

LoTi Framework

The Levels of Teaching Innovation (LoTi) Framework was first conceptualized by Dr. Chris Moersch in 1994 as a research tool to assess authentic classroom technology use. Several iterations later, the original LoTi Framework has transformed into a conceptual model to measure classroom teachers implementation of the tenets of digital-age literacy as manifested in the National



Educational Technology Standards for Teachers (NETS-T). The LoTi Framework focuses on the delicate balance between instruction, assessment, and the effective use of digital tools and resources to promote higher order thinking, engaged student learning, and authentic assessment practices in the classroom--all vital characteristics of 21st Century teaching and learning.

PDF: [LoTi Framework](#)

- **LoTi Level 0 - Non-use**

At a Level 0 (Non-Use), the instructional focus can range anywhere from a traditional direct instruction approach to a collaborative student-centered learning environment. The use of research-based best practices may or may not be evident, but those practices do not involve the use of digital tools and resources.

The use of digital tools and resources in the classroom is non-existent due to (1) competing priorities (e.g., high stakes testing, highly-structured and rigid curriculum programs), (2) lack of access, or (3) a perception that their use is inappropriate for the instructional setting or student readiness levels. The use of instructional materials is predominately text-based (e.g., student handouts, worksheets).

- **LoTi Level 1 - Awareness**

At a Level 1 (Awareness), the instructional focus emphasizes information dissemination to students (e.g., lectures, teacher-created multimedia presentations) and supports the lecture/discussion approach to teaching. Teacher questioning and/or student learning typically focuses on lower cognitive skill development (e.g., knowledge, comprehension).

Digital tools and resources are either (1) used by the classroom teacher for classroom and/or curriculum management tasks (e.g., taking attendance, using grade book programs, accessing email, retrieving lesson plans from a curriculum management system or the Internet), (2) used by the classroom teacher to embellish or enhance teacher lectures or presentations (e.g., multimedia presentations), and/or (3) used by students (usually unrelated to classroom instructional priorities) as a reward for prior work completed in class.

- **LoTi Level 2 - Exploration**

At a Level 2 (Exploration) the instructional focus emphasizes content understanding and supports mastery learning and direct instruction. Teacher questioning and/or student learning focuses on lower levels of student cognitive processing (e.g., knowledge, comprehension) using the available digital assets.

Digital tools and resources are used by students for extension activities, enrichment exercises, or information gathering assignments that generally reinforce lower cognitive skill development relating to the content under investigation. There is a pervasive use of student multimedia products, allowing students to present their content understanding in a digital format that may or may not reach beyond the classroom.

- **Level 3 - Infusion**

At a Level 3 (Infusion), the instructional focus emphasizes student higher order thinking (i.e., application, analysis, synthesis, evaluation) and engaged learning. Though specific learning activities may or may not be perceived as authentic by the student, instructional emphasis is, nonetheless, placed on higher levels of cognitive processing and in-depth treatment of the content using a variety of thinking skill strategies (e.g., problem-solving, decision-making, reflective thinking, experimentation, scientific inquiry). Teacher-centered strategies including the concept attainment, inductive thinking, and scientific inquiry models of teaching are the norm and guide the types of products generated by students using the available digital assets.

Digital tools and resources are used by students to carry out teacher-directed tasks that emphasize higher levels of student cognitive processing relating to the content under investigation.

- **Level 4a - Integration: Mechanical**

At a Level 4a (Integration: Mechanical) students are engaged in exploring real-world issues and solving authentic problems using digital tools and resources; however, the teacher may experience classroom management (e.g., disciplinary problems, internet delays) or school climate issues (lack of support from colleagues) that restrict full-scale integration. Heavy reliance is placed on prepackaged materials and/or outside resources (e.g., assistance from other colleagues), and/or interventions (e.g., professional development workshops) that aid the teacher in sustaining engaged student problem-solving. Emphasis is placed on applied learning and the constructivist, problem-based models of teaching that require higher levels of student cognitive processing and in-depth examination of the content.

Students use of digital tools and resources is inherent and motivated by the drive to answer student-generated questions that dictate the content, process, and products embedded in the learning experience.

- **Level 4b - Integration: Routine**

At a Level 4b (Integration: Routine) students are fully engaged in exploring real-world issues and solving authentic problems using digital tools and resources. The teacher is within his/her comfort level with promoting an inquiry-based model of teaching that involves students applying their learning to the real world. Emphasis is placed on learner-centered strategies that promote personal goal setting and self-monitoring, student action, and issues resolution that require higher levels of student cognitive processing and in-depth examination of the content.

Students use of digital tools and resources is inherent and motivated by the drive to answer student-generated questions that dictate the content, process, and products embedded in the learning experience.

- **Level 5 - Expansion**

At a Level 5 (Expansion), collaborations extending beyond the classroom are employed for authentic student problem-solving and issues resolution. Emphasis is placed on learner-centered strategies that promote personal goal setting and self-monitoring, student action, and collaborations with other diverse groups (e.g., another school, different cultures, business establishments, governmental agencies) using the available digital assets.

Students use of digital tools and resources is inherent and motivated by the drive to answer student-generated questions that dictate the content, process, and products embedded in the learning experience. The complexity and sophistication of the digital resources and collaboration tools used in the learning environment are now commensurate with (1) the diversity, inventiveness, and spontaneity of the teacher's experiential-based approach to teaching and learning and (2) the students' level of complex thinking (e.g., analysis, synthesis, evaluation) and in-depth understanding of the content experienced in the classroom.

- **Level 6 - Refinement**

At a Level 6 (Refinement), collaborations extending beyond the classroom that promote authentic student problem-solving and issues resolution are the norm. The instructional curriculum is entirely learner-based. The content emerges based on the needs of the learner according to his/her interests, needs, and/or aspirations and is supported by unlimited access to the most current digital applications and infrastructure available.

At this level, there is no longer a division between instruction and digital tools/resources in the learning environment. The pervasive use of and access to advanced digital tools and resources provides a seamless medium for information queries, creative problem-solving, student reflection, and/or product development. Students have ready access to and a complete understanding of a vast array of collaboration tools and related resources to accomplish any particular task.