





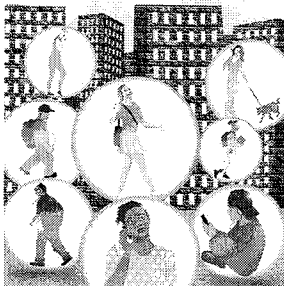


How the Learning World Became Flat: Ten Knowledge Sharing and Technology Trends Equalizing Access to Learning


Curtis J. Bonk, Professor, Indiana University
President, SurveyShare
cjbonk@indiana.edu
<http://php.indiana.edu/~cjbonk>

Next Generation of Students

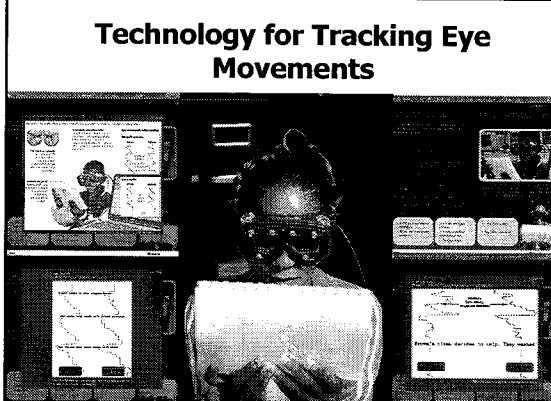


Tech Creates Bubble for Kids
Alejandro Gonzalez, USA TODAY, Updated 6/20/2006 10:34 AM ET



"STUDENT 2.0"

Technology for Tracking Eye Movements





INFORMATION TECHNOLOGY






Bonk's Addiction Q'er

1. Who has 2 or more cell phones with Internet access?
2. Who has 2 or more laptop computers with wireless connections?
3. Who is on email in the morning? At noon? Who does it at night?
4. Who suffers from nervous tension when you cannot get on email?
5. Who is on the Web right now?





■ Thomas Friedman, author of "The World is Flat":
 ■ Tools for collaboration are changing the world
 ■ <http://mitworld.mit.edu/video/266/>

The Ten Forces that Flattened the World



- 11/9/89: Berlin Wall came down
- 8/9/95: Netscape went public
- Work Flow Software (e.g., PayPal and eBay)
- Open-Sourcing (Self organizing collaborative communities; Mosaic, Apache, Wikipedia, Linux, Mozilla/Firefox,)
- Outsourcing (Y2K)
- Offshoring (e.g., China, Mexico, Thailand)
- Supply-Chaining (e.g., Walmart)
- In-sourcing (UPS fixing Toshiba laptops)
- In-forming (e.g., Google, Yahoo!, MSN Web Search)
- The Steroids: Digital, Mobile, Personal, and Virtual (e.g., wireless, file sharing, VoIP, video camera in phone)



WE-ALL-LEARN:



Ten Forces that Opened the Learning World

- Web Searching in the World of e-Books (i.e., Darwin)
- Enormous E-Learning and Blended Learning
- Availability of Open Source and Free Software (e.g., Moodle)
- Leveraged Resources and OpenCourseWare (e.g., MIT)
- Learning Object Repositories and Portals (i.e., shared content)
- Learner Participation in Open Info Communities (YouTube)
- Electronic Collaboration and Interaction (sync and async)
- Alternate Reality Learning (Online Massive Gaming, Simulations, and Virtual Worlds; e.g., Second Life)
- Real-Time Mobility and Portability (e.g., iPhone)
- Networks of Personalized Learning (Blogs, RSS)

Three Larger Trends of WE-ALL-LEARN

- The availability of tools and infrastructure for learning.
- The availability of free educational content and resources (OER—Open Educational Resources).
- A move towards a culture of open access to information, international collaboration, and global sharing.

The Ten Forces that Flattened the World

1. Web Searching (e.g., Google, MSN, Yahoo!) in the World of e-Books (i.e., Darwin, Shakespeare, etc.)











The Search is on!



Google and Other Search Engines (Sergey Brin, Co-Founder) Google to Impact Chip in Brain!

Google founder dreams of Google implant in your brain


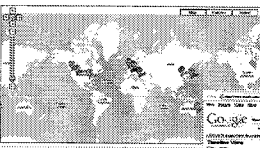
Book and software developer Sergey Brin, Google's second highest paid executive, has a dream: to implant a Google search engine chip in the brain of every person on the planet.

Brin, 37, is the co-founder of Google, and he is also the author of the book "The Googleplex: How We Work at Google" (Doubleday, \$24.95).

Brin says he has been thinking about this for a long time, and he is now working on it. He says he wants to create a "Googleplex" that can be implanted in the brain, and that can be used to search the internet.

Brin says he is currently working on a prototype, and he is hoping to have it ready in the next few years. He says he is currently working on a prototype, and he is hoping to have it ready in the next few years.

Google Working on Timeline and Map Views

Google is working on a new feature that will allow users to view their search history as a timeline. The feature will be available to users who have signed into their Google accounts.

The new feature will allow users to see a visual representation of their search history, including the dates and locations of their searches. This will be useful for users who want to track their search patterns over time.

Google is also working on a new feature that will allow users to view their search history as a map. This feature will be available to users who have signed into their Google accounts.

The new feature will allow users to see a visual representation of their search history, including the dates and locations of their searches. This will be useful for users who want to track their search patterns over time.

Open Content Alliance

Build a digital archive of open content for your library


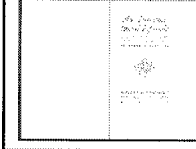

The University of Illinois Chicago announces the availability of a newly digitized collection of 100,000 books and e-books through the Open Content Alliance. The collection is available to all users who are the first user of a digitized version of the Open Content Alliance. The collection is available to all users who are the first user of a digitized version of the Open Content Alliance.

The University of Illinois Chicago has announced a project to digitize and make available to the public a large collection of open content. The project is called the Open Content Alliance, and it is a collaboration between the university and several other organizations.

The Open Content Alliance is a non-profit organization that is dedicated to making open content available to everyone. The organization has a large collection of open content, including books, e-books, and other digital materials.

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Read, Listen, etc. to "An International Episode" by William James


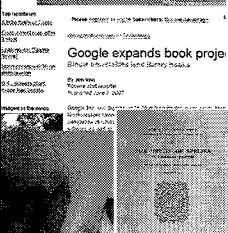
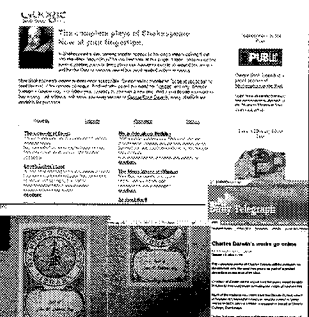
William James' "An International Episode" is available in multiple formats, including print, audiobook, and digital text. The audiobook is narrated by a professional voice actor and is available for download or streaming.

The digital text version of the book is available for download or streaming. It features a clean, easy-to-read layout and is compatible with various devices.

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All of Darwin's and Shakespeare's Works are Online


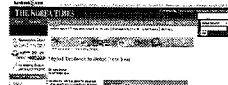
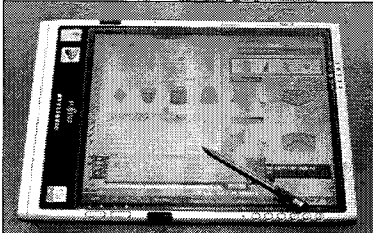




Google has announced that it has digitized and made available to the public all of the works of Charles Darwin and William Shakespeare. The digitized works are available for free download and are available in multiple formats, including print, audiobook, and digital text.

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eBooks: Thinner, Crisper, and Cheaper

The new eBooks are thinner, crisper, and cheaper than ever before. They are available for free download and are available in multiple formats, including print, audiobook, and digital text.

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Digital History Project (University of Houston)

The screenshot shows a website interface with a map of the United States, a sidebar with navigation links, and a main content area with text and images. The title "Digital History Project" is prominently displayed at the top.

The Carlyle Letters Online: Exploring Victorian World Through Letters

The screenshot displays a website with a header, a main text area containing historical letters, and a sidebar with a portrait of a man. The title "The Carlyle Letters Online" is at the top.

