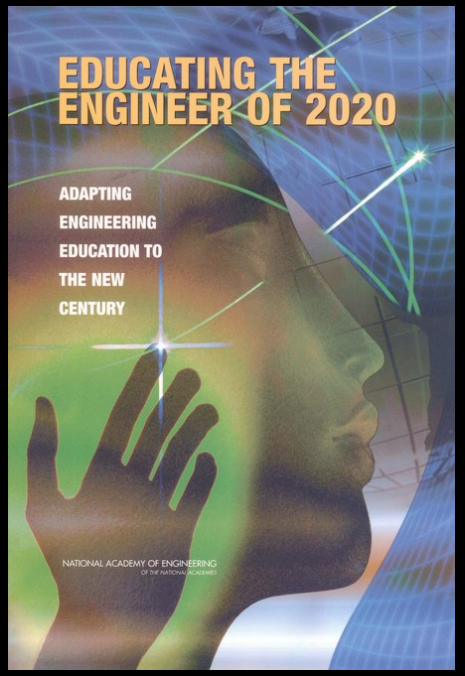
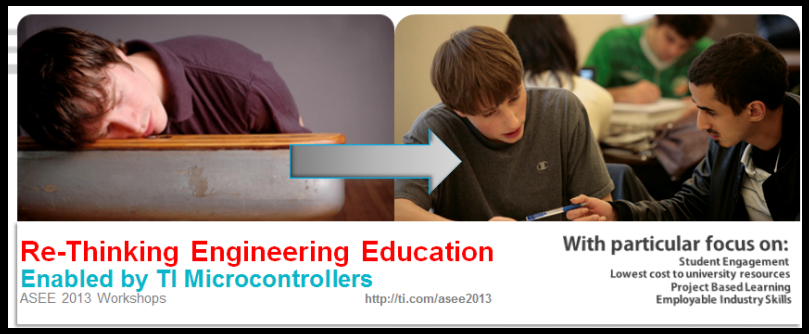
Thank you!

