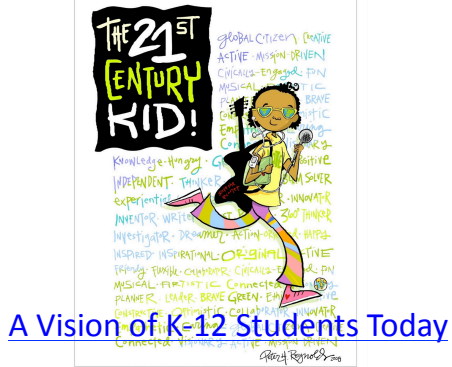


Ten Things that I Wish My Teachers Understood About Technology



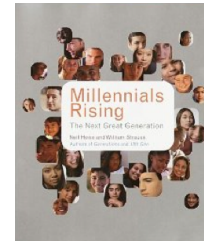
and the Way That I Would Prefer to Learn



A Vision of K-12 Students Today

Who Am I / Are We?

- Generation Y
- Millennial Generation
- Generation Next
- Millennials
- Echo Boomers
- The Next Great Generation



born after 1982 and before 2000



Social Characteristics of Millennials

- Optimistic
- Team players
- Follow rules
- Accept authority (especially parents)

What is Your District's 2020 Headline

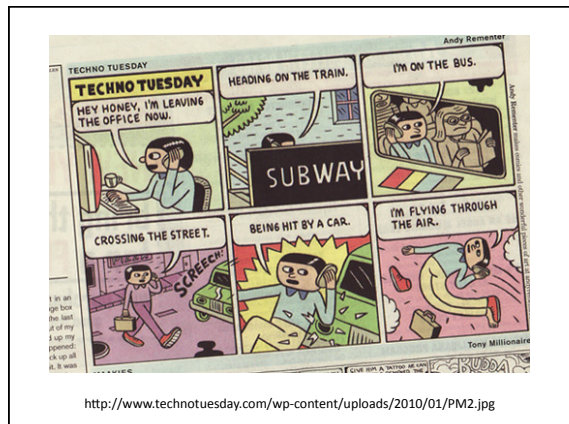
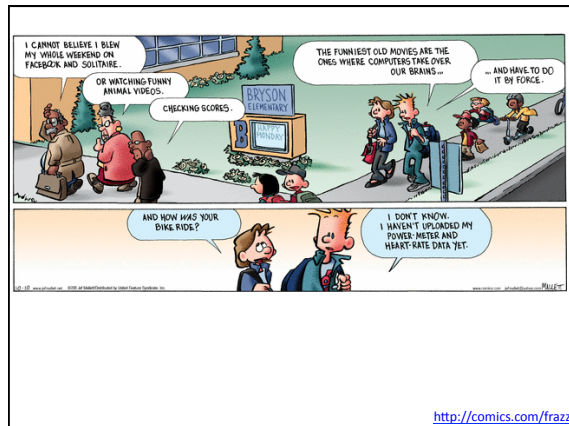
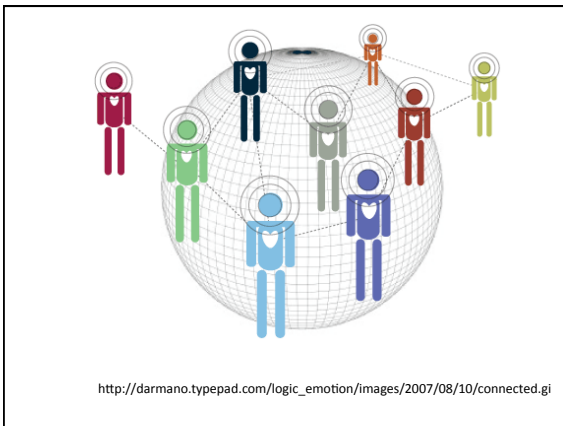
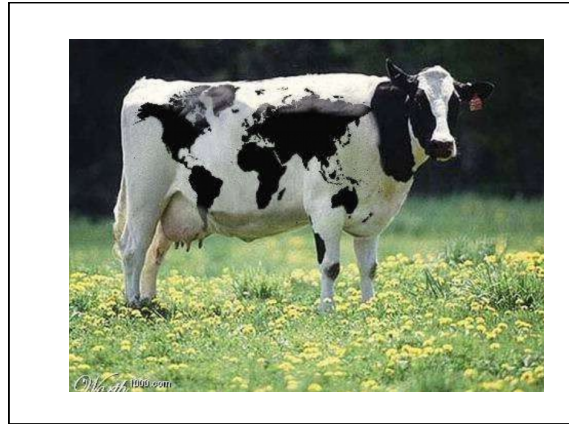
Millennial Attitudes & Values

