

Thinking broadly about educational technology

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CSUSM IITS

Hewlett Packard Technology for Teaching
Microsoft External Research







Google



http://www



I believe that the [REDACTED] is destined to revolutionize our educational system and that in a few years it will supplant largely, if not entirely, the use of textbooks.

The education of the future, as I see it, will be conducted through the [REDACTED]... where it should be possible to obtain 100% efficiency.

[REDACTED]

I believe that the motion picture is destined to revolutionize our educational system and that in a few years it will supplant largely, if not entirely, the use of textbooks.

The education of the future, as I see it, will be conducted through the medium of the motion picture... where it should be possible to obtain 100% efficiency.

Thomas Edison, 1922

Typical classroom- today



Earliest known example of a school-room from Sumer, circa 3000 BC



Will computers 'fix' education?

What do we mean by learning?

Knowledge
Comprehension
Application
Analysis
Synthesis
Evaluation

Problem solving
Communication
Collaboration
Management of complex tasks
Nature of science



- Before thinking about technology specifically, what do we know about teaching/learning?
- What are our goals?

POLICY FORUM

EDUCATION

Scientific Teaching

Jo Handelsman,^{1*} Diane Ebert-May,² Robert Beichner,³ Peter Bruns,⁴
Amy Chang,⁵ Robert DeHaan,^{6,†} Jim Gentile,⁷ Sarah Lauffer,¹
James Stewart,⁸ Shirley M. Tilghman,⁹ William B. Wood¹⁰

Since publication of the AAAS 1989 report “Science for all Americans” (1), commissions, panels, and working groups have agreed that reform in science education should be founded on “scientific

do scientific teaching, as we do with supporting online material (SOM) (3) and table (see page 522). We also present recommendations for moving the revolution forward.

wide range of institutions demonstrated better problem-solving ability, conceptual understanding, and success in subsequent courses compared with students who had learned in traditional, passive formats (3).

These results are neither isolated nor discipline-specific. At the University of Oregon, Udovic showed dramatic differences between students taught biology in a traditional lecture and those taught “Workshop Biology,” a series of active, inquiry-based learning modules (6). Similarly impressive results were achieved by Wright in

Scientific teaching involves active learning strategies to engage students in the process of science and teaching methods that have been systematically tested and shown to reach diverse students

Learning principles

1. Learning builds on prior knowledge
2. Learning is a complex process requiring scaffolding
3. Learning is facilitated through interaction with tools
4. Learning is facilitated through peer interactions
5. Learning is facilitated through establishment of norms and expectations

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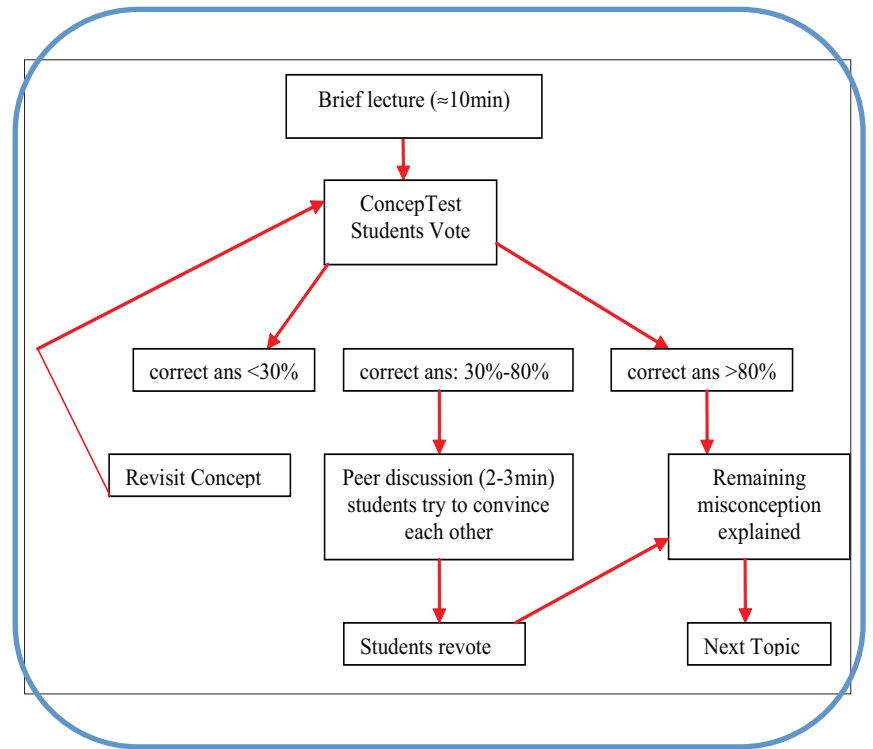
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- Where does technology come in?
- How can we think about how technology gets used and changes the classroom?

What do we do with clickers?

Technology \neq pedagogy



Clickers vs how we use them

Clickers as a tool

- Fast, easy, private
- Limited answer choices
- Response from all students
- Formalize participation
- Automate sharing
- Provide referent for discussion
- Save data for review, grading, research