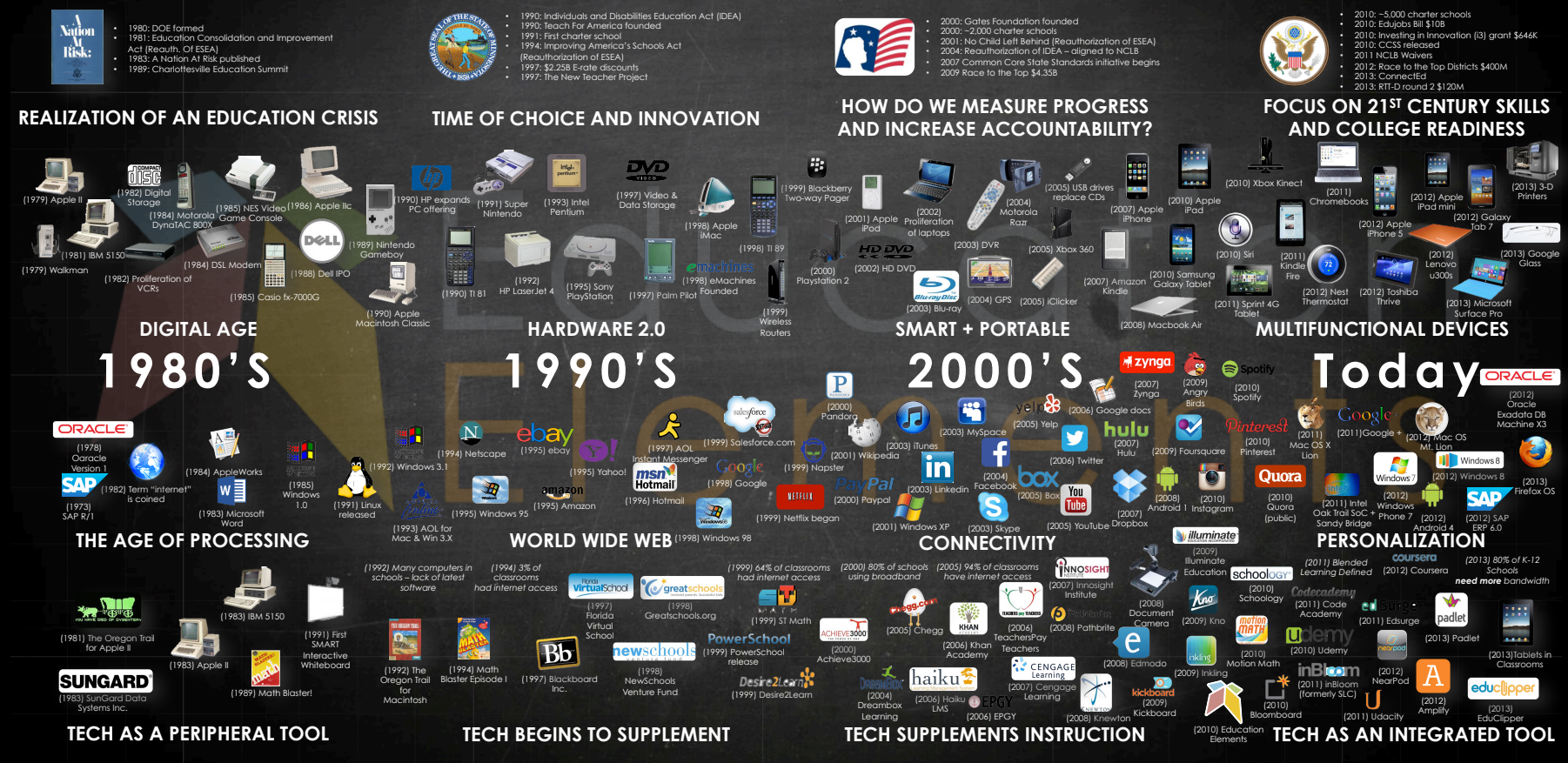
thoroughman@wustl.edu

Llhmoore@stanford.edu

Wireless: NCIIA_OPEN (short URL here to submit goals for online entre ed)







http://www.edelements.com/setting-the-context-a-brief-history-of-edtech/

- 1980: DOE formed
- 1981: Education Consolidation and Improvement Act (Reauth. Of ESEA)
- 1983: A Nation At Risk published
- 1989: Charlottesville Education Summit

- 1990: Individuals and Disabilities Education Act (IDEA)
- 1990: Teach For America founded
- 1991: First charter school
- 1994: Improving America's Schools Act (Reauthorization of ESEA)
- 1997: $2.25B E-rate discounts
- 1997: The New Teacher Project

REALIZATION OF AN EDUCATION CRISIS

TIME OF CHOICE AND INNOVATION

(1979) Apple II

(1982) Digital Storage

(1984) Motorola DynaTAC 800X

(1985) NES Video Game Console

(1986) Apple IIc

(1990) HP expands PC offering

(1991) Super Nintendo

(1993) Intel Pentium

(1997) Video & Data Storage

(1998) Apple iMac

(1999) Two-w

(1998) TI 89

(1981) IBM 5150

(1979) Walkman

(1982) Proliferation of VCRs

(1984) DSL Modem

(1985) Casio fx-7000G

(1988) Dell IPO

(1989) Nintendo Gameboy

(1990) TI 81

(1992) HP LaserJet 4

(1995) Sony PlayStation

(1997) Palm Pilot

(1998) eMachines Founded

(1999) Wireless Routers

(1990) Apple Macintosh Classic

DIGITAL AGE

1980'S

HARDWARE 2.0

1990'S

(1978) Oaracle Version 1

(1973) SAP R/1

(1982) Term "internet" is coined

(1984) AppleWorks

(1983) Microsoft Word

(1985) Windows 1.0

(1991) Linux released

(1992) Windows 3.1

(1993) AOL for Mac & Win 3.X

(1994) Netscape

(1995) ebay

(1995) Windows 95

(1995) Yahoo!

(1995) Amazon

(1997) AOL Instant Messenger

(1996) Hotmail

(1998) Google

(1999) Salesforce.com

(1999) Netflix

(1998) Windows 98

THE AGE OF PROCESSING

WORLD WIDE WEB

(1981) The Oregon Trail for Apple II

(1983) IBM 5150

(1983) Apple II

(1983) SunGard Data Systems Inc.

(1989) Math Blaster!

(1991) First SMART Interactive Whiteboard

(1992) Many computers in schools – lack of latest software

(1994) 3% of classrooms had internet access

(1999) 64% of classr had internet acc

(1992) The Oregon Trail for Macintosh

(1994) Math Blaster Episode I

(1997) Florida Virtual School

(1998) Greatschools.org

(1997) Blackboard Inc.