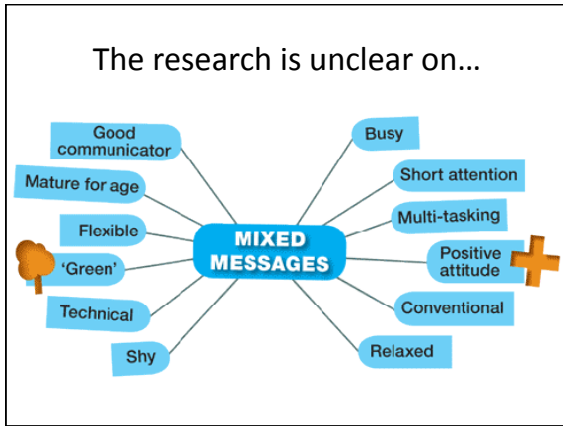
7 Defining Characteristics:

- Special – *high self-esteem, limited consequences*
- Sheltered – *expect to be protected*
- Confident – *they will fix the world*
- Team-oriented – *dislike school but like group projects*
- Conventional – *trust institutions, fairness important*
- Pressured – *increase in pre-college stress and burnout*
- Achieving – *expect success and college for all*

Millennials Rising (Neil Howe and William Strauss)

© Project Tomorrow 2010





What do you need to know about technology in order to teach us?

Maybe nothing!

Maybe everything!

What do you need to know about technology in order for us to learn?

[Teacher Ed...](#)

Generation Y children are 'harder to teach' - Education News, Educa...

<http://www.independent.co.uk/news/education/education-news/generation-y-children-are-harder-to-teach>

Generation Y children are 'harder to teach'

By Richard Garner education editor

Monday, 8 March 2010

A culture of "instant gratification" is making today's schoolchildren harder to teach, a headteachers' leader said yesterday.

Youngsters live in a world dominated by reality television and celebrities "where success appears to come instantly and without any real effort", John Dunford, the general secretary of the Association of School and College Leaders, which represents secondary school heads, told his annual conference in London. "It is difficult for teachers to compete," he added. "Success in learning just doesn't come fast enough."

Dr Dunford cited research showing children spent a daily average of 1.7 hours online, 1.5 hours on computer gaming and 2.7 hours on watching television. "Against this background, the job of the teacher is immensely harder than it was even ten years ago," he said. "To engage the impatient young people of Generation Y, something more is needed."

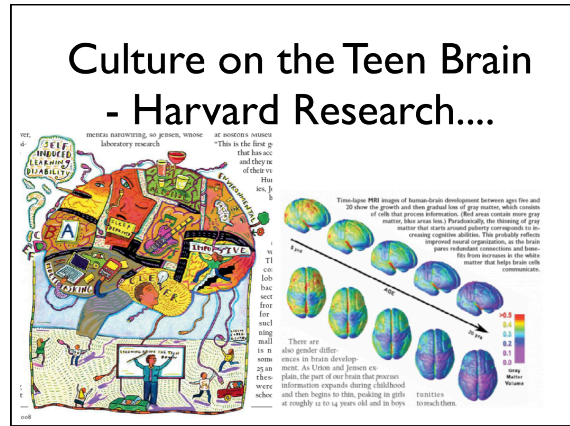
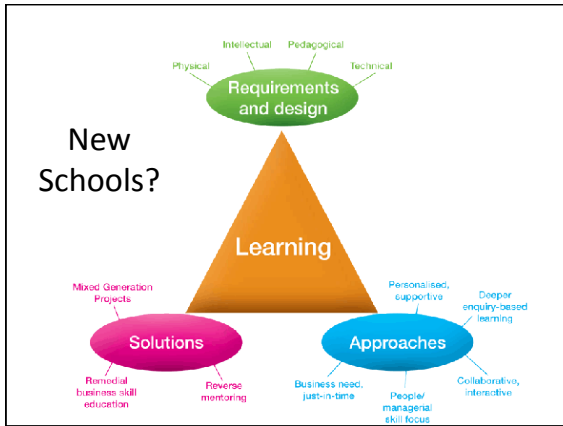
He said children needed to be encouraged to use the skills they had developed to do more independent learning. "Young people did not need to learn more but learn better, he said. "We have to move from dependent learning to independent learning." He cited a report from the Organisation for Economic Co-operation and Development which said "teachers need to be capable of preparing students for a society and an economy in which they will be expected to be self-directed learners, able and

DAVID SANSON

Dr John Dunford: "The job of the teacher is immensely harder than 10 years ago"

ENLARGE

- Some ideas...
- Core content
 - Learning Skills
 - 21st Century Tools
 - 21st Century Context
 - 21st Century Content
 - New Assessments to Measure 21st Century Skills



The Digital Disconnect

- Is alive and well...
- Between students and teachers
- Between advanced tech students and other students
- Between girls and boys
- Between older and younger students

Key findings from Speak Up data

Besides time, what are the major obstacles students face using technology at school?

