Triple E Evaluation Rubric- *When to Use Technology*   by Liz Kolb

Engagement in the learning	0=No	1=Somewhat	2=Yes
The technology allows students to focus on the assignment/activity/goals with less distraction (Time on Task).			
The technology motivates students to start the learning process.			
The technology causes a shift in the behavior of the students, where they move from passive to active social learners (through co-use or co-engagement).			
Enhancement of the learning goals	0=No	1=Somewhat	2=Yes
The technology tool allows students to develop or demonstrate a more sophisticated understanding of the learning goals or content (using higher-order thinking skills).			
The technology creates supports (scaffolds) to make it easier to understand concepts or ideas (e.g. differentiate, personalize or scaffold learning)			
The technology creates paths for students to demonstrate their understanding of the learning goals in a way that they could not do with traditional tools.			
Extending the learning goals	0=No	1=Somewhat	2=Yes
The technology creates opportunities for students to learn outside of their typical school day. (24/7 connection)			
The technology creates a bridge between students school learning and their everyday life experiences (connects learning goals with real life experiences).			
The technology allows students to build authentic life soft skills, which they can use in their everyday lives.			
READING THE RESULTS ● 13-18 Points: Exceptional connection between learning goals and tool ● 7-12 Points: Some connection between learning goals and tool ● 6 Points or below: Low connection between learning goals and tool		**TOTALS** _____/18	