**Interactive Technology for Student-Centered Learning**

**AGENDA**

* Engage: What makes a learning experience Student-Centered?
* Explore: Authenticity Framework: Student-Centered Learning
* Explain: Summary Statement
* Extend: Activities and tech tools to support student-centered learning
* Evaluate: Triangle, Square, Circle

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| **Additional Resources**   * LEARN Educator Resources: <https://learn.k20center.ou.edu> * Additional Tech Tools: <https://learn.k20center.ou.edu/search?type=tech-tools> * Google Slide: <https://docs.google.com/presentation/d/1NJfN9iZNDQToRyY_mXkcvISBHXy0AhhPtt1g3jQ9l_4/copy> * Canva: [www.Canva.com](http://www.canva.com) * TouchIT App Store: <https://touchitappstore.com> * TouchIT YouTube: <https://www.youtube.com/user/TouchITtechnologies/videos> |