

Using Technology is a Life Style

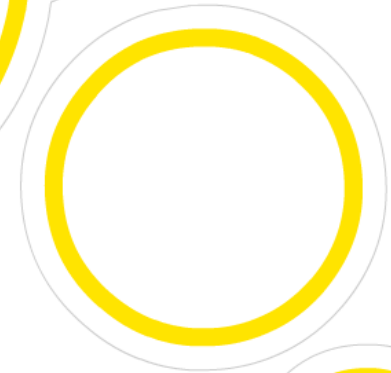
Adventures in Learning and
Assessment Await!

Mary Jeanne Smith
mjsmith@stgens.com



Technology for the Twenty-First Century

Get Ready for Adventure
Purpose Start with an Idea



Where Are We Going?

Education lies at a peculiar crossroad in society. On one hand it has the responsibility of anticipating real-life skills by preparing us for an increasingly complex world – but education methodologies can only be formalized after practices have been defined. This dichotomy is particularly aggravated when it comes to technology, where fast-paced innovation and perpetual change is the only constant.

This visualization attempts to organize a series of emerging technologies that are likely to influence education in the upcoming decades. Despite its inherently speculative nature, the driving trends behind the technologies can already be observed, meaning it's a matter of time before these scenarios start panning out in learning environments around the world.



Classroom

The prevailing paradigm of a single teacher addressing dozens of students unidirectionally in a physical setting.

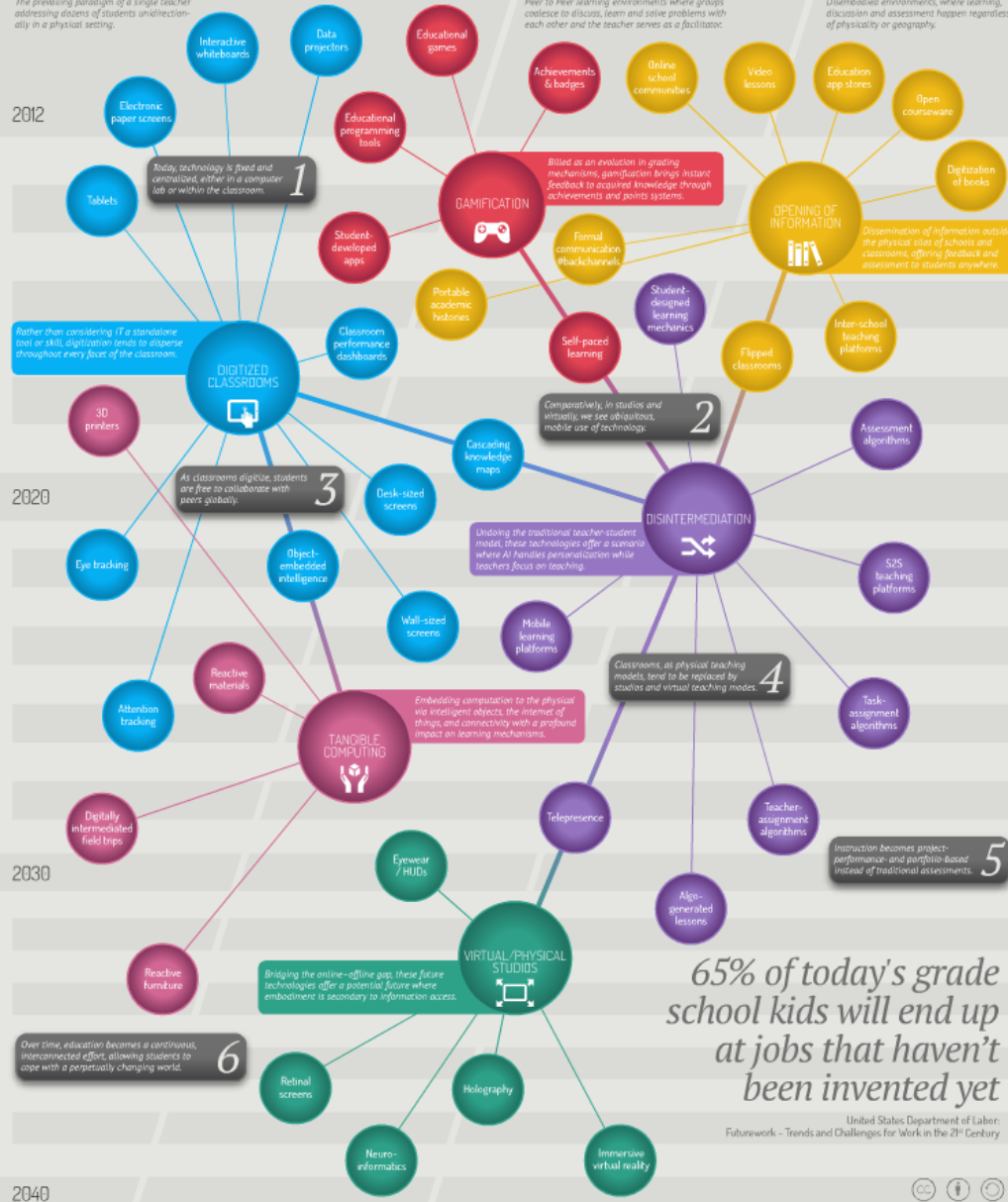
Studio

Peer to Peer learning environments where groups coalesce to discuss, learn and solve problems with each other and the teacher serves as a facilitator.

Virtual

Disembodied environments, where learning, discussion and assessment happen regardless of physicality or geography.