(1998) NewSchools Venture Fund

(1999) ST Matt

(1999) PowerSchool release

(1999) Desire2Lear

TECH AS A PERIPHERAL TOOL

TECH BEGINS TO SUPPLEMENT

2000: Gates Foundation founded
2000: ~2,000 charter schools
2001: No Child Left Behind (Reauthorization of ESEA)
2004: Reauthorization of IDEA – aligned to NCLB
2007 Common Core State Standards initiative begins
2009 Race to the Top $4.35B
2010: ~5,000 charter schools
2010: Edujobs Bill $10B
2010: Investing in Innovation (i3) grant $646K
2010: CCSS released
2011 NCLB Waivers
2012: Race to the Top Districts $400M
2013: ConnectEd
2013: RTT-D round 2 $120M
HOW DO WE MEASURE PROGRESS AND INCREASE ACCOUNTABILITY?
FOCUS ON 21ST CENTURY SKILLS AND COLLEGE READINESS
Blackberry
(2001) Apple iPod
(2002) Proliferation of laptops
(2003) DVR
(2004) Motorola Razr
(2005) USB drives replace CDs
(2005) Xbox 360
(2007) Apple iPhone
(2007) Amazon Kindle
(2008) Macbook Air
(2010) Apple iPad
(2010) Samsung Galaxy Tablet
(2010) Xbox Kinect
(2010) Siri
(2011) Sprint 4G Tablet
(2011) Chromebooks
(2011) Kindle Fire
(2012) Nest Thermostat
(2012) Apple iPhone 5
(2012) Apple iPad mini
(2012) Galaxy Tab 7
(2012) Toshiba Thrive
(2012) Lenovo u300s
(2013) 3-D Printers
(2013) Google Glass
(2013) Microsoft Surface Pro
(2000) ystation 2
(2002) HD DVD
(2003) Blu-ray
(2004) GPS
(2005) iClicker
SMART + PORTABLE
MULTIFUNCTIONAL DEVICES
2000's
Today
(2000) Pandora
(2001) Wikipedia
(2003) iTunes
Napster
(2000) Paypal
began
(2001) Windows XP
(2003) MySpace
(2003) Linkedin
(2003) Skype
(2004) Facebook
(2005) Yelp
(2005) YouTube
(2005) Box
(2006) Google docs
(2006) Twitter
(2007) Zynga
(2007) Hulu
(2007) Dropbox
(2008) Android 1
(2009) Angry Birds
(2009) Foursquare
(2010) Spotify
(2010) Pinterest
(2010) Instagram
(2010) Quora (public)
(2011) Mac OS X Lion
(2011) Google +
(2011) Intel Oak Trail SoC + Sandy Bridge
(2012) Windows Phone 7
(2012) Android 4
(2012) Mac OS Mt. Lion
(2012) Oracle Exadata DB Machine X3
(2012) Windows 8
(2012) SAP ERP 6.0
(2013) Firefox OS
CONNECTIVITY
PERSONALIZATION
(2000) 80% of schools using broadband
(2005) 94% of classrooms have internet access
(2007) Innosight Institute
(2008) Document Camera
(2009) Illuminate Education
(2010) Schoology
(2011) Blended Learning Defined
(2012) Coursera
(2013) 80% of K-12 Schools need more bandwidth
(2000) Achieve3000
(2005) Chegg
(2006) Khan Academy
(2006) TeachersPay Teachers
(2008) Pathbrite
(2008) Edmodo
(2009) Kno
(2009) Inkling
(2010) Motion Math
(2010) Udemy
(2011) Code Academy
(2011) Edsurge
(2012) NearPod
(2013) Padlet
(2013)Tablets in Classrooms
(2004) Dreambox Learning
(2006) Haiku LMS
(2006) EPGY
(2007) Cengage Learning
(2008) Knewton
(2009) Kickboard
(2010) Education Elements
(2010) Bloomboard
(2011) inBloom (formerly SLC)
(2011) Udacity
(2012) Amplify
(2013) EduClipper
TECH SUPPLEMENTS INSTRUCTION
TECH AS AN INTEGRATED TOOL

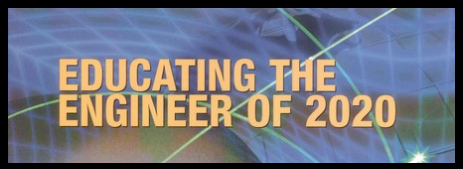
In 2s, 3s, 4s: Write and Post Best Practices in:

Goals (short URL)

Offline

Entre

+



Engineering

Online

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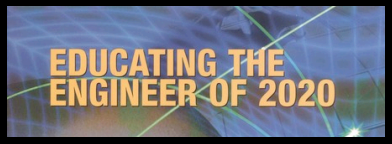

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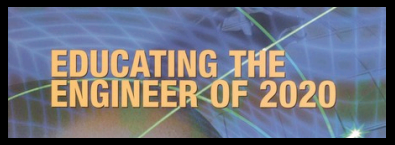
or

