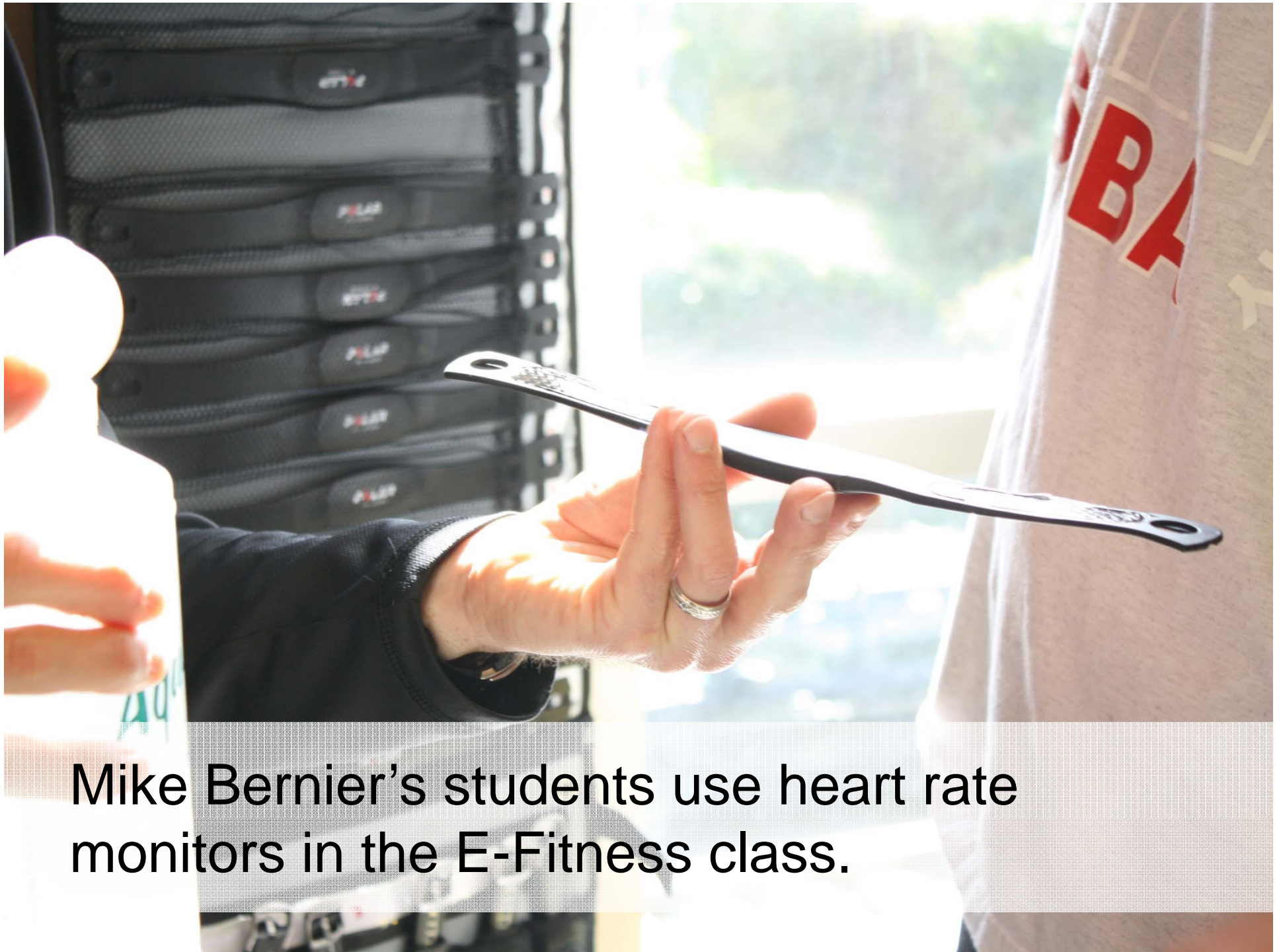


Technology and 21st Century Learning

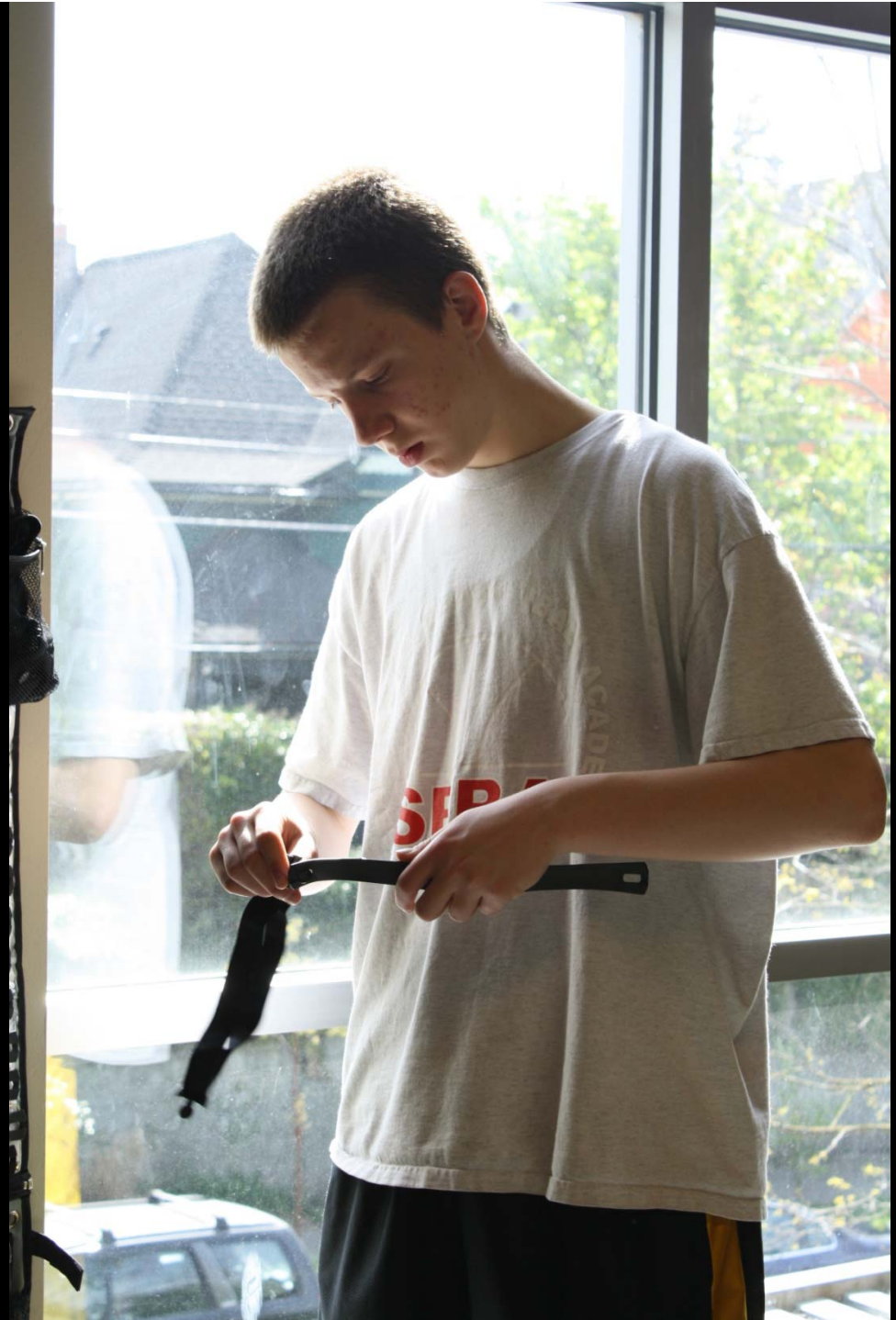
April 20, 2010





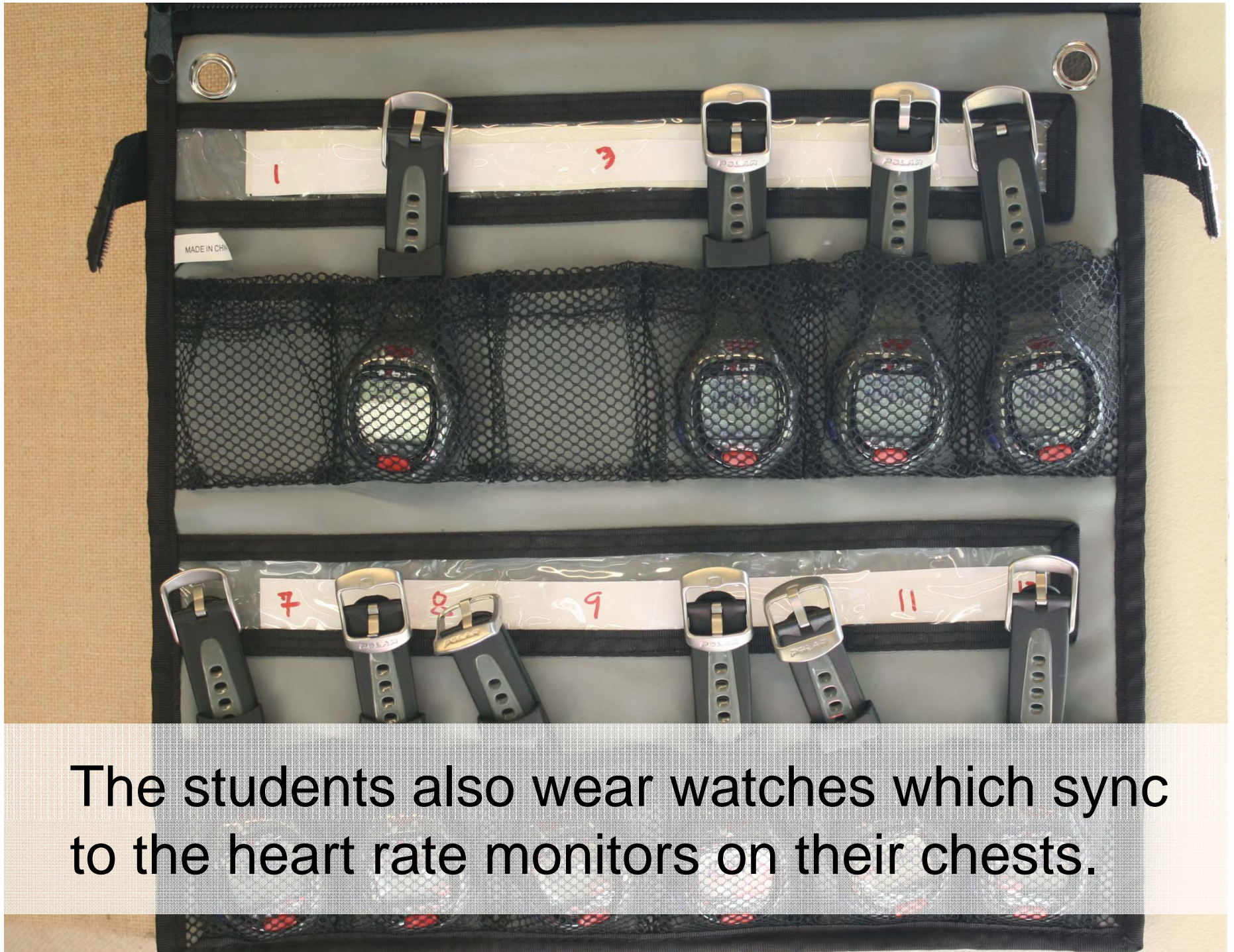
Mike Bernier's students use heart rate monitors in the E-Fitness class.

At the beginning of class, students fit themselves for a heart rate monitor.





The students also wear watches which sync to the heart rate monitors on their chests.



