

# TECHNOLOGY INTEGRATION MATRIX (TIM) - Teachers

		<b>SUBSTITUTION/ EMBELLISHMENT</b>	<b>AUGMENTATION/ ENHANCEMENT</b>	<b>MODIFICATION/ INFUSION</b>	<b>REDEFINITION/ TRANSFORMATION</b>
<b>Key Aspects of a Learning Environment</b>	<b>0 - Entry</b>  Technology is used occasionally, with no intended instructional benefit.	<b>1 - Substitution/Embellishment</b>  Technology allows for different ways of doing things, with no increased change in learning or instruction, or in the nature of the tasks being performed.	<b>2 - Augmentation/Enhancement</b>  Technology allows for some improvements in learning and instructional strategies and in the nature of the tasks being performed.	<b>3 - Modification/Infusion</b>  Technology allows for significant changes in learning and instructional strategies, and in the nature of the tasks being performed.	<b>4 - Redefinition/Transformation</b>  Technology redefines teaching and learning through previously inconceivable tasks.
<b>A - Communicating</b>	0 - Students share their thoughts and ideas orally or in writing.	1 - Students communicate with the help of the recommended technology tool(s).	2 - Students communicate, taking the context into account and using various technology tools (e.g., text messages, tweets, emails, social media).	3 - Students communicate in a variety of contexts, with technology tools that they themselves have chosen based on their effectiveness and usefulness.	4 - Students open up to the wider world and communicate in a variety of contexts on the web such as Twitter, Facebook or other, in order to inform and to share their opinions.
<b>B - Collaborating</b>	0 - Students complete structured tasks alone with the help of technology.	1 - Students sometimes work as a team, in a structured manner, using the recommended technology tool(s).	2 - Students work together to complete a given task, using various technology tools.	3 - Students collaborate, using technology tools of their own choosing that facilitate collaboration in all aspects of their learning.	4 - Students collaborate with their peers and with experts from outside the school setting, with the help of technology tools.

<b>C - Creating and Innovating</b>	0 - Students complete tasks via a traditional medium, demonstrating imagination, spontaneity, and ingenuity in their creations.	1 - Students complete tasks with the recommended technology tool(s), demonstrating imagination, spontaneity, and ingenuity in their creations.	2 - Students complete tasks with various technology tools, demonstrating imagination, spontaneity, and ingenuity in their creations.	3 - Students complete tasks with effective and appropriate technology tools of their own choosing, demonstrating imagination, spontaneity, and ingenuity in their creations.	4 - Students select tasks, choose effective and appropriate technology tools, and demonstrate imagination, spontaneity, and ingenuity in their creations.
<b>D - Developing Critical-Thinking and Problem-Solving Skills</b>	0 - Students do research to solve problems with the help of technology tools.	1 - Students find, analyze, and evaluate information from different sources or from different points of view, to solve problems in different ways, using the recommended technology tool(s) and digital resources.	2 - Students get organized, set objectives for themselves, plan, and monitor their progress, using various technology tools.	3 - Students get organized, set objectives for themselves, plan, and monitor their progress, using effective and appropriate technology tools of their own choosing.	4 - Students choose various strategies and technology tools to help direct their learning, attain their objectives, and self-assess throughout the learning process, with the aim of adjusting their strategies as needed.
<b>E – Engaging in Self-Directed Learning</b>	0 - Students complete the assigned activities with the help of technology.	1 - Students establish connections between concepts and real-life situations, using the recommended technology tool(s).	2 - Students solve problems based on real-life situations, using various technology tools.	3 - Students explore, take ownership of, and propose solutions to real-life problems, using effective and appropriate technology tools of their own choosing.	4 – To help broaden their global awareness, students take part in meaningful projects based on real-life situations, making the most of technology tools.
<b>F – Engaging in Authentic Learning Situations</b>	0 - Students complete the assigned activities with the help of technology.	1 - Students establish connections between concepts and real-life situations, using the recommended technology tool(s).	2 - Students solve problems based on real-life situations, using various technology tools	3 - Students explore, take ownership of, and propose solutions to real-life problems, using effective and appropriate technology tools of their own choosing.	4 – To help broaden their global awareness, students take part in meaningful projects based on real-life situations, making the most of technology tools.

<b>G – Responsible Digital Citizenship</b>	0 - Students navigate the web and use various social media without worrying about digital ethics or their own digital footprints into consideration	1 - Students know how to navigate the web, create and post content on the web, taking digital ethics and their own digital footprints into consideration.	2 - Students are aware of their digital identities, and act responsibly in their interactions on the web.	3 - Students act as responsible digital citizens, demonstrating digital ethics, and taking measures to protect their personal information and data.	4 - As responsible digital citizens, students demonstrate self-respect, are respectful of others and sensitive to their needs and are able to help their peers develop a greater sense of responsibility.
<b>H - Organizing the Environment</b>	0 - Students work alone in traditional learning and instructional environments.	1 - Students work alone in environments, with a few technology tools at their disposal.	2 - Students work in environments conducive to collaboration, and are able to use various technology tools to complete tasks.	3 - Students work in flexible environments, and collaborate with the help of effective, appropriate technology tools.	4 - Students work together, with other students from their school or/and other schools or with experts around the world, with access to the school's various technology tools, as well as their own.
<b>I – Engaging in Active Learning</b>	0 - Students access course-related information and tasks with the help of technology	1 - Students do practical and interactive exercises with the help of technology.	2 - Students are actively engaged in educational activities, and they explore and use varied digital content to demonstrate their understanding and skills.	3 - Students create and share presentations incorporating the use of various digital resources, in order to demonstrate their understanding and skills.	4 - As partners, students become researchers and experts, and create and share presentations incorporating the use of various digital resources, in order to demonstrate their understanding and skills.

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