

<i>Learning through</i>	<i>Conventional technology</i>	<i>Digital technology</i>
<i>Acquisition</i>	Reading books, papers; Listening to teacher presentations face-to-face, lectures; Watching demonstrations, master classes.	Reading multimedia, websites, digital documents and resources; Listening to podcasts, webcasts; Watching animations, videos.
<i>Inquiry</i>	Using text-based study guides; Analyzing the ideas and information in a range of materials and resources; Using conventional methods to collect and analyze data; Comparing texts, searching and evaluating information and ideas.	Using online advice and guidance; Analyzing the ideas and information in a range of digital resources; Using digital tools to collect and analyze data; Comparing digital texts, using digital tools for searching and evaluating information and ideas.
<i>Practice</i>	Practicing exercises; doing practice-based projects, labs, field trips, face-to-face role-play activities.	Using models, simulations, microworlds, virtual labs and field trips, online role-play activities.
<i>Production</i>	Producing articulations using statements, essays, reports, accounts, designs, performances, artifacts, animations, models, videos.	Producing and storing digital documents, representations of designs, performances, artifacts, animations, models, resources, slideshows, photos, videos, blogs, e-portfolios.
<i>Discussion</i>	Tutorials, seminars, email discussions, discussion groups, online discussion forums, class discussions, blog comments.	Online tutorials, seminars, email discussions, discussion groups, discussion forums, web-conferencing tools, synchronous and asynchronous.
<i>Collaboration</i>	Small group project, discussing others' outputs, building joint output.	Small group project, using online forums, wikis, chat rooms, etc. for discussing others' outputs, building a joint digital output.