



Standard 6 *Reflection on Information Technology - Angela Jurgensen*

Back in 1996, when I purchased my very first Wacom tablet, I had no idea how comfortable I would become with graphic programs; by the time I graduated as a graphic artist, I was simply in love with the possibilities offered by digital media. I have since then moved most of my artwork from traditional media to digital. During my last practicum, I had the privilege to create a series of tutorials myself, in order to inspire students to find their inner digital artist, just as I did way back then. The level of engagement was superb, and the results were far beyond what I imagined. I plan to expand upon this tutorial series, and find new and interesting assignments to teach students technical skills, and perhaps, shape their future.

While I created the tutorial series expecting students to follow the given protocol, I soon realized that some students were simply not interested in creating an image of dancing ladies in Africa, or realistic fruit, for instance. For those students, after learning their interests, I provided alternative assignments which included Mount Rushmore, Swordsmen and dragons. I even incorporated Nicolas Cage, as it was one of the favourites for one of the students. I constantly brought different student's interests into the assignments. For tutorial one, a student asked me to age a puppy photo instead of the provided photo of an Indian Banjara woman. Of course, I said yes. For me, it does not matter what the student chooses to do, as long as it is class appropriate, and as long as the student learns the same steps.

I apply this principle to every subject, for that matter.

Everything is inquiry, as far as I am concerned.

How does your school incorporate technology within the classroom?