New Forms of Digital Literacy (new tests from ETS)

The screenshot shows a website with a line graph on the left, a central image of a person using a laptop, and text on the right. The title "New Forms of Digital Literacy" is at the top.

The Ten Forces that Flattened the World

2. Enormous E-Learning and Blended Learning

The screenshot shows a news article with a headline "Students prefer online courses" and a sub-headline "Classes popular with on-campus students". It includes a small image of a person and a sidebar with a "Detail Site" link.

FLORIDA'S ONLINE BOOM

Year	Registrations
1996	77
1997	277
1998	630
1999	2,677
2000	6,755
2001	9,928
2002	12,823
2003	25,616
2004	37,914
2005	65,960

University of Central Florida

Access, Quality, and Efficiency through Online Learning

Academic Year 2006-2007

Academic Year (summer-fall-spring)	Registrations
96-97	645
97-98	1530
98-99	3096
99-00	5568
00-01	8710
01-02	12778
02-03	15828
03-04	21950
04-05	29187
05-06	35148
06-07	42398

The Open Univ Malaysia

(Abtar Kaur, 2005, Ed Media)

- Started August 2001 : approx. 800 students
- Total students (2005): approx. 33,000
- Total full-time academic staff : 60
- Total part-time academic staff (tutors) : approx 3,000
- 33 Learning Centres (7 Regional Centres)
- Pedagogical approach : Blended Learning

Year	Enrollment
2001	800
2002	1500
2003	2500
2004	30000
2005	33000

The Ten Forces that Flattened the World

3. Availability of Open Source and Free Software (e.g., Linux, Apache, Moodle)

1. eduCommons

eduCommons is an OpenCourseWare Management System designed specifically to support OpenCourseWare projects like MIT OCW and UCL OCW. eduCommons provides the functionality necessary to successfully develop and manage an open access coalition including a workflow process that steps users through uploading materials into a repository, tracking copyright clearance, availability of materials into courses, a quality assurance process, and final publication of the materials. While the front end of eduCommons is designed to visually align with other OCW sites, the back end architecture is uniquely closer to something like CourseHero - all resources are stored on individual learning objects in order to facilitate easy reuse down-stream. eduCommons is open source software available from SourceForge.

eduCommons is generously funded by the National Science Foundation and the National Science Foundation.

2. Moodle

The Sakai Project

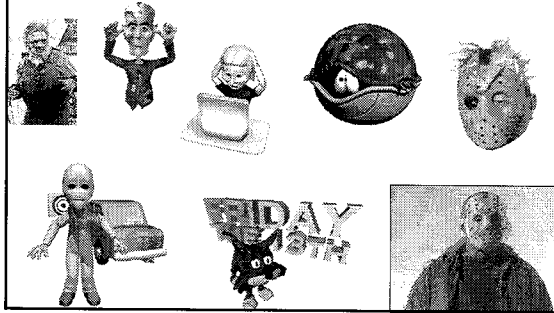
The Ten Forces that Flattened the World

4. Leveraged Resources and OpenCourseWare (OCW) (e.g., free courses from MIT, Utah State, CORE, OOPS)

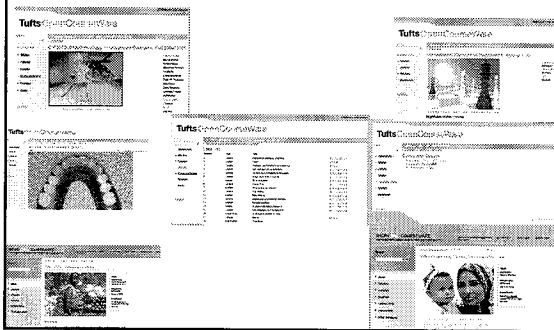
Do You Share?

1. Who has shared music in an iPod or MP3?
2. Who has used collab software? (Google Groups, Yahoo Groups, Sharepoint)
3. Who has used online phone services such as Skype or Google Talk?
4. Who has assigned teams online?
5. Who has embedded international exchanges or expert guests?
6. Who has used MERLOT, Connexions, or the MIT open courses?
7. Who has used Wikipedia?

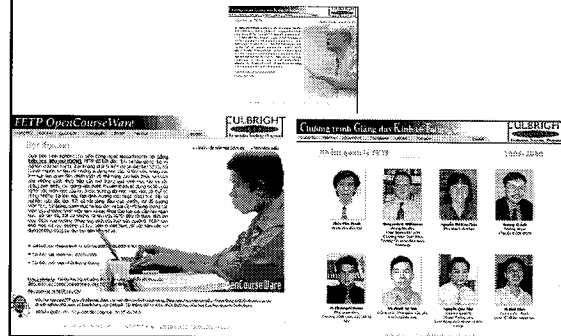
Most are Scared to Share!!!



Tufts OpenCourseWare Project



Vietnam Fulbright Economics OCW



Open Source Courseware



Per David Wiley, Utah State University
(October 2005)

"This is a message that should probably get out, also - not only is this movement worldwide and gaining momentum every day, it is also becoming a key part of international strategy to achieve equitable access to education for people everywhere."

Opensource Opencourseware Prototype System (OOPS) funded by, the Foundation of Fantasy, Lucifer Chu, Chairman and Janitor of OOPS, Taipei)





OOPS Opencourseware Opencourseware Prototype System
The Foundation of Fantasy Culture and Arts

OOPS
Opensource Opencourseware Prototype System
開放式課程計劃
www.oops.net
www.oocw.net

What's their Beliefs? (Chu, Jan 1, 2007)

- Collective Minds is better than a single genius translator.
- Perfect Translation doesn't exist.
- 2,012 Volunteer translators
1,125 courses adopted
639 courses near completion (level 1)
- 126 courses already finished




The Biggest OCW Localization Volunteer Group in the World

OOPS
Opensource Opencourseware Prototype System
開放式課程計劃
www.oops.net

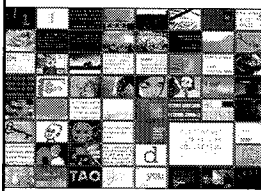

The Ten Forces that Flattened the World

5. Online Learning Object Repositories and Portals (shared content)

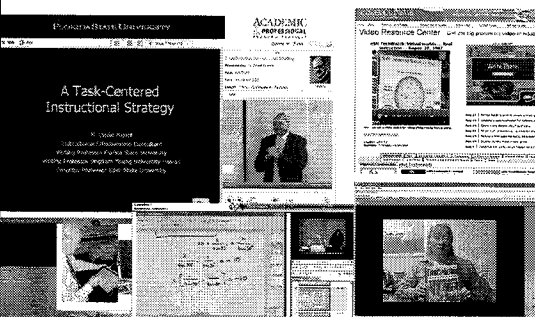




The Learning World is Flat

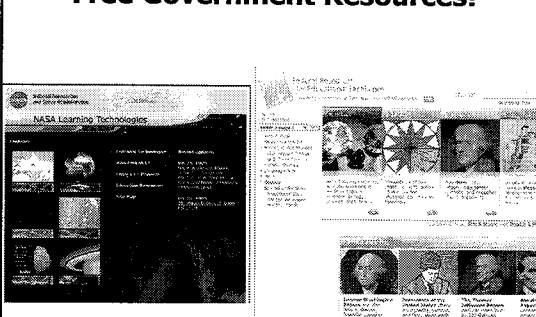
Many Portals of Contents (e.g., Museum of Online Museums)

Free Video Lectures

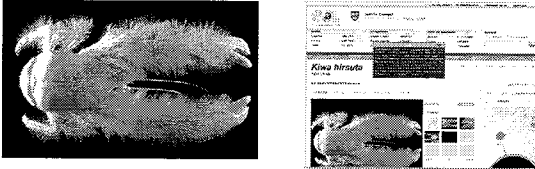


Free Government Resources!



Alive and Online
 From amoebas to zebras, every living thing will get its own Web site, thanks to the new Encyclopedia of Life.

