**3.8. Module 3 Quiz**

Module 3: From vision to reality – technology in your future classroom

**How is Stage 5 different to Stage 4 of the Innovation Maturity Model?**

In Stage 5 learners use technologies to develop their 21st Century Skills

**In Stage 5 learners create their own learning journey with the support of learning analytics**

In Stage 5 all learning activities with technology are based on research about learning

**Which of the following questions is highlighted by Deirdre Butler as a key question to ask yourself when designing collaborative activities?**

**When students work collaboratively is their work interdependent?**

What is the best organisation of the learning space to accommodate the collaborative learning activity?

How can you assess the collaborative learning activity?

**What is a powerful example Bart highlights of how video-conferencing equipment can bring change to the classroom?**

Provides opportunities for lesson observations by external pedagogical experts who can support teachers in their development

**Bringing outside experts and “real-life” professionals into the classroom**

Providing the headmaster with the opportunity to easily meet with other headteachers around the world to identify good practice

**Which of the following technology tools does Irene Pateraki recommend for the development of student creativity by creating interactive posters**

Drawitlive

Prezi

**Glogster**

**What is Aurasma?**

**A tool that allows us to create augmented reality content**

A library of interactive games

A tool that allows us to share videos and photos