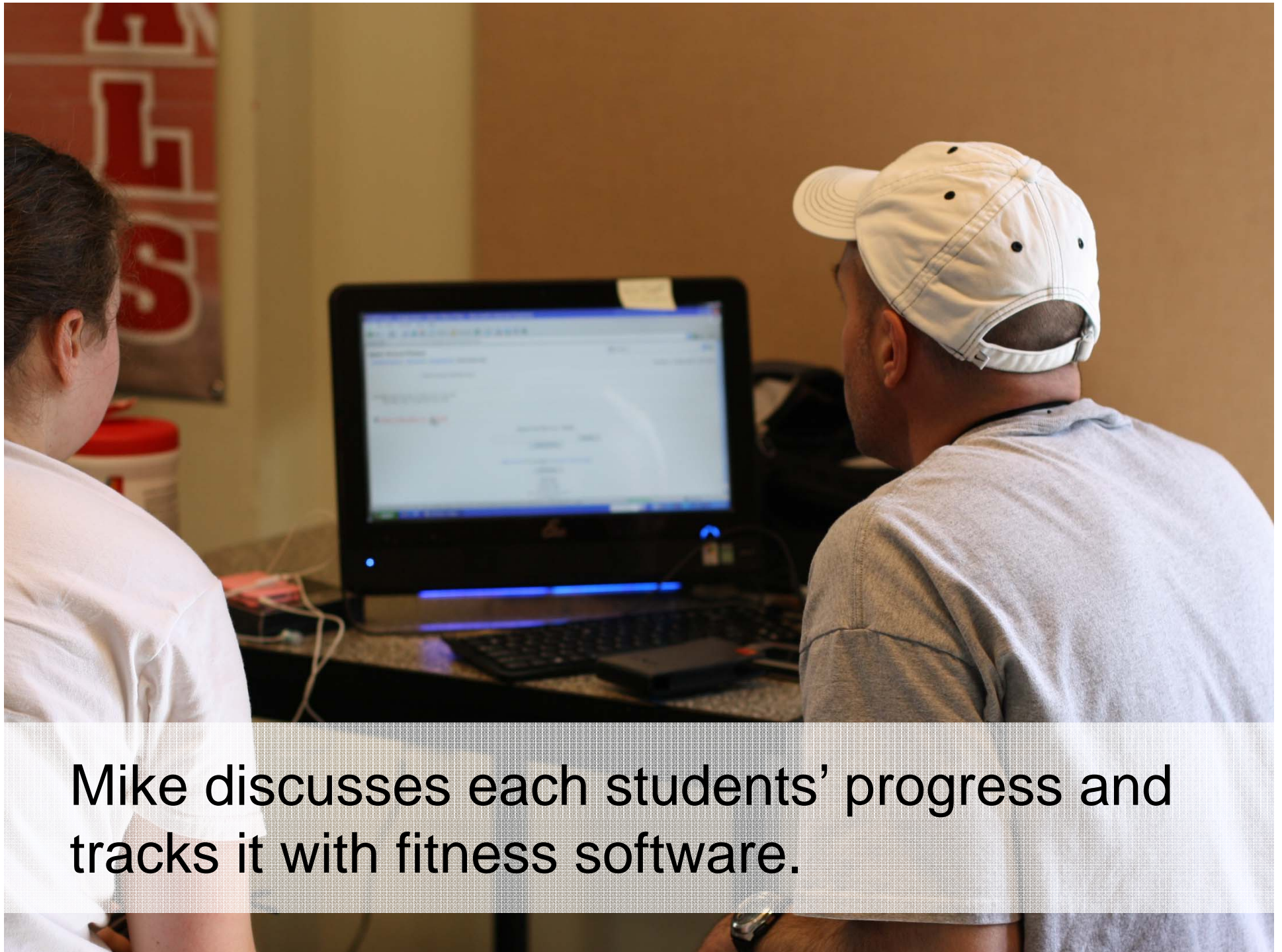
The students also wear watches which sync to the heart rate monitors on their chests.



After exercising, students meet with