the technology knowledge area into activities is often the most challenging aspect of instructional design today. TPACK facilitates making the shift from activities that focus on just content and pedagogy and helps teachers bring balance to classroom activities.

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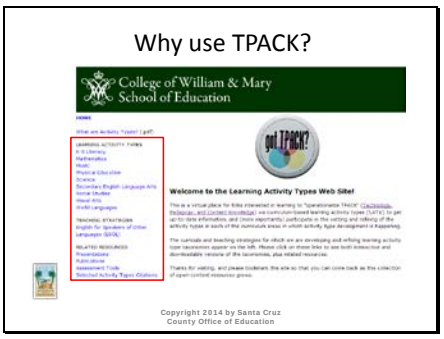
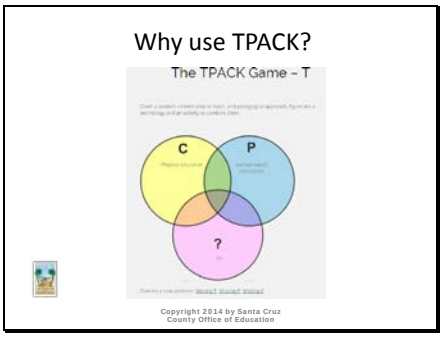
Slide 10



For educators who want specific examples of ways this can be accomplished, the College of William & Mary School of Education has designed a wiki that hosts taxonomies for a number of content areas that identify instructional strategies and possible technologies to use ranging from very simplistic activities to those that require students to use high level thinking skills.

Slide 11



Those just getting started my also want to use Matthew Koheller's TPACK Game to practice identifying examples for each knowledge area that can be used to build an activity. In this particular example, you see that the content area is physical education, the pedagogy is lecture-based instruction and it's up to the teacher to brainstorm ideas of technologies that can be used to appropriately support the other two knowledge areas. The game also allows player to ask for challenges that display a missing 'C' or 'P' instead of technology. This resource can be found on the TICAL website.

Slide 12

This slide and the next show items found in the TICAL Resources Database that will give you more information about the TPACK framework.

http://www.portical.org/Presentations/quick_takes/#tpack

Slide 13

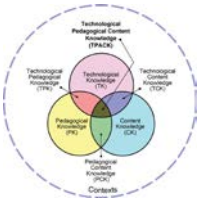
Learn more

- Learning Activities Web site http://activitytypes.wm.edu/
- Technology Integration Assessment rubric http://bit.ly/1w8gYv3
- TPACK WebQuest http://bit.ly/1iskEVO

Links provided on this slide are helpful once you have a basic understanding of the framework.

Slide 14

Thank you!



The TPACK framework provides an easy-to-understand model for developing effective technology-supported instructional activities. I hope this Quick Take inspires you to learn more about this emerging technology.

http://www.portical.org/Presentations/quick_takes/#tpack