Students' top responses:

- I cannot use my cell phone, smart phone or MP3 (51%)
- School filters and firewalls block websites (49%)
- Teachers limit our technology use (34%)
- Too many rules! (26%)
- Internet access is too slow (20%)

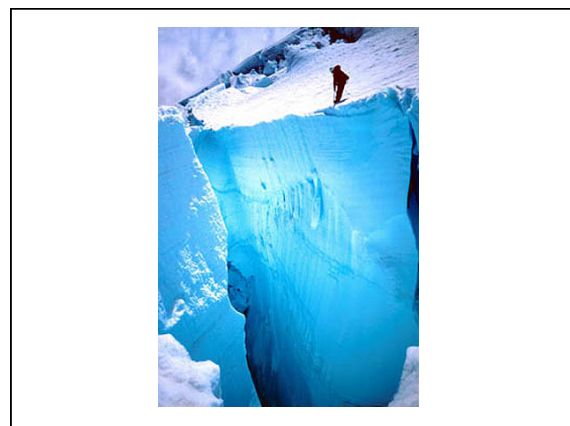
Project Tomorrow 2009

Students: How could your school make it easier for you to work electronically?

Students' top responses:

- Let me use my own cell phone or mobile device (58%)
- Let me use my own laptop (42%)
- Give me unlimited Internet access (42%)
- Let me access my school projects from any computer - home or at school (40%)

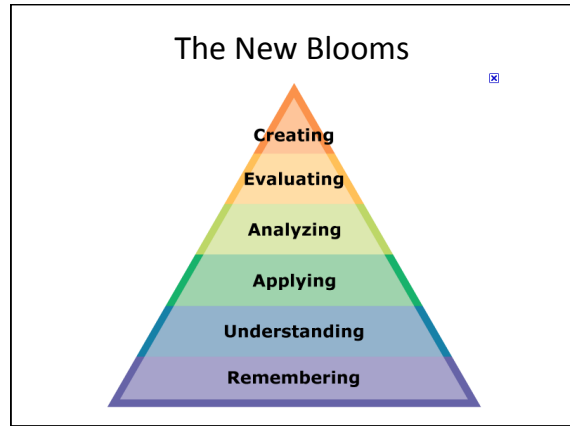
Project Tomorrow 2009



Ask More of Us!

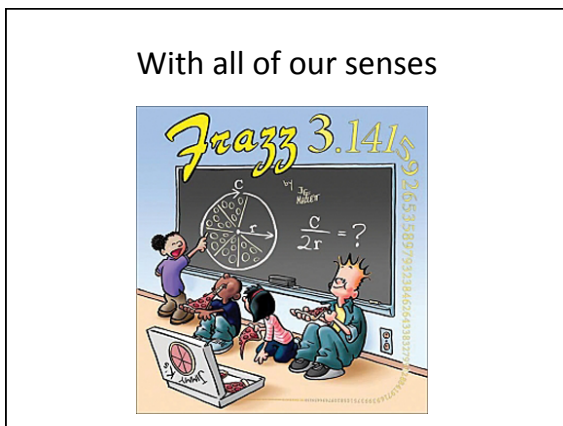
Consumer	Commentor	Contributor	Commentator
Motivation: <ul style="list-style-type: none"> To gain insights, gather information and be exposed to new ideas. To understand how the community thinks and operates Behaviours: <ul style="list-style-type: none"> Visits forums and reads posts Reads blogs May operate an RSS feed reader Outcomes: <ul style="list-style-type: none"> Develops knowledge base Increases understanding 	Motivation: <ul style="list-style-type: none"> To share opinion and experiment with making a response to someone else's ideas Behaviours: <ul style="list-style-type: none"> Seeking clarification Asking questions Testing opinion Suggesting ideas Encouraging Offering feedback Outcomes: <ul style="list-style-type: none"> Increased confidence Greater clarification Affirmation of thinking 	Motivation: <ul style="list-style-type: none"> To 'test' new ideas and personal opinions To receive critique and feedback To 'publish' Behaviours: <ul style="list-style-type: none"> Original posts added Offering 'drafts' for review Sharing of new ideas Elaboration of thoughts Responses to comments Outcomes: <ul style="list-style-type: none"> Contributions to the knowledge base Greater clarification New ideas tested and refined 	Motivation: <ul style="list-style-type: none"> To see the community grow and flourish To provide leadership within the community Behaviours: <ul style="list-style-type: none"> Analyses/ synthesize contributions Makes comparisons, draw conclusions Critically evaluate Directing, prompting, facilitating Outcomes: <ul style="list-style-type: none"> Vibrant, self-sustaining community Leadership role(s) affirmed and encouraged

The four Cs of participation in online communities



How do we want to learn?

hands-on
small-group alone professionals multimedia
 technology distance classroom
 interactive- variety
 person **collaboration**
 experience uni-lecture reading
1st **simulations-case-studies**



How do we want to learn?

