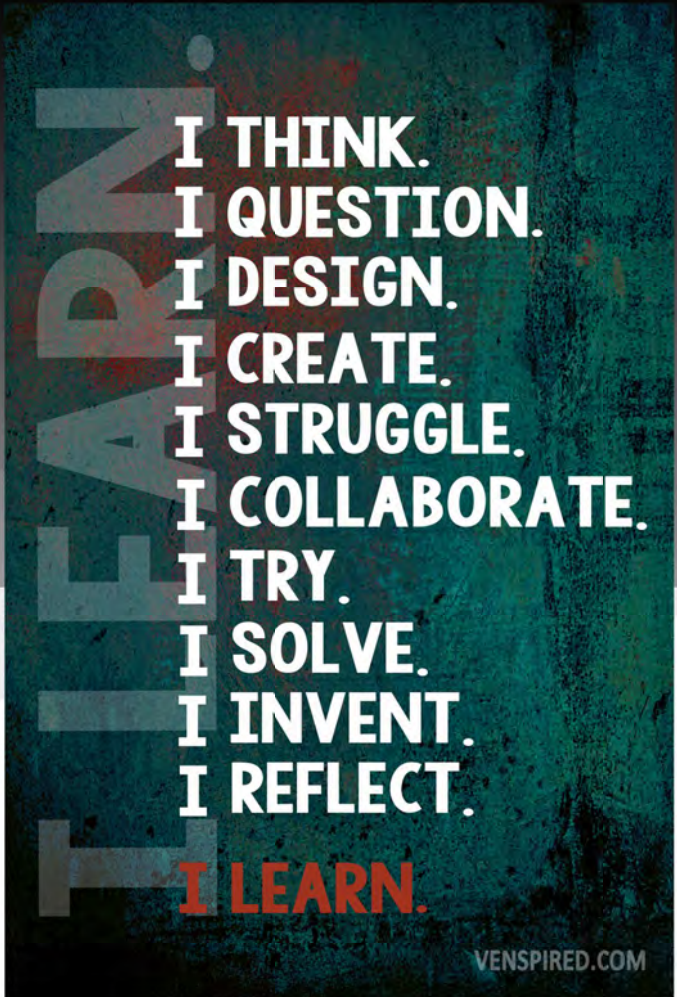# Today's Classrooms, Tomorrow's Leaders... Technology as a Tool

Laura Rahn
Middle School English Teacher
Blue Ridge Middle School
Purcellville, VA

Who Am I?

LCPS teacher, having just finished my 25th year teaching

I am a teacher. I am a student. I am a facilitator and a guide. I am passionate about providing students with opportunities to love learning!

At the end of today's session...

- You will be able to identify how today's classrooms are different from the classrooms that we grew up in.

- You will understand why it is important to use technology tools with students in today's classrooms.

- You will understand the LCPS initiatives of One to the World, PBL and 21CLD

- ...And hopefully you have found a new tech tool or two to take home and explore – and possibly share with others. ☺

Yesterday's classrooms

early 1900's

1965

1980

Today's classrooms

What is happening in Loudoun County Public Schools?

You can teach a student a lesson for a day; but if you can teach him to learn by creating curiosity, he will continue the learning process as long as he lives.

Clay P. Bedford

One to the World

One to the WORLD

4 KEY ELEMENTS

SIGNIFICANT CONTENT & IMPORTANT COMPETENCIES
One to the World student work would help students master the significant content and important competencies of the curriculum, such as critical thinking, communication, collaboration, as well as creativity and innovation. *One to the World* work would tie directly to our curriculum.

AUTHENTIC PROBLEMS & TASKS in THE WORLD
One to the World student work would focus on authentic problems and tasks in the world.

PRODUCT, PERFORMANCE, SERVICE OR EXHIBITION for THE WORLD
Students would create value for an audience beyond the teacher. Student creations could include products, performances, services, and exhibitions of work relating to authentic problems and tasks in the world.

CONNECTED with THE WORLD
Students could improve the quality of their work and amplify the impact of their work through three types of connections:
1. connections to valuable tools and information;
2. connections to others with whom they collaborate; and
3. connections with an audience beyond the teacher.
When appropriate, students would use technology (school-owned or personal devices) to make these connections with the world.

Alan November was an early user of the phrase, "One to the World." In articulating the key elements of *One to the World*, Eric Williams was greatly influenced by the work of the Buck Institute for Education (BIE) and Phil Schlechty.

LCPS is focused on providing students with opportunities to reach beyond the classroom as they learn.

Students learn to interact with an audience greater than just the teacher.

PBL

Project Based Learning is a teaching method in which students gain knowledge and skills by working for an extended period of time to investigate and respond to a complex question, problem or challenge.

- **Key Knowledge, Understanding, and Success Skills** - The project is focused on student learning goals, including standards-based content and skills such as critical thinking/problem solving, collaboration, and self-management.

- **Challenging Problem or Question** - The project is framed by a meaningful problem to solve or a question to answer, at the appropriate level of challenge.

- **Sustained Inquiry** - Students engage in a rigorous, extended process of asking questions, finding resources, and applying information.

- **Authenticity** - The project features real-world context, tasks and tools, quality standards, or impact – or speaks to students' personal concerns, interests, and issues in their lives.