Clickers vs how we use them

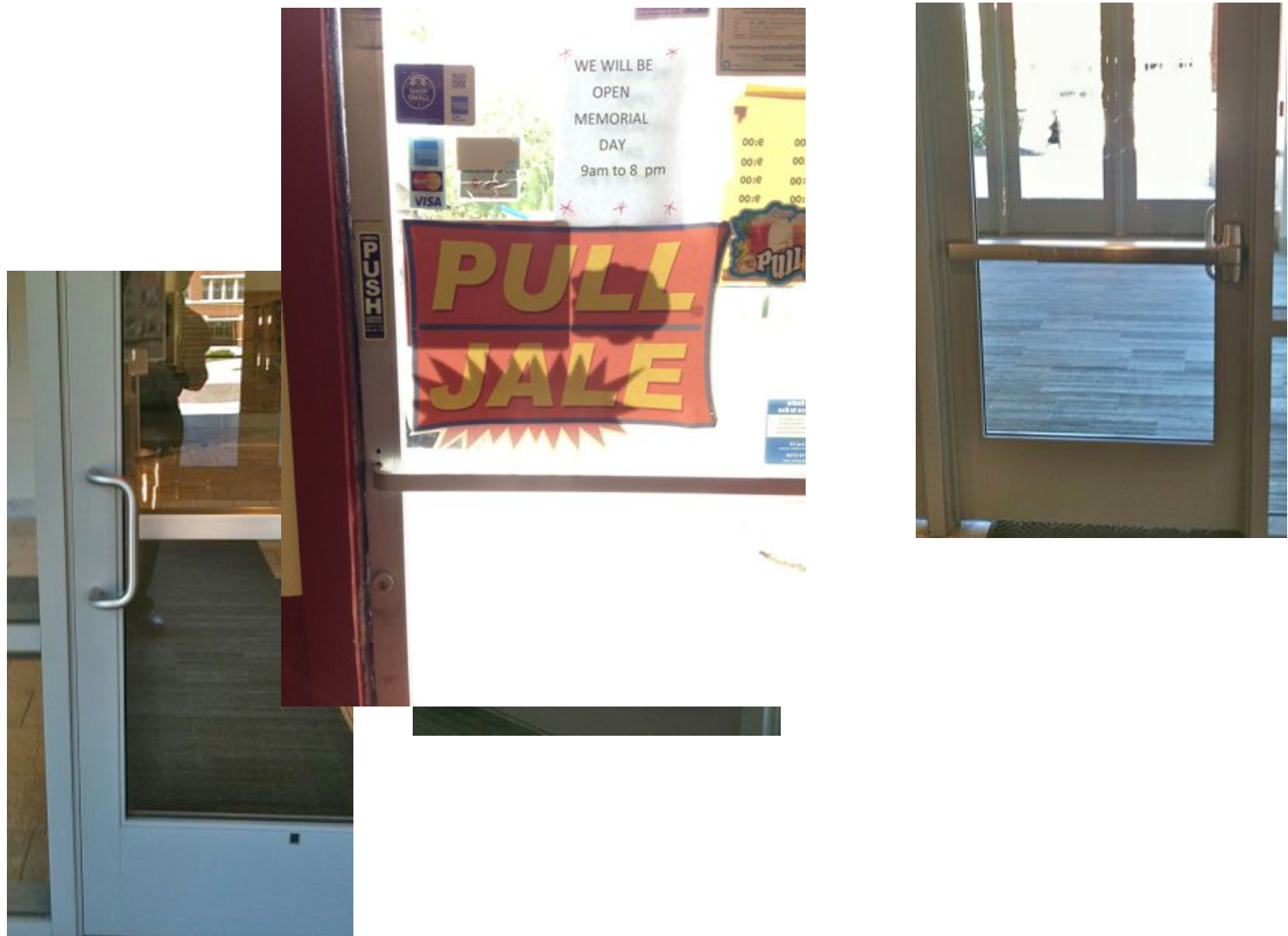
Clickers as a tool

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Pedagogies featuring class response

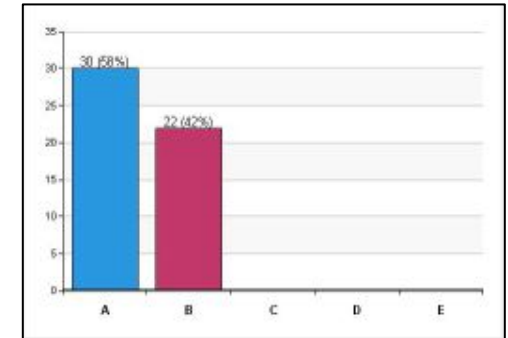
- Reading quizzes
- In class conceptual questions
- Peer Instruction (Mazur)
- Question sequences (Bao)
- Question driven instruction (Beatty)

Thinking about tools



Thinking about tools

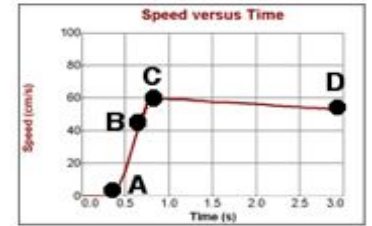
- Affordances
- Constraints
- Tools *shape* what we do
- Enable new possibilities
- Not deterministic



Tools & pedagogy... is that it?

- Norms
 - sense making
 - responsibility for generating ideas
 - responsibility for evaluating ideas
- Roles
 - Who does what
- Instructor actions, grading practices lead to norms, perceived by students
- Classrooms/instructors have variation in norms and practices
- Implications for feedback and how it is used

Small Group Discussion



S2: I was thinking that, yeah, C, because it slowed down when he let go. Like it started slowing.

A framework for thinking about the physics classroom

A student learning physics is engaged in an activity as...

part of a community...

(Other students, instructor)

with rules/norms...

(How do things work here?)

and roles...

(Who does what?)

using tools...

("Technology" but also
representations, language, etc)

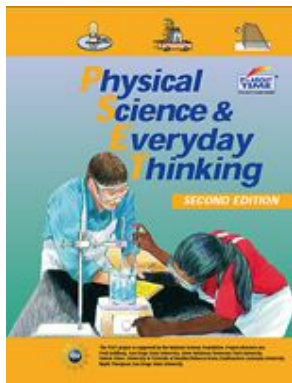
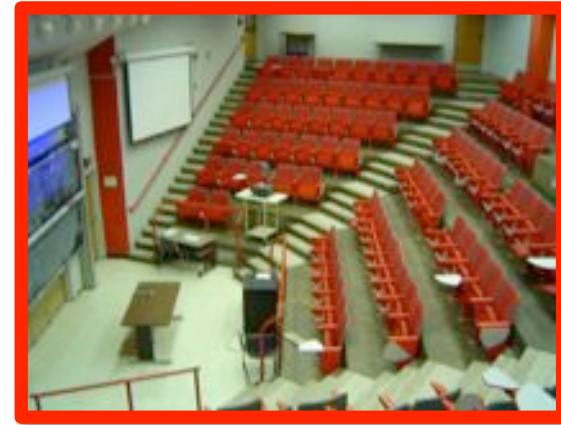
In a broader context

Other examples: MBL, simulations...

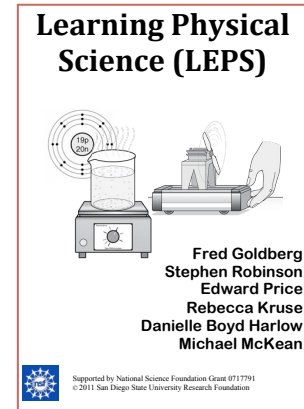
- How can these tools further pedagogical goals?
- How do these tools
 - Reorganize who does what?
 - Change participation?
 - Allow new/different norms?
 - Reinforce/support existing norms?

