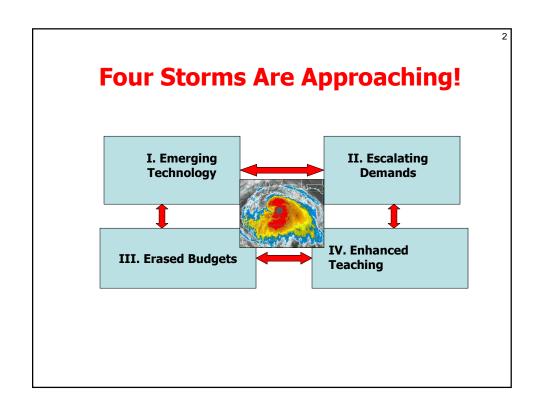
#### The Perfect E-Storm: Emerging Technologies, Enormous Demand, and Erased Budgets



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Professor, Indiana University
President, SurveyShare, Inc.
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cjbonk@indiana.edu



# Storm 1. Emerging Learning Technologies

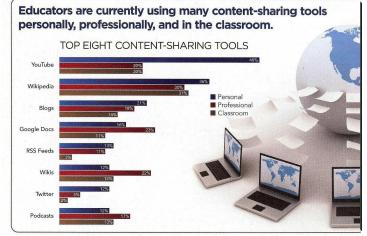




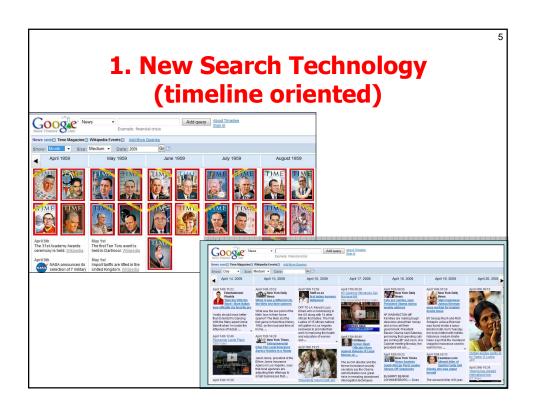




### Tech & Learning, Nov 2009



From the K-12 Survey of K-12 Educators on Social Networking and Content-Sharing Tools, co-sponsored by edWeb.net, MMS Education, and MCH, In For a copy of the results, email survey@edweb.net. To discuss the results, join the edWeb at www.edweb.net/survey.