Mike to discuss their fitness goals.



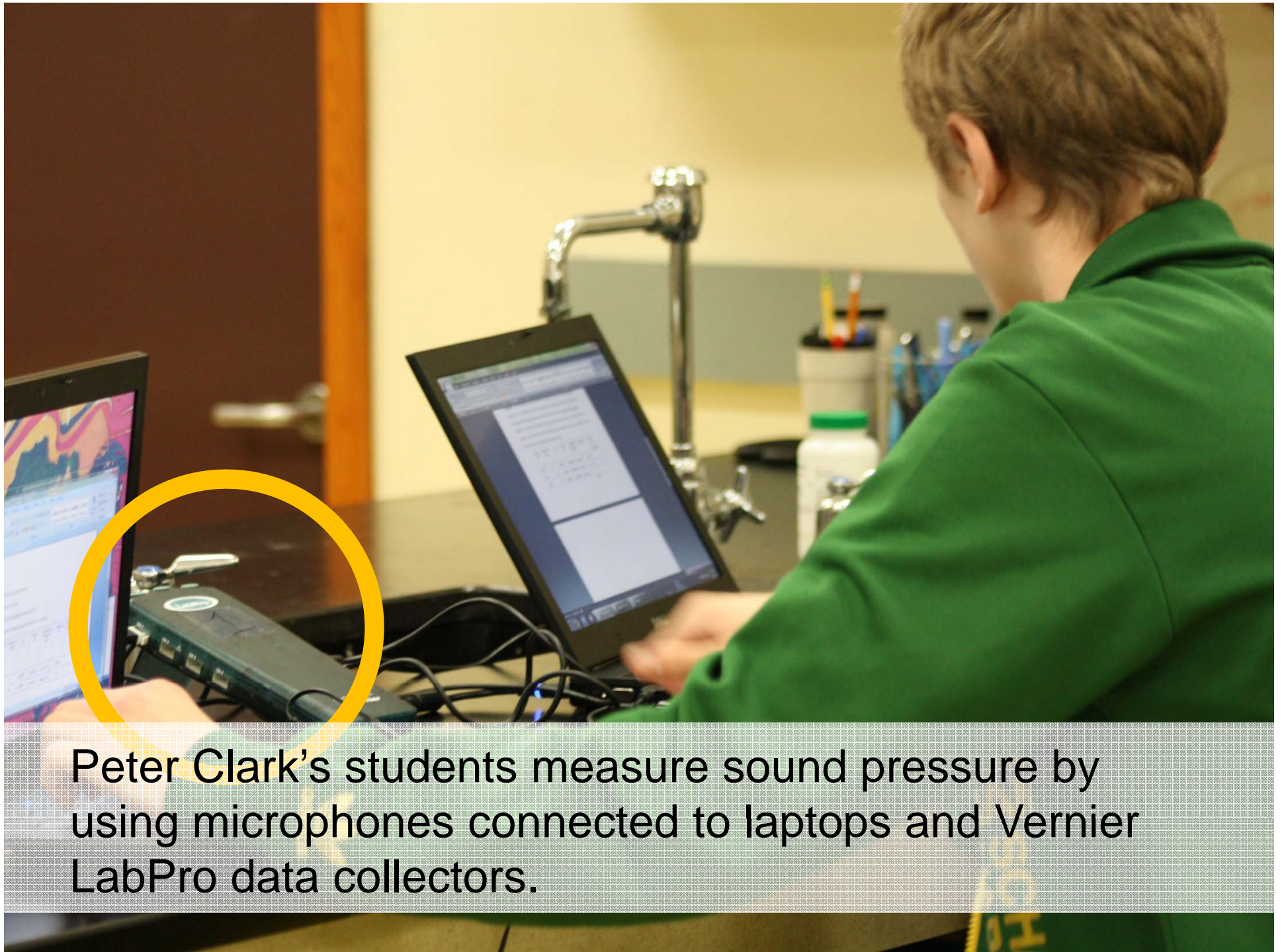
Mike uses a device to wirelessly download the students' fitness info to the computer.