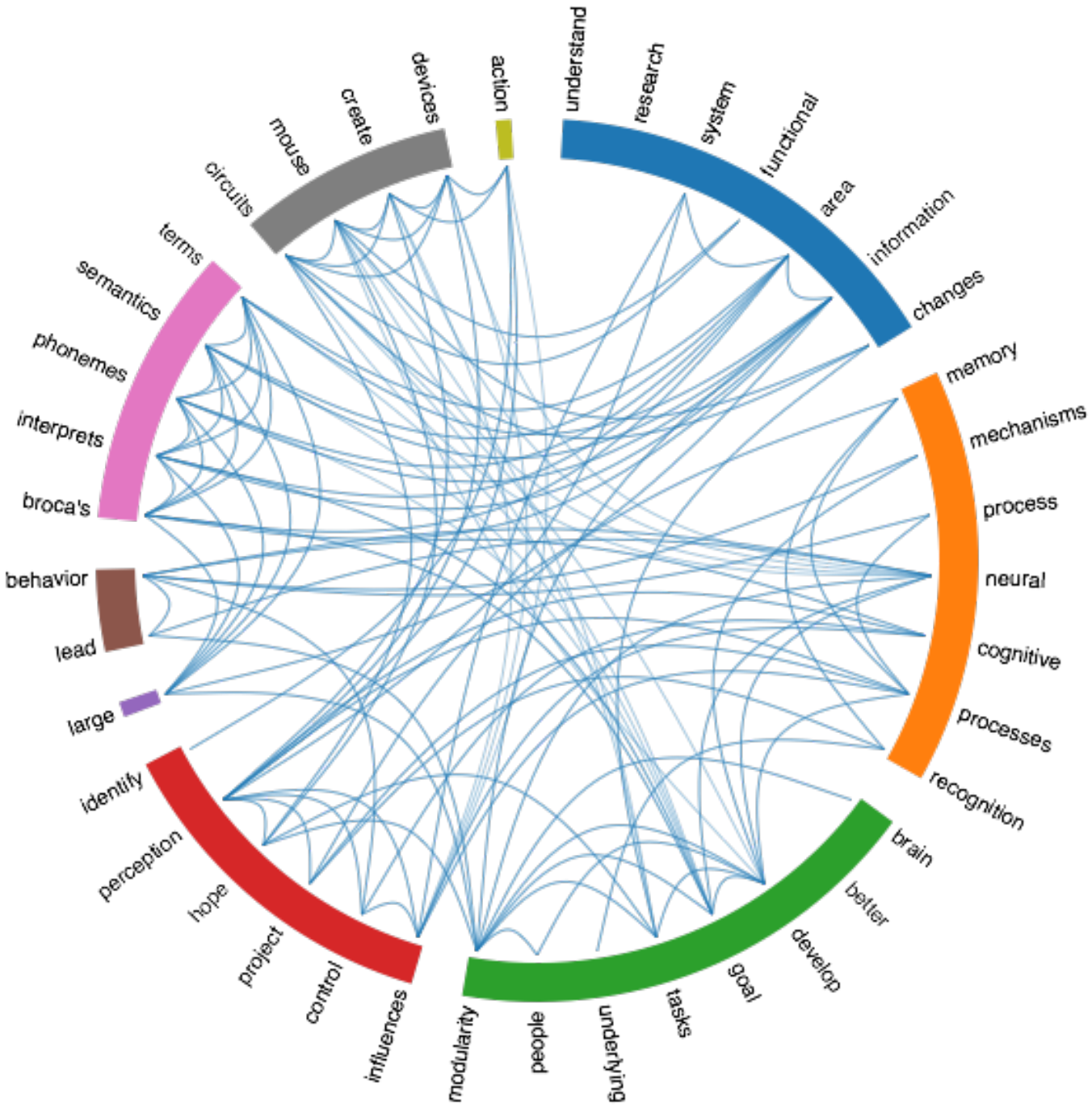


Needs & mashups (given tech of 2014)

[11 a-noon, here: Future tech]

How the rest of the session went…

- All discussed in small groups, posted ideas on room wall around prompts from last slide
- Laurie led discussion of very best practices / ideas / needs from post-its
- Kurt showed paragraphs uploaded in response to prompt: “In a full paragraph please describe your goals for online teaching of engineering, innovation, and entrepreneurship.”
- Kurt processed compilation of submitted text into textisbeautiful.net/create
- Web app discovered themes, connections arising from submitted text; one visualization of this emergent structure shown in next slide “correlation wheel”


understand
research
system
functional
area
information
changes
memory
mechanisms
process
neural
cognitive
processes
recognition
brain
better
develop
goal
tasks
underlying
people
modularity
influences
control
project
hope
perception
identify
large
lead
behavior
broca's
interprets
phonemes
semantics
terms
circuits
mouse
create
devices
action