

Computers should be used

[Technology](#), [Computer](#)



Why computers should be used in k-12 schools As described In the definition by the Oxford Dictionary a computer Is an electronic device which Is capable of receiving Information (data) In a particular form and of performing a sequence of operations In accordance with a predetermined but variable set of procedural instructions (program) to produce a result in the form of information or signals. (Oxford Dictionary) A device which has been developed as genealogy has advanced and society has embraced to make most tasks easier.

We have incorporated computers into our everyday lives. Whether it be the telephone, washing machine or television to gaming systems, Pods, personal computers, laptops and tablets. Society is continually evolving to embrace computers. Computers are used in schools for the same specific functions as in society for the school to operate effectively and efficiently. Computers need to be used In the class rooms from k-12 for students so they can teach (students) the future leaders and citizens of society, sing current and emerging technologies so that these students will be comfortable using future technologies. Peg. 11 Shelley. Gunter. Gunter 201 0) The author also states when used appropriately, technology has the potential to enhance student's achievements and assist them in meeting learning objectives. Motivational computers, digital media, and other related technologies can capture student's attention and improve student outcomes with skill building practice, real world problem solving, interactive learning, discovery learning and linking learners to a altitude of instructional resources.

Computers support communication beyond class room walls, provide environment for cooperative learning, development of higher order thinking

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skills and solving complex problems. (page 11 Shelley. Gunter. Gunter 2010)

The International Society for Technology In Education (SITE) supports all areas of k-12 computing, and provides National Educational Technology Standards for Students (NETS-S). These standards include SIX important categories that include creativity and innovation; communication and collaboration; Research and

Information Fluency: critical thinking, problem solving, and decision making;

digital citizenship; and technology operations and concepts. (page 11

Shelley. Gunter. Gunter 2010) Most students are not only auditory or visual learners, but also multistory learners. Digital media has the ability to capture the attention of the learner because it addresses a variety of learning styles.

Today's students expect to use digital media in their daily lives, so these devices, or similar media technology, should be woven seamlessly into their classroom experiences. G. 23 Shelley. Gunter. Gunter 2010) References

Oxford Dictionary, O. (2012). The English Oxford Dictionary. Shelley, G. G. (2010).

Teachers Discovering Computers. Boston: Course Technology, Inc.

Learning. As described in the definition by the Oxford Dictionary a computer is an electronic device which is capable of receiving information (data) in a particular form and of performing a sequence of operations in accordance with a predetermined but washing machine or television to gaming systems, 'Pods, personal computers, laptops effectively and efficiently.