Mike discusses each students' progress and tracks it with fitness software.



Students use micropipettes in Melinda Mueller's biotechnology class.



Peter Clark's students measure sound pressure by using microphones connected to laptops and Vernier LabPro data collectors.



Peter's students
also use graphing
calculators to
chart sound
frequencies.

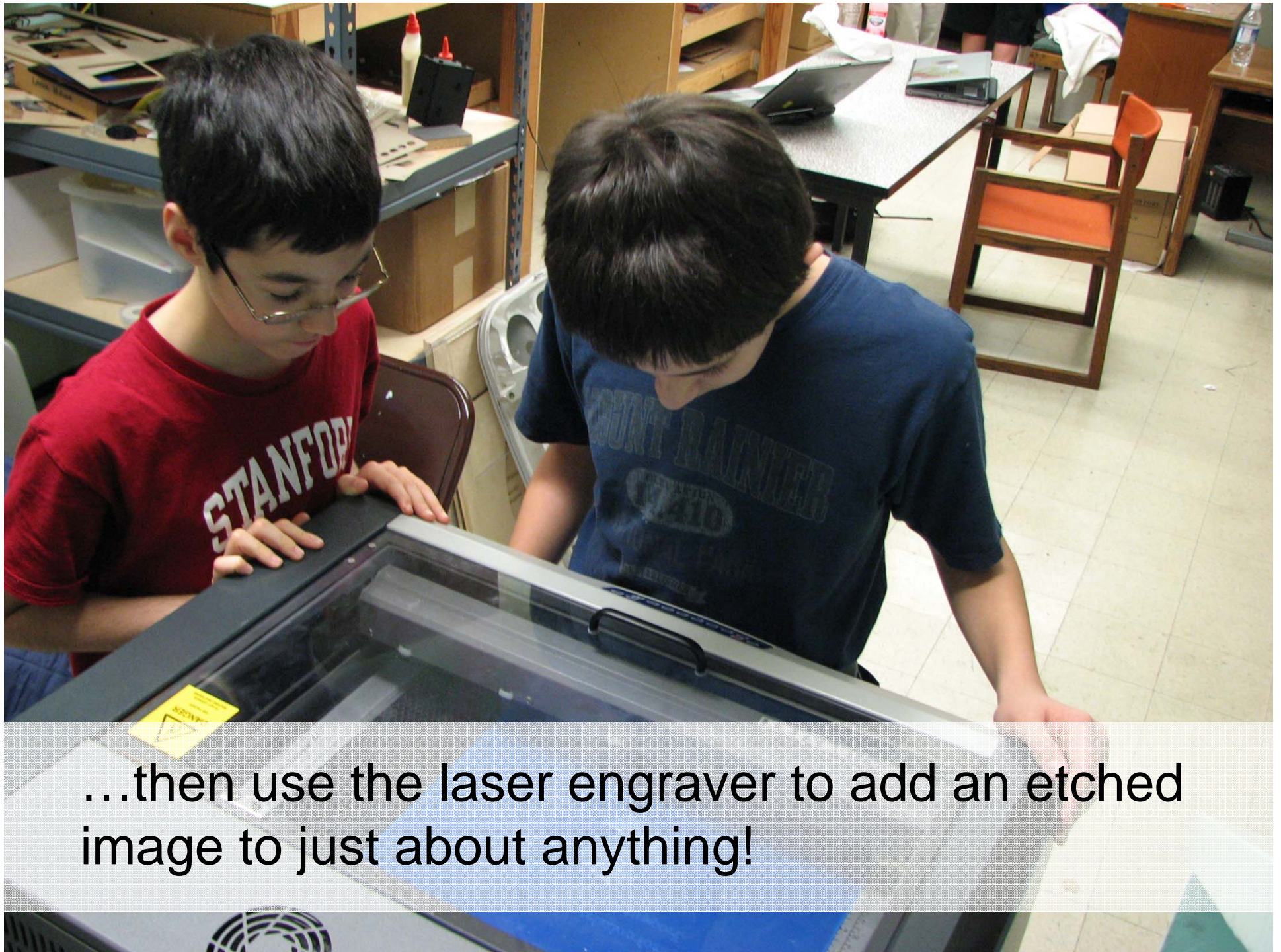
- People did not have the abilities to shape many metals.
- Lead was there for them!
- LEAD ACETATE!
- Radiation Shielding



