

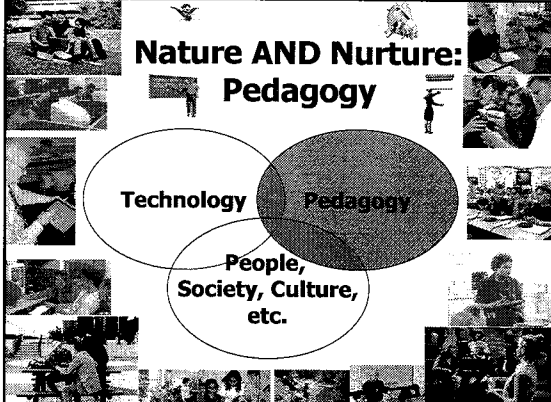


## Active Learning with Technology: Myths, Magic, and Mucho Motivation



**Dr. Curtis J. Bonk**  
Professor, Indiana University  
President, SurveyShare, Inc.  
<http://mypage.iu.edu/~cjbonk/>  
[cjbonk@indiana.edu](mailto:cjbonk@indiana.edu)

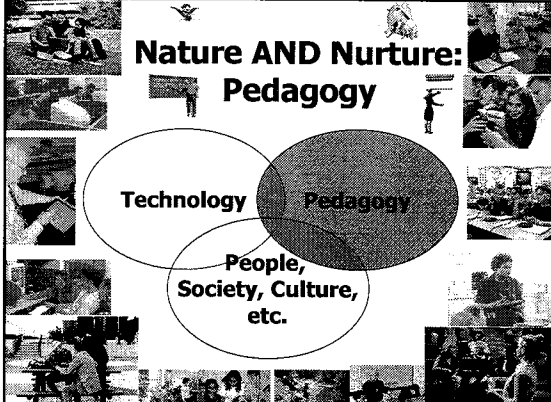



## Nature AND Nurture: Pedagogy

**Technology**

**Pedagogy**

**People,  
Society, Culture,  
etc.**



### Effects of interactive multimedia in distance learning

Giti Javidi and Ehsan Sheybani, 2004, In Proceedings of the IASTED International Conference WEB-BASED EDUCATION

**"The advancement in technology is shaping every aspect of our life, including education. One decade ago, the Internet was not critical to education. However, now, it has become an integral part of learning process. Internet technology is having a dramatic effect on colleges and universities, producing what may be the most challenging period in the history of higher education."**



Join the Playoff Pool today!  
Free to join.  
Cash in REX Hockey Gear to the won.  
Deep Stays & exclusive content.

canada.com

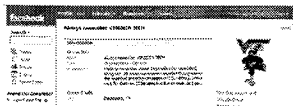
Montreal: board teaches tech to teachers

test your driving IQ  
and you could win \$1000

ENTER NOW >>

## 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/>



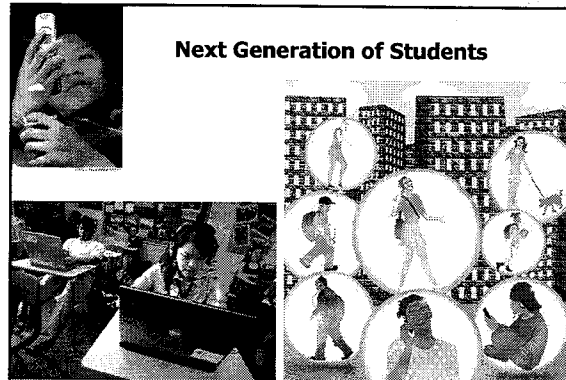
## Skype says it is used by 136 million people worldwide

ALL THE CHRONICLE OF AMERICA EDUCATION



**Monday April 30, 2007, USA Today  
Top 25 Things that Shaped the Internet**

- 747 Million adults logged on in Jan, 2007
- 97 billion e-mails are sent each day
- Google had 500 million visitors in Dec, 2006
- USA: 1% broadband in 1998; 78% in 2007
- YouTube bought by Google for \$1.7 billion
- Adobe's Flash player on 98% of machines
- There are 75 million blogs!!!
- 19 million people play MMOG!
- 173 million personalized pages in MySpace