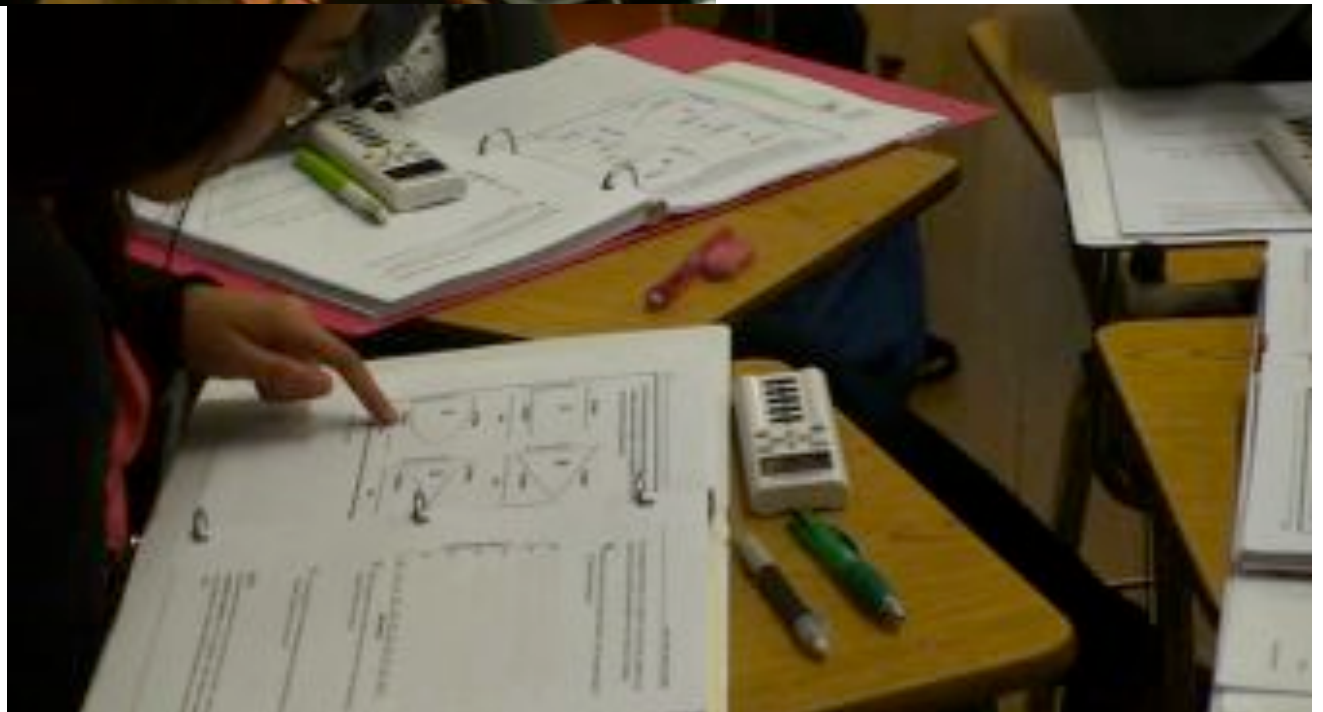


Adapting a small, discussion-lab course to large, lecture format

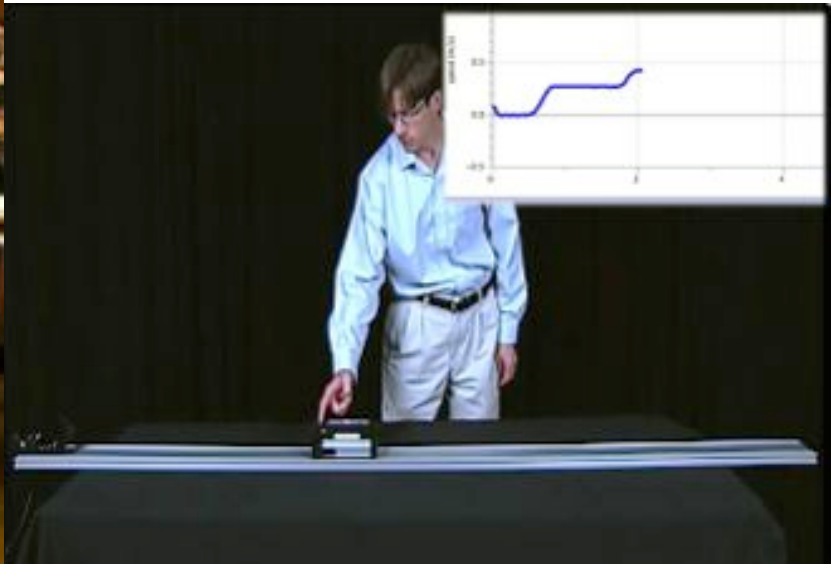


Can we do this?
What does it look like?
Does it work?



