Technologies can encompass a wide variety of methods, media and resources, for example, using:

- applications (apps)
- audio, video, digital and online clips (creating or viewing, recorded or live)
- augmented reality
- blogs
- calculators
- calendars and diaries (online)
- chat rooms
- cloud computing applications
- computer programs
- digital cameras, camcorders and video recorders
- discussion boards
- distance/online/open learning
- e-assessments
- electronic brain games
- email (text and video, with or without attachments)
- e-portfolios and e-assessment
- e-readers
- file sharing websites
- gaming software
- graphic organisers
- interactive and online programs and educational games
- interactive white boards linked to the internet
- internet/intranet access
- laptops, netbooks and tablets
- mobile phones and smart phones
- online discussions
- online voting
- podcasts (digital audio files)
- presentation software
- robotics
- scanners
- simulators
- software and programs
- social networking and social media
- smartboards
- three dimensional printers
- translation software
- video conferencing and video email
- virtual learning environments (VLE)
- virtual reality goggles
- webcasts
- webinars
- websites which are interactive for creating and using surveys, polls and questionnaires
- wikis