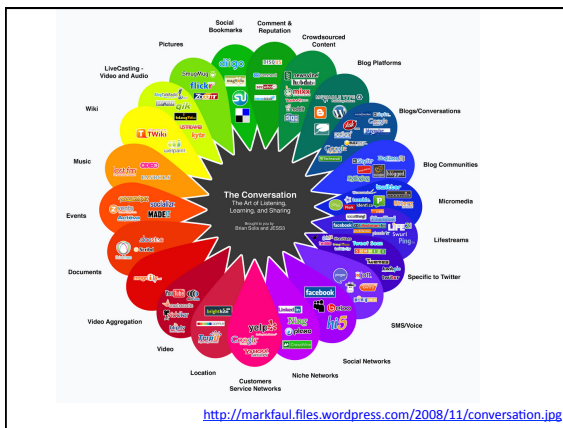
- Collaboratively
- Anytime, anyplace, anywhere, any pace
- Structured activities
- Relevancy with real world
- And with all kinds of emerging technologies

Reach Millenials in the Classroom with...

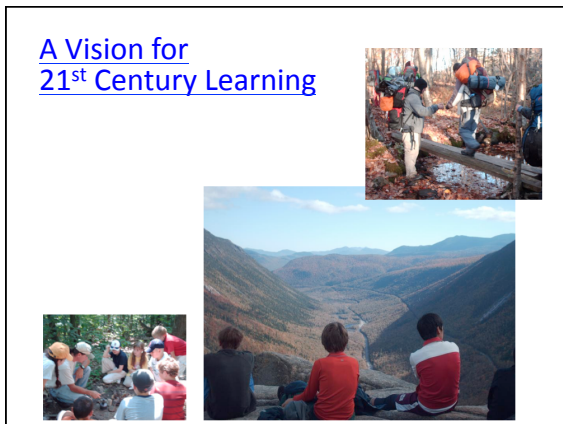
- Students work in small, collaborative, peer groups
- chunk projects in small parts with periodic due dates and frequent feedback
- talk about the practical, real world applications of what we are doing and learning in the classroom
- Design projects with a community component or invite guest speakers into the classroom... virtually or f2f

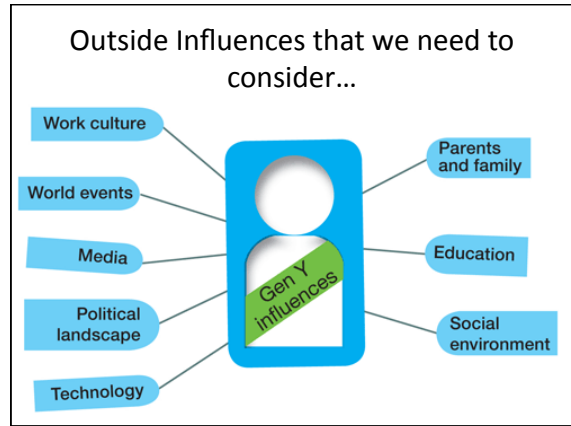
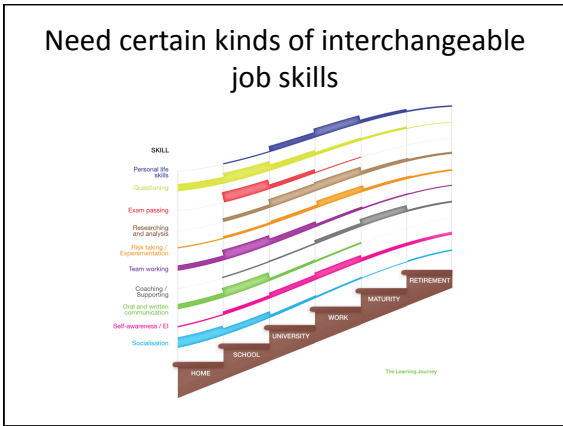
Students want...

- **Social-based learning**
- **Un-tethered learning**
- **Digitally-rich learning**



In our technology-driven, globally diverse world, students are consuming and producing many forms of electronic media.





