

Rationale Statement: Specialization Standard 4-3

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Outcome: Applies multiple methods of evaluation to determine students' appropriate use of technology resources for learning, communication, and productivity.

Evidence: EDUC 6630 Week 5 Application

In this lesson, I decided to use the Metaphor Lesson strategy to introduce the names and functions of the computer and demonstrate how these parts interact as a system. I will evaluate their basic understanding of these ideas through a simple PowerPoint presentation and through the dissection of an old computer. Students will then create their own parallels between the computer and the human body, giving me the chance to evaluate their synthesis of the important concepts. Depending on time and student abilities, I might also use an interactive role-play to evaluate my students' understanding of the parts of the computer and the roles that they play.

Overall, I feel that the multiple methods of evaluation that I discuss in this Application project allow for a flexible yet tangible assessment of student technology understanding and use. They reinforce necessary vocabulary, engage students in metaphorical activity, and provide a solid foundation for future work in Digital Media.