A glimpse of the future…

Even though technology will become even more marvelous with its seemingly endless possibilities, for the first time we live in a period where we can grasp how phenomenal our world has become.

It is getting worse...
Technology in Schools

Technology has dramatically affected virtually every sector in society that you can think of except education. Pg. 72

Investment in Technology

Investment in technology has been primarily a matter of acquisition—buy, buy, buy. Not a matter of how it could accelerate learning.

The Challenge for Education

• It is time that gadget goes to school and schools go to gadget 24/7.
• It is teachers with technology who will make the difference.
• Students are partners.
Stratosphere Defined

Best of all students learn collaboratively, consolidating connections with others locally and afar.

Citizenship, human solidarity, collective problem-solving and sustainability are thereby served.

The 6Cs: Deeper Learning

Student, Society Well-Being

- Character Education
- Citizenship
- Communication
- Critical Thinking & Problem-Solving
- Collaboration
- Creativity & Imagination
New Learning

Exciting innovating learning experiences for all students need to be:

- irresistibly engaging for both students and teachers
- elegantly efficient and easy to use
- technologically ubiquitous 24/7
- steeped in real-life problem solving

Pedagogy and Change

- Roles of the Teacher
- Student Engagement
- Instructional Precision

The New Pedagogy

Teachers are needed but it is a new role that is required—the teacher as change agent.
Teachers and Students as Partners in Learning

- Teacher as Facilitator.
  (simulations and gaming; inquiry based; smaller class sizes; individualized instruction; problem-based learning; web-based; inductive teaching)
- Teacher as Activator.
  (reciprocal teaching; feedback; teacher-student self-verbalization; meta-cognition; goals-challenging; frequent effects of teaching)

Expert Teachers

- Possess high levels of knowledge and understanding of the subjects they teach.
- Can guide learning to surface and deep outcomes.
- Can successfully monitor learning and provide feedback that assists students in progress.
- Can provide defensible evidence of positive impacts of the teaching on learning.

John Hattie pg. 48

Technology Integrated with Instructional Precision

It is time to define the learning game as racing with technology.
Whole System Focus

We have ad hoc innovative teachers but not many innovative schools, and no innovative systems.

“…while we saw examples of innovative teaching practices in the classes we visited, a coherent and integrated set of conditions to support the adoption of the innovative teaching was lacking in most of the schools and all of the systems in our sample.” pg. 44

Microsoft Partners in Learning

Why will it be easy?

1. The old technology of tell and test does not work.
2. Examples of the new pedagogy partnering with students are rapidly under development.
3. There will be great appetite for new ways of learning.
4. People will like doing what they like and many will be helping.

The Power of Technology and Learning

- Cheaper
- Easier
- Deeper
- Faster
The solution lies in the concentration of the three forces of pedagogy, technology, and change knowledge.

- Make it all about learning.
- Let technology permeate.
- Engage the whole system.

It's time to take the lid off learning.