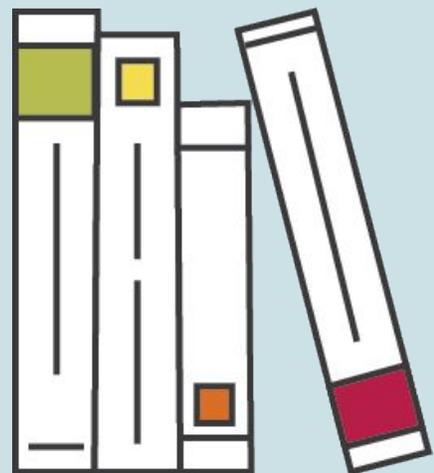




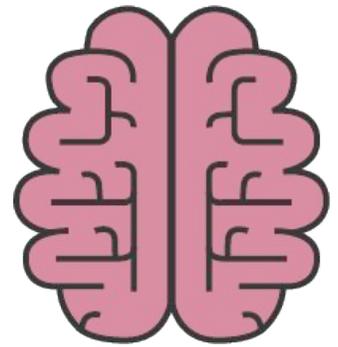
# EdTech Resource Library

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.

### What EdTech Phase is your NPO in?

### 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.

Phase I

[Click to discover Team4Tech's partners](#)

**DigCitCommit**

Get to know one of our Phase 1 partners: [DigCitCommit](#)

*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.

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.

*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

*Microsoft Office 365*

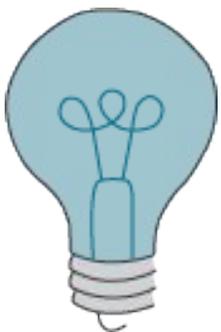
Microsoft Office is a suite of applications designed for productivity. These tools are offered both on desktop and through streamlined, online versions.

*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.



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

**team4tech**

## 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.



Get to know one of our Phase 2 partners:

[IXL: Math & Science](#)

### *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

### *Language Arts*

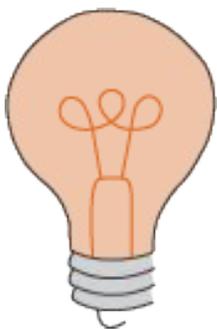
Technology supports differentiation for students, allows for easy formative assessments, and gives students the ability to show off their creativity and unique skill sets related to traditional materials.

### *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.

### *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.



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



# Phase 3

Get to know one of our Phase 3 partners:  
[Micro:bit](#)

## Resources

**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.

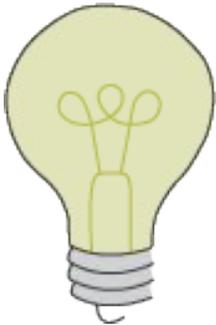
**Learner Created Content**  
There is no longer a "digital divide" as much as a divide between digital consumers and digital *creators*. Empower teachers and learners to contribute, innovate, and create material by harnessing technology.

**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.

**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.

**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.

**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.



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](mailto:info@team4tech.org)