**Next Generation of Students**

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

**INFORMATION TECHNOLOGY**




*E-Mail Is for Old People*

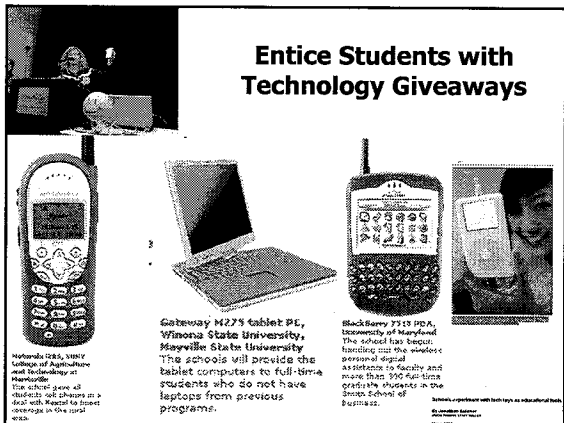
Person in photo is a volunteer at a computer literacy program. Photo by [unreadable]

**Yahoo News**  
Love me, love my blog," as Netorati couple-surf  
BY SARA LEDWITH Thu Aug 3, 8:30 AM ET

- Nick Currie and his girlfriend Shizu Yuasa (R) surf the internet over breakfast in Tokyo in this handout photo. As the Internet evolves -- with its webcams, iPods, Instant Messaging, broadband, wi-fi and weblogs -- its image as a relationship-wrecker is changing. Now a sociable habit is emerging among the Netorati: couple-surfing. (Nick Currie/Handout/Reuters)
- "For my birthday, he upgraded my RAM and I thought it was incredibly romantic," writes Jess.



**Entice Students with Technology Giveaways**



**Gateway M275 Tablet PC, Winona State University/Winona State University**  
The school will provide the tablet computers to full-time students who do not have laptops from previous programs.

**BlackBerry 7310 PDA, University of Maryland**  
The school has begun handing out the smallest personal digital assistants to faculty and more than 300 full-time graduate students in the State School of Business.

**Motorola Q85, West Virginia University**  
The school gave all students cell phones in a deal with Motorola to boost coverage in the rural area.


**Gateway M275 Tablet PC, Winona State University**  
The school will provide the tablet computers to full-time students who do not have laptops from previous programs.

**BlackBerry 7310 PDA, University of Maryland**  
The school has begun handing out the smallest personal digital assistants to faculty and more than 300 full-time graduate students in the State School of Business.

**Motorola Q85, West Virginia University**  
The school gave all students cell phones in a deal with Motorola to boost coverage in the rural area.

**Learning with iPods  
(Campus Technology, Dec, 2006)**

Georgia College & State University, The Department of Music and Theatre, which had foreign language speakers come in to do recordings that are helping the school's chorus. Learners singing in Korean, Portuguese, and many other languages, "Now we can listen to the diction, and make sure that we're pronouncing everything correctly."



**Podcast**

**Learning TRENDS by Elliott Masie - September 18, 2006.**  
**#402 - Updates on Learning, Business & Technology.**  
**52,889 Readers - <http://www.masie.com> - The MASIE Center.**

Don't Miss Visit to CMR Pipeline Studio in Atlanta Georgia

- On-Channels Call your Channel - Look and Listen!
- Subscribe with iTunes, Windows, QuickTime or RealPlayer
- Participate in the Community Learning


WATCH LISTEN READ

Listen up on your stream. Home at 10:30. Not transposed!

