

## Top Ten Wish List

By T&L Editors and Contributors

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*Technology & Learning's* Special 25th Anniversary Poll asked readers to tell us which ed tech problems they'd most like to see solved. The following rather eclectic mix of topics reflects the issues most commonly reported. *T&L's* editors and contributors offer a range of solutions and a look at what educators might expect to see a few years down the line.

1. **The Multimedia Classroom**

LCD projectors, interactive white boards, document cameras, and other display technologies are beginning to change the face of today's classrooms.

2. **Customized Content**

Using technology to mix and match content from different sources is no longer an instructional pipe dream for educators.

3. **Sustained Funding**

What do you do when the grant ends, the philanthropist finds a new cause, and the bond expires?

4. **One-to-One Computing**

Emerging tools are making one-to-one computing, or something like it, more attainable for school districts.

5. **On-the-Spot Assessment**

The days of waiting months or even hours for test scores or evaluative feedback are gone. The Internet and a range of mobile solutions are empowering educators and students with the ability to receive instant responses.

6. **Resource Sharing**

The Internet offers a multitude of grassroots ways for educators to collaborate, simplify lesson planning, and support one another in what can sometimes be a very lonely job.

7. **Corralling Digital Natives**

From text messaging to the Internet, today's students have ingenious ways to circumvent traditional school and classroom rules. Educators need the tools and awareness to keep them in check.

8. **24/7 Wireless Access**

Schools working with communities to provide 24/7 wireless connectivity to students and citizens could help overcome the digital divide.

9. **Integrating Games into the Classroom**

Experts say real learning occurs when students immerse themselves in new worlds where unfamiliar terms, conventions, and cultures require them to employ a host of higher-order thinking skills.

10. **Making the Case for Technology**

With a strong message, due diligence, and a little luck, your technology wishes may come true.

## 5. On-the-Spot Assessment

By Susan McLester

The ability of today's technology to facilitate assessment through instant response is central to its power in education. Among the many iterations this can take are Web-delivered artificial intelligence for essay scoring, such as Vantage Learning's MY Access!; real-time tutoring; online offerings that customize feedback for students on high stakes and benchmark tests, now broadly available from ETS, Kaplan, Bridges, and others; and programming packages like LOGO, which allow students to see immediately if their commands are producing the desired results in computer game characters or objects.

In the past few years the focus has been on hardware and software applications that offer mobile data delivery, effectively helping to streamline such tasks as teacher observations, reading readiness assessments, IEP creation, and gauging student understanding of concepts while a lesson is in progress.

In the next few years, look for cell phones, iPods, and other personal technology tools to broaden their range of utilities and classroom uses.

### Price

\$1,500-\$8,000 for a set of personal response systems.

### Resources

**ACTIVote, Promethean**

[www.activboard.com](http://www.activboard.com)

**Assessa, EyeCues**

[www.eyecues.com](http://www.eyecues.com)

**Austin Sky Technology (TESA)**

[www.austinsky.com](http://www.austinsky.com)

**Blackberry**

[www.blackberry.com](http://www.blackberry.com)

**Dell**

[www.usdell.com](http://www.usdell.com)

**eInstruction CPS**

[www.einstruction.com](http://www.einstruction.com)

**eLearning Dynamics LearnTrac**

[www.elearningdynamics.com](http://www.elearningdynamics.com)

**CoObserve and CoKnow**

**GoObserve and GoKnow**

[www.goknow.com](http://www.goknow.com)

**GTCO CalComp's InterWrite PRS**

[www.gtcocalcomp.com](http://www.gtcocalcomp.com)

**Houghton Mifflin Learner Profile**

[www.learnerprofile.com](http://www.learnerprofile.com)

**iRespond, Reveal Technologies**

[www.revealtechnologies.com](http://www.revealtechnologies.com)

**LearnStar**

[www.learnstar.com](http://www.learnstar.com)

**Palm**

[www.palm.com/education](http://www.palm.com/education)

**Qwizdom**

[www.quizdom.com](http://www.quizdom.com)

**Scantron Achievement Series**

[www.scantron.com](http://www.scantron.com)

**Technology & Learning: Assessment Unplugged**

[www.techlearning.com/showArticle.jhtml?articleID=56900180](http://www.techlearning.com/showArticle.jhtml?articleID=56900180)

**Texas Instruments TI-Navigator**

<http://education.ti.com>

**Wireless Generation mCLASS**

[www.wirelessgeneration.com](http://www.wirelessgeneration.com)