[Shift Happens](#)

[Web 2.0 Digital Learner vs Traditional Learner 1](#)

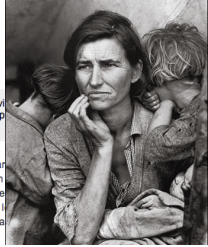
[Web 2.0 Digital Learner vs Traditional Learner 2](#)

[Wiz IQ](#)

Designing Training for Gen Y

Learning Style and Values of Generation Y

Apr 14, 2007 Jonil Rose



Computers - Stock trading

To create an effective learning environment, allow for collaborative learning especially technology.

Generation Y or Gen Y employees are a segment of the employee population university grads as well as employees or more. To design training for entry level executives, it is important to consider the values of this generation and professional development choices.

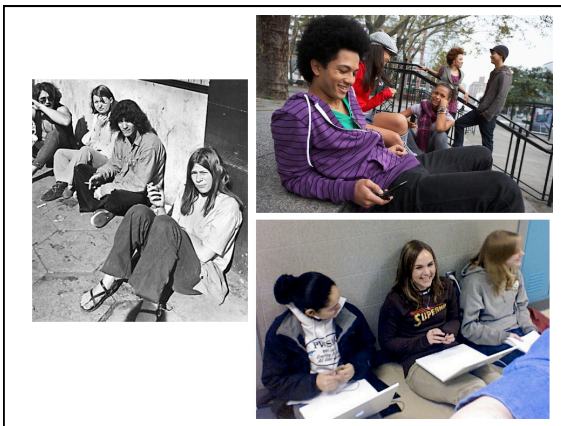
Characteristics of Gen Y

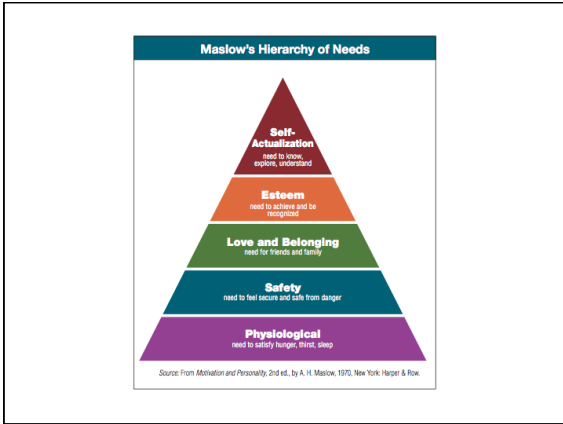
Gen Y is considered the nurtured generation. Gen Y employees have a high tolerance for diversity, are optimistic, collaborative, open-minded and driven. They have a sense of entitlement and indispensability. Gen Y's attention span is short due to the advent of technology and instant gratification. They are interested in technology and its applications. Gen Y wants to understand the big corporate picture - strategy, goals, and values. Gen Y strives for success and takes time to define their career path.

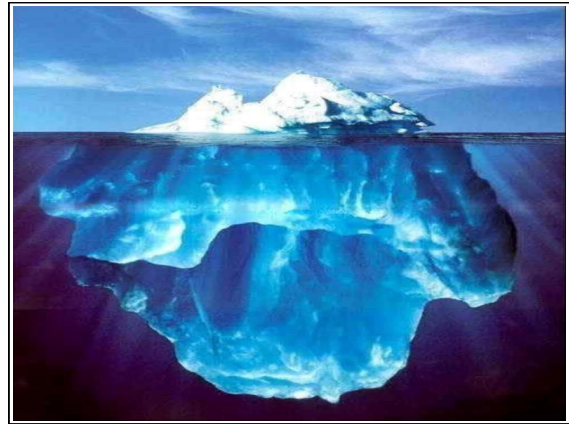
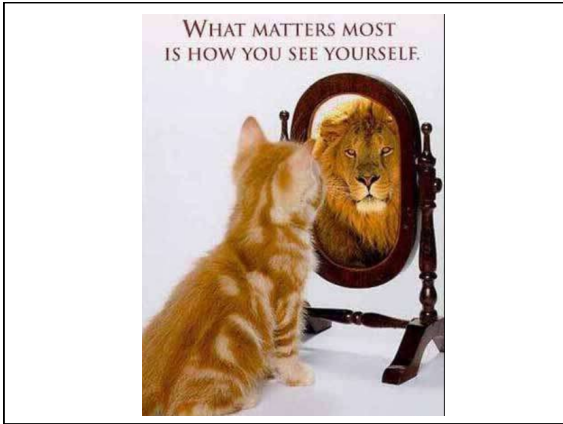
<http://www.suite101.com/content/designing-training-for-gen-y-a18773>