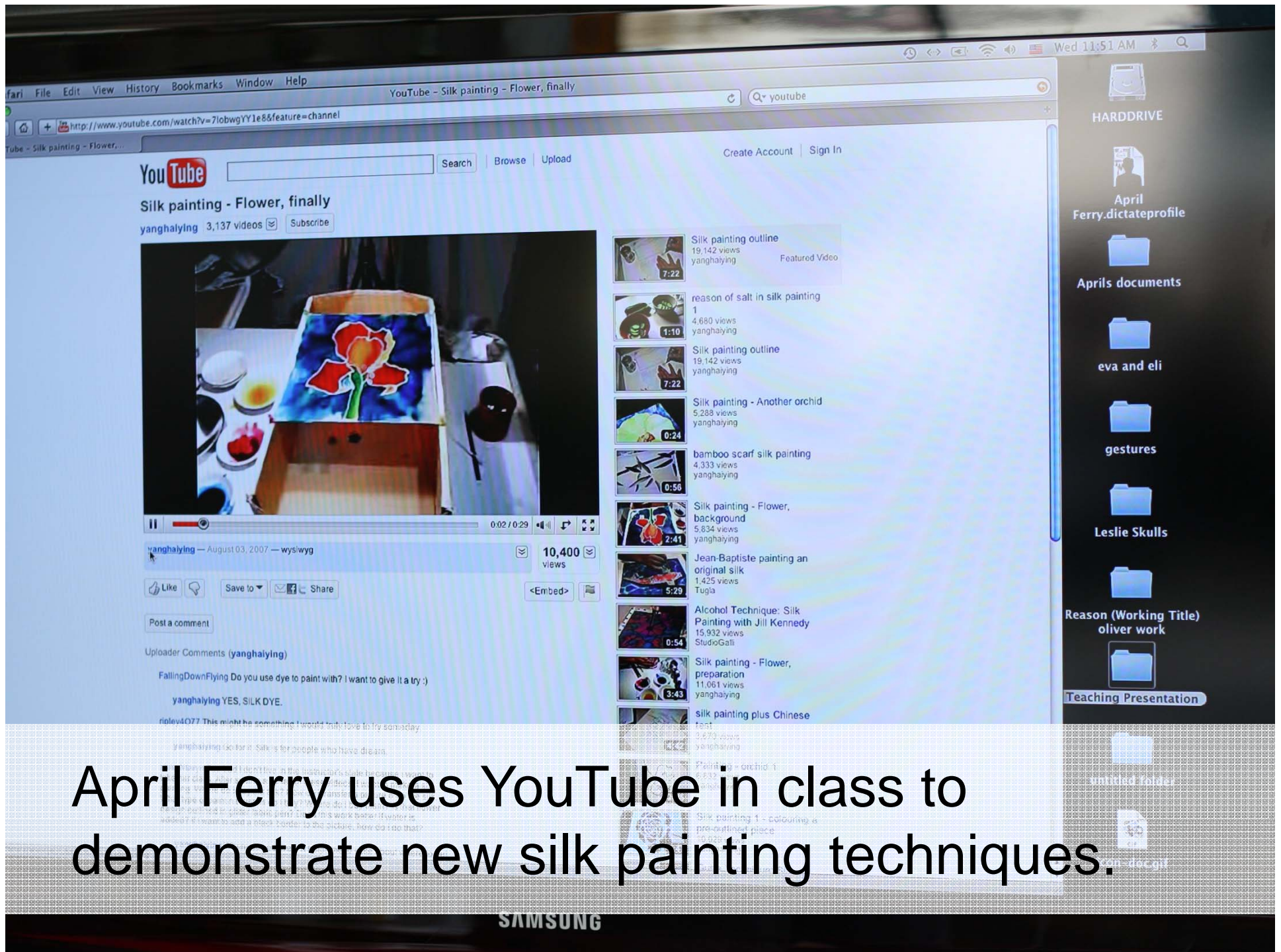
PowerPoint is a staple at Seattle Academy. Students learn to use it early on in their SAAS careers.



