

# Differentiating Instruction with Technology

Alma Row  
EDUC 463



## Why Differentiate?

- One size fits all instruction does not address the needs of many students.
- Kids come in different shapes and sizes as well as interests, learning profiles, and readiness levels.



## Providing A “Rack of Learning Options”



- We need to do more than “tailor the same suit of clothes.”
- Differentiation requires thoughtful planning and proactive approaches.

## Differentiation of Instruction

*is a teacher's response to learners' needs*

guided by general principles of differentiation  
such as:

respectful tasks   flexible grouping   ongoing assessment & adjustment

teachers can differentiate

Content   Process   Product

according to students'

Readiness   Interests   Learning Profile

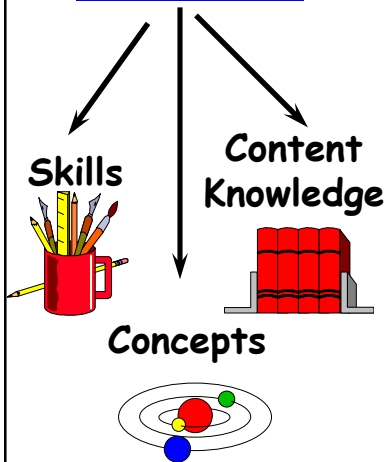
through a range of instructional and management strategies

# Differentiate "What" . . .

- **Process** (The How)
- **Products** (The Demonstration)
- **Content** (The What)

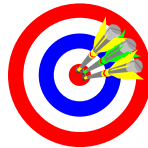
## We Differentiate By:

### READINESS



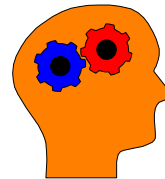
### INTEREST

- Surveys
- Centers
- Self-Selection

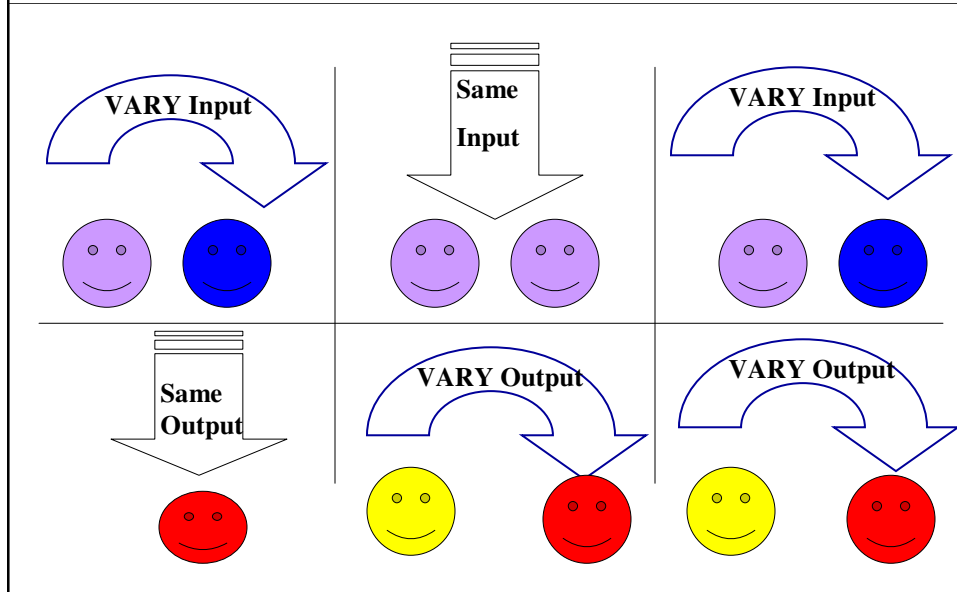


### LEARNING PROFILE

- Areas for Strength/Growth
- M.I.
- Self Awareness



## Some Differentiation Models



## What is Integration?

- What it isn't . . .
  - *Klunking* a computer down in a classroom
  - Creating a PowerPoint to **show** students
  - Substituting a reading lesson with a technology skill lesson
  - Vehicle for driving curriculum
  - System for reward