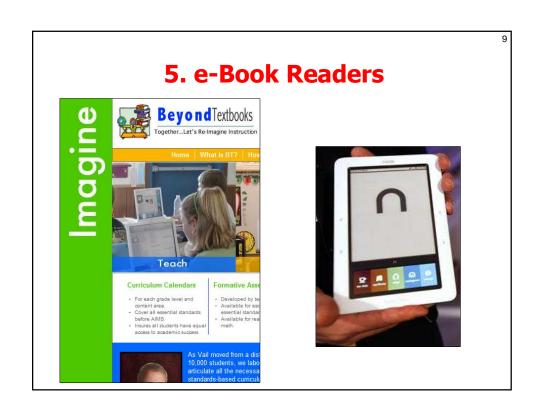


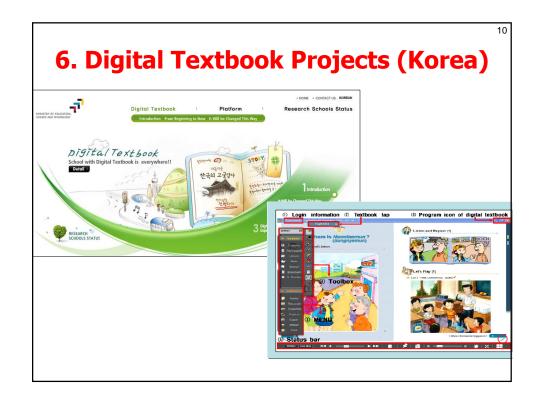
### **3. iPhone Applications**



### 4. Social Networking Gaming (e.g., Farmville)

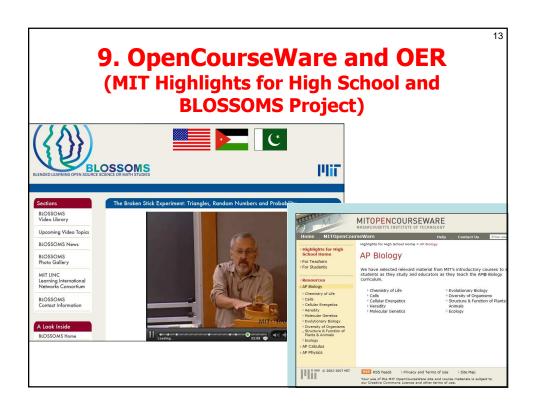






7. TED
(technology, entertainment and design)









### 12. Global Collaboration

(e.g., Flat Classroom Projects!)
(combine blogs, videoconferencing, chat, async discussion, etc.)

#### **About Us**

International School Dhaka Class Photo

Most of us are in this photo. It is Health and Fitness week here so we are looking a motivating us to work towards our forthcoming holiday. To find out who is doing whi







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# 13. Global Collaboration continued EPals and iEARN (International Education and Resource Network)





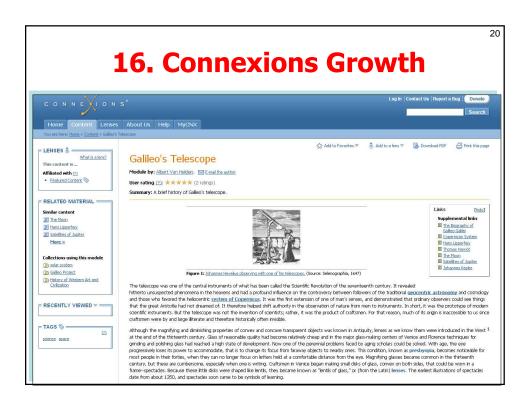






#### 15. Exercise Learning





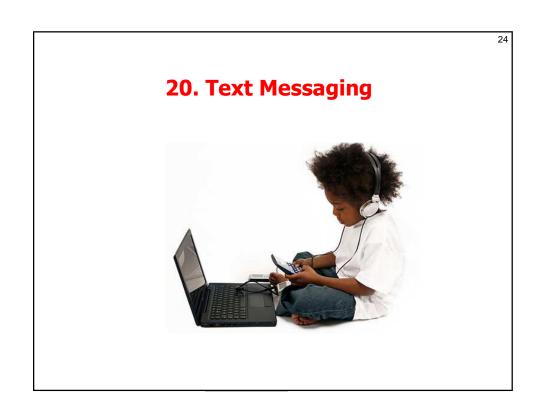




18. 'One Laptop Per Child'