In the Department of Making Things, students transfer images to the laser engraver via laptop...



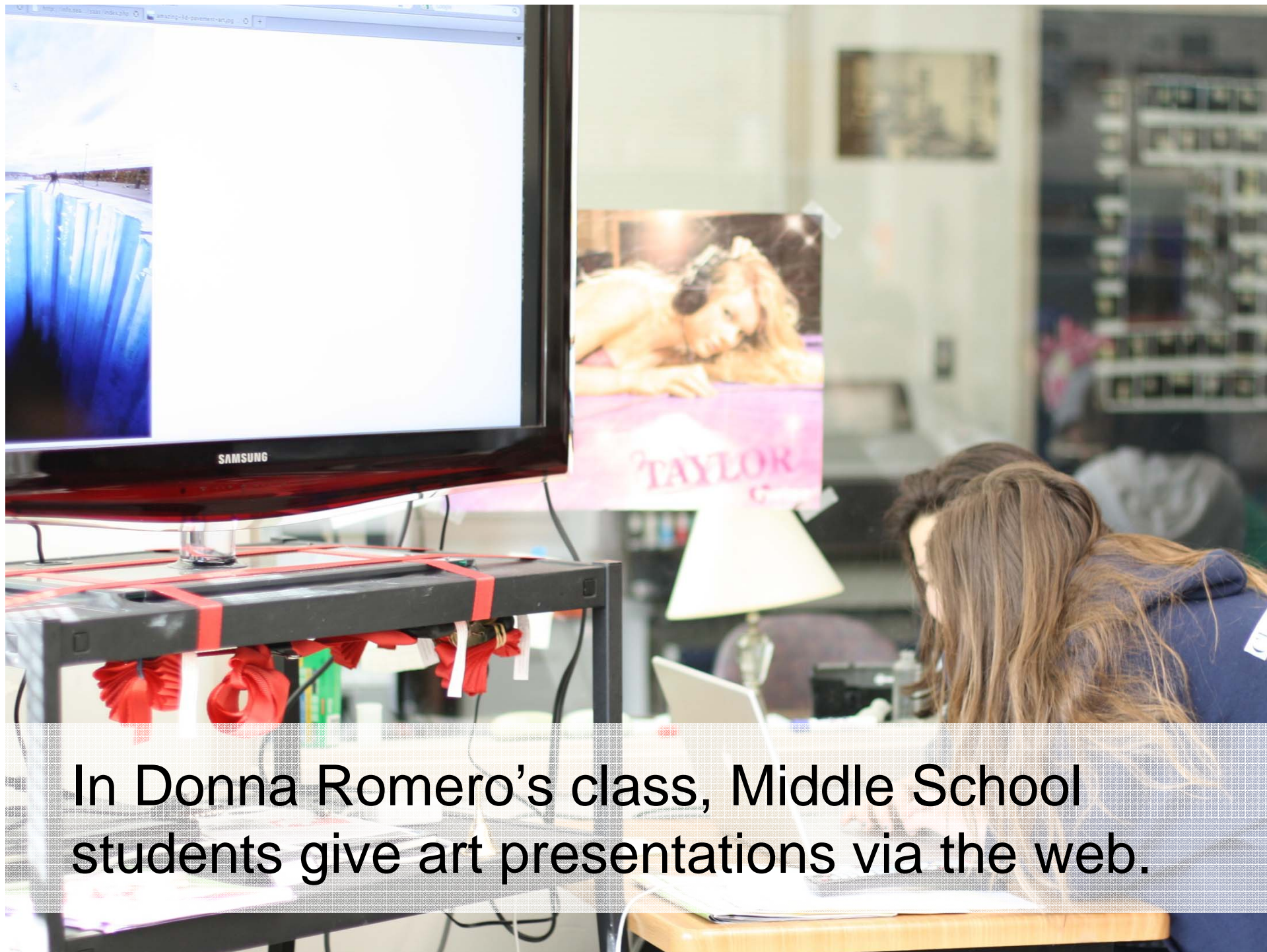
...then use the laser engraver to add an etched image to just about anything!