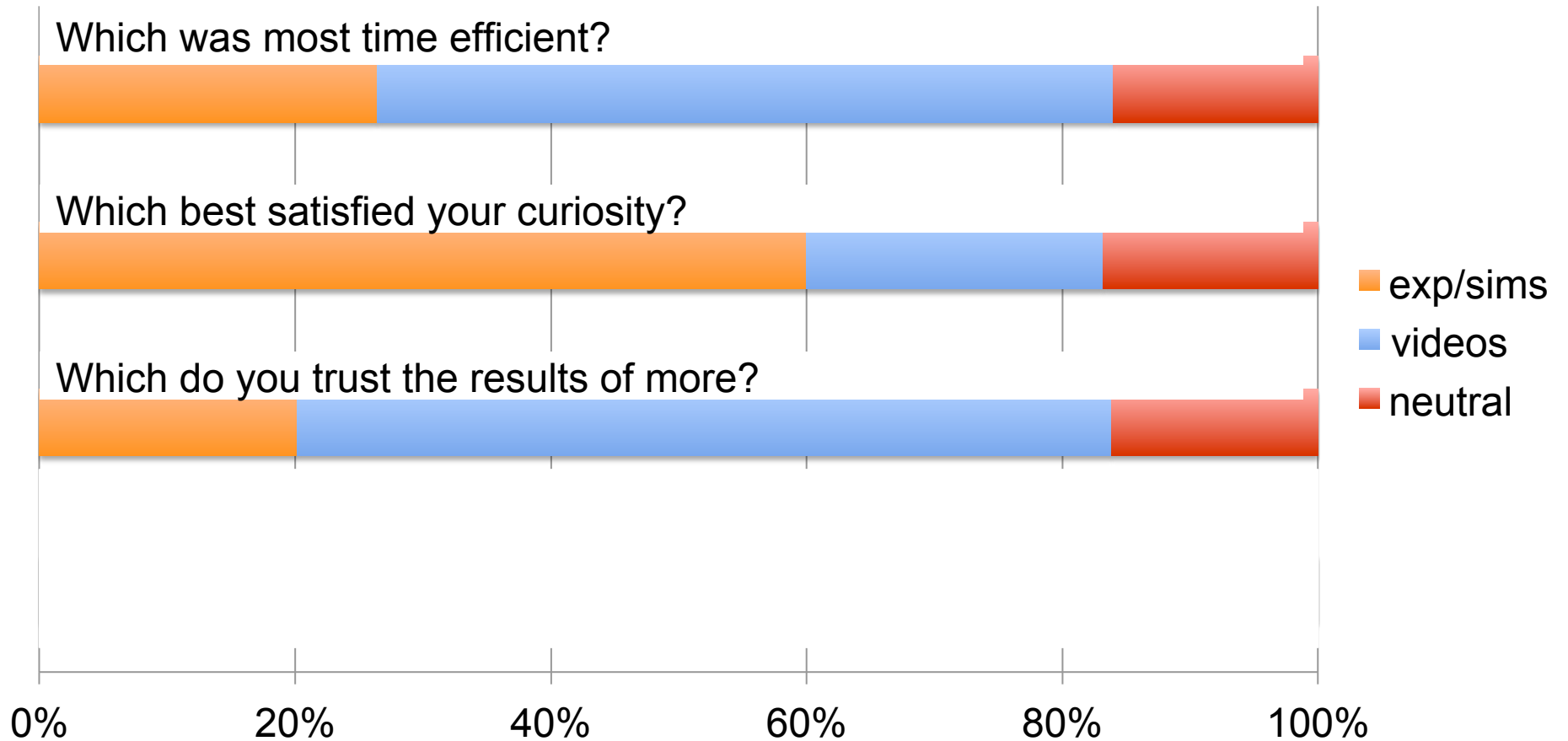


HANDS-ON VS WATCHING



Hands on experiments	Videos of experiments
Some spontaneous experimentation	Only recorded experiment is available
Unintended set ups, methods, observations	Results are clear and unambiguous
Group members have varied roles; group dynamics matter	All students have the same role (watch and interpret)
Different groups sometimes observe different outcomes	All students/groups have access to same observation
Require more time; pacing different for different groups	Require less time; pacing is uniform for entire class

Student perceptions of hands-on vs videos



Rules, Roles, Community, and Context

- Student concern about “correct results” consistent with answer-making orientation, larger context (course, university)
- Hands on experiments have more failure modes – group dynamics, time constraints, unintended observations
- Clicker questions helped establish “consensus” results from hands on experiments; students readily accept these results

Which goals?

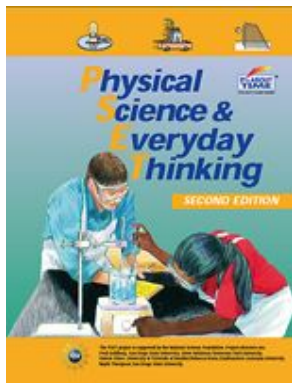
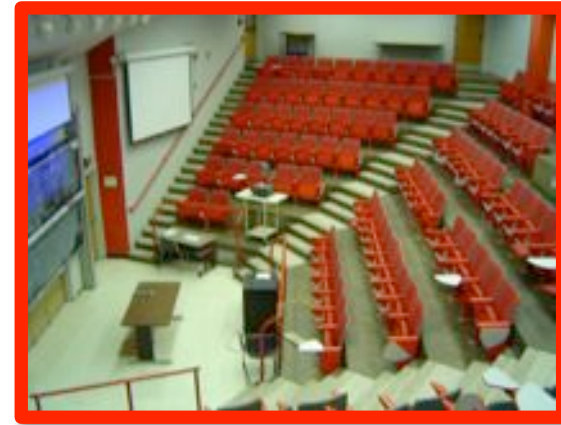
Videos are more time efficient at providing evidence for developing physics concepts;

Hands-on activities allow students to engage in science practices, and develop greater judgment and interpretive skills.

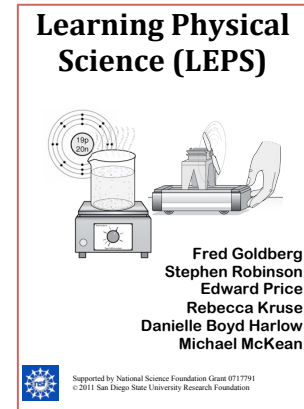
→ The choice of how to spend class time represents a choice between goals.

