

### Meaningful Learning and Technology Matrix

Learning is... Technology	Cooperative	Active	Authentic
Video Camera	<b>2117-1</b>	4107-1	5072-1
Programming	8236-1	6100-1	8033-1
Computer Assisted Design	8254-1	8053-1	8301-1

Explanation: 2117-1 Video Camera used in Cooperative learning

I chose this case to illustrate the use of video equipment in a cooperative environment because the students were placed in groups of four since the teacher had access to only two video cameras and two computers with video editing software. The success of the project was dependent on each member of the team. Everyone in the group was responsible for planning, filming, and editing the project. In the interview portion of the case, the teacher emphasized the cooperative goals of the lesson, including assigning roles, getting along, and working as a team to produce a product that met the expectations of the assignment.