- ### Ten key Gen Y characteristics
1. Continually connected
 2. Speak their own language
 3. Skeptical of authority
 4. Influenced by peers
 5. Seek recognition and fame
 6. Enjoy absurdity and odd humor
 7. Embrace a variety of subcultures
 8. Skim text and information quickly
 9. Easily bored
 10. Expressive and digitally creative
-









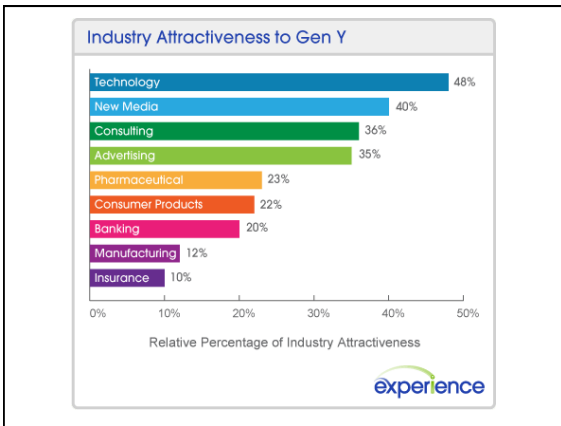
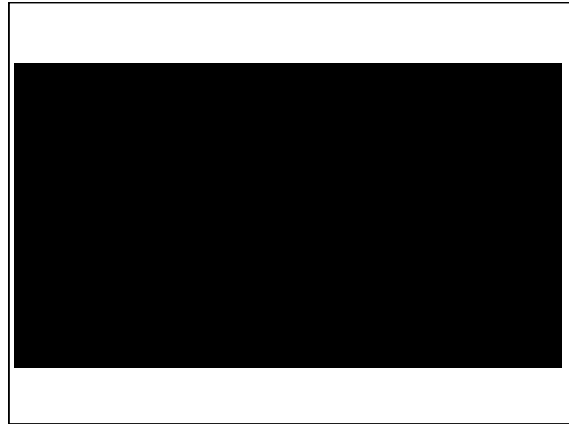
Learn and Retain Information

- small chunks
- group work with each member having a role - collaborative learning
- Interactivity
- see real world application
- retain course material when they have been actively engaged with that material whether inside or outside the classroom

What do we wish we were learning?

Some Project Ideas

- book report variations...
 - Movie Trailer
 - Animation
 - Write a new chapter – fan fiction in the style of the author
 - New ending
 - Write the first chapter of a sequel or prequel



Speak Up 2009
Unleashing the Future: Educators "Speak Up" about the use of Emerging Technologies for Learning

Table 1: Top technology picks for the ultimate school


Middle and High School Students	Principals	District Administrators
Communications tools (61%)	Interactive white boards (60%)	Collaboration Tools (67%)
Digital media tools (60%)	Mobile computer for every student such as laptop, mini-notebook, tablet PC (58%)	Mobile computer for every student such as laptop, mini-notebook, tablet PC (66%)
Online textbooks (58%)	Communications tools (55%)	Online Classes (58%)
Mobile computer for every student such as laptop, mini-notebook, tablet PC (57%)	Digital Media Tools (54%)	Campus wide Internet Access (57%)
Games or virtual simulations (56%)	Collaboration tools (51%)	Interactive white boards (55%)

What can you do?

- Guide on the side
- Learn some new interactive pedagogies
- Model life-long learning
- Give us more choices
- Ask for help when you need it
- Ask for more PD
- READ!

[Technology in the Classroom](#)

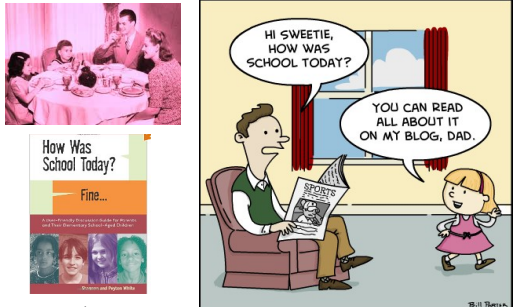
the committed sardine blog



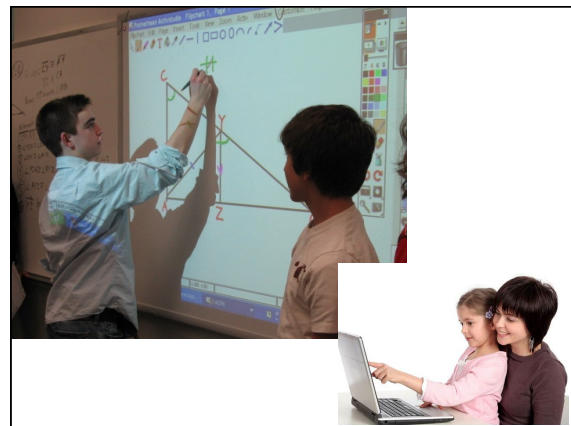
I need to be a Committed Sardine! I am committed to:

