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**Technology in a constructivist classroom.**

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Today's children have been altered tremendously by the technological revolution, but that same technology has yet to make a significant impact on our educational system. Educators have begun to question how to best educate students who have grown up in a world of instant information. It has been proposed that constructivism could be a guiding philosophy that may be able to transform curriculum in which technology is integrated seamlessly. Research has shown that environments rich in technology have the potential to bring about dramatic changes in teaching, as well as the physical make-up of a classroom. Computer-based constructivist projects take many forms, both online and off (CSILE, CoVis, Computer Clubhouse, JASPER, WebQuests). The creation of technology rich activities described in this article follow an instructional design process that combines procedures set forth by Bernie Dodge and Tom March (1995).

*Classification:* C30