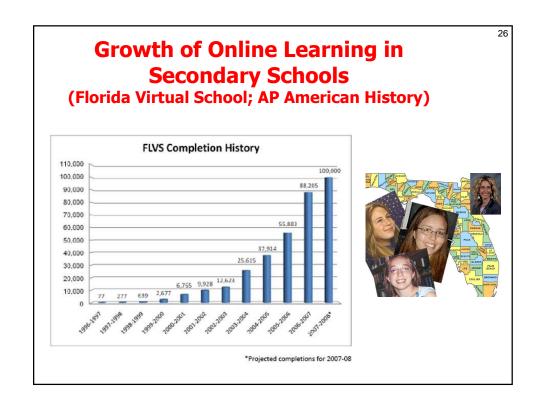


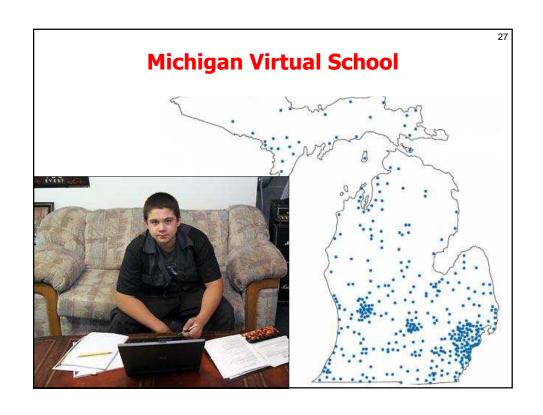




# On to Storm 2... Escalating (Learner) Demands











MONDAY, JANUARY 05, 2009

Things I've Learned Recently

Alas! I haven't updated the blog for ages. Here's my new post ab

In history, I've been learning about the Reformation and the Counter-Reformation. The Reformation refers to the movement that pushed

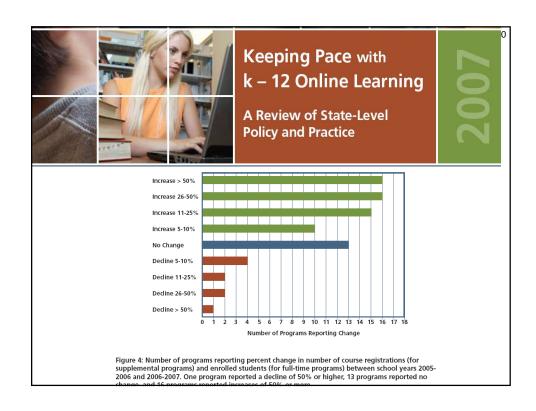
for reforms in the Roman Catholic church. In the 1500s, the Catholic

Recent posts

Things I've Learned

Story Written with Videoconferencing Students Essay written about the

An Account of my Trip to the Island of Oahu in



### Tech & Learning, Nov 2009

### FAST FACTS ABOUT ONLINE LEARNING

K-12 online learning is an estimated \$50 million market that is growing at an estimated pace of 30% annually.

44 states have significant supplemental online learning programs, or significant full-time programs (in which students take most or all of their courses online), or both.

**34** states offer state-led programs that are designed, in most cases, to work with school districts to supplement course offerings for students.

**57%** of public secondary schools in the U.S. provide access to students for online learning.

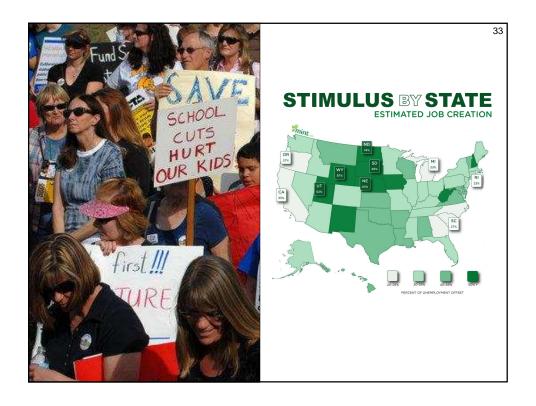
**72%** of school districts with distance education programs planned to expand online offerings in the coming year.

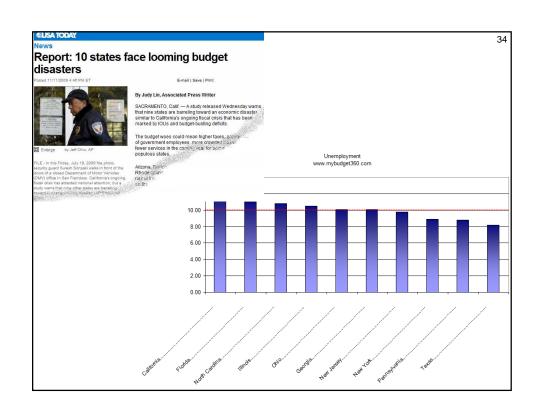
SOURCE: THE INTERNATIONAL ASSOCIATION FOR K-12 ONLINE LEARNING (INACOL), A NON-PROFIT ORGANIZATION THAT FACILITATES COLLABORATION, ADVOCACY, AND RESEARCH TO ENHANCE QUALITY K-12 ONLINE TEACHING AND LEARNING

