Teaching for the Future: Technology & Learning in K-12
I am Molly B. Zielezinski
I am here because I believe there is a lot of work to do to prepare students for the future & I have some insights about how technology can help.
Technology has transformed learning.
Learning in the Digital Age

- Interest-driven
- Unstructured
- Accessible
How can we use technology to support students in K-12?
Meaningful Digital Learning Activities

- Content Creation
- Interactivity & Discovery
- Cultural Relevance & Authentic Audience
- Activities & Tools that Promote Higher Order Skills
Local Learning Context

Learning objective
What will the learner know by the end of lesson?
What will they be able to do?

Activity
What will learner do to achieve the objective?
What will the learner do with the tech?

Technology
Why use this technology?
How will the features of this tool support the learning objective?

Students prior knowledge - content & tech

Quality & reliability of hardware & internet
Time available for the task
Teacher background
Why use technology?

The same old stuff
1. To read articles
2. To practice basic skills
3. To memorize facts
4. To assess learners
5. To assign grades
6. To give assignments
7. To arrange resources

Innovative teaching practices
8. To support collaboration
9. To empower learners as content creators
10. To expose learners to a variety of perspectives
11. To prepare learners for a 21st century workforce
12. To improve efficiency of feedback and revision
13. To provide multiple access points to new knowledge
14. To offer a variety of representations of content
15. To situate learners within a networked community
16. To become critical consumers of information
Consuming
Forums
Blogs & articles
Social network content

Curating
Content Channels or streams
Bookmark collections
Project references
Student portfolios
Profiles

Creating
Blogs/wikis/social media
Multimedia presentations
Fabrication projects
Video production
Coding

Interacting
Chat/Messaging
Video conferencing
Multiplayer games
Posts & comments
Likes/reactions
Single player games
Simulations
Skill & drill
Searching
Test Prep

Activity
What will learner do to achieve the objective?
What will the learner do with the tech?
What is the learner doing with the technology?
K–12 Digital Learning Ecosystem v3

Local Context

Learning Outcomes:
- Affective
- Behavioral
- Skill
- Cognitive
- Socio-interactional
Innovating vs sustaining

What are you doing with your tech?
Disruptive innovations... offer a new definition of what’s good.

Clayton Christensen
Sustaining the Current Model

- Digital skill & drill
- Ebooks
- Video lectures
- Test prep
Disrupting the Outdated

- Critical consumption
- Digital portfolios
- Content creation
- Collaborative problem solving
THE FUTURE

65% of today’s youth will end up in jobs that don’t yet exist.
Questions?

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Special thanks to all the people who made and released these awesome resources for free:
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Supplementary Content
How to spot a Disruptive Technology

- Democratize
- Enable Participation
- Unbound Learning Communities
- Support Creativity & Critical Thinking