**Professional Interview Reflection**

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I have no known conflict of interest to disclose.

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**Professional Interview Reflection**

For teachers, teaching using technologies can be scary. However, knowing others are doing it in the classroom every day makes it much easier to grasp that using it can be much easier than initially thought. Therefore, I surveyed five active teachers, asking them what technologies they use, which ones they liked, preferred technology and assessment use, and programs they would like to use in the future. Between the five teachers, the following similarities were identified:

1. Four out of five interviewed were elementary teachers, while two are Special Education
2. All teachers interviewed identified they use technologies in the classroom daily
3. All five use videos, while four use game-based resources
4. Three out of five interactive use digital assessments, while the other two uses hands-on/written assessments
5. For the future, three teachers address the need for more hardware and training

It is also worth noting that two of the teachers did voice concerns about heavily relying on technology for learning and assessments, which is why they often go back to using pencil and paper along with hands-on instruction. Some teachers are more open than others about using technologies more consistently in the classroom, which adds to the need to provide more training to teachers, students, and in some cases, families of these students.

**Post Interview Reflection**

When determining what technologies I would like to use, I often have to consider what skills or tasks I will be teaching. The majority of the interviews were of elementary-aged students; I will primarily focus on this age group. If I want to show my students how to navigate the virtual classroom, I would need to ask myself what tools I would need to demonstrate the navigation to my students adequately? What is the computer skill level of my students? Will I need to provide information to send to the parents through the messenger program? For this scenario, I offered an essential checklist below.

|  |  |  |  |
| --- | --- | --- | --- |
| **Hardware** | | **Software** | |
|  | Chromebook/Laptop/Computer |  | Virtual Platform (Canvas, GC, etc). |
|  | Smartboard |  | ClassDojo or Parental Messenger |
|  | iPad |  | Internet Browser |
|  | Internet Service |  |  |

The above list is the bare minimum of hardware and software needed to conduct a virtual-based class. When doing assessments in the class, I would like to engage students using videos, interactive games, and questions to assess their knowledge mastery. For these, I have to ask myself, "What YouTube video or game would complement the lesson? What assessment tool would be helpful? Is the tool age-appropriate for the student to use easily? Would it be something the parent be able to help with at home if needed?"

Suppose I am using a question and answer assessment on a video from YouTube. My choices would be a flashcard program like Quizlet that I can easily create to complement the video lesson or a Jeopardy game to control what questions are being asked. In that case, the students can engage in the assessment, and I, as the teacher, can manage the game's mechanics from my computer or smartboard. I can also assign the game to the students in the virtual platform and send the parents a portal message letting them know they can help them by using the game.

Using technology in the classroom can be overwhelming to someone who may not have much experience with it. Teaching is about exploring the world around us using what we have at our fingertips. As educators who have to integrate technologies in the classroom, it is up to us to explore the world around us and create innovative ways to engage the learners effectively.