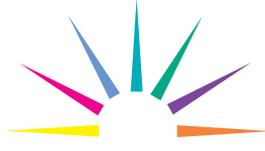


PRODUCTIVITY, COMMUNICATION & PRESENTATION SOFTWARE



Component:

Provide for productivity, communication, and presentation software for each wireless mobile computing device.

Description:

Productivity (e.g. word processing, spreadsheet, and database), communications (e.g. Internet browsing and e-mail software), and presentation (e.g. slide presentation) software allows educators and students to use technology as a tool for information acquisition, solving problems, communication, and expression.

Productivity Software

- Investigate how productivity software can impact the curriculum.
 - Mathematics: Students can use technology to solve problems by collecting, organizing, displaying, and interpreting data.
 - English language arts: Students can use technology to produce communications such as a class newspaper, multimedia reports, or video reports.
 - Science: Students use computers and information technology tools to support scientific investigations.
- Investigate how productivity software can impact teaching and classroom management.
- Use productivity software to articulate and communicate mastery of skills and concepts for students and teachers.

Communication Software

- Investigate how communication software can impact the curriculum.
 - Uses of communication software can include teacher websites that show student work, communication with parents and teachers and communication between teachers and students.
 - Social Studies: Students can use digital technology to differentiate between, locate, and use primary and secondary sources to acquire information and communicate with others across the world to extend learning outside the classroom.
- Ensure that there are appropriate policies and consequences established for using the Internet from the beginning of the use of the technology.
- Use communication software to promote student-centered learning that connects with business, industry, and higher education.

Presentation Software

- Use presentation software to communicate effectively with a variety of audiences.
- Investigate how presentation software can impact the curriculum.
 - Students teach peers about a subject that they researched through the use of an electronic presentation.

Benefits of Software Use

- Use software to promote greater levels of student interest, inquiry, analysis, collaboration, creativity, and content production.
- Use software applications to develop an understanding of concepts and solve relevant problems allowing students to excel, deepen their understanding, and maximize their potential.
- Use software to captivate student interest and build understanding, proficiency, application and confidence.
- Investigate ways for the software applications to visualize, model, represent, simulate, and communicate information and data.
- Create technology-supported learner-centered products using a variety of software tools.