

1. Technology (derived from iTEC vocabulary)
1. Virtual learning environment
2. Student information system (online portfolio, automated assessment tool, student reporting tool, task management tool)
3. Collaboration tools (eg calendar, social networking tool, social bookmarking tool, data sharing tool, wiki, feedback tool)
4. Communication tool (eg IM, video and audio conferencing, blog, forum, bulletin board)
5. Content management (eg file transfer client, online storage)
6. Digital resources and content (including databases, reference tools, animations, video clips, educational software, podcasts)
7. Data analysis tool*
8. Game
9. Geotagging tool**
10. Media authoring tool (eg concept-mapping tool, image or video editor, word processor, web authoring tool, podcast client)
11. Multi-media repository client (e.g., music/photo/video/slide sharing sites)
12. Simulation software
13. Syndication feed
14. Data capture device (eg microphone, video camera, camera, scanner, datalogger)
15. Document reader (eg document camera/digital visualiser)
16. Interactive teaching and learning device (eg IWB, multi-touch table, learner response device, interactive tablet, wireless slate)
17. Manufacturing device (eg 2D or 3D printer)
18. Mobile device (eg phone, netbook, PDA, tablet)
19. Programmable robotic device
20. iTEC tools (eg TeamUp)
Other
Total types of technology
2. Pedagogy (from CP report on pedagogies)
Instructional design
Project-based learning
Enquiry-based pedagogy
Game-based pedagogy
Other types of pedagogy - please specify
Total types of pedagogy
3. Assessment
Self-assessment
Peer-assessment

Formative assessment
Summative assessment
Other assessment - please specify
Total types of assessment
4. Potential benefits (content from WP5 teacher questionnaire and external research)
Use digital tools to support collaborative work (a)
Develop competencies and skills that allow students to search for, organise and analyse information (a)
Provide opportunities for students to communicate and express their ideas in a variety of media forms (a)
Use new pedagogical practices (b)
Assess students in a new way (b)
Create opportunities to learn beyond the boundaries of the classroom (b)
Explore different teacher and student roles and relationships (b)
Introduce new concepts which would be difficult to teach otherwise (b)
Support teachers to meet the learning needs of each students through individualised instruction (b)
Promote active and independent learning in which students take responsibility for their own learning activities or progress. (b)
Support collaborative, project-based learning in which student s work with others on complex, real-world-like problems (b)
Communicate in new ways with the wider community (e.g. other teachers, parents, experts) (c)
Increase access to services that enhance learning for all students (c)
Increase access to educational content for all students (c)
Improve social cohesiveness and understanding by having students interact with groups and cultures they would not otherwise
Improve management of educational resources (become easier, more efficient or more effective)
Total types of activities
5. Environment
Classroom
School campus (beyond classroom)
Local community
Home
Virtual
Work environments
Other schools (local, national, international)
Other environments
Total types of environments

6. People
Classroom teacher
Other teachers
Other people in the school
Learners in classroom
Learners beyond the classroom (in school, other schools, international)
Parents/families
Outside experts
Others in the community
Other people
Total types of people involved
7. Transversal Competences (from EU Key Competences)
Communication in the mother tongue
Communication in foreign languages
Mathematical literacy and competence in science and technology
Digital competence
Interpersonal, intercultural and social competences
Learning to learn
Entrepreneurship
Civic competences
Cultural expression
Total number of competences addressed
Notes
*Software used to sort through data in order to identify patterns and establish relationships.
**Software that allows users to add latitude and longitude coordinates to various media like photographs and videos.
(a) Relates to benefit: 'Increasing appropriate and effective use of digital technologies to support teaching and learning'
(b) Relates to benefit: 'Increasing the range of pedagogical strategies used'
(c) Relates to benefit: 'Increasing access to educational resources (people, tools, services, content)'
(d) Relates to benefit: 'Improving management of educational resources'