April Ferry uses YouTube in class to demonstrate new silk painting techniques.

A student practices
new silk painting
techniques learned
via YouTube.





In Donna Romero's class, Middle School students give art presentations via the web.



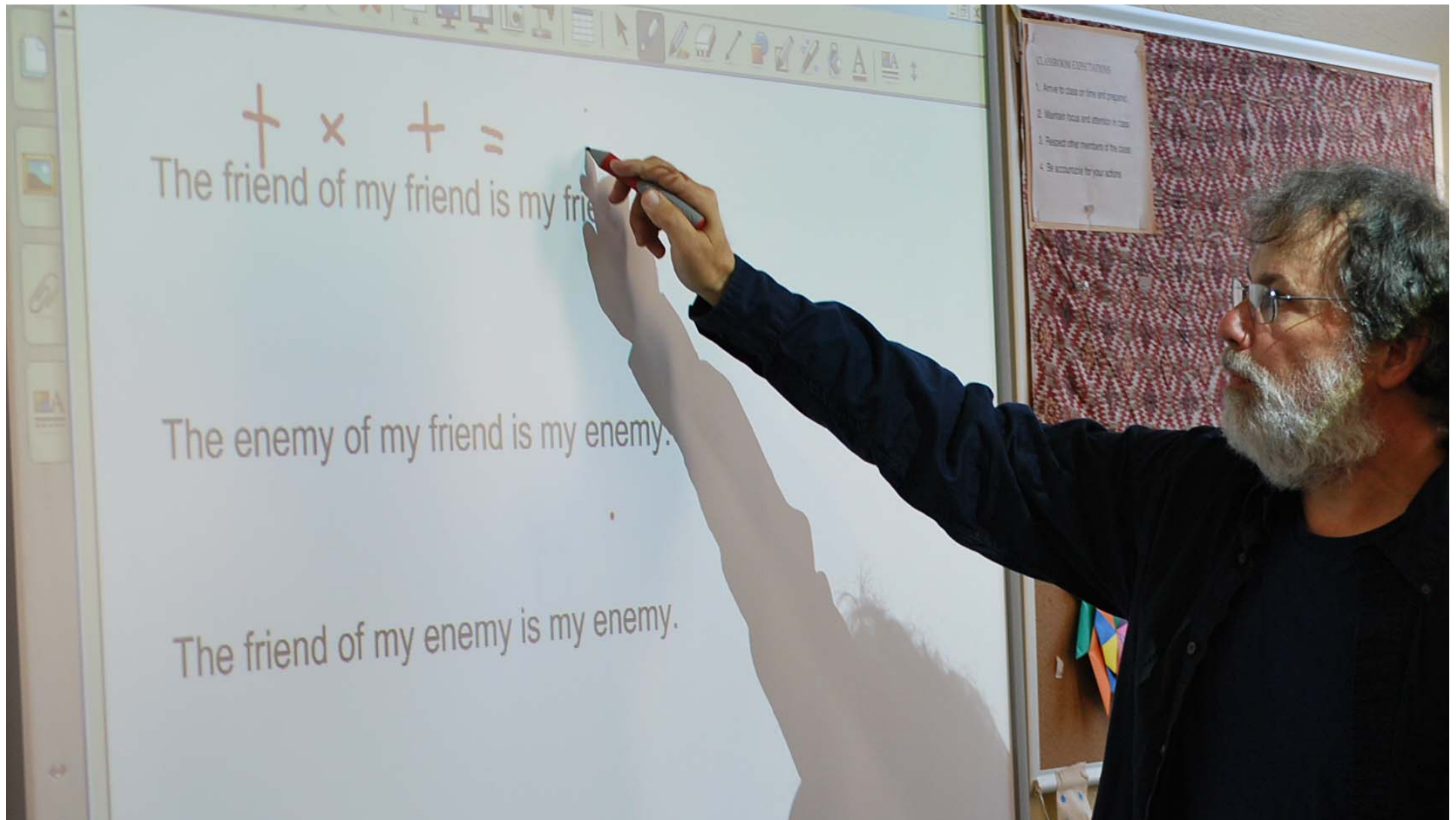
Not only do students use their laptops; they even use their phones as quick research tools.



Middle School students record interviews with special equipment for later transcription.



Rebekah Rocha's Digital Photography students edit photos using Photoshop and other digital tools.



SMART Boards can be written on, projected on, and 2D objects can even be moved by touching the screen!