2012



65% of today's grade school kids will end up at jobs that haven't been invented yet

United States Department of Labor
Futurework - Trends and Challenges for Work in the 21st Century

2040



Education Value



Novelty
Nice
Necessary



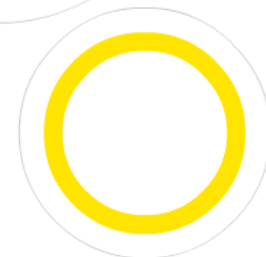
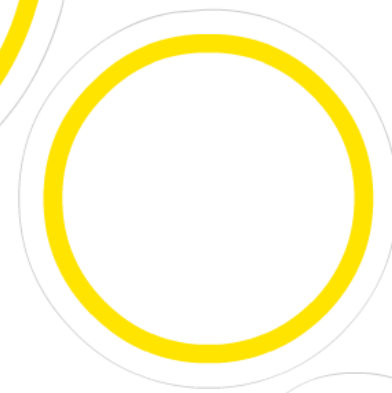
Education Value

Communication
Collaboration
Critical Thinking
Creativity



and yes, there is a place for
Practice and Reinforcement

Make technology underpin your
teaching and student learning.



Connections

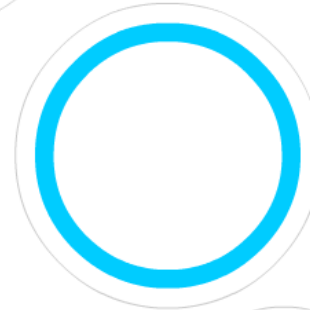
Connect Curriculum,
Technology, and
the Real World

Twelve Ways

<http://www.teachhub.com/12-easy-ways-use-technology-your-classroom-even-technophobic-teachers>

Fifty Ways

<http://www.classroomtech.org/integration/50ways.htm>



Adventure Gameplan

Technology: Adventures in Learning and Assessment Await!
The What, The Why, The How, The Success in Learning

Grade/ Subject	Purpose/Reason/ Standard	Topic	Idea/Project	Technology Tools/ Apps	Assessment
Any	Creativity Collaboration Research— Gathering Info. Critical Thinking Communication Practice Skill Reinforcement	Historical Events Spatial Understanding Economic Understanding/ Entrepreneurship	I Was There . . . A tale of living in the Colonial Times, World War II Era, The Space Age. I Can Create a Game I Am A Cyber Sleuth. I Am a Smithsonian Sleuth My Saint and Me Opportunity Network	Word Processing Spreadsheet Presentations Scratch Smooth Draw <u>Voki</u> <u>Glogster</u> Sketch-Up Virtual Field Trip	Engaged Activity Exit Response Oral Response Project Analysis Website Evaluation Quiz, Test Panel Discussion Focus Group Peer Evaluation

Adventure Made Easy

1. Look up anything.
2. Stretch--try new things.
3. Plan your work;
work your plan

Try Me

Bubbl.Ux

Prezi

Scratch

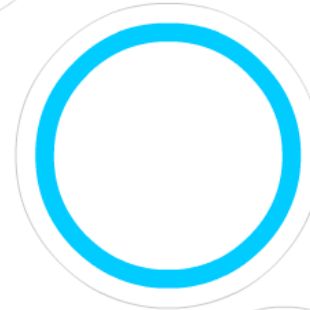
Screencasting

New things with Wikispaces-

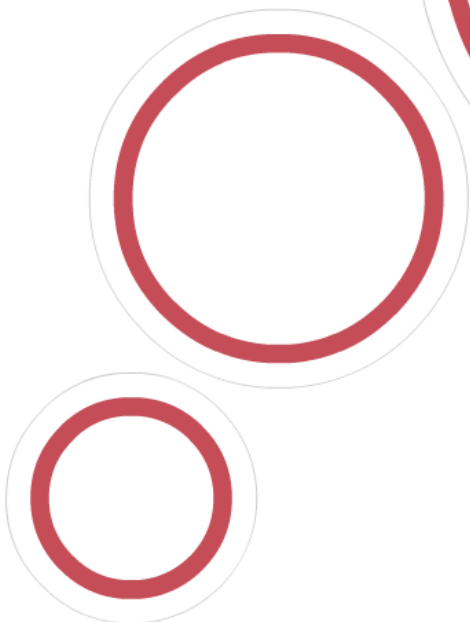
WikiClassroom

Make your own games--

Smartboard Software11

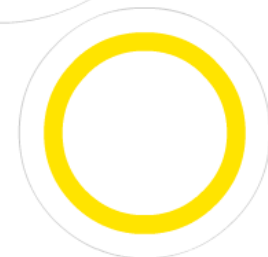
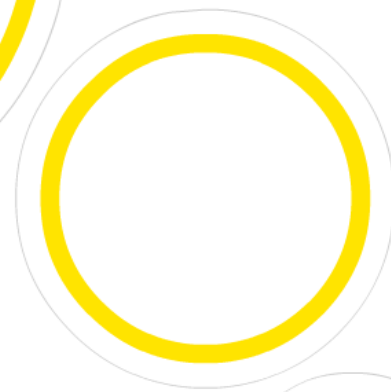


Pocket Wifi



*Consider Flipping
a Subject*

*The Scratch Game Project
Videos online -- Viewed in
class and at home
Practice, Work in Class
Group Project*



Make It Real

Grocery Shopping -- Spreadsheet
Letters to the Editor
The story that needs to be told --
Interview -in words and pictures
Animoto - PhotoStory

