This paper intends to gleam some working principles on effective use of technology in education. It recognizes deep advances in technology from desktop computers to hand held devices. It looks at the history, development and evolution of digital devices applied in education. Furthermore, it intends to lead towards improving learning of applied concepts in mathematics. It hopes to help teachers lead students to create mathematical memories by way of discovery, visualization or just practice. It interlaces practice and theory of technologies that are used as learning tools and considers researchers both from here and abroad.

It will refer to research, studies and situational observations performed by the author as well as by others. (Received September 18, 2013)