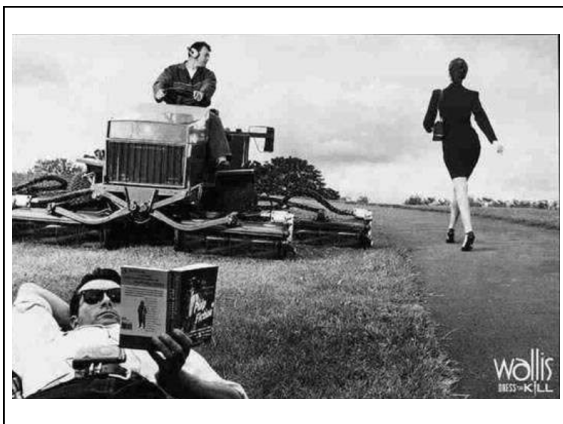
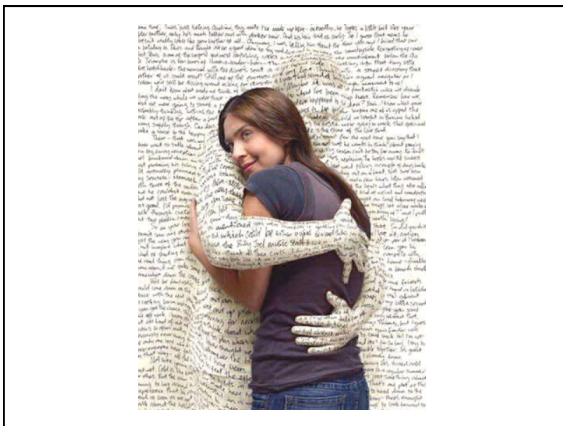
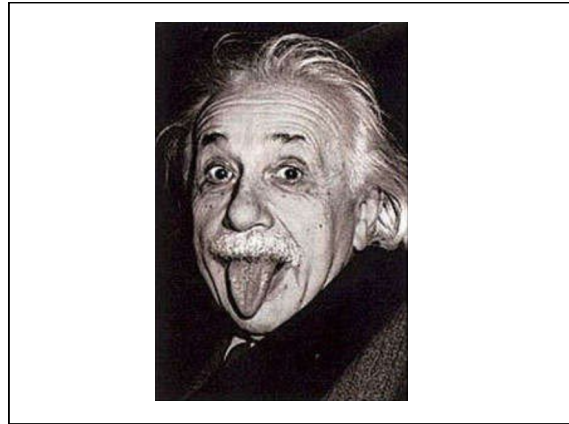
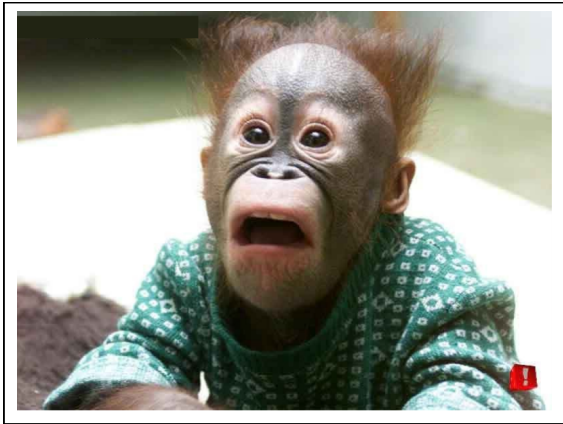
- ✓ Understanding Digital Kids
- ✓ Catching up to the new digital landscape
- ✓ Teaching to the whole new mind
- ✓ Teaching beyond literacy to 21st Century fluency
- ✓ Shifting the responsibility for learning to the student
- ✓ Letting students access information natively
- ✓ Letting students collaborate

