EdTech & Instruction for 21st Century Skill Building

http://goo.gl/Pi1DOu
Hello!

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Pedagogy & Technology

Let’s start with the framework...
“The Framework presents a holistic view of 21st century teaching and learning that combines a discrete focus on 21st century student outcomes (a blending of specific skills, content knowledge, expertise and literacies) with innovative support systems to help students master the multi-dimensional abilities required of them in the 21st century and beyond.”
21st Century Standards

- Builds interdisciplinary understanding
- Emphasizes deeper understanding & allows for multiple measures of mastery
- Actively engages student

Requires that educators rethink activities & assessments to meet 21st Century needs
21st Century Teaching

New Literacies, Problem-Based Learning, and Innovation
Multimodal Instruction Enhances Collaboration and Interdisciplinary Foci

Student Motivation

Motivating 21st century students requires the acknowledgement that learners make meaning in multiple ways, and associating a task as valuable requires students to make connections with various modes and mediums.

Tech in Education

BLOOM’s

Creating
Evaluating
Analyzing
Applying
Understanding
Remembering

Educator designs a task that has a significant impact on student outcomes

SAMR

Redefinition
Tech allows for the creation of new tasks, previously inconceivable

Modification
Tech allows for significant task redesign

Augmentation
Tech acts as a direct tool substitute, with functional improvement

Substitution
Tech acts as a direct tool substitute, with no functional change

Enhancement

http://www.hippus.com/repweblog

Developed by Kathy Schrock
November 2013
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Inspired by the work of Andrew Churches and Loui Lord Nelson
Collaboration

How can EdTech enhance students’ collaborative skills?
Collaboration Works!

Check out how well collaboration works in the wild with this footage taken at Kruger National Park.
Let's Collaborate

Click the image above to redirect to a collaborative Padlet
Student-Centered Pedagogy

Inquiry-Based Instruction

Active Learning Engagement
**Why consider EdTech Tools in Instruction**

**Student Motivation**
Use EdTech to engage students in activities that enhances students’ critical thinking

**Collaboration**
Create a learning environment that enables students to work and share with peers and instructors

**Inter-disciplinary Foci**
Widen student knowledge by providing info that spans multiple contents
**Core Subjects & Critical Thinking**

**Citelighter**
A digital writing platform with built in citation, research, grading, badging, and chat features to aid organization & the writing process for clearer & more purposeful communication

**Newsela**
A advertisement-free current events nonfiction reading comprehension tool with in-text annotation, progress tracking features, and lexile-specific assignment options
### Newsela: Reading for Today

**Assigned on 09.17.14**

<table>
<thead>
<tr>
<th>Grade</th>
<th>Title</th>
<th>Quiz Average</th>
<th>Quiz Completion</th>
<th>Quiz Level</th>
<th>Viewed</th>
<th>Annotations</th>
<th>Responses</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pd 1 Eng 2 Adv</td>
<td>&quot;Cool&quot; kids in middle school struggle in their 20s, study finds</td>
<td>95%</td>
<td>23/26</td>
<td>9</td>
<td>23/26</td>
<td>8/26</td>
<td>0/26</td>
</tr>
<tr>
<td>Pd 1 Eng 2 Adv</td>
<td>Women get the OK to fight in combat units</td>
<td>73%</td>
<td>25/26</td>
<td>9</td>
<td>25/26</td>
<td>4/26</td>
<td>0/26</td>
</tr>
<tr>
<td>Pd 1 Eng 2 Adv</td>
<td>Central America turmoil may be cause of child migrant surge</td>
<td>64%</td>
<td>24/26</td>
<td>8</td>
<td>24/26</td>
<td>6/26</td>
<td>0/26</td>
</tr>
</tbody>
</table>
New Literacies & Learning Styles

How can EdTech meet the needs of 21st Century students?
“Mediums” of Understanding

Linguistic

Technological

Social

Learning “Metalanguages”

21st Century Meaning Making
- Auditory
- Gestural
- Spatial
- Linguistic
- Visual
- Multimodal

What We Remember

- We remember 90% of what we SAY and DO.
  - e.g. Doing a dramatic presentation, making a video, creating an animation, building a robot.
- We remember 70% of what we SAY.
  - e.g. Participating in a discussion, creating a podcast.
- We remember 50% of what we HEAR and SEE.
  - e.g. Watching a video, a presentation, a demonstration.
- We remember 30% of what we SEE.
  - e.g. Looking at images in a book, a magazine, a website.
- We remember 20% of what we HEAR.
  - e.g. Listening to a lecture, a podcast, a radio interview.
- We remember 10% of what we READ.
  - e.g. Reading a book, an article, a blogpost.

Based on the work of Edgar Dale

@sylviaduckworth
Multimodalities
Providing opportunities for multiliteracies, participatory culture, and innovation
What is Participatory Culture?
PEAR DECK

Create interactive slides that enable students to participate, while teachers receive stored results
SAMR-IZE
Instruction!
Feedback for the Future

Below is a screenshot of a rubric used for an essay written about the short story "The Fiery Furnace". The essay topic was the idea of what it means to be a hero and the story's plot was the basis of the essay. The essay supports the rubric by using quotes and references to the text. This rubric belongs on this page because it assesses an argumentative essay. This rubric also helps us learn how to write an argumentative essay and expand our ideas on how to give an argument.
FEEDBACK/SHARE

http://tinyurl.com/ELD15-9

Any questions?

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THANKS!
Credits

Special thanks to all the people who made and released these awesome resources for free:

✖ Busy Icons by Olly Holovchenko
✖ Presentation template by SlidesCarnival
✖ Photographs by Unsplash
✖ Resources cited on each Slide