By Brian Braiker
 Newsweek
 Updated: 6:54 p.m. ET May 9, 2007

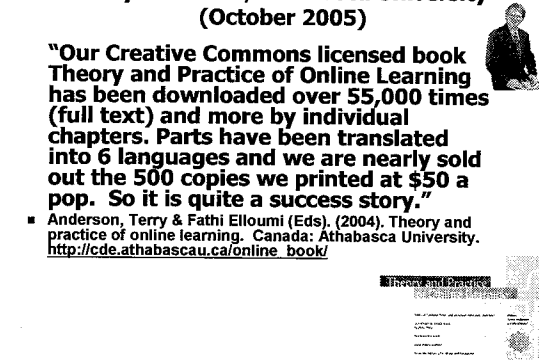


Yeti Crab: This recently discovered species already has its own sample page at eol.org

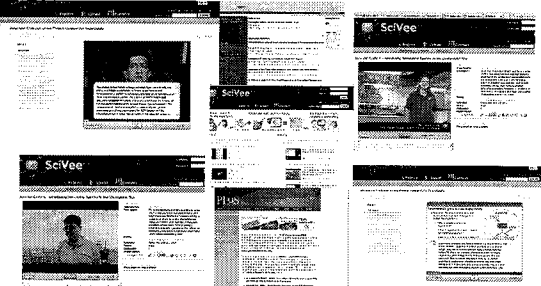
Terry Anderson, Athabasca University (October 2005)

"Our Creative Commons licensed book Theory and Practice of Online Learning has been downloaded over 55,000 times (full text) and more by individual chapters. Parts have been translated into 6 languages and we are nearly sold out the 500 copies we printed at \$50 a pop. So it is quite a success story."

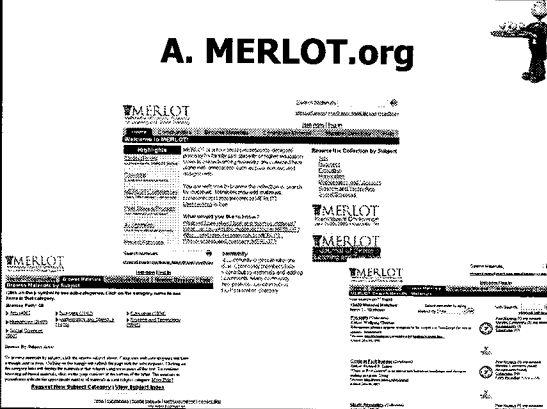
- Anderson, Terry & Fathi Elloumi (Eds). (2004). Theory and practice of online learning. Canada: Athabasca University. http://cde.athabascau.ca/online_book/



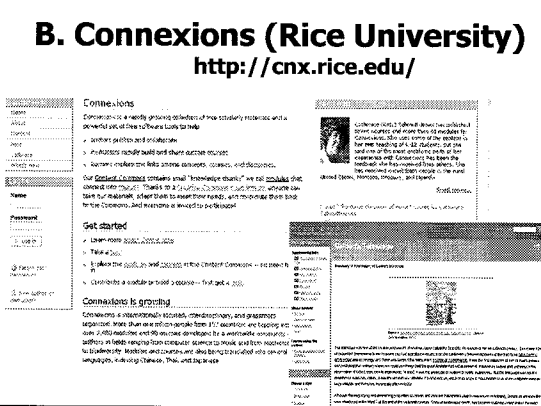
Pubcasts!
 NSF, the Public Library of Science, and the San Diego Supercomputing Center created a YouTube for scientists to help demystify important research papers. See SciVee <http://www.scivee.tv/>



A. MERLOT.org

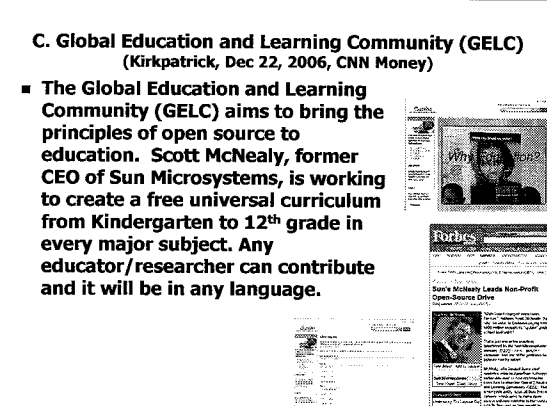


B. Connexions (Rice University)
<http://cnx.rice.edu/>



C. Global Education and Learning Community (GELC)
 (Kirkpatrick, Dec 22, 2006, CNN Money)

- The Global Education and Learning Community (GELC) aims to bring the principles of open source to education. Scott McNealy, former CEO of Sun Microsystems, is working to create a free universal curriculum from Kindergarten to 12th grade in every major subject. Any educator/researcher can contribute and it will be in any language.





D. Google School Resources
such as Google Docs and Spreadsheets, an open alternative to Microsoft's Word and Excel

Google enrolls teachers in online software crusade

Dec 3, 2006, USA Today
Michael Liedtke, Associated Press
Google enrolls teachers to spread work online software crusade
Palo Alto High School journalism teacher Esther Wojcicki helps student Allison Wyndham at a computer during journalism class in Palo Alto, Calif. Wojcicki is helping Google bring its online suite of software applications to classrooms across the country

E. National Repository for Online Courses (NROC) Commons

The Ten Forces that Flattened the World

6. **Learner Participation in Open Information Communities (e.g., Slashdot, Digg, Wikipedia, YouTube)**

The Learning World is Flat

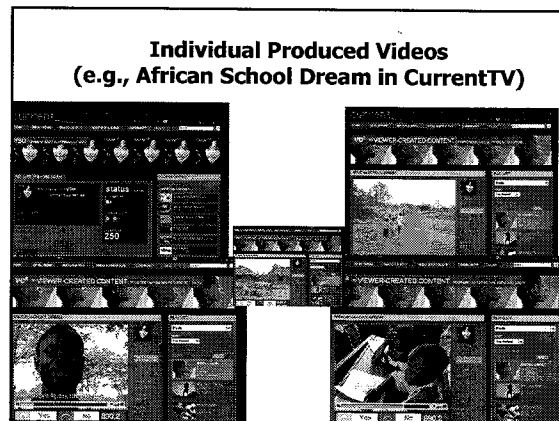
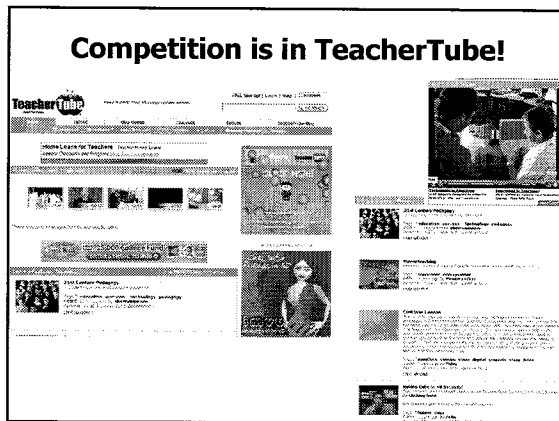
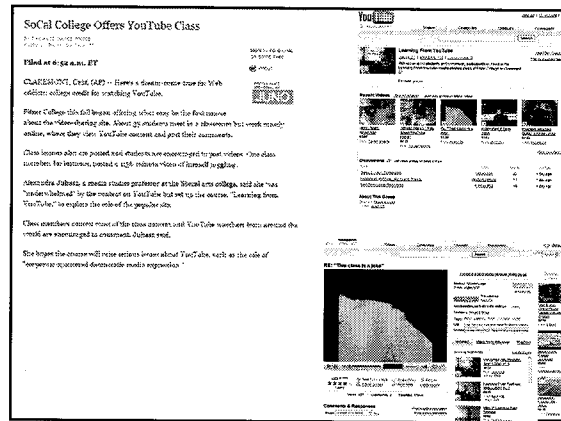
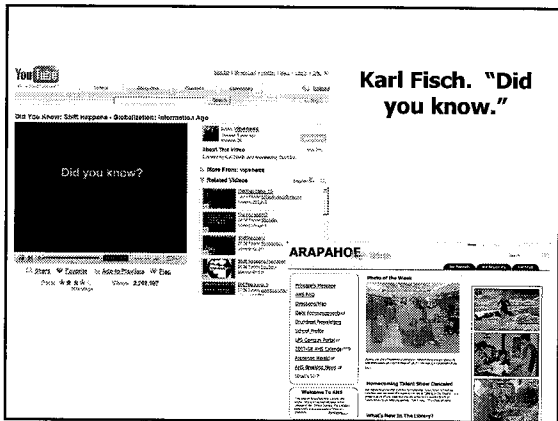
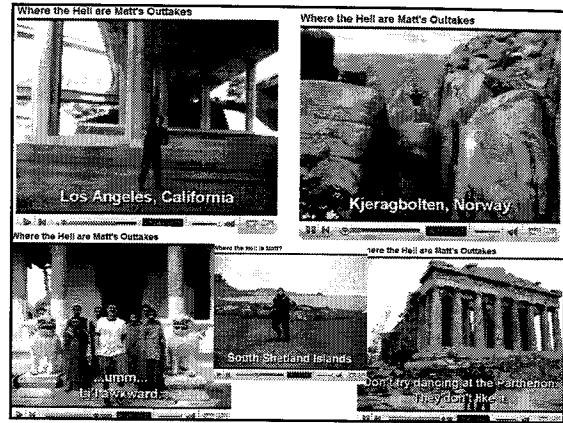
Slashdot and Digg (all about user powered content. Everything is submitted and voted on by the Digg community. Share, discover, bookmark, and promote stuff) <http://digg.com/>