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### We're in the Midst of Storm 3: Erased Budgets







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# Obama to Invest in High-Tech Education

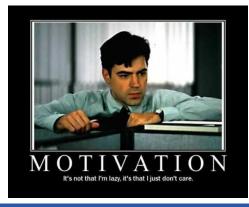


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# On to Storm 4: Enhanced Teaching (a swirling storm)



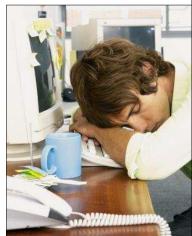
# **Part I: Some Online Motivational Ideas**



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## We are not motivating students with the technologies that they love



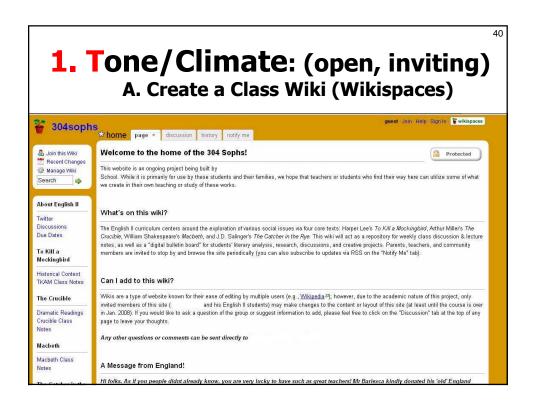


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### **TEC-VARIETY Model for Online Motivation and Retention**

Tone/Climate Encouragement, Feedback Curiosity

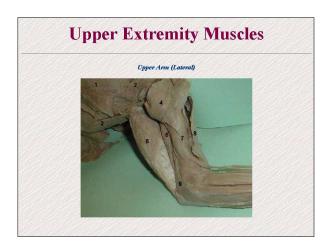
Variety
Autonomy
Relevance
Interactive
Engagement
Tension
Yields Products



