

R



REPLICATION

Technology, Software and Hardware are used to **digitally replicate** a **current way** of **completing a task**.

The teacher / students use technology to do the same tasks as before.

Students use a device, instead of paper to create a spider diagram. Students take a photo of a text book instead of a photocopy. Students complete a worksheet online instead of on paper.

E



EXTENSION

Using Technology, Software and Hardware, **deployed** to do **something extra** or to **extend** the learning activity

The teacher uses technology as an extension of the learning activity.

Students have finished a report on a topic, the teacher then instructs them to then create an accompanying video trailer or animation which displays their learning and understanding.

A



APPLICATION

Technology, Software and Hardware are used to **deliver the learning content** or to **stimulate the learning processes**

Students are presented with a choice of learning activities or applications that teach, assess and foster progression.

Students are offered a variety of methods of learning and assessment. They may conduct an online debate and create a video or Skype and present the findings as Blog posts. They watch or create and share demonstration videos before the lessons so flipping the learning.

P



PERSONALISED

Technology, Software and Hardware are **selected by the learner** to **stimulate** and **enhance** their **learning experience**

The student has autonomy over how they will learn, selecting and creating their own learning activities and selecting their own learning resources

The **student** is an **autonomous** and **independent learner**, crafting their own methods of learning and assessment. The **teacher motivates, challenges** and **supports** the student **on their learning journey** as required.