Interview Comments	Analysis
I have a BYOD policy in my class. I am also lucky enough to have a Smart Board, 8 laptops, VR headsets, and access to the school laptop cart.	Technology is available in may forms and can be used in a variety of different ways within one classroom.
BYOD has a lot of buy-in from students because you are giving them trust, and they are more engaged. But you need to monitor them. There's an accountability piece.	Teachers need to be aware of the benefits and challenges connected to the use of technology in the classroom. The benefits of engagement need to be balanced with the challenges of ensuring responsible use of technology.
Technology allows students to show their knowledge in multiple ways. Students are more engaged, they are having fun with the tools. Some students might get carried away. For example, in a slide presentation they might focus too long on the size of the font, or finding a picture.	Teaching is not just about the delivery of content or the use of technology. Teaching also involves understanding how students learn and being able to facilitate this process.
The first step (for integrating technology) is to start with the learning goal and determine if there is a piece of technology that can help with that learning goal.	Like all good planning, it is important to have a clear direction of what you want to achieve. Technology is a resources that is a means to an end.

Interview Comments	Analysis
Sometimes I don't have the resources I need because they are being used by a different classes. That means I need to change the way I have things planned.	Flexibility is important to keep in mind. Strategic lesson planning and implementation involves using multiple strategies and resources to support student learning.
I show students different ways to use technology to reach their learning goals. For example, in our novel study they (students) used Garage Band to illustrate the mood of their novel. Some (students) used Finale, which is a program that uses music notation, to write a song that was connected to the book.	Technology opens the door to a broad range of options for students. It can also be a tool to integrate learning from one subject area to another (e.g., Music and Language Arts).
Where I don't have all the intricacies of teaching grade 7 music I can look at the "Big Ideas" in the curriculum and use technology like Garage Band and Finale to help me.	Technology can strengthen teaching practices. Teachers can use technology to introduce content that is beyond the scope of their own understanding (e.g., You don't have to have a degree in music to teach students how to use musical notations to write a song.)

Interview Comments	Analysis
I find it (technology) has benefits in Science because you can do things like simulations and virtual reality. You can take kids to different parts of the world. Its not just digital technology. We have robots in our class. We can program them to take temperature and figure out the humidity. I would caution about the overuse (of technology) in Math. Im not as convinced it (technology) has as many benefits. They have neat apps, 3d models. Things like Khan Academy works for some students. But I'm still looking for something that help teach concepts or is a discovery or group based activity. It is lots of window dressing like flash card games. It is good as a quick check for understanding.	In Science, technology can be a tool for exploring, investigating, and discovery e.g., using robots to study weather. Is Math any different? There are many online programs that focus on computation proficiency (flash card games). Likewise games like Prodigy provide additional practice to assist with knowledge and understanding of math concepts. How is technology used in math to help develop: problem solving, reasoning, constructing arguments, etc? Selecting and evaluating technology is a major step for effective integration.
In Math if you are teaching someone about the faces of 3d object. On a computer some people might be able to see it but some might have to hold it.	Technology is one tool among a host of tools that should be considered for student learning. Students have diverse learning needs (e.g., for manipulating 3D objects) and the tools for teaching should be selected based on the needs of the students.

Interview Comments	Analysis
I also like game based learning. But it can be board games and not always digital. In games like Prodigy (a math game based program) they could be totally guessing.	The formative assessment data available with game based programs like Prodigy may not always be reflective of student learning. Whereas, other more traditional board games can provide data to help advance learning or detect challenges.
I got into teaching late, so I have always been using technology. Technology didn't change my practice it enabled me to give kids some great learning opportunities. But as far as my teaching practice, I would still be doing the same thing. I would have kids working in groups, I would be differentiating. So I don't know if it has changed my practice.	Pedagogy and technology are two different aspects of education. Teachers need to know how to teach. Technology on the other hand is a resource that teachers can access to support their teaching practices.

Interview Comments	Analysis
Number one discomfort for teachers is that they don't know the technology. I think most teachers want to understand what they are using to achieve the learning goals. They don't have to be experts but they have to have some understanding. When people understand the tools better they feel more comfortable. Also, teachers wonder when they are going to be given the professional development and this is a whole budgeting issue.	The landscape of technology in education has progressed and continues to evolve. Tools are available and teachers are growing in their ability to effectively use technology. Teachers need continued support to learn and understand what tools are available and how to effectively select, utilize them.