

21st Century Learners

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Ryan's newest 21st
century learner...



Technology Lets Us Connect

- Connect in a deeper way...



Today's Internet Users - Social Networking

- 66% of Online Teens say their profile is not visible to everyone
- 32% of Online Teens were contacted by strangers, with 65% of those stating that they ignored the contact, deleted, or reported it
- "I'm really careful with the whole MySpace thing...I've heard of employers not hiring people because of it. I don't post anything that I can't show my mom or grandma."

Pew Internet Project, April 2007

Today's Internet Users – Social Video

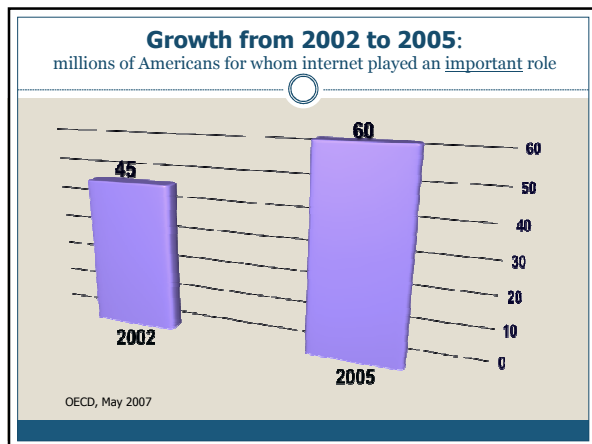
- Video – Who's watching what?
 - 57% of total online adults have watched videos online;
 - 76% of the 18-29 age bracket consume, upload, and share video;
 - News & comedy for the young adult group

Pew Internet Project, July 2007

Decision-making & online resources

- Users asked about internet's role in important decisions in 2002 and again in 2005:
 - Helping another with (or dealing with ones' own) major illness or medical condition;
 - Choosing school (for self or child);
 - Making major investment/financial decisions;
 - Finding a new place to live.

Organization for Economic Cooperation and Development (OECD), May 2007



Information Access

Where people report getting most of their science and news information

Source	All respondents	Home broadband	Under age 30 & broadband
Television	41%	33%	32%
Internet	20	34	44
Magazines	14	15	9
Newspapers	14	11	3
Radio	4	4	1
Other	7	3	9

Organization for Economic Cooperation and Development (OECD), May 2007

- ### Today's Users - Information Online
- 44% of the 18-29 age group use Wikipedia to look for information;
 - Of all online users surveyed, 50% of those with at least a college degree consult Wikipedia, compared with 22% of those with only a high school diploma;
- Pew Internet Project, April 2007
- Wikipedia is now the top free online educational reference site;
 - 5.3 million total entries
- Hitwise, March 2007

- ### Students Today – Bottom Line
- Our high schoolers are actually pretty “old” when it comes to technology;
 - Today's students have incorporated technology *heavily* into the social aspects of their lives;
 - We must *tap into these wired, social brains!*

- ### Education Implications
- High-quality technology resources exist at higher numbers;
 - The tools available today are easier to manipulate for classroom use than *ever before*;
 - Students are better users, and are connected in new ways and *non-stop*.

Workforce 2.0 Needs

What skills are most important for job success when hiring a High School graduate?

Work Ethic	80%
Collaboration	75%
Communication	70%
Social Interactions & Responsibility	63%
Critical Thinking & Problem Solving	58%

Workforce 2.0

What skills and content areas will be *growing* in importance in the next five years?

<i>Critical Thinking</i>	78%
<i>Information Technology</i>	77%
<i>Collaboration</i>	74%
<i>Innovation</i>	74%
<i>Personal Financial Responsibility</i>	72%

Technology Changes and Web 2.0

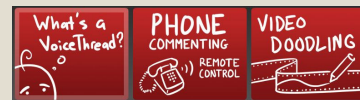
- Web 2.0 simply means an Internet that is more:
 - Customizable
 - Interactive
 - User-Centric
 - Controllable
 - Mobile
 - Socially Motivated

Learner 2.0 Tools

How do we tap into this MySpace mind, but *in the context of an educational atmosphere* that addresses world-readiness skills?

Web 2.0 Tools

- Blogs, Wikis, Audio and Video Tools
- Collaboration, Communication, Ongoing Edits



Students and Blogging

- A 5th grader, when asked about her blogging experience:
 - “My teacher measured my posts from the beginning of the year until now. I went from lower 2nd grade to 5th grade this year. What did I learn? Well, I pretty much found out that the more detailed descriptions I used in my posts, the more comments I got back. Now I just need more time to write!”

Planning 2.0

- Time to “let go” of some of our old thoughts about technology – reward, after we’re done with ‘real teaching,’ or fear of breakage, or kids going wild
- **Think about:**
 - What curricular goals do I have that could use some powering up?
 - How can I get the students more *directly* involved in communicating, collaborating, producing?
 - What tools are out there that might *serve my needs*?
 - How do I incorporate today’s tools into today’s classroom(s)?

Today's Important Tip – *No Intimidation*

- It's human nature to be a little unnerved by new stuff!
- Think back to “[introducing the book](#)”