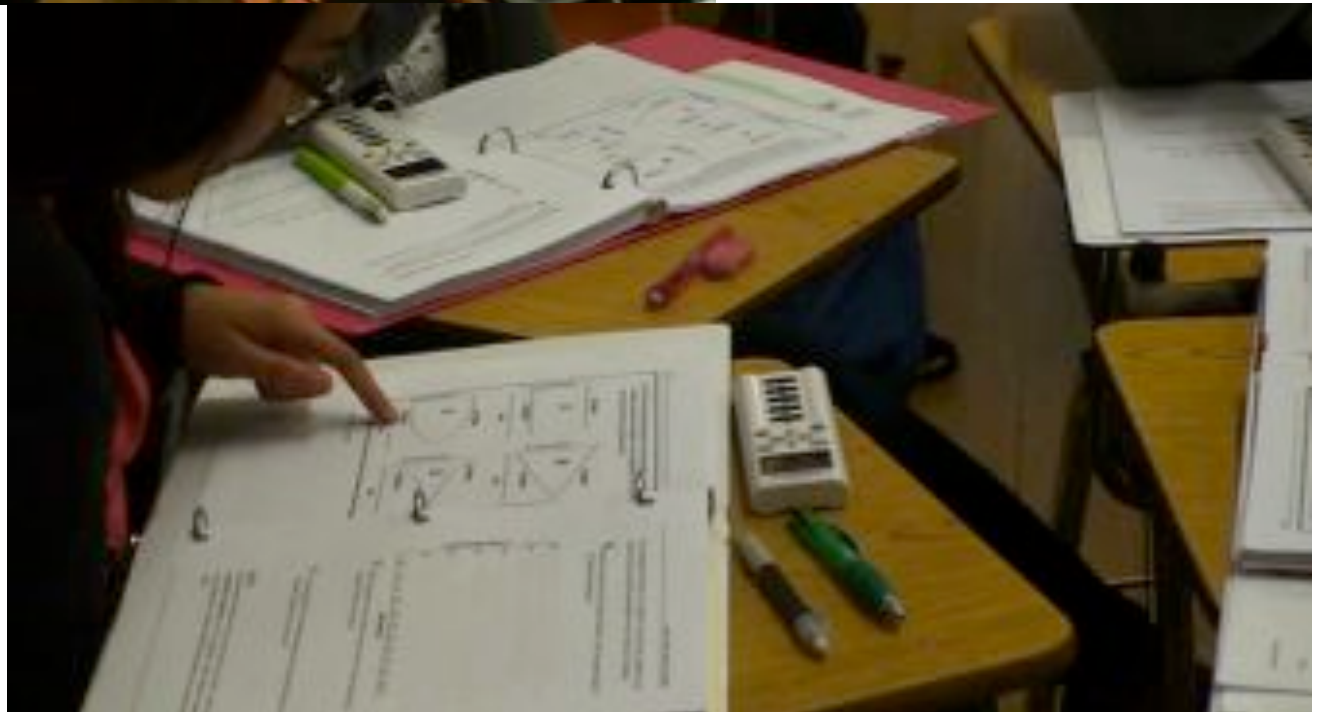
**STUDENTS' WRITING OF SCIENTIFIC
EXPLANATIONS IN A LARGE CLASS**

Adapting a small, discussion-lab course to large, lecture format



Can we do this?
What does it look like?
Does it work?





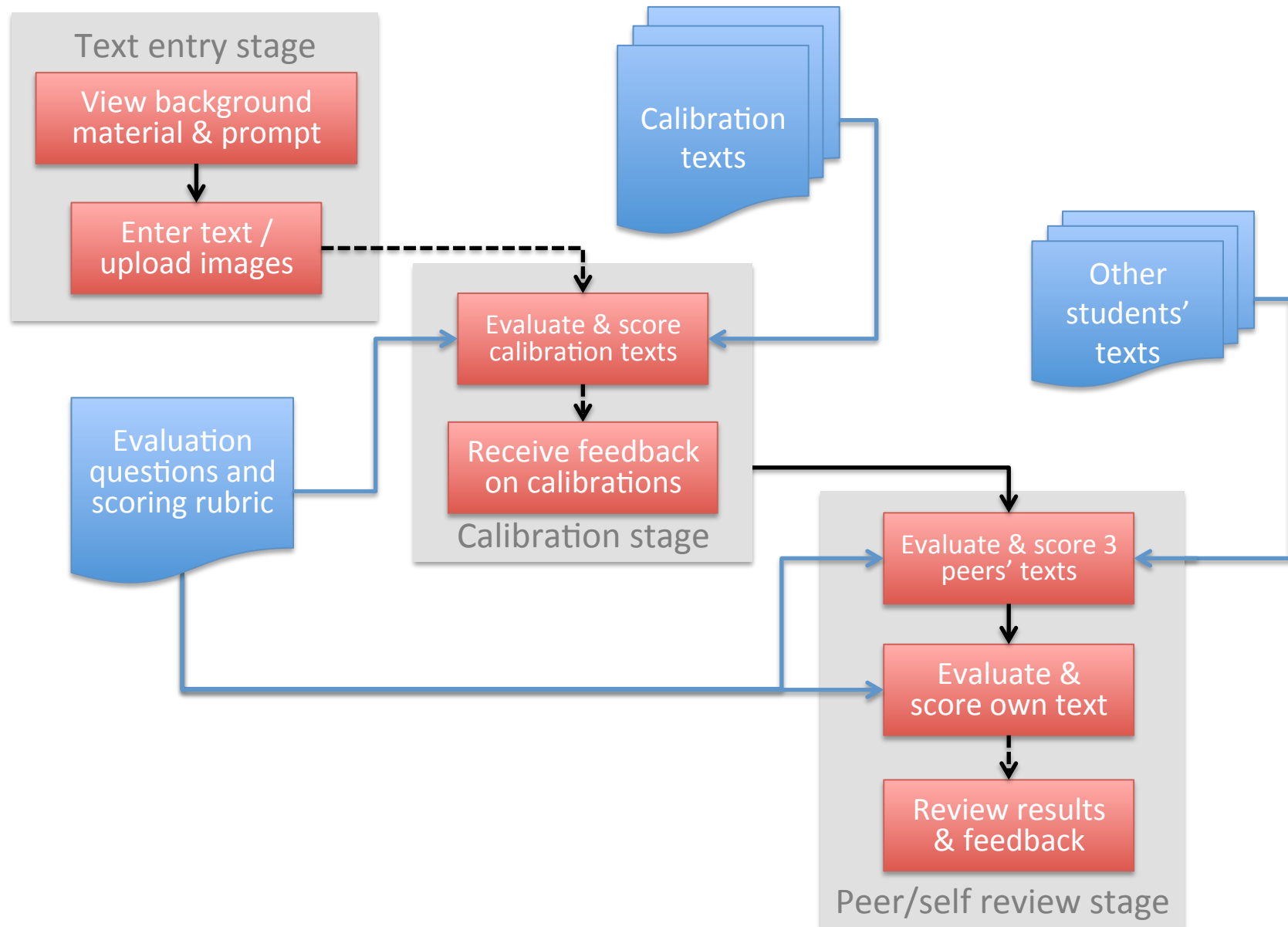
Calibrated Peer Review

A web-based tool that supports students' construction and evaluation of explanations.

