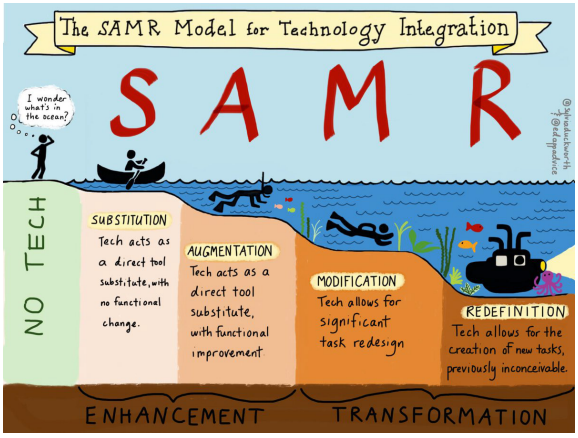


SUBSTITUTION

Technology acts as a direct tool substitute, with no functional change. Tasks stay the same, but the tool changes

- Students type their work instead of handwriting it
- Using online quizzes and programs instead of pen and paper
- Uploading a worksheet in PDF for student access, as opposed to photocopying
- Using a digital interactive whiteboard as opposed to a traditional whiteboard and saving the results as a document.

AUGMENTATION

Technology acts as a direct tool substitute, with functional improvement.
The tool not only replaces the "old/existing" one but also adds some improvements.

- Students give more informative and engaging presentations with a PowerPoint or Prezi containing multimedia elements.
- Students use the internet to research a topic.
- Students use an EdTech program that gamifies curriculum content for student engagement and allows students to track progress in an accessible way.

MODIFICATION

This is where technology starts to change the task itself. The task is modified to include new elements that weren't possible before.

- Students cowrite a paper in real time, leave comments, suggest edits, and track changes instead of writing individual papers.
- Students create interactive digital posters with PowerPoint, or Adobe Express that include clickable links, embedded videos, and audio explanations.
- For Science Labs, students use digital sensors or simulations to collect data, create graphs instantly, and analyze patterns.

REDEFINITION

Technology allows for the creation of something entirely new that wasn't possible before. The task is completely redefined with the help of technology.

- Students create multimedia projects with videos, interviews, and interactive elements.
- Students create Podcasts or Video documentaries
- Students use VR for exploration and reflection
- Students participate in Global collaboration projects
- Students work on coding simulations or interactive games
- Students use 3D design and printing to create prototypes, or replicas.