Hot topics

ICT for teachers

Includes use of blogs, wikis, Twitter, Facebook, other social media, YouTube, Google Apps in assessment.

“The geek is male. Or so it seems … there is a distinct under-representation of girls studying computing at high school and, going on to have careers in IT. To address this problem, in 2007, the authors of this book, with backgrounds in secondary teaching or IT, trialled a new and revolutionary program in schools: ‘Digital Divas’.” – Back cover.

“... the contributors explore a wide range of issues relevant to English and literacy teachers; understanding games as media texts … the place of digital culture in young people's lives, and its implications for school contexts, curriculum, pedagogy and literacy education; the narrative and visual design components of games; exploring concepts of role play and identity in games through drama; the potential for games to engage disengaged students; and issues of gender and social interaction in game playing.” – Tony Hayes, former President AATE (back cover).

“Features of this book include: Using and evaluating digital storytelling in the classroom; Knowledge management and storyboarding; Critical thinking and story elements, such as pacing, economy, point of view and dramatic question; Production elements such as sound, lighting, framing and camera techniques. Digital storytelling with iMovie links with the Information and Communication Technology (ICT) general capability, and also has strong correlations to the Australian Curriculum: Media Arts. Also relevant to Australian Curriculum: English, history and geography, which call for students to demonstrate their understanding of a topic using digital technology.” – Back cover.

Educating Gen Wi-Fi: how we can make schools relevant for 21st century learners by Greg Whitby. ABC Books, 2013. 371 WHI
“Just a generation ago, school was a simple affair: students learned from set texts, graduated and got a job. Now, when almost every child has access to vast networks of information through computers, phones and social media, there is no longer a wrong and right way to learn, no longer a single model of teaching, not even a familiar classroom environment.” – Publisher website.

“Clever ideas for using Google tools effectively for students grades 3-12 and for all teachers.” – Cover.
“Google offers a multitude of terrific tools that can be used to enhance both teaching and learning. The tools are powerful, user-friendly and FREE! This book highlights many of these tools and provides clever ideas for using them in the classroom.” – Publisher website. Includes: Google search tools; iGoogle and Google alerts; Google maps; Blogger; Google reader; Google calendar; Gmail; Google sites; Google docs.

“Print, cut and fold your way through meaningful, hands-on activities. This revised Australian edition … will help you to engage your students in the Australian Curriculum: English, Humanities and Social Sciences, Mathematics and Science with 50 technology rich activities. Using Microsoft PowerPoint to create unique graphic organisers, study aides and desktop publications, the step-by-step lesson plans in Print, cut and fold allow you to integrate technology into your F-2 curriculum with ease and style.” – Back cover.

“Let Print, cut and fold engage and motivate your students with meaningful, hands-on maths activities that reach into many branches of mathematics, from number operations to geometry. These 45 technology-rich activities use Microsoft PowerPoint to create unique graphic organisers, study aides and desktop publications. The step-by-step instruction sheets and lesson plans will allow you to integrate technology into the maths curriculum.” – Back cover.
Hot topics

ICT for teachers


“Print, cut and fold your way through meaningful, hands-on science activities. Let your students explore all areas of science with over 60 technology-rich activities using Microsoft PowerPoint to create unique graphic organisers, study aids and desktop publications. The step-by-step lesson plans will allow you to integrate technology into the science curriculum with ease and style.” – Back cover. The accompanying CD-ROM contains templates, example activities and instruction sheets. Teacher resource suitable for years 3-8.


“With proven strategies, rich illustrations, classroom examples, and teacher interviews from around the world, Reinventing project based learning shows how to design authentic projects that make the most of emerging tools and technologies.” – Distributor website.

Social media for school leaders: a comprehensive guide to getting the most out of Facebook, Twitter, and other essential web tools by Brian J. Dixon. San Francisco: Jossey-Bass, 2012. 371.3 DIX

This book “offers detailed descriptions of the best online tools available for school leaders today and provides step-by-step instructions for using them to move a school community from awareness to advocacy and from feedback to collaboration.” – Back cover.

Teach the Australian curriculum: mathematics with the Wii: engage your F-8 students through gaming technology by Meghan Hearn and Matthew C. Winner. Moorabbin, Victoria: Hawker Brownlow Education, 2013. 372.7 HEA

“...Wii activities can be engaging, student-friendly data production tools that generate scores, times and rankings for students to explore and discuss in the maths classroom. As students play Wii games, teachers have an opportunity to guide them through rich dialogues, posing questions to elicit mathematical thinking. This revised Australian edition includes 44 lesson sparks, organised by year level and aligned to the Australian Curriculum: Mathematics.” – Back cover.


“This book explores a wide range of new literacies and considers how they can be incorporated into English and Literacy teaching in primary schools. It responds to the new Australian Curriculum: English, the general capabilities of Literacy and ICT, and the forthcoming new Australian Curriculum: Digital Technologies.” – Primary English Teaching Association Australia.

Untangling the Web: 20 tools to power up your teaching by Steve Dembo, Adam Bellow, Moorabbin, Victoria: Hawker Brownlow Education, 2014. 371.3 DEM

“Discover 20 free websites and tools – flexible enough for Foundation through to high school students – and learn how to leverage technology to transform classroom experiences.” – Cover.


“Using computer games across the curriculum gives you practical, easy-to-use guidance on how to introduce and use computer games effectively in your teaching. Whether you are new to computer games or an experienced game player who wants some new ideas on how to use them in teaching, this book gives clear, helpful advice and suggestions. From the practical issues of purchasing and setting up equipment to integrating them into a lesson plan – and even using them without playing them – this book can help you add a whole new dimension to your teaching! Suitable for ALL subject areas – ages 11-18 (and beyond).” – Back cover.

When writing with technology matters by Carol Bedard and Charles Fuhrenk. Portland, Maine.: Stenhouse Publishers, 2013. 428 BED

Ch. 1 -- Ten Reasons Why Writing with Technology Matters -- pt. 1 Reading and Writing to Launch Moviemaking -- ch. 2 Reading: Using Literature to Spark Ideas -- ch. 3 Writing: Transforming Ideas into Stories -- ch. 4 Moviemaking: Turning Stories into Movies -- pt. 2 Authoring the Visual Nonfiction Essay -- ch. 5 Reading and Discussing Historical Fiction -- ch. 6 Reading and Researching: Creating Independent Projects -- ch. 7 Creating the Visual Nonfiction Essay. A teacher resource for years 1-8.