3 stages:

1. Text entry
2. Calibration
3. Peer review

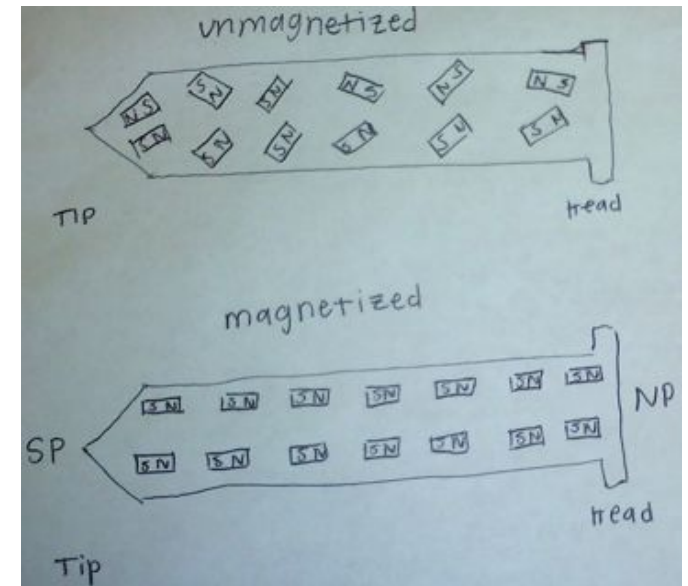
Calibrated Peer Review



CPR Task Example

Evaluation questions:

“Does the first paragraph correctly describe that within the unmagnetized nail there are (many) tiny magnets that are randomly oriented; that is, their NPs (or SPs) point in different directions, or something similar?”



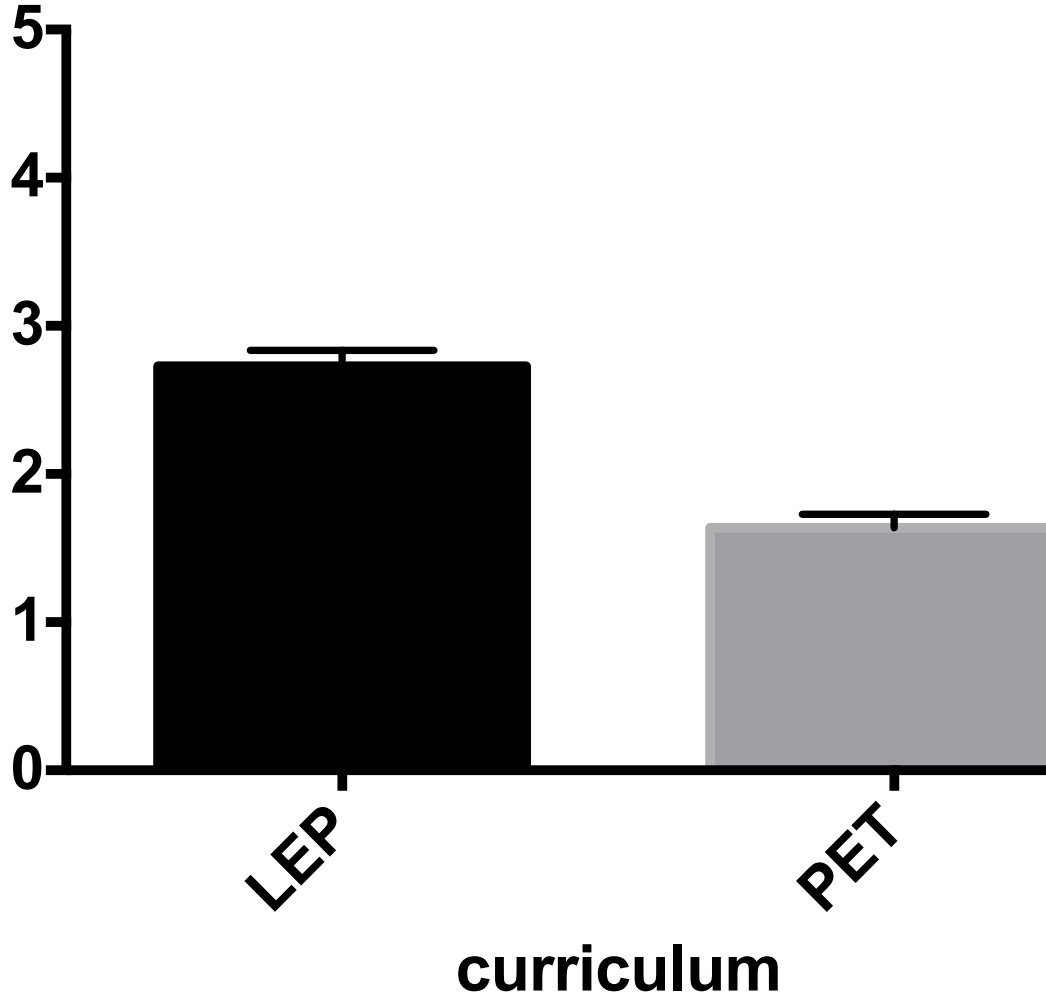
In my diagram, I drew an unmagnetized nail by randomly orienting the tiny magnets inside the nail. The nail is unmagnetized because the magnetic effects

Peer grading and expert grading were equivalent

Hammering made the nail become unmagnetized because when the hammer smashed the magnetized nail with all the tiny magnets perfectly aligned, the tiny magnets became randomly oriented again canceling each other out and producing no magnetic effect.