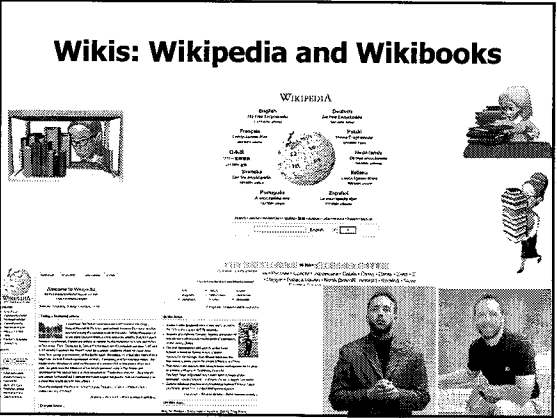
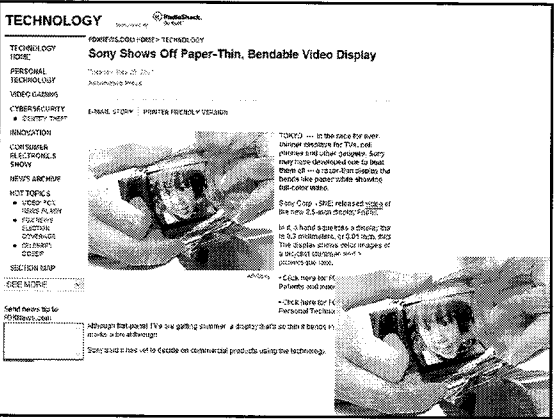
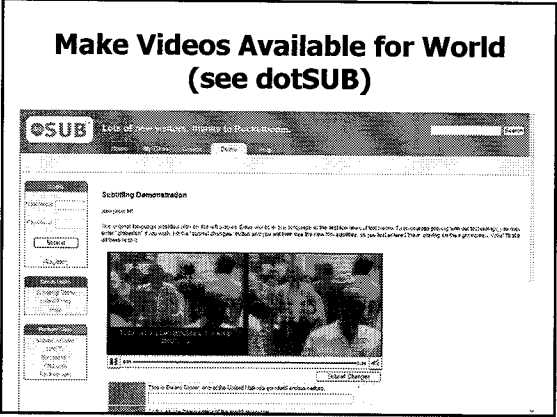
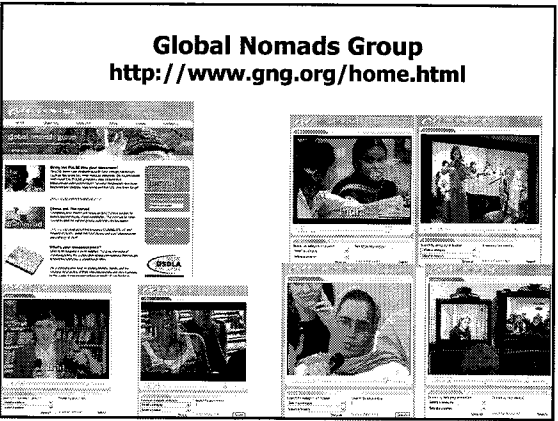
USA TODAY, Oct 24, 2007, Traffic rose about 330% to 5.6 million visitors in Sept, from 1.3 prior Sept,

YouTube to get ad money share

VIDEO AWARDS THE 2006 WINNERS!

California Governor Arnold Schwarzenegger Speaks at UCLA





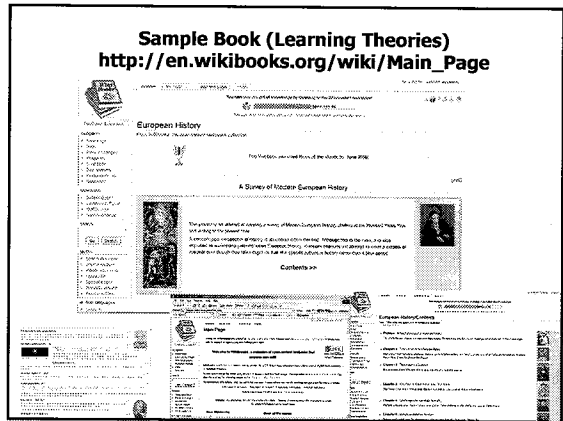
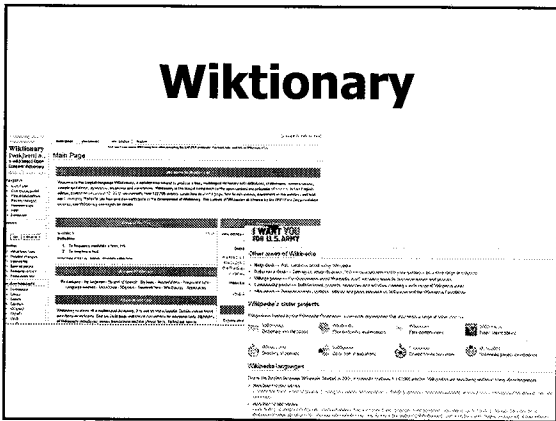
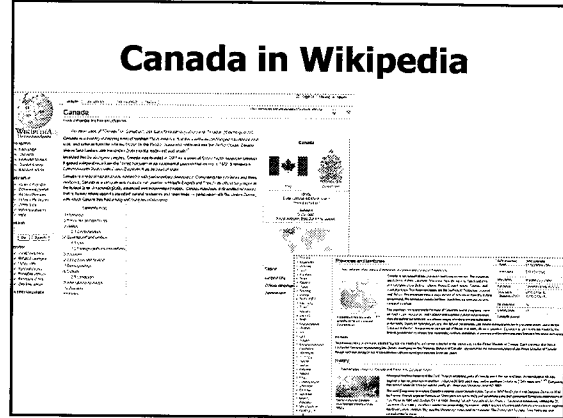
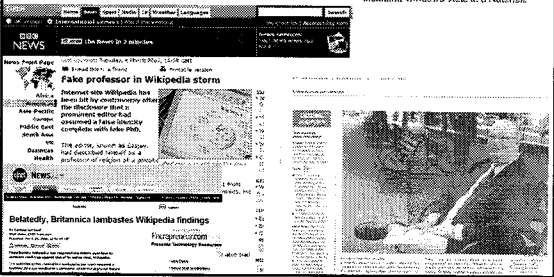
U.S. senator: It's time to ban Wikipedia in schools, libraries

By Preston Gralla on Wed, 02/14/2007 - 7:08pm

Here's the newest from Sen. Ted Stevens, the man who described the Internet as a series of tubes. His time for the federal government to ban access to Wikipedia, MySpace, and social networking sites from schools and libraries.

ABOUT THIS BLOGGER

Preston Gralla: Preston Gralla is a contributor to Computerworld, and the author of more than including Windows Vista in a nutshell.



