

The Digital Classroom



Poll



Do students learn better with technology?

☐ yes

☐ no

The Digital Classroom

- Research has not yet proven that students 'learn better' with technology.
- Technology can support learning outcomes, if it is used in a principled and effective way.
- Technology plays an important part in student motivation and engagement. If we can make our classes more relevant to our students' digital lives, they are likely to be more motivated, and motivation can lead to improved learning outcomes.

Poll



What is your greatest fear when using technology in your lessons?

- ☐ students get distracted
- ☐ unreliable internet
- ☐ extra time and effort for preparation
- ☐ unavailable resources in the classroom
- ☐ something will always break down
- ☐ not sure how to use it
- ☐ other

SAMR model

SUBSTITUTION:

Technology is used to replace a way of doing a task but there is no functional change in teaching and learning.

For example, students write something in a word processor instead of using pen and paper.

AUGMENTATION:

Technology does not change the task significantly, but it brings some improvements.

Fill in the Blanks

MODIFICATION:

SUBSTITUTION:

REDEFINITION:

AUGMENTATION:

SAMR MODEL

_____ Students meet up with students from a class in another country using Skype. They have to work in pairs to complete a task in the virtual world, such as visiting places and collecting information.

_____ Students use a word processor to write an essay and email it to the teacher.

_____ Students create video reviews of their favourite books and upload them to a class blog. They listen to each other's video book reviews, and make a list of the three books they would most like to read.

Students use their mobile phones or tablets to share photos and videos of their family in class and to practise family-related vocabulary.

Questions to ask before using technology in the classroom

WHAT

What technology are you going to use?

How does this technology achieve the learning aims and outcomes of the lesson?

Is there a better way of doing it without technology?

WHY

Why use this particular technology?

Using technology just because you have it is not enough reason!

Are you using technology to do something you couldn't already do without it?

WHO

Who is this for?

Who will benefit? The teacher or the students?

Are students using it alone, in pairs, or groups?

WHERE

Where are you going to use it? At home or at school?

If using technology in the classroom, what resources do you need?

If students will use technology at home, do they all have the same resources?

CONSUMERS vs PRODUCERS

Technology gives students access to a wide variety of study material, both in and out of the classroom.

This is an opportunity for them to become more adventurous and more autonomous as learners.

Students can consume material produced by their teacher.

With Web 2.0, they can now also produce digital materials themselves.

Draw It

Here are some sample activities. Write C next to activities where students are consumers and P next to activities where they are producers.

Explore a website

Make a presentation

Make a multimedia poster

Make an audio or video recording

Listen to a podcast

Watch an online video

Play online educational games

Create a blog

Complete exercises in an online workbook

Digital natives

Many believe that it is very easy and natural for young learners to use technology in their education because they are digital natives.

Digital natives are people born or brought up during the age of digital technology. They are inherently familiar with computers and the internet from an early age.



Poll



Do you think primary school children born in the age of the internet are digital natives?

☐ yes

☐ no

Are our students digital natives?

Despite popular belief, research shows that the answer is a clear NO.

Younger students may feel confident with technology – especially social media like Facebook, Twitter, and Instagram. But they are often not very discerning or critical users of technology. For example, they often have problems evaluating the reliability and veracity of the online resources they find.

Schools need to teach students digital literacy skills so they are able to evaluate what they find online.



21st Century Skills: The 4 Cs

1. Creativity
2. Collaboration
3. Critical Thinking
4. Communication

Creativity: Suggested Web 2.0 tools for children

Mind mapping tools:

Mind42
Popplet

Sticky note tools:

Linoit
Padlet

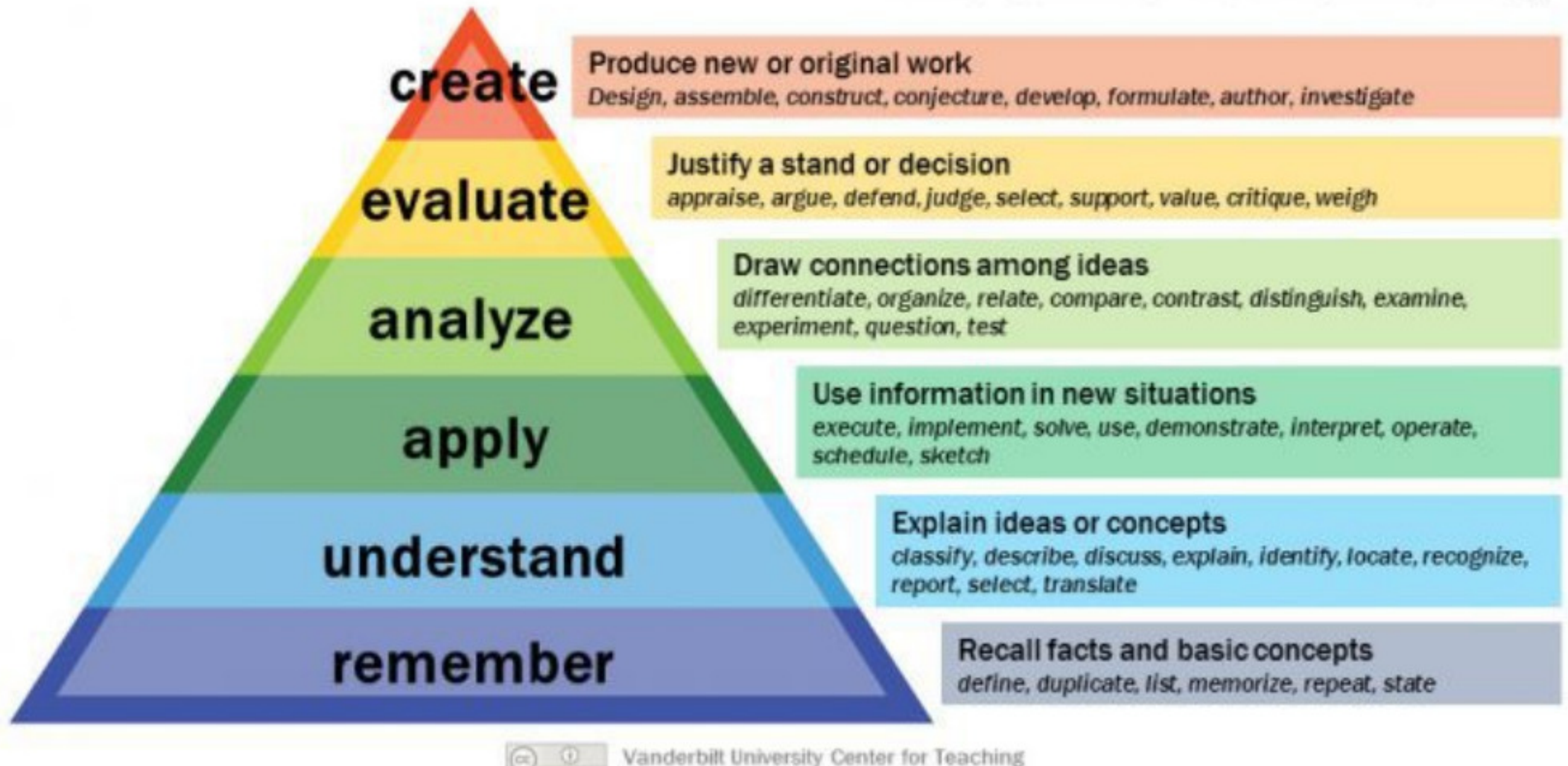
Presentation tools:

Prezi

Cartoon creator tools:

Benjamin Bloom's taxonomy of thinking.

Bloom's Taxonomy



Digital Literacies

PRINT LITERACY

Being able to read and write printed materials, like online text, social media updates, and blogs.

SEARCH AND INFORMATION LITERACIES

All students need to develop the ability to find information online and to evaluate that information for reliability, bias, and accuracy.

NETWORK AND PARTICIPATORY LITERACIES

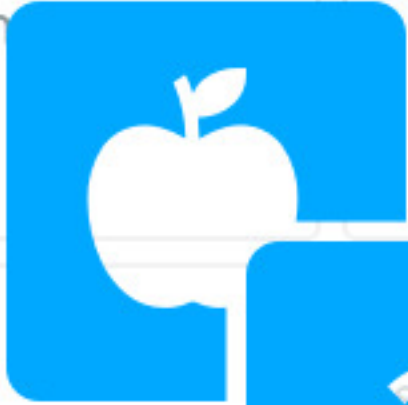

These literacies come to the forefront in online tools, like blogs and social network sites. In this platforms, users participate in wider social networks, connecting with people from other cultures.

INTERCULTURAL LITERACY

The ability to understand digital content from a range of cultural contexts an the ability to communicate and interact effectively with people from different cultural contexts.

REMIX LITERACY

Match the activities with the literacy that it helps students develop.

			
the meaning behind the image memes, and what cultural knowledge is needed to	website for young learn	participatory literacy.	literacy
	Search and	ther asks to search information sects on	The teacher shows students the different versions of the "Keep Calm

Matching Pairs



<https://kahoot.it/>



https://quizlet.com/_5vyhma