Final exam performance on written item

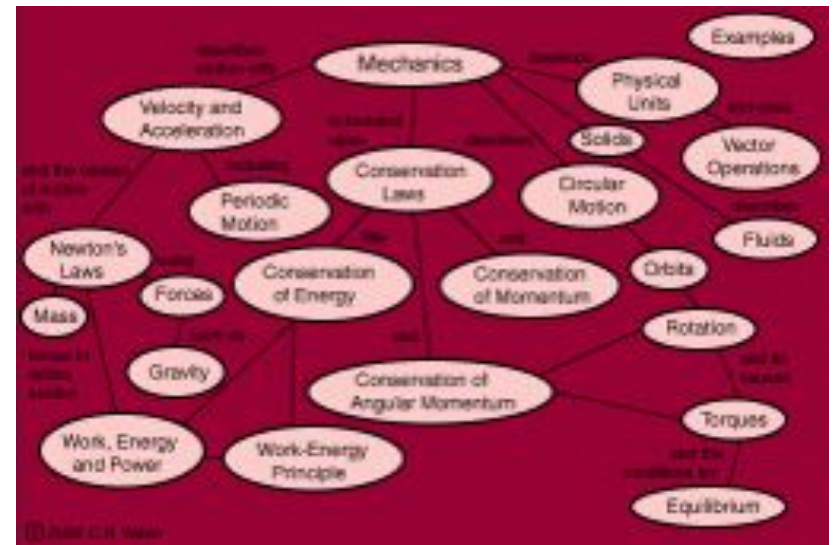
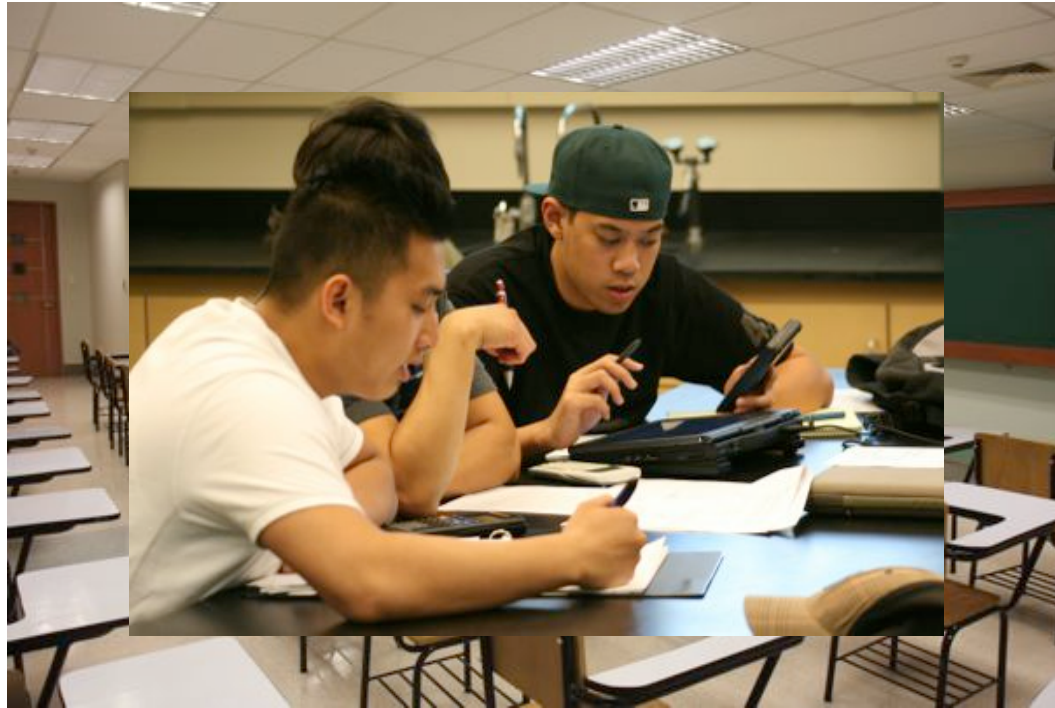
Students in courses that included 5 CPR tasks (LEP) outperformed students in courses with traditional assignments (PET)

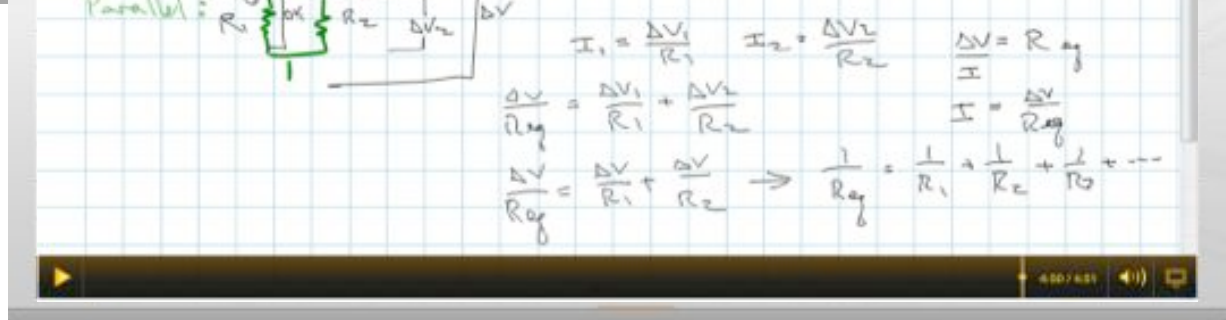
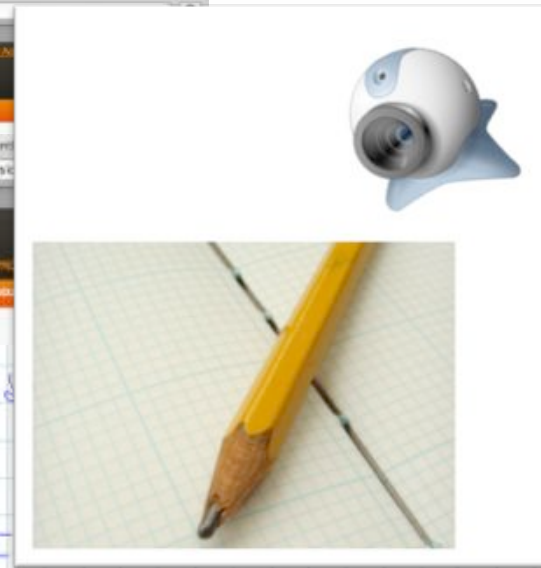
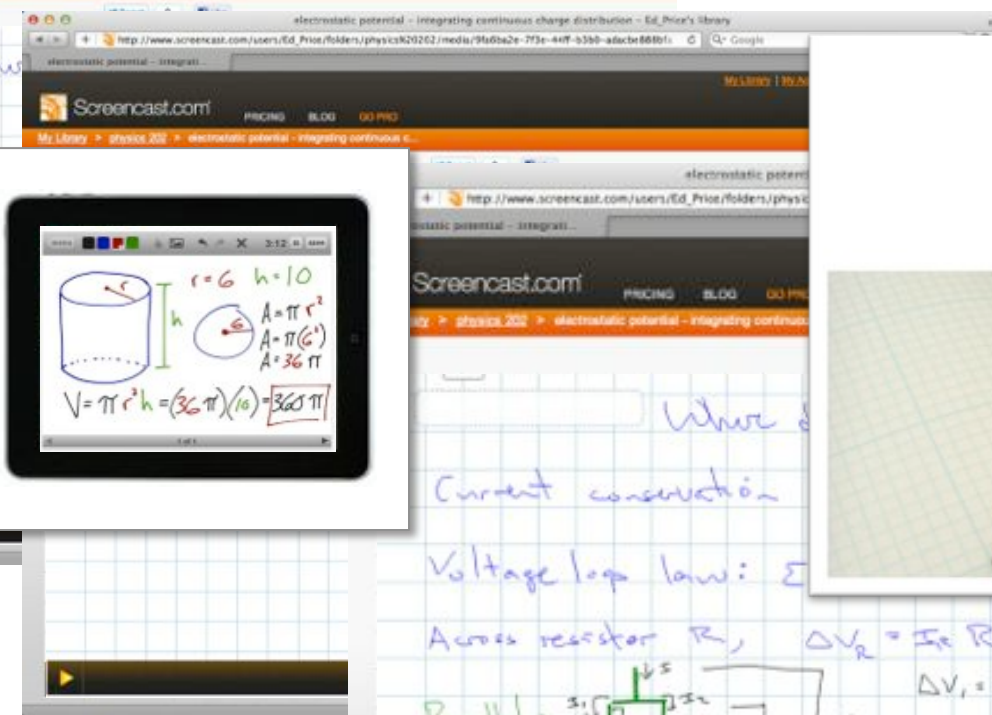
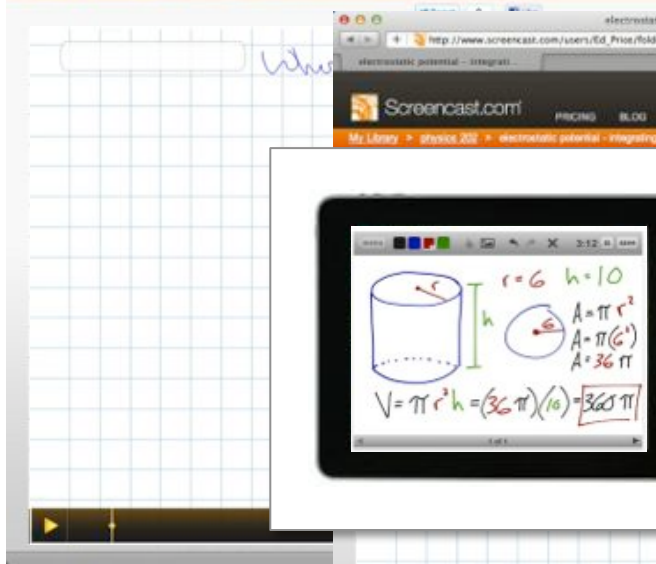
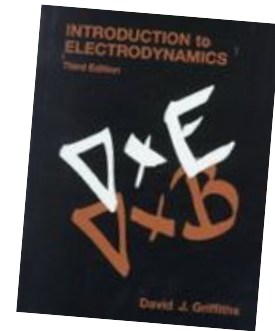