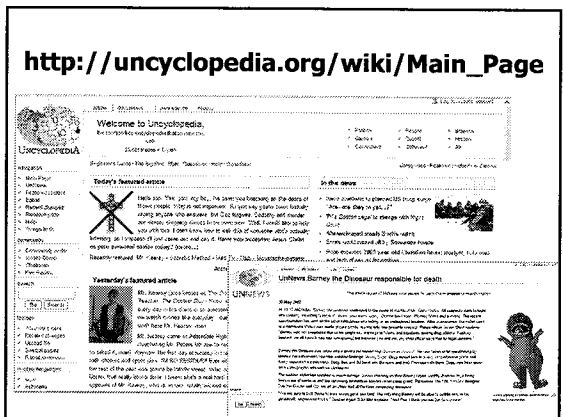
Wiki Questions

- Who regularly reads Wikipedia articles just for fun?
- Who regularly reads Wikibooks?
- Who seeks Wikipedia for content?
- Who has edited or written new articles on Wikipedia or Wikibooks?
- Who thinks it is ok for college students to cite from Wikipedia?

USA Today, June 7, 2007

WIKINOMICS

Don Tapscott
with Anthony D. Williams



The Ten Forces that Flattened the World

7. Electronic Collaboration and Interaction (synchronous and asynchronous)

The Learning World is Flat

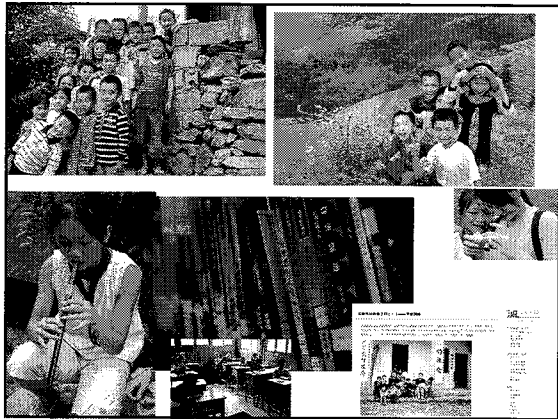
Sharing in Virtual Teams (e.g., Collanos, Groove, SharePoint)

Skype, Google Talk, ChinesePod, LiveMocha, VoiceThread, YackPack, Dotsub, Chinswing, and many other Collaborative Language Learning

LiveMocha

Expert Mentoring Online in Art and Design (Omnium Project—online graphics and photomedia project)

Online Mentoring in Rural China (1k More project in China; <http://www.1kg.org/>)



The Ten Forces that Flattened the World

8. Alternate Reality Learning (Online Massive Gaming, Simulations, and Virtual Worlds; e.g., Second Life)

Teaching English, History, Law, Business, Science, Accounting, etc.

Examining the Worst Campus

THE CHRONICLE

The Ten Forces that Flattened the World

9. Real-Time Mobility and Portability (e.g., iPhone, low cost wireless devices)

Audacity

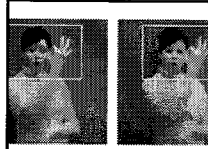
The Free, Cross-Platform Sound Editor

New York Times reporter Andrew Revkin continues doing compelling multimedia work. He's now not only shooting photos and recording audio -- he's moved on to video and blogging.

In his latest trip, Andrew C. Revkin headed north to chronicle the shifts on Greenland and researchers' efforts to understand them. He periodically posted dispatches in a blog-like diary and also shot video himself.

Singapore and Taipei (Intel Press Release, 2006)

- Singapore, the island city-state in Southeast Asia, is about to complete a major public/private project that will see large chunks of the 270 square mile city provided with Wi-Fi access by the end of 2008. The entire city, indoors and out, is due to be covered by 2015.
- In the coldest capital in Canada, the city residents of Iqaluit (pop. 6,000) enjoy free wireless from one free hotspot (with two more due soon to cover the suburbs), while Taipei, Taiwan (pop. 2.6 million) has a few more—over 4,000 hotspots that provide coverage for 90 percent of the city.



The software increases detail around face and fingers



The team is working on ways to get the software on to handsets



Video compression helps deaf people signing across low bandwidth networks to chat with friends!
(BBC: 2/27/07)

\$100 Laptop

SM-Tech
Features
A revolution in a laptop
By Greg Norman

The project aims to build peer-to-peer communication

Negroponete says the new laptop is designed to be kid-friendly

The CM1: Taking technology to the developing world
A revolution in a laptop
By Greg Norman
Sunday 13 August 2006, 18:49
Makka Time, 15:49 GMT

OLPC aims to turn the tide of urban poverty

OLPC in Nigeria: School Galadima

One Laptop Per Child foundation (OLPC) provided School Galadima in March 2007 with an XO laptop for each child in Primary 4, 5 and 6 and also for each member of the staff.

Nakaseke community radio station

Nakaseke village telecenter

Nigerian school OLPC XO usage

The Age of Wireless

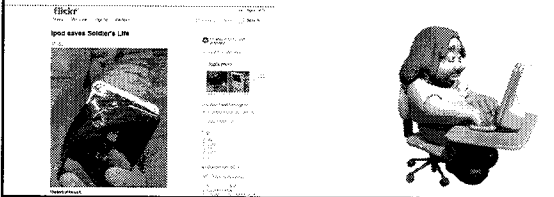
MOST (UN)WIRED SCHOOLS?
CNET and U.S. News and World Report got the top 50 universities' tech spies and asked them which computers they recommend to students and faculty.

Totally wireless on campus

STUDY HERE TO VIEW

The Ten Forces that Flattened the World

10. Networks of Personalized Learning (Blogs, Podcasts, MySpace, Flickr, and RSS)



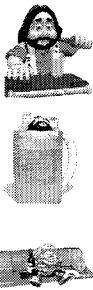
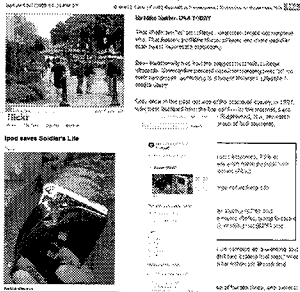
Podcast Questions

1. Who has listened to a podcast?
2. Who listens to a certain podcast on a regular basis?
3. Who has created a podcast?
4. Who has created a vodcast?
5. Who thinks podcasting is simply more talking heads?

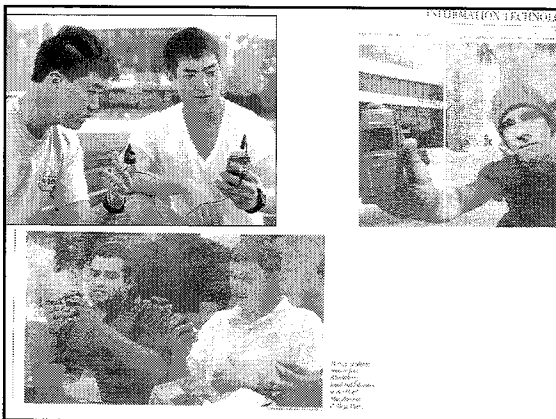
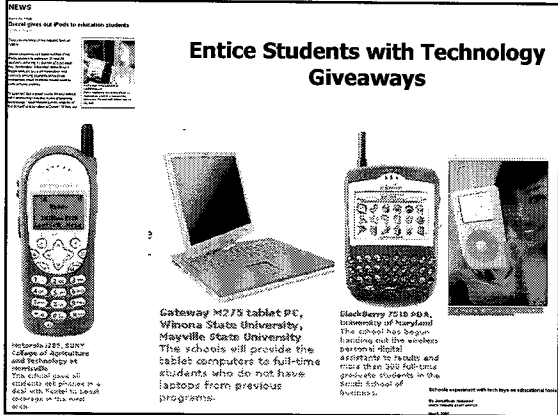


iPod's More Popular than Beer?

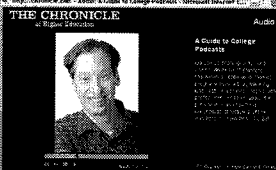
iPods knock over beer mugs



Entice Students with Technology Giveaways



Consumer's Guide to College Podcasts
(Daniel Coleman, Stanford, Chronicle of Higher Ed, June 4, 2007)

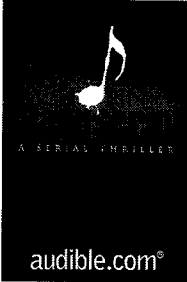


open culture
highlighted sites and media, served up from

THE CHRONICLE
A Guide to College Podcasts
Audio

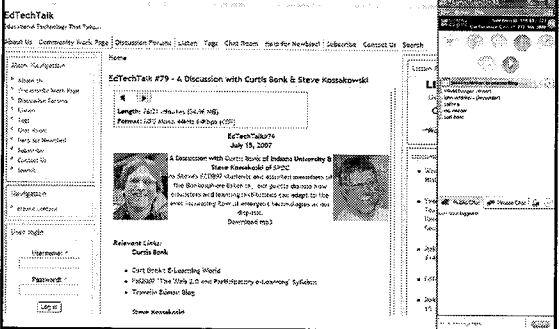
For hot author's latest, get out your headphones,
Sept 12, 2007, USA Today, David Lieberman

Audible says the novel— which Deaver describes as "*The Day of the Jackal* meets *The Da Vinci Code*" — will be the first major work of fiction created to be introduced only as an audio download.