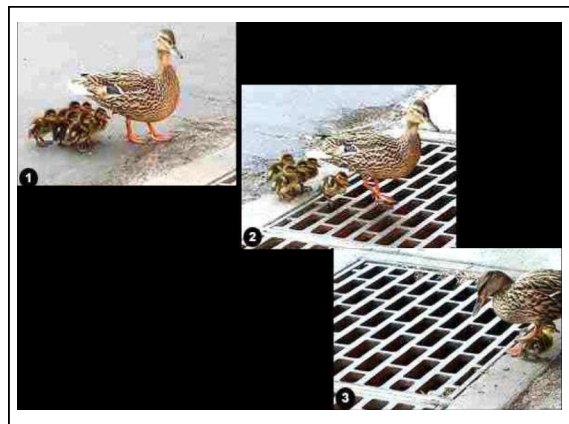
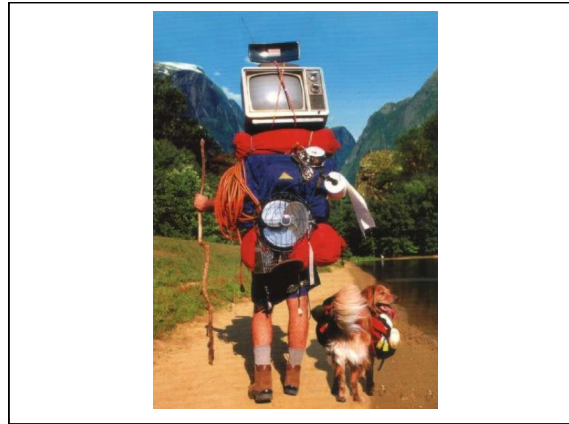
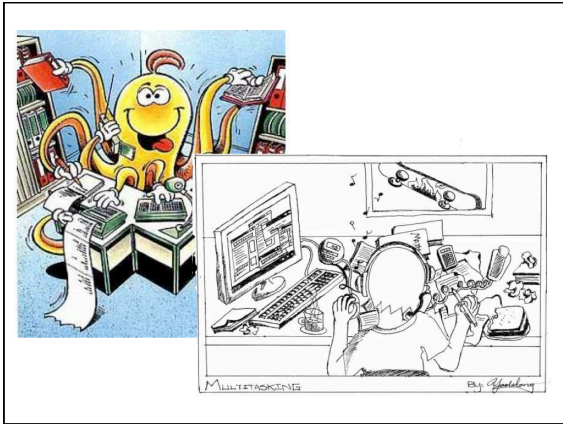
How was school today?



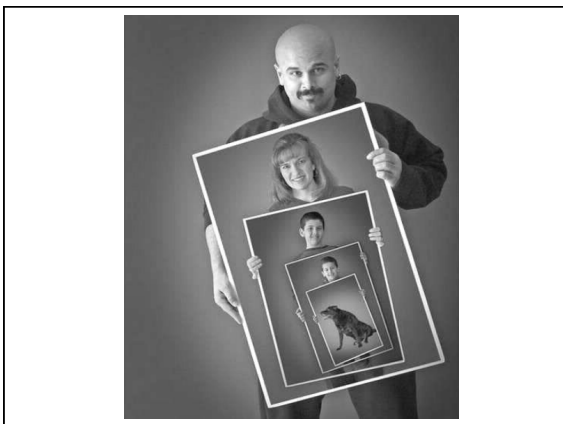
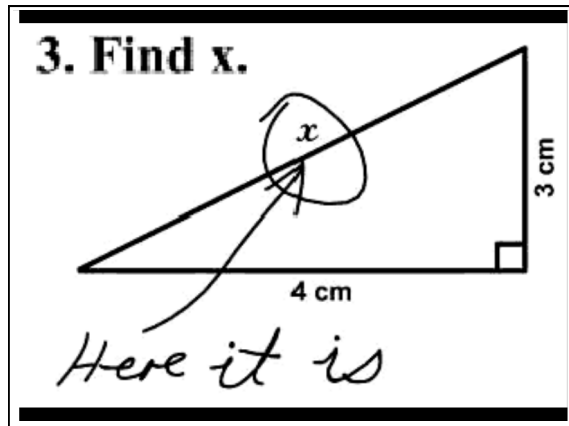
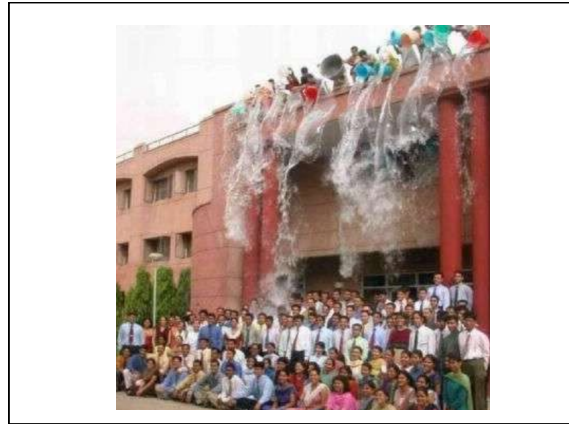
Nothing...















[*21st Century Pedagogy](#)

What now?

- Embrace Change
- Redefine Education
- Re-imagine School