- **Student Voice & Choice** - Students make some decisions about the project, including how they work and what they create.

- **Reflection** - Students and teachers reflect on learning, the effectiveness of their inquiry and project activities, the quality of student work, obstacles and how to overcome them.

- **Critique & Revision** - Students give, receive, and use feedback to improve their process and products.

- **Public Product** - Students make their project work public by explaining, displaying and/or presenting it to people beyond the classroom.

21st Century Learning Design
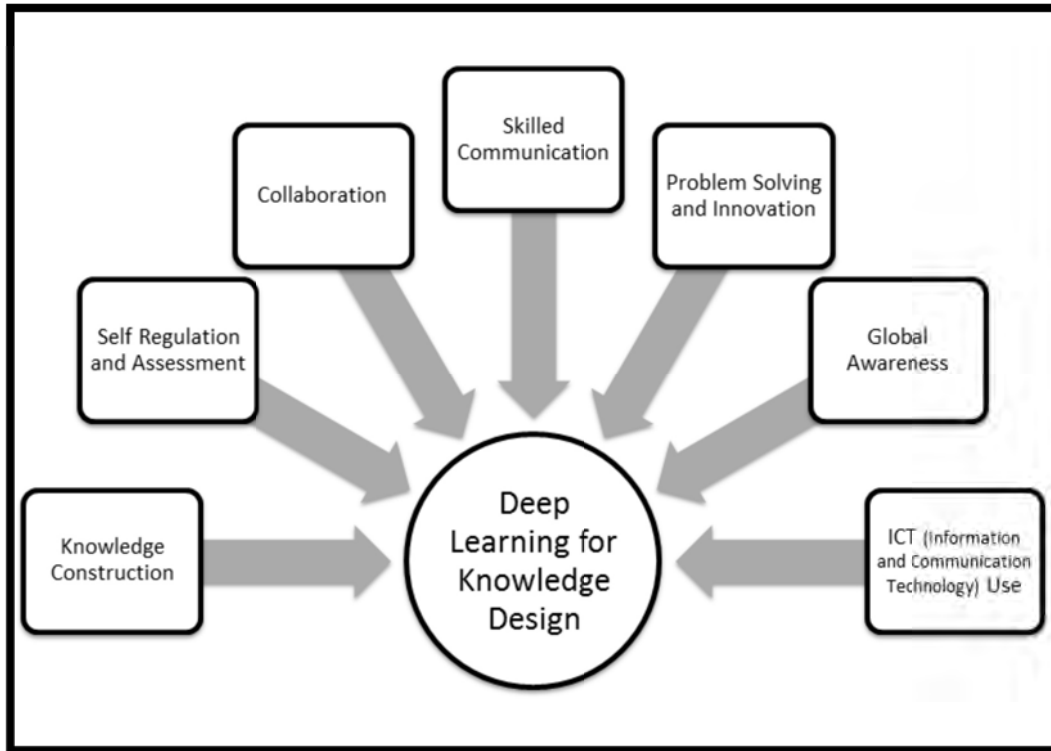
21st century learning design focuses on creativity, innovation, collaboration, and communication skills.

Bring Your Own Technology

BYOT

Beginning in 2015, Loudoun County Public Schools will implement BYOT, Bring Your Own Technology, which encourages students to bring their personal technology tools to school for learning. As students utilize their personal technology devices in school, they can learn new ways to use them for collaborating and interacting with their teachers and each other to research information, solve complex problems, create original products, and publish their work.

BYOT - Digital Citizenship
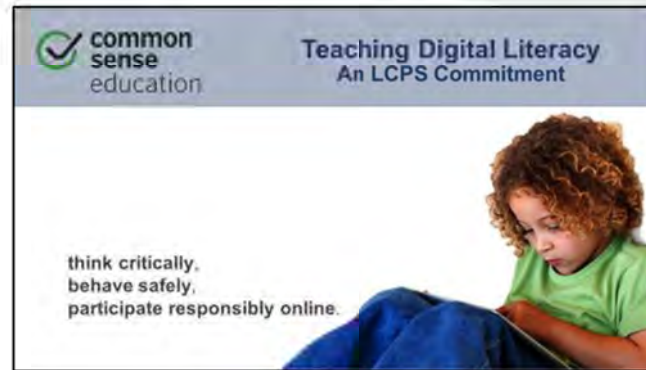
To leverage technology for learning, students need to understand how to think critically, behave safely, and participate responsibly online. As a result of our commitment to student safety and learning, all LCPS schools will implement the
 nationally-recognized Digital Citizenship curriculum available through Common Sense Media
. Participating BYOT schools will earn Digital Citizenship Certification through implementation of the Common Sense curriculum.

CAMS

https://vimeo.com/114070166

Genius Hour

Genius Hour is a time to allow students to create, design and research something that they are passionate about.
They are in charge of their learning.

The idea originated in corporate America, specifically with the Google Corporation providing employees with 20% time (or a "Genius Hour") to innovate and research a topic that they are interested in.

Learning is experience.
Everything else is just information.
-- Albert Einstein

"Really what was hardest to truly understand was genius hour, but, it was kinda fun. We were left with no directions, no topic and few guidelines. However it really made the most sense because you set your own rules. Such as, how you presented it, when you presented it, what's