



Software Selection Guidelines

When choosing educational software, educators need to evaluate the software carefully to see that the purchase can enhance the overall curriculum. Educational software should enhance classroom learning and develop higher order thinking skills. Software applications are not additions to the curriculum, but should easily fit into the scope and sequence of the course.

Example: Language Arts Lesson: Pre-writing (Story Summary)

In this lesson, students will create a graphic organizer as a pre-writing activity to summarize a story. Inspiration can be easily integrated into this lesson in that students will use the technology to create the graphic organizer.

The technology is not the overpowering theme in this example. The technology is the mechanism in which the students complete the graphic organizer, in the same manner that students previously would have completed the activity using pencils and paper. However, by using Inspiration, students can use graphics and images to create their summary web, supporting creativity and higher order thinking skills.

Software Guidelines

1. The software supports the Technology Applications TEKS
2. The software can be easily integrated into the curriculum
3. The software does not require extensive training for the teachers or students
4. The software supports higher level thinking skills (Higher Levels of Bloom's Taxonomy)
5. The software aids teachers in reaching higher LoTI levels.
6. The software enhances or supports the curriculum as an integrated piece. The software should not be an addition, such as a game or supplemental activity (unless necessary for special cases such as special needs students).