

# Technology

*by Kathleen White, Technology Coordinator*

Technology integration in core curricular areas continues across grades and disciplines at SHS. Students use spreadsheets, word processing, PowerPoint and Internet research to complete projects in math, science, English, world languages and social studies. Increasingly students use digital still and video cameras, video editing, web design, sophisticated graphic design and presentation software applications. Those enrolled in courses such as Multimedia, Web Page Design, Advertising, and Marketing are familiar with several software packages and their applications. Students implement projects using Adobe InDesign, Adobe PhotoShop, Vegas Video (film), Macromedia Flash MX (animation), Microsoft FrontPage, and 2D (ToonBoom) and 3D animation software (3D Studio Max). Students in computer programming classes tackle a number of programming projects using MS Visual Studio.NET. However, technology is no longer confined to the traditional computer science or technology courses. Students enrolled in music, chorus, and yearbook elective classes utilize technology extensively.

Subject specific software applications are also utilized. ProDesktop and SolidWorks are two advanced engineering and modeling applications that are currently being used in science classes. Bridge Modeler facilitates students' design and simulation of balsa wood bridge models in 11<sup>th</sup> and 12<sup>th</sup> grade science classes. Dine Healthy software integrates dietary habit analysis into 10<sup>th</sup> grade wellness classes. Geometer's Sketchpad provides students with the ability to create and analyze mathematical expressions. TI Interactive and overhead graphing calculators facilitates developing graphs in math classes. Environmental science classes employ GPS devices and ARCVIEW GIS software to create maps of biospheres and environments. Expanded use of GPS and GIS technology has made its way into several science and social studies classrooms this year as well. ArcGlobe is used for statistical analysis in social studies.

Students apply their knowledge of technology beyond the classroom experience. The Saber Scribe and Yearbook classes utilize Adobe InDesign and Adobe Photoshop to design and publish the newspaper and yearbook. Members of FBLA created an electronic survey of advisories to gather information for planning the Career Breakfasts to be held later this year. The newly formed TV Broadcast club is working with the towns and local access cable channel to produce documentary films on topics such as the Recycling Center redesign and the Christmas tree lighting celebration. A Community Council student member designed and published the Fang Fest and Community Council websites facilitating communication among the Souhegan community. The First robotics team designed and published their website and created animations with Macromedia Flash and 3D Studio Max for their competition. Theater students incorporate computer hardware and software for sound and lighting design and productions.