# Index

# Α

academic content 23
action statements 112, 130
affective domain 5, 51, 135, 156
affective domain taxonomy 7
affective taxonomy 53
analysis 49
application 49
articulation 10, 58
asynchronous communications 96
audio-conferencing 78
Ausubel, D. 32

### В

behavioral theorists 25 behaviorism 24, 51, 78, 118, 138, 161, 184, 208, 228 Bloom, B. 3, 22, 48 Bloom's Taxonomy 3, 49 body-kinesthetic intelligence 4 brainstorming software 97

## C

characterizing 54
Children's Internet Protection Act (CIPA)
203

classroom behavior 76 cognition 1 cognitive domain 1, 133, 154 cognitive psychologists 30 cognitive psychology 22 cognitive taxonomy 49 cognitive teaching 2 cognitive-constructivist psychologists cognitive-developmental psychologists cognitivism 24, 29, 80, 119, 139, 162, 185, 202, 209, 230 collaboration 90 comprehension 4, 49 computer-assisted instruction (CAI) 14, 28, 79 computer-based instructional systems computer-based teaching (CBT) 81 computer-delivered instruction (CDI) 81 computer-managed instruction (CMI) 81 computer-mediated communication 66 computer-mediated learning (CML) 66 computers 11 cooperative learning 35, 82

Copyright © 2005, Idea Group Inc. Copying or distributing in print or electronic forms without written permission of Idea Group Inc. is prohibited.

#### hypertext transfer markup language D (HTML) 104 decision-making 90 decision-making technology 97 decision-making tools 148 imitation 57 Dewey, J. 61 information age 37 dexterity 56 information and communications digital materials 104 technologies (ICT) 67 discovery learning 32 information literacy 101 drill and practice 79 information processing 32 E infused technology 175 infusion 90, 101 e-mail 39, 76, 130 instructional design systems 73 e-zines 101 instructional technology 1, 12, educational psychology 22 73, 118, 133 educational technology hardware 67 integration 90 educational technology software 67 integration technologies 199 epistemology 40 intellectual activity 50 equal access 218 intelligent performance support systems Erikson, E. 31 75 esthetic development 55 interactive lesson 105 experience-based instruction 36 International Society for Technology in experiential validity 40 Education 41 Internet services 66 interpersonal intelligence 4 intra-personal intelligence 4 face-to-face interaction 35 G Jobs, S. 38 Gagne, R. 2 Gardner, H. 3 K global awareness 219 global education 219 knowledge 4, 49 graphic organizers 84 knowledge construction environment 75 Н L hardware literacy 92 Law of Exercise 27 Harrow, A. 9 leadership abilities 15 hierarchy of human needs 33 learning 41 human behavior 33 learning management systems (LMS) human learning 52 128 humanism 24, 33, 82, 120, 141, library skills 101 164, 187, 211, 232 linguistic intelligence 4 hyperbook 105 literacy 90, 114 hyperlinks 84 logical-mathematical intelligence 4 "low-tech" technologies 77

### M

manipulation 10, 57 Maslow, A. 33 mastery learning 29 Mcluhan, M. 62 measurable actions 50 media 62 media for communications 62 media for construction 63 media for expression 63 media for inquiry 62 media taxonomy 62 meta-cognition 2 motivation 40 motor skills 58 multiple intelligences 4 musical intelligence 4

# N

National Educational Technology Standards (NETS) 110, 127 naturalist intelligence 4 naturalization 10, 58 negative reinforcement 27 No Child Left Behind (NCLB) Act 155

#### O

open classroom 35 open education 35 operant conditioning 27 organizing 54

# P

Pavlov, I. 26
personal development 55
personal digital assistants (PDAs) 120
physical coordination 56
physical-based objectives 59
Piaget, J. 30
positive interdependence 35
precision 58
problem-solving skills 98
programmed instruction 28, 79
psychology 40

psychomotor domain 8, 55, 136, 158, 205 psychomotor skills 8, 77

# Q

quality of performance 58

# R

receiving 7, 53 reception learning 32 reinforcement 28 relational teaching 7 responding 7, 53 Rogers, C. 34

# S

search engines 66 self-development 33 self-esteem 15 SeSDL taxonomy of technology 64 simple and advanced object manipulation 56 Simpson, E. 9 simulation programs 79 Skinner, B. F. 27 social fairness 219 software engineering 73 software literacy 92 spatial intelligence 4 stimulus-response reinforcements 22 student achievement 218 student assessment 218 student collaboration 128, 135, 142 student learning 22 student learning objective 136, 238 student literacies 115 student-centered literacy 118 synchronous communications 96 synthesis 50

#### Т

Taxonomy for the Technology Domain 72, 77, 82, 89, 110, 136, 148, 238 taxonomy of technology as media 67 teacher behavior 23

teacher communication 140 teacher role 40 teacher-as-expert 116, 135, 156, 179, 203, 225, 238 teacher-as-learner 114, 137, 157, 161, 181, 185, 204, 227 teacher-as-scholar 117, 134, 159, 163, 186 teaching strategies 3 teaching-learning model 23 tech-ology (Level 6.0) 90, 106, 217, 220 technological literacy 16 technology 36, 72 technology collaboration (Level 2.0) 93, 126, 131 technology decision-making 149 technology domain 11 technology for decision-making (Level 3.0) 97, 147 technology for infusion (Level 4.0) 100 technology for integration (Level 5.0) technology for literacy (Level 1.0) 91, 109, 117 technology infusion (Level 4.0) 171, 173 technology integration (Level 5.0) 194, technology-based "cognitive tools" 73 technology-based learning objectives telecommunications 76, 93 text-based materials 17 Thorndike, E. L. 26 tutorials 80 value development 55 valuing 7, 53 video technology 78 visual-based materials 17

Vygotsky, L. 31

#### W

Web-based materials 17 World Wide Web 66, 77, 102 Wozniak, S. 38

# Z

zone of proximal development 31