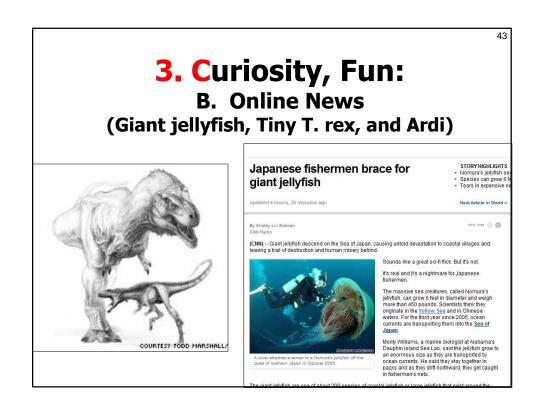


#### 2. Encouragement, Feedback, etc.:

A. Online Self-Testing (e.g., self study in vocabulary, anatomy, chemistry, dissection, etc.)









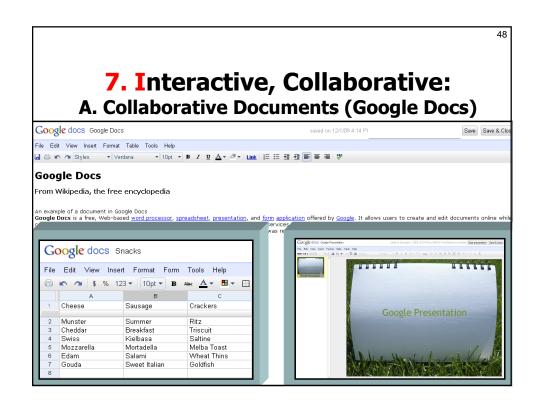


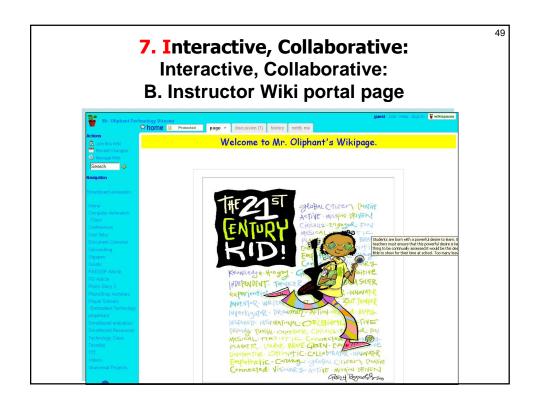


# 5. Autonomy, Choice: B. Clickers; Innovation is but one click away...









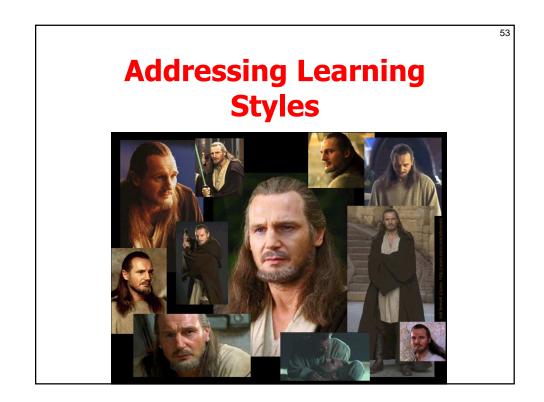


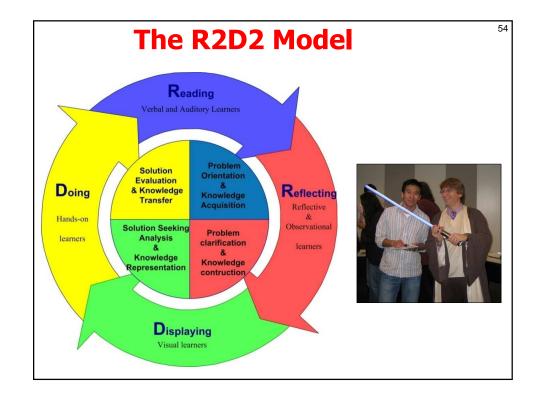


### 9. Tension, Challenge, etc.: A. Ethical Medical Debates









#### The R2D2 Method

- 1. Read (Auditory and Verbal Learners)
- 2. Reflect (Reflective Learners)
- 3. Display (Visual Learners)
- 4. Do (Tactile, Kinesthetic, Exploratory Learners)



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#### 1. Auditory or Verbal Learners

 Auditory and verbal learners prefer words, spoken or written explanations.

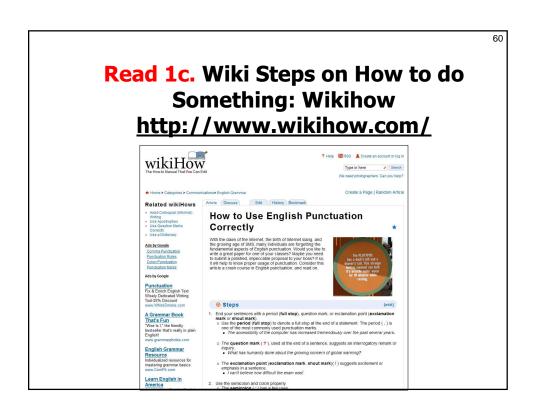




#### **Reflect on the Following Questions:**

- 1. Have you listened to a podcast?
- 2. Do you listen to a certain podcast on a regular basis?
- 3. Have you created a podcast?
- 4. Have you created a vodcast?
- 5. Do you think podcasting is simply more talking heads?

