Emerging and Current Trends in Educational Technology

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Technology is anything invented after you were born.

–Alan Kay, computer scientist

1

Makerspace/STEAM

Ground the skill development in NGSS Engineering, Technology, and Applications core idea

2

Redesigned Learning Spaces

How can our spaces support our learning goals? If we examine our rooms right now, what story are they telling?

Data Rich, Information Poor

We have vasts amount of data, both formal and informal. What do we want the data to do for us?

3

4

Badging/ Micro-credentials

Gaming our learning experiences can help celebrate the little victories. Micro-credentials offer targeted learning for teachers such as learner motivation, deep questioning strategies, and project management.

5

Open Education Resources

Openly licensed educational resources that can be used for teaching, learning, and assessment for free.

6

Free, Online Learning

Classrooms are no longer the only dispensers of quality knowledge

7

Virtual Reality and Augmented Reality

Tools that excite, add wonder, and awe

8 Bandwidth Expansion

CCSS, NGSS, ACT, SAT, and other assessments cannot be once a year experiences for our students. Also, how many devices will one person bring to school in the future?

9

Wearables

Still predicted to be 3-4 years out, imagine a PE experience where students have fitness trackers and work towards personal records or daily goals.

The Pendulum Redefined

The Student

Innovator, risk-taker, problem-seeker, solution creator, thoughtful, kind, caring, giving, responsible contributor.

Thanks!

Any questions?

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Credits

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

◇ Presentation template by SlidesCarnival
◇ Photographs by Unsplash