One of Michelle Tanner's deaf students at Gerald Wright Elementary holds an iPod and watches a video of her signing the week's vocabulary words. The iPods were purchased with a grant from Qwest. Classrooms go high-tech. By Erin Stewart, Deseret Morning News, March 6, 2007

World Bridges and EdTechTalk



EdTechTalk
Recent Technology That You...

EdTechTalk #29 - A Discussion with Curtis Bonk & Steve Kossakowski
Length: 52:17, Audio, 54:26 MP3
Format: MP3 Audio, MP3s, 6 MB (2007-03-27)

EdTechTalk #29
A Discussion with Curtis Bonk of Indiana University & Steve Kossakowski of EPSCoR
On March 22, 2007, Curtis and Steve discussed the Bonk-vanEiken et al. paper about how educators are learning to harness the edge to the ever-changing forest of emerging technologies in the digital...

Relevant Links:
• Curt Bonk @ Learning World
• #26200 The 10th 2.0 and Participatory e-Learning Syllabus
• Travinia Bonk's Blog

Student Podcast

Kizooks!

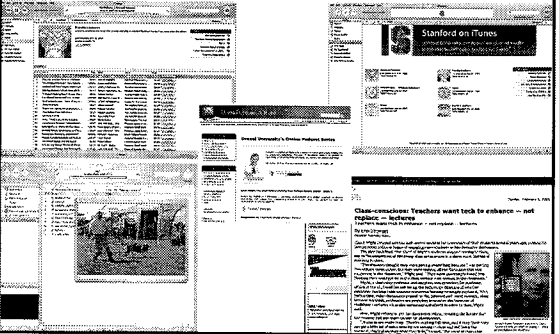
THE KIDZ • FUN STUFF • MUSIC SAMPLES • SHOP • FOR PARENTS

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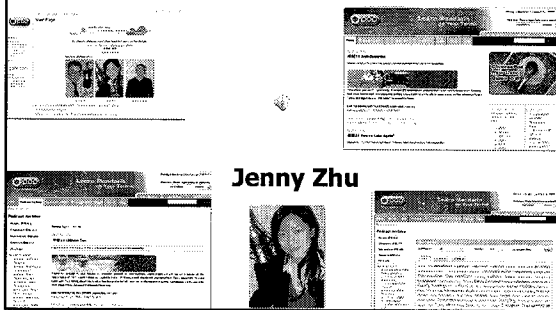
Take a Listen!

Get Lectures from Stanford and Berkeley on iTunes

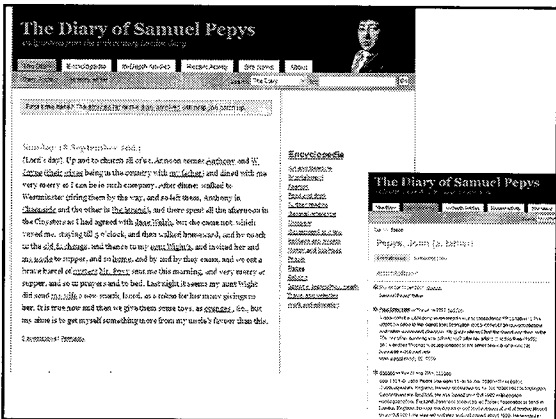
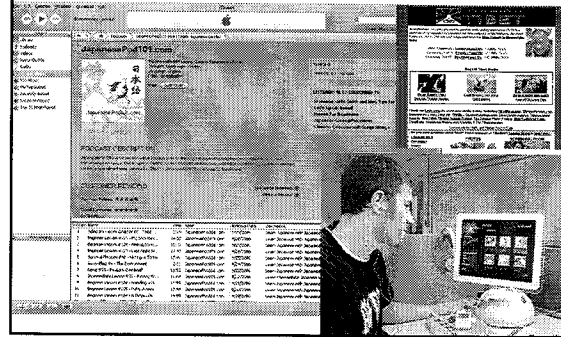


Stanford on iTunes
Classroom Teachers want tech to enhance — not replace — lectures

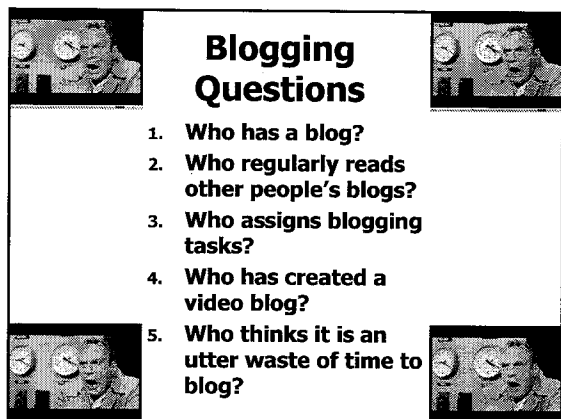
Language Learning (ChinesePod—learn Mandarin)



JapanesePod, Arabic online, etc.



Blogging Questions



Online Photo Albums, e.g., FLICKR (Inc. Magazine, December 2006)



Social Networking Software

- Classmates: <http://www.classmates.com/>
- Facebook: <http://www.facebook.com/>
- Friendster: <http://www.friendster.com/>
- Friendzy: <http://www.friendzy.com/>
- MySpace: <http://www.myspace.com/>
- Orkut: <https://www.orkut.com/>
- Tribes: <http://www.tribe.net/>
- YouTube: <http://www.youtube.com/>

Tech giants poke around Facebook

By Joe Sherry, USA TODAY

Facebook's Mark Zuckerberg, at his office in Palo Alto, Calif., is in no hurry to sell the popular social networking site. (23 years old)

Facebook could be worth as much as \$6 billion today...He expects privately held Facebook to post a profit of about \$30 million on revenue of \$140 million this year, and register a \$70 million profit on revenue of \$358 million in 2008. He predicts \$4 billion in revenue by 2016.

Facebook used to be just for the young (e.g., my son's Facebook account)

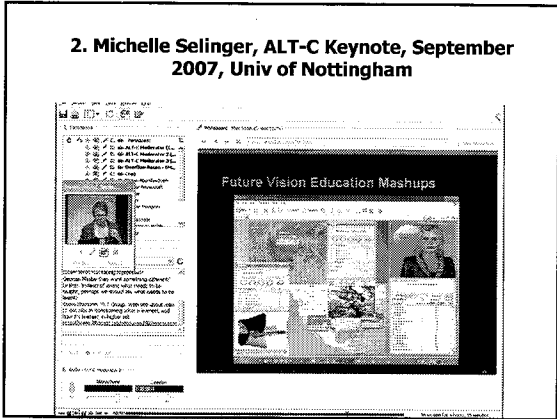
Facebook (from 2 friends to 50 seemingly overnight)

Recent Growth of Facebook and MySpace

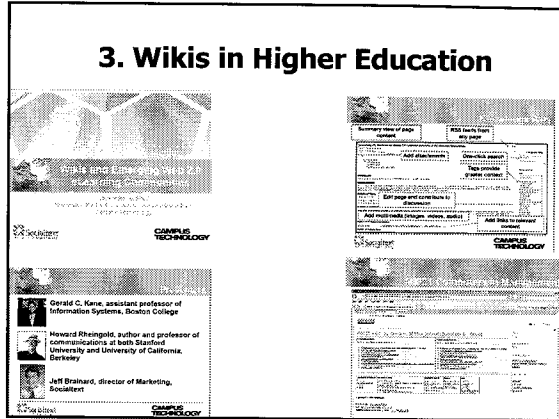
Combining Web 2.0 and Technology Trends (Ten Examples)