CPR as a tool

- Supports goal of students being able to construct, critically evaluate explanations
- With CPR,
 - Instructor as developer, but students as graders/evaluators
 - Task development is intensive, but grading/administration is minimal
 - Implicit suggestion that students can develop (some) expertise

FLIPPING THE CLASSROOM





For screencasts (and books) and flipped classrooms?

- How can these tools further pedagogical goals?
- How do these tools
 - Reorganize who does what?
 - Change participation?
 - Allow new/different norms?
 - Reinforce/support existing norms?

MOOCS, ONLINE COURSES, & THE WHOLE FUTURE OF EDUCATION

March 4, 2012

Instruction for Masses Knocks Down Campus Walls

By TAMAR LEWIN

The pitch for the online course sounds like a late-night television ad, or maybe a subway poster: "Learn programming in seven weeks starting Feb. 20. We'll teach you enough about computer science that you can build a Web search engine like Google or Yahoo."

But this course, [Building a Search Engine](#), is taught by two prominent computer scientists, Sebastian Thrun, a Stanford research professor and Google fellow, and David Evans, a professor on leave from the University of Virginia.

The big names have been a big draw. Since Udacity, the for-profit startup running the course, opened registration on Jan. 23, more than 90,000 students have enrolled in the search-engine course and another taught by Mr. Thrun, who led the development of Google's self-driving car.



The screenshot shows a web browser window with the address bar displaying "http://its.cs.state.edu/onlinelearning/". The page header includes the CSU logo and navigation links for "Students", "Faculty & Staff", "Teaching & Learning", "Administration", "Alumni, Parents & Donors", "Business, Community & Gov't", and "Public Affairs". A prominent blue banner reads "TECHNOLOGY STEERING COMMITTEE". Below this, a section titled "CSU Online Webcast - November 16, 2011" provides information about a Q&A session with Dr. James Postma, Dr. John Welty, and Dr. Rollin Richmond.



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U.S. DEPARTMENT OF EDUCATION



Evaluation of Evidence-Based Practices in Online Learning

A Meta-Analysis and Review of Online Learning Studies

Students who took all or part of their class online performed better, on average, than those taking the same course through traditional face-to-face instruction. Learning

[differences] may be the product of aspects of those treatment conditions other than the instructional delivery medium per se.

91 contrasts is statistically significant at the $p < .01$ level. Interpretations of this result, however, should take into consideration the fact that online and face-to-face conditions generally differed on multiple dimensions, including the amount of time that learners spent on task. The advantages observed for online learning conditions therefore may be the product of aspects of those treatment conditions other than the instructional delivery medium per se.

MOOCs, online courses, & the future of education

- In these models, what are the implicit (or explicit) theories of learning?
Are they consistent with research on learning?
Compared to what?
- Roles of faculty, instructional developers, teachers, students

MOOCs, online courses, & the future of education

- In these models, what are the implicit (or explicit) views about the purposes and mechanisms of education?
- Providing access – of what sort, for whom?
- Who profits?

Technology in the classroom

A classroom is a community, learning is a social process. Technology should be designed and used to support this.

Clickers, video-based experiments, and online archives can extend and enrich the classroom, and support/structure interactions.

Technology in the classroom

Let pedagogical goals drive the use of technology.

Technology \neq pedagogy. What you do is more important than the tools you use.

But tools can reorganize activities, roles, and norms.

Keep an eye on the broader context in which we work.

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