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Engagement in the classroom is one of the biggest determinants of student learning. If a teachers is presenting a well thought out lesson focusing on rigorous objectives, and a differentiate plan based off of the needs of the learners, but none of them are paying attention, they are likely to leave that day's class knowing very little more than at the beginning of the day. Devices such as a Student Response System, Annotation Software, and a Document Camera can have a big influence on how well students take in the information and then retain it. A Student Response System consists of a way to track student mastery of objectives very rapidly. While the normal pen and paper system requires teachers to take papers home to grade and find out hours after the lesson as to whether or not the students succeeded, the Student Response System allows for real time feedback through the use of clickers. The teacher may present one question or a series of them and the learners indicate their choice on the clicker. Not only does this report the individual mastery based off of each person in the classroom, it also show class wide data to inform the educator of trends. This is helpful during a class because the educator has a better feel for whether or not he or she should move on to a new topic or if they should continue elaborating the current one. Sometimes there are certain individuals that are ready to start an independent assignment or group game and these devices allow for the head of the classroom to be able to determine who should be set free to do their work and who needs to stay for the remediation session to better understand the content.

This process saves a lot of learning time as the people who are ready to delve into the material can do that and those who need more time can take it. This method does not waste time re-teaching mastered objectives. Assessing is important, in fact it is the key to measuring progress inside the classroom. Yet there are other components of student engagement that are also critical. The first step of a successful lesson plan is that there is a way to hook the learners. Devices such as Annotation Software and a Document Camera can help a professor present material in a way that captures the attention of the audience. With the use of Annotation Software, and a Document Camera the presentation can be very vivid and include interactive games, video clips, tidbits of music, and a variety of other interesting ways to make the learning environment exciting. Engaging and assessing are crucial, but there is one more component that is also critical to have in a classroom and this is instilling the love of learning. Creating life long learners who are passionate about gaining new knowledge is far more important that having them master the objective for that day's lesson. Students need to understand that learning stretches far beyond the walls of school.

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