EdTech Resource Library

Resources to teach, coach, and lead while integrating technology into your student-centered approach.
Why Incorporate EdTech?

Mindful technology integration paired with capacity building can effectively advance the quality of teaching and learning for your organization!

PHASE 1: Digital Foundations

Build digital literacy skills and technology infrastructure to provide a foundation for your teachers to become confident using technology.

PHASE 2: Technology Integration

Integrate educational software into the curriculum to improve core skills and engage students through EdTech everyday.

PHASE 3: 21st Century Skills

Create an innovation lab, makerspace, or integrate robotics activities to promote project-based learning, creative problem solving, critical thinking, collaboration, and entrepreneurship.

What EdTech Phase is your NPO in?

Contact Us at info@team4tech.org
Digital Literacy
The ability to effectively use digital tools and technology. It requires understanding of how to obtain, evaluate, create, and share information in a wide variety of formats.

Human-Centered Design
A problem solving approach that develops solutions through rapid prototyping and by involving the perspective of those facing the challenge in all steps of the process.

Resources

Digital Citizenship
An aspect of Digital Literacy which pertains specifically to ethical behavior and the ability to navigate or address ethical dilemmas when using digital tools.

Google Suite
G Suite is a collection of business, productivity, collaboration, and education software developed and powered by Google.

Microsoft Office 365
Microsoft Office is a suite of applications designed for productivity. These tools are offered both on desktop and through streamlined, online versions.

Our EdTech Partners are vetted solutions that are provided for free or at a discount to our nonprofit partners with the highest level of training and support.

Click to discover Team4Tech’s partners

Click the resources tile to discover our favorite Phase 1 tools!
Phase 2

Content Libraries
Provide teachers with various materials across grades and subjects, often customizable, for teaching and learning that are great additions for a school to their core curriculum.

Collaborative Platforms
Tools that enable teams to work on tasks simultaneously from different devices and locations. Everyone is kept up-to-date which enhances collaboration, saves time, and improves project management.

Social Studies
Technology in the social studies classroom can provide access to primary sources and the opportunity to tell stories, take on different points of view, and communicate lessons learned in many different ways.

Science
EdTech plays an important role in science class from the opportunity to run low-cost labs or free simulations to students collaborating across countries to share their ideas and research with others.

Resources

Math
Adding EdTech into the math classroom can provide lesson ideas, visualization tools, and interactive games to make math more engaging and deepen student understanding.

Language Arts
Technology supports differentiation for students, allows for easy formative assessments, and gives students the ability to show off their creativity and unique skill sets related to traditional materials.

The Arts
EdTech can enhance art classes by providing students a new way to create art, supporting flipped teaching strategies, promoting collaboration and engagement, and increasing equity and access for all students.

Get to know one of our Phase 2 partners:
IXL: Math & Science

Click the resources tile to discover our favorite Phase 2 tools!
Get to know one of our Phase 3 partners: Micro:bit

Phase 3

Project-Based Learning
Project-based learning is a dynamic classroom approach in which students actively explore real-world problems and challenges to gain deeper understanding of concepts and develop important skills.

Social Emotional Learning
SEL is the process through which learners understand and manage emotions, set and achieve positive goals, feel and show empathy, establish and maintain positive relationships, and make positive decisions.

Learner Created Content
There is no longer a “digital divide” as much as a divide between digital consumers and digital creators. Empower teachers and learners to contribute, innovate, and create material by harnessing technology.

Robotics & Microcomputers
A range of low cost sensors, microcomputers, and simple circuits used to teach programming, robotics and engineering. Students create, hack, and develop toys and solutions by using coding & engineering skills.

Makerspace
An open, safe, collaborative space designed for making, learning, exploring, and sharing that uses a range of high-tech to no-tech tools. It provides hands-on learning to support critical thinking skills and boost confidence.

Coding
Coding drives innovation by providing learners with agency and allowing them to gain a deeper understanding of the logic and thought processes that goes into developing applications, robotics, websites, and more.

Resources

Click the resources tile to discover our favorite Phase 3 tools!
Thank You!

Want to learn more about working with Team4Tech and what using these tools could look like? Contact Us at info@team4tech.org