1. Flat Schools and Flat Classroom Projects!!!

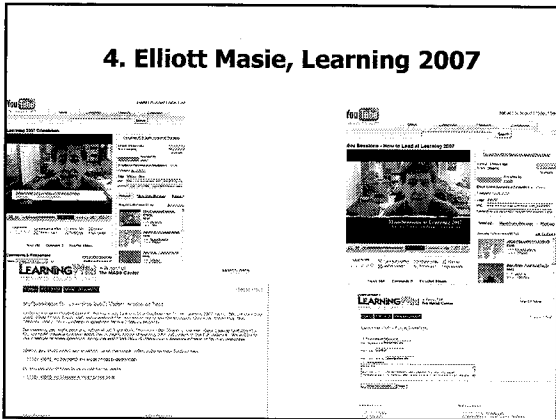
2. Michelle Selinger, ALT-C Keynote, September 2007, Univ of Nottingham



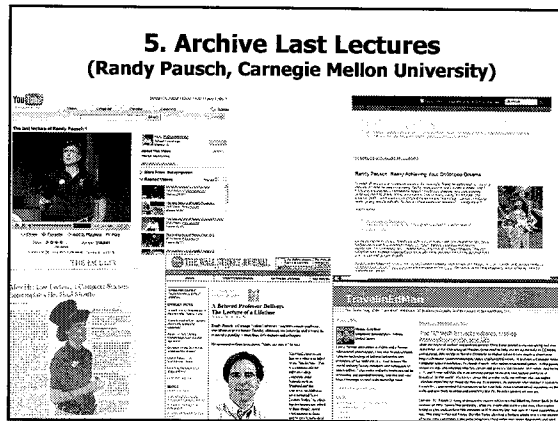
3. Wikis in Higher Education



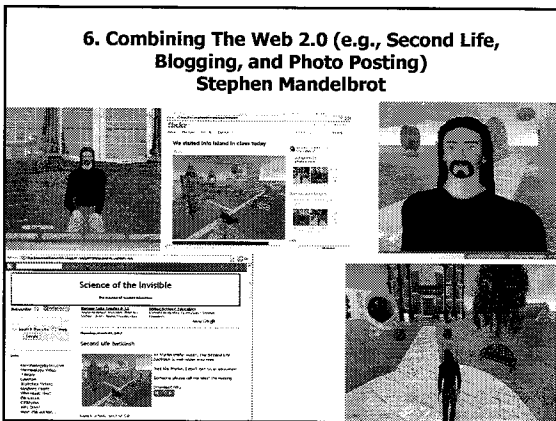
4. Elliott Masie, Learning 2007



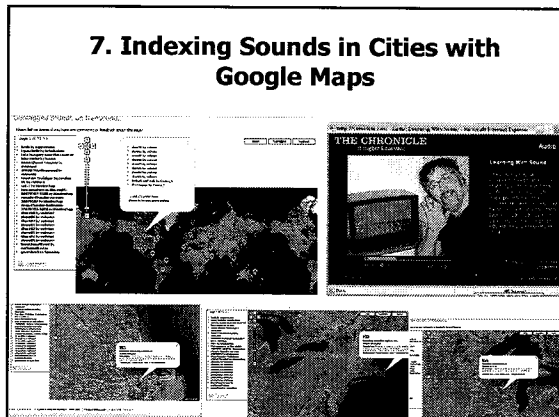
5. Archive Last Lectures (Randy Pausch, Carnegie Mellon University)



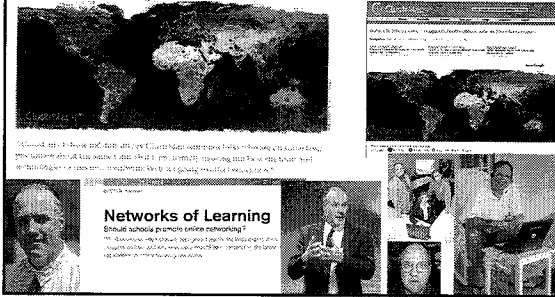
6. Combining The Web 2.0 (e.g., Second Life, Blogging, and Photo Posting) Stephen Mandelbrot



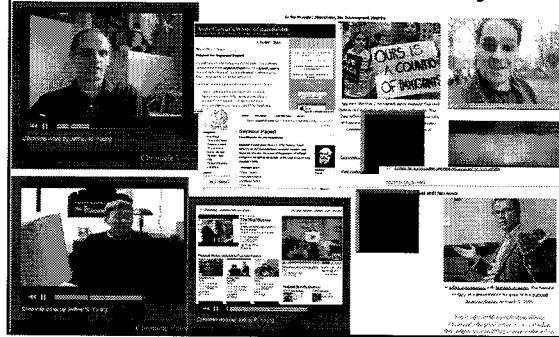
7. Indexing Sounds in Cities with Google Maps



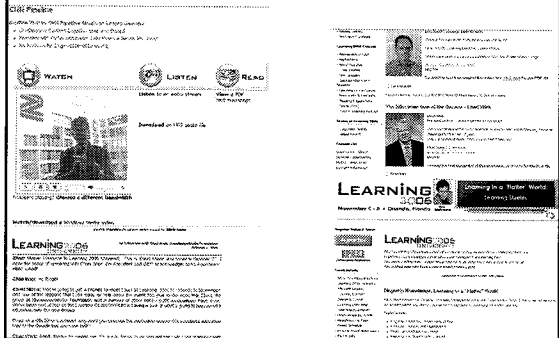
8. Cluster Maps (who is reading your blog or using your product); Blog of Will Richardson, famous K-12 blogger (left) and Learning Theories Book of Michael Orey, Univ of Georgia (right)



9. Vlogging (Video Blogging) e.g., Andy Calvin's Waste of Bandwidth Michael L. Wesch, Kansas State, The Machine is Using Us



10. Video, Transcript, and Audio File: Watch, Listen, and Read



Sharing Questions (today)

- For what purpose will people share?
- Who will continue to maintain or update such sites?
- Will online sharing become expected of all faculty members around the planet?
- How will copyright issues be addressed?
- What happens when one did not mean to share his or her course contents or ideas, or, at least, not as widely?
- How will such learning objects of today be viewed in 100 or 200 years?




What can we say about educational technology in education then???

■ It is everywhere!!!!!!!

■ Resistance is futile!!!!!!!

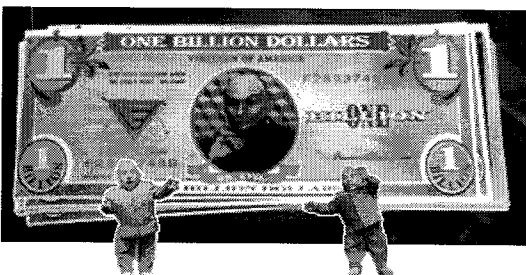


Framework II. Motivational Ideas

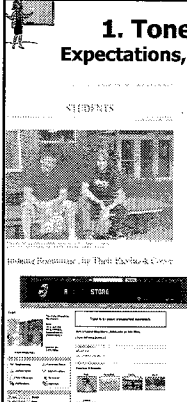
© 2011 UNIVERSITY OF MICHIGAN PRESS. ALL RIGHTS RESERVED.

Ok, Million Dollar Question: How can you motivate learners online?