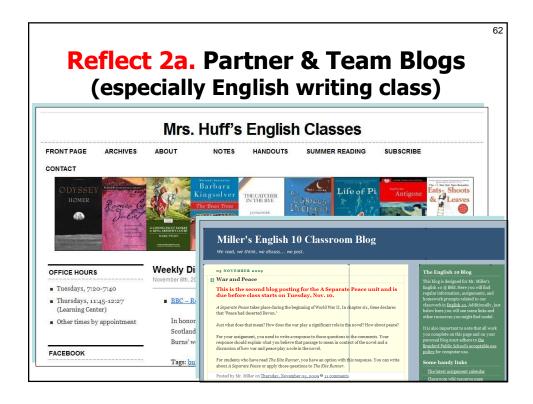




## 2. Reflective and Observational Learners

 Reflective and observational learners prefer to reflect, observe, view, and watch learning; they make careful judgments and view things from different perspectives



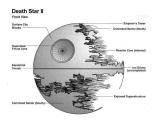


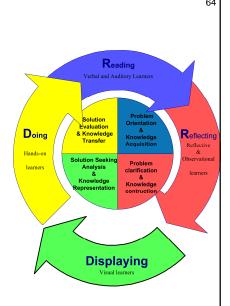
### **Reflect 2b.** ORL or Library Day

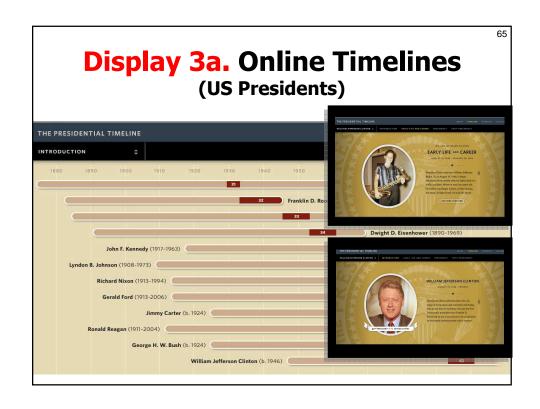


### 3. Visual Learners

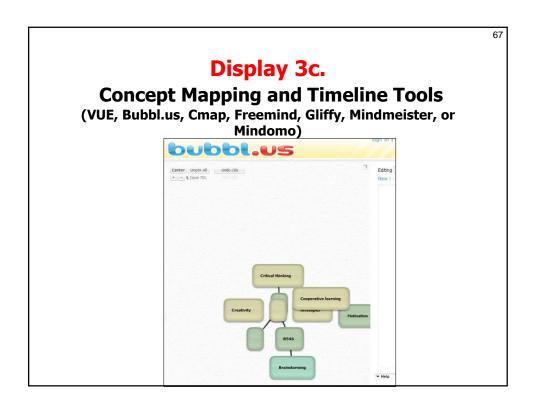
 Visual learners prefer diagrams, flowcharts, timelines, pictures, films, and demonstrations.