Download an MP3 audio file

Problems playing? Choose a different bandwidth

Watch/download a video media video



**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?



**Wikis**

WIKIPEDIA

English: The Free Encyclopedia  
 1,158,000 articles

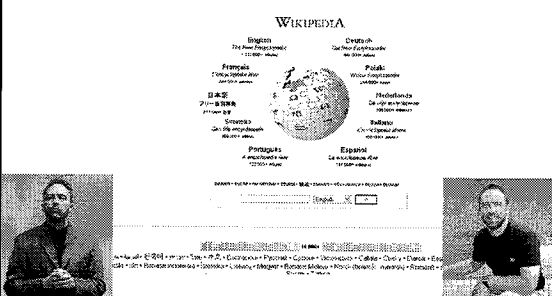
Deutsch: Die freie Enzyklopädie  
 112,000 Artikel

Polak: Wolna encyklopedia  
 10,000 artykuł

Portugals: A enciclopédia livre  
 10,000 artigos

Spaniol: La enciclopedia libre  
 10,000 artículos

WIKIPEDIA: THE FREE ENCYCLOPEDIA




**Wiki Questions**

1. Who regularly reads Wikipedia articles just for fun?
2. Who regularly reads Wikibooks?
3. Who seeks Wikipedia for content?
4. Who has edited or written new articles on Wikipedia or Wikibooks?
5. Who thinks it is ok for college students to cite from Wikipedia?


**Student Technology Myths**

1. They all are Web 2.0 savvy and equipped.
2. Some will dominate and intimidate others.
3. Will be too off task and social online.
4. Online cheating is the key reason not to teach with tech.
5. Online students are located far away.



**Instructor Technology Myths**

1. Tech savvy instructors are young & loyal.
2. Can teach the same way.
3. Instructors will not share
4. Tech savvy instructors will use latest technology.
5. Nothing new here.
6. Technology does not improve learning.
7. Can't afford tech.
8. Must be a techie.



### Myths: No Models or Best Practices

## II. Magic....

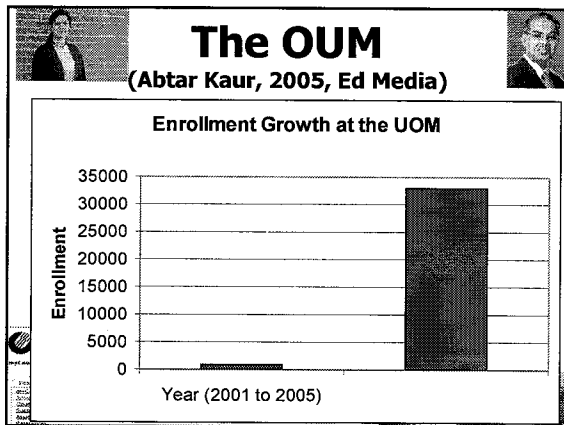
Screen swivels, closes, or lies flat for use as tablet, e-book, or game machine.

Using a Wi-Fi connection, groups of children can do activities together, such as share photos or compose and perform music.

Super-high-definition, 7.5 in.-diagonal screen is easily visible in daylight; designed for outdoor use.

Uses 2 watts of power (1/10th average laptop); manually rechargeable.

Rugged keyboard resists dust and dirt and will be configured for the local language.



### Growth of Online Learning in Secondary Schools

**Free online course will aid Michigan students**

**EDUCATION with Student News**

**Students prefer online courses**

Year	Total Half-Credit Enrollments
2004	~15,000
2005	~65,000

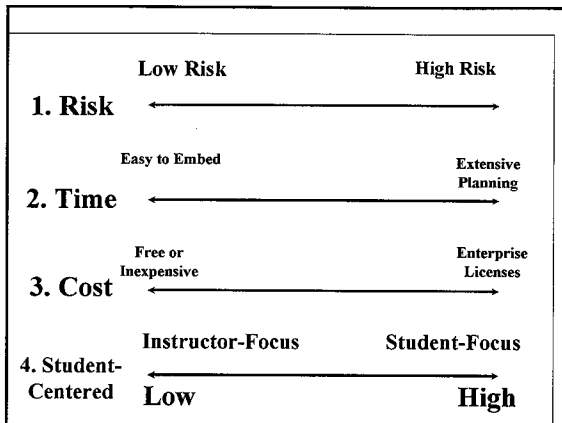
### Let's Think Outside the Box!

(what are some myths you would like to dispel? Where have you seen the magic?)

## Innovate or die trying

Thinking outside the box is inside the scope of these companies' plans.