- ### TEC-VARIETY Model for Online Motivation and Retention
1. **Tone/Climate:** Psych Safety, Comfort, Belonging
 2. **Encouragement, Feedback:** Responsive, Supports
 3. **Curiosity:** Fun, Fantasy, Control
 - ...
 4. **Variety:** Novelty, Intrigue, Unknowns
 5. **Autonomy:** Choice: Flexibility, Opportunities
 6. **Relevance:** Meaningful, Authentic, Interesting
 7. **Interactive:** Collaborative, Team-Based, Community
 8. **Engagement:** Effort, Involvement, Excitement
 9. **Tension:** Challenge, Dissonance, Controversy
 10. **Yields Products:** Goal Driven, Products, Success, Ownership

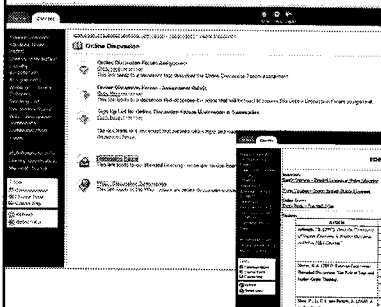
1. Tone/Climate: Scavenger Hunt, Expectations, Post commitments, Find friends in Facebook

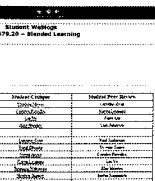


Create a 20-30 item scavenger hunt Post scores



2. Encouragement/Feedback: Paired Weblog Critiques





3. Curiosity, Fun: A. Games
 e.g., Online Jeopardy Game
www.km-solutions.biz/caa/quiz.zip;
 Games2Train: The Challenge; Thiagi.com

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

7. Interactive: A. Text Messaging
 Students at the Mennonite Centre for Newcomers are testing mobile learning - downloading an English grammar lesson, then answering a series of multiple choice, or true or false questions.
 Friday, February 9, 2007, CBC News

CBC NEWS CANADA | EDMONTON

Text-message course helping newcomers learn English

Last updated: February 9, 2007 12:27 PM PST
 583C-3823

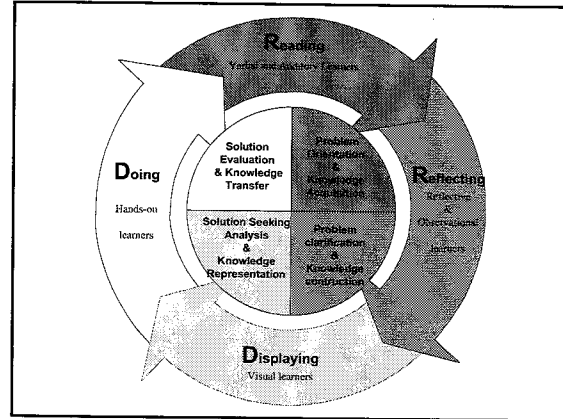
A pen and paper aren't necessary in an Edmonton classroom where students are learning English with a tool — text messages on their cellphones.

8. Engagement:
B. Student Self-Testing (e.g., Calm Chemistry)

10. Yields Products: Concept Maps, Video Papers, Virtual Timelines

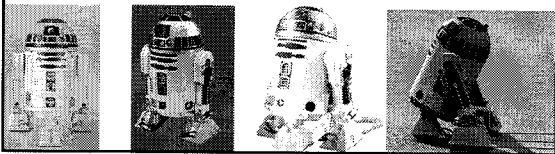
99 seconds:
Which ideas did you like?

Framework III. Addressing Learning Styles



The R2D2 Method

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

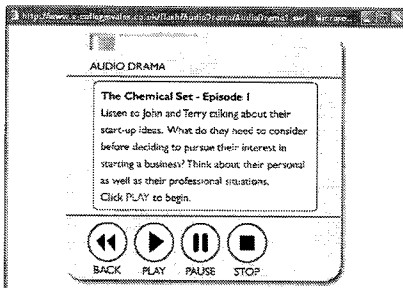


1. Auditory or Verbal Learners

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



1a. Online Audio Cases Audio Dramas eCollege Wales, Univ. of Glamorgan




1b. Podcasted Art and History Exhibits

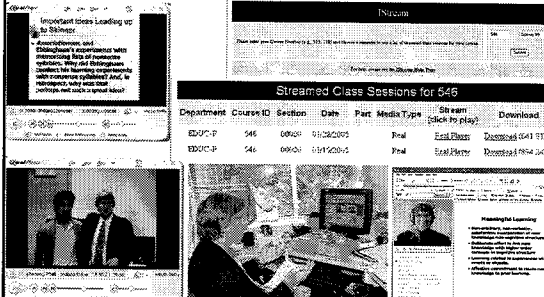


2. Reflective and Observational Learners

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

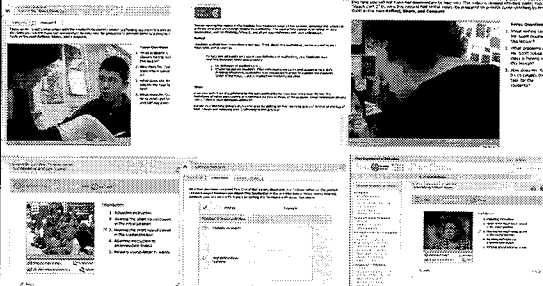


2a. Video Streamed Lectures and Expert Commenting




Department	Course ID	Section	Date	Part	Media Type	Stream (click to play)	Download
EDUC-P	546	0902	01/28/2015	Final	Final Exam	Download 641 KB	
EDUC-P	546	0902	01/28/2015	Final	Final Exam	Download 641 KB	

2b. Reflection Sheets and Scaffolds online (E-Reading First Ohio) (reflect, share, and compare)

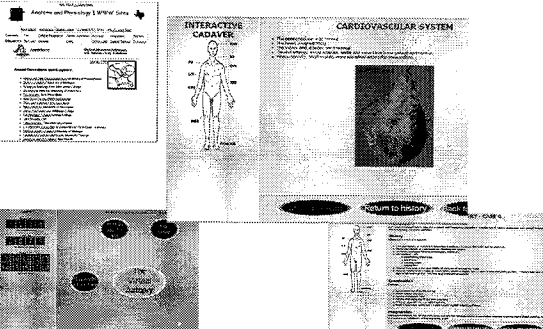


3. Visual Learners

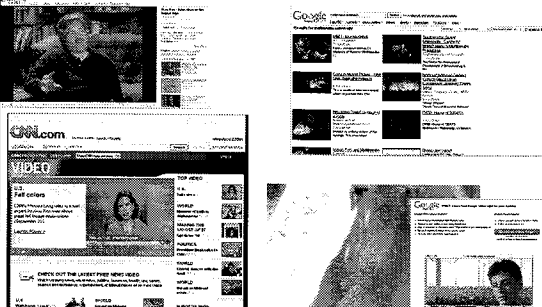
- Visual learners prefer diagrams, flowcharts, timelines, pictures, films, and demonstrations.



3a. Online Anatomy and Physiology

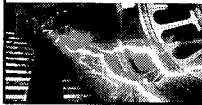


3b. Anchored Instruction (using short videos from YouTube, BBC, CNN, etc.)



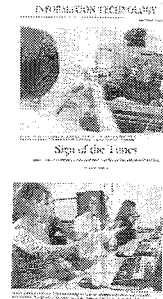
4. Tactile/Kinesthetic Learners

- 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.

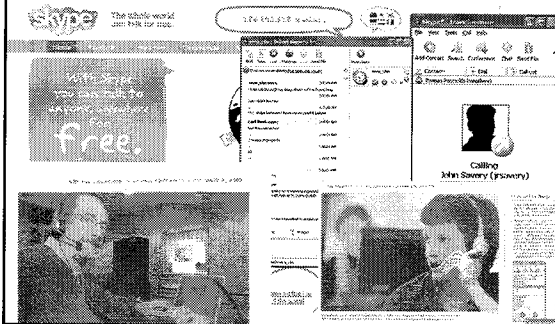


4a. Videoconferencing with Hearing Impaired Students Online

- College students tutoring high schools on their homework
- Instructors observing how teacher education students are doing in field placements (practice presentation and communication skills)
- Interpret speaker via Web cam

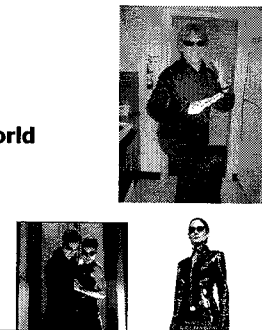


4b. Practicing Language Skills in Skype and Google Talk



Next up is: Framework IV: The MATRIX!!!!!!!!!!!!

- Mobile
- Auditory
- Thought-stimulating
- Reflective/Real-World
- Visually Interactive
- eXtremely Hands-on



It's Over...

Poll: Ok, then, who wants more???


A. Yes
B. No
C. Not sure

Learning is Now Flat/Open!!!
The End!!!

BONK!

YOUR STUDENT PRODIGES...
FINDS THEM...
BUT...
DOUBTS THAT ALL
YOUR STUDENT...

OOPS



Remember that WE-ALL-LEARN
Try the R2D2 Method!!!
Try TEC-VARIETY!!!
Sample papers at: <http://www.publicationshare.com/>
Archived talks at: <http://www.trainingshare.com/>