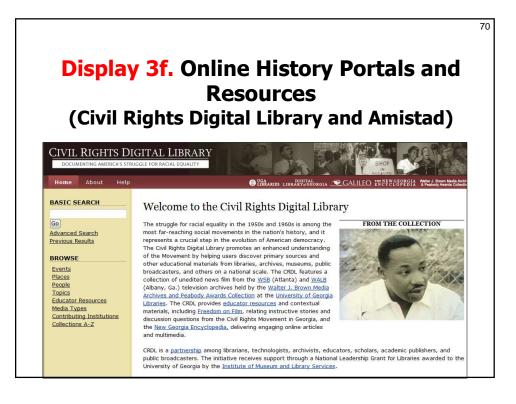


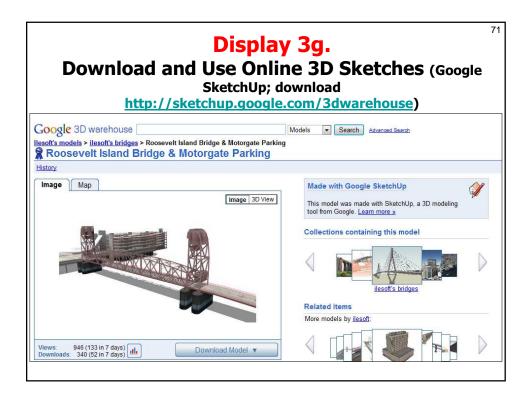




### **Display 3e.** Online Historical Document (e.g., Turning The Pages, British Library)

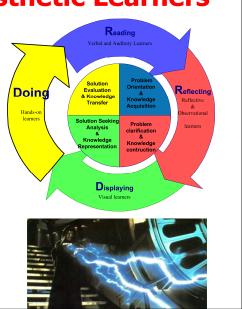


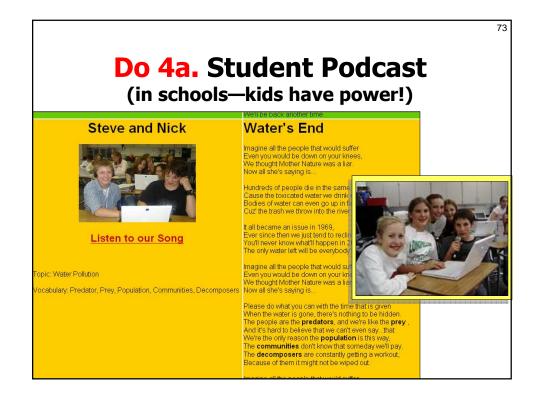


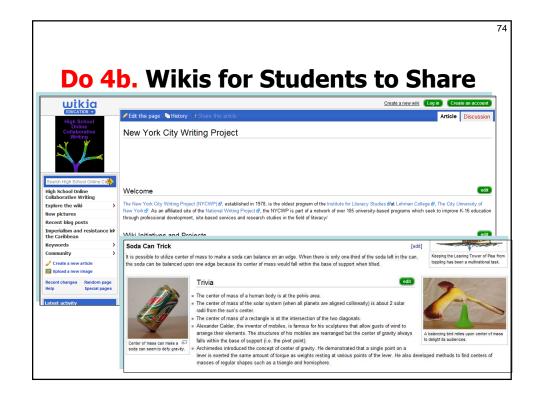


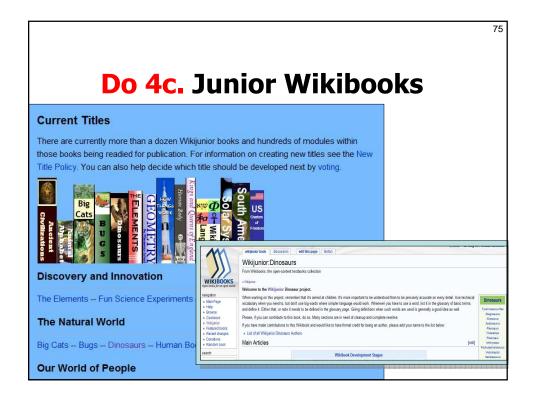
### 4. Tactile/Kinesthetic Learners

Tactile/kinesthetic senses can be engaged in the learning process are role play, dramatization, cooperative games, simulations, creative movement and dance, multi-sensory activities, manipulatives and hands-on projects.









## Do 4d. Hands-On Frog Dissection (Net Frog, Univ. of Virginia)







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# **Do 4e.** Online Performances Virtual Worlds/Reality/MMOG

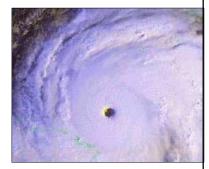
(e.g., Shakespeare plays reenacted)



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# Recap of the Perfect E-Storm....

- Emerging
   Technology
   Escalating
   (Learner) Demands
- 3. Erased Budgets
- 4. Enhanced Teaching



### How many ideas did you get from the second part of this talk?

- a. None—you are an idiot.
- b. 1 (and it is a lonely #).
- c. 2 (it can be as bad as one).
- d. 3-5
- e. 6-10
- f. Higher than I can count!

# Try the R2D2 Method!!! Try TEC-VARIETY!!!

Sample papers:

http://www.publicationshare.com/

**Archived talks:** 

http://www.trainingshare.com/