### Part I: 10 Learner-Centered Technology Ideas



## Task

- Ideas definitely Can Use (Circle or write down)
- Ideas you might use (check off or write down in a separate column)
- Ideas you cannot use (cross off or put at the bottom)

### Learner-Centered and Active Learning Principles

1. Authentic/Raw Data
2. Student Autonomy/Inquiry
3. Make Relevant/Meaningful/Interests
4. Link to and Build on Prior Knowledge
5. Provide Choice and Challenge
6. Act as a Facilitator and Co-Learner
7. Foster Social Interaction and Dialogue
8. Embed Problem-Based and Student Generated Learning and Inquiry
9. Encourage Multiple Viewpoints and Perspectives
10. Foster Collab, Negotiation, & Reflection

1. Anchored Instruction (find anchoring event (CTGV, 1990?) (L/M = Cost, M = Risk, M = Time)

- In a synchronous lecture interrupt it with a summary video (could be a movie clip) explaining a key principle or concept.
- Refer back to that video during lecture.
- Debrief on effectiveness of it.

### 2. Cool Resource Provider Cool Stuff

(Bonk, 2004) Capture and Videostream Lectures (e.g., Apreso CourseCaster)

- Have students sign up to be a cool resource provider once during the semester.
- Have them find additional paper, people, electronic resources, etc.
- Share and explain what found with class via synchronous meeting or asynchronous discussion post.

### 3. ORL or Library Day

(L = Cost, M = Risk, M/H = Time) (Bonk. 1999)

SiteScape Forum or

Tools Menu

Home About Us Search Help

PSD Learning and Cognition in Education (Spring 2004)

Student Online Resource Libraries (ORL) ts

Folders

- Directions for Online Resource Library (OCR)
- Online Resource Library for Amanda Kolb ar
- ORL for
- ORL for
- ORL for
- ORL for
- ORL for
- ORL for
- ORL for
- ORL for
- ORL for
- ORL for

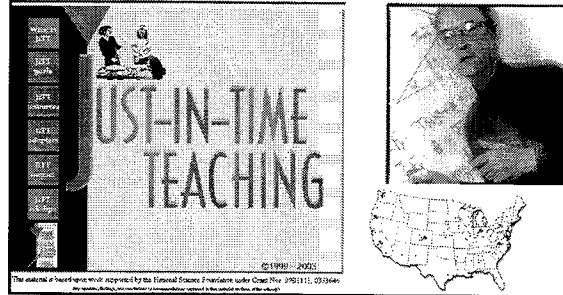
#### 4. 99 Second Quotes (L = Cost, M = Risk, M = Time)

99

- Everyone brings in a quote that they like from the readings
- You get 99 seconds to share it and explain why you choose it in a sync chat or videoconference
- Options
  - Discussion wrapped around each quote
  - Small group linkages—force small groups to link quotes and present them
  - Debate value of each quote in an online forum

#### 5: Online Warm-ups Activities Just-In-Time-Teaching (JiTT)

<http://webphysics.iupui.edu/jitt/jitt.html>



#### 6. One minute papers or muddiest point papers (L = Cost, M = Risk, M = Time)

- Have students write for 3-5 minutes what was the most difficult concept from a class, presentation, or chapter. What could the instructor clarify better.
- Send to the instructor via email or online forum.
- Optional: Share with a peer before sharing with instructor or a class.



#### 7. Jigsaw

(L = Cost, M = Risk, H = Time)



- Form home or base groups of 4-6 students.
- Student move to expert groups—discussion ideas in a chat.
- Share knowledge in expert groups and help each other master the material in an online forum.
- Come back to base group to share or teach teammates.
- Students present in group what learned.

#### 8. Six Hats (Role Play):

(from De Bono, 1985; adopted for online learning by Karen Belfer, 2001, Ed Media) (L = Cost, M = Risk, M = Time)



- **White Hat:** Data, facts, figures, info (neutral)
- **Red Hat:** Feelings, emotions, intuition, rage...
- **Yellow Hat:** Positive, sunshine, optimistic
- **Black Hat:** Logical, negative, judgmental, gloomy
- **Green Hat:** New ideas, creativity, growth
- **Blue Hat:** Controls thinking process & organization

Note: technique was used in a business info systems class where discussion got too predictable!

#### 9. Concept Mapping Tools