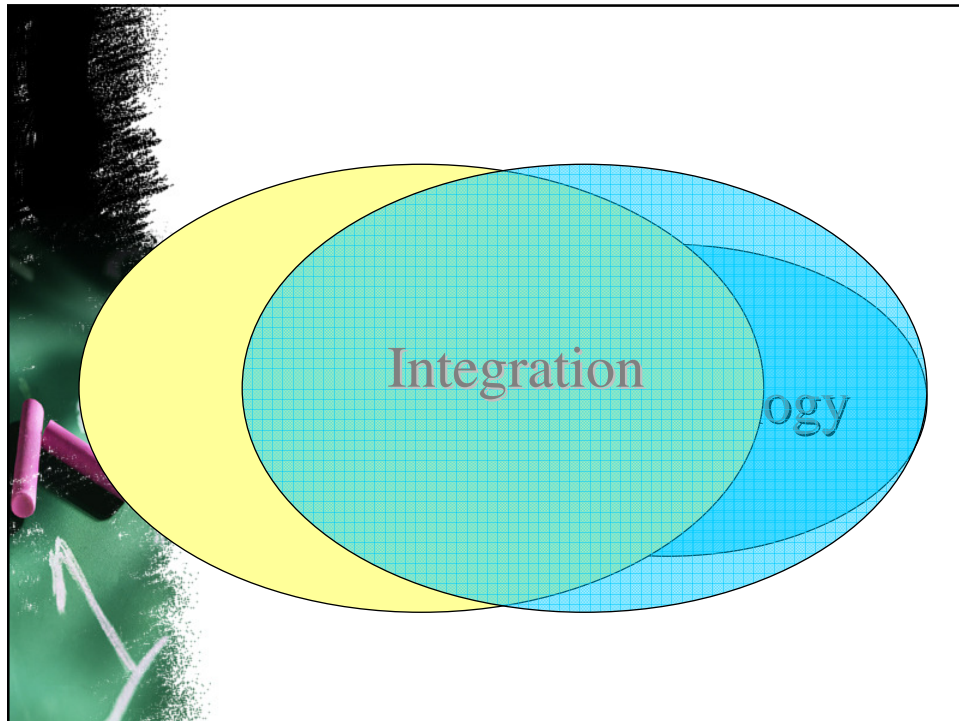
## What is Integration?

- Italian - *integratio*
- Integral ('in-ti-grəl) adj - Essential to completeness
- Integrate ('in-tə-"grAt) verb - to form, coordinate, or blend into a functioning or unified whole : UNITE



## What is Integration?





## Differentiating Content

- Internet → Thinkfinity.org (MarcoPolo)  
NetTrekker (Reading level, Read Aloud)
- Word processed documents
  - Template → Vary → Save as new file
    - Simplify, word boxes, etc.
- Excel templates: [Example](#)
- Audio enhancements: [Example](#)
  - www.gutenberg.org
- [eBooks](#) & iPods
- Concept map: [Inspiration Example](#)



## Differentiating Process

- PowerPoint
  - Non-linear learning: [Example](#)
  - Scaffolding: [Example](#)
  - Hiding slides: [Example](#)
- [unitedstreaming™](#)
- Handhelds & [iPods](#)
- Inspiration [templates](#) → scaffold
- NetTrekker – Dictionary Hot Keys
- Google Earth
- [Smart Notebook](#)



## Differentiating Product

- Google Earth (...echo...echo...)
- [Audacity](#)
- iMovie / [Photo Story](#) / Movie Maker
- Student Response Systems: [Example](#)

**Webquests!!!**



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## Action Buttons

Short a

Long a







## Glossary

- Create individual slide needed (with “glossary” information.
- Hide the slide: Slide Show / Hide Slide
- Link to the slide [Bookmark (Slide#)]
- Provide link back to original slide.
- Glossary:
  - [Adult](#)
  - [College](#)



## Adult

- A person who has stopped growing at both ends and is now growing in the middle.
- [Back](#)

Source: <http://www.butlerwebs.com/jokes/definitions.htm>

## College

- The four year period when parents are permitted access to the telephone.
- [Back](#)

Source: <http://www.butlerwebs.com/jokes/definitions.htm>

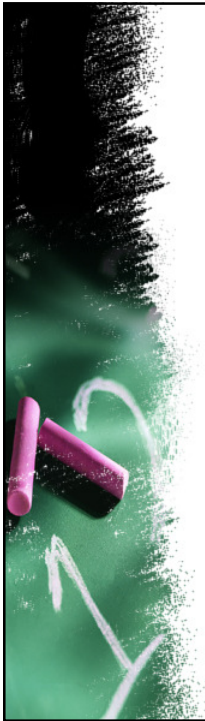
## Added Support within PowerPoint

Adding Narration:  
Slide Show / Record Narration

Text boxes on the side

Notes



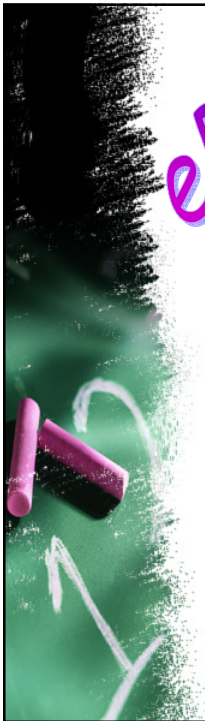



## *Jeopardy*

Directions for the game:

1. You will need a pencil and paper to keep score.
2. On the next screen, click **ONCE** on a question.
3. Read the Question and decide on your answer.
4. Click **ONCE** on the **Answer** button. If you're right, add your points in the **★** to your total.
5. Click **ONCE** on the **🔒** button to go back to try another question.
6. Ready? Click **ONCE** to go the the Jeopardy board!
7. Press the "Esc" button on the keyboard to end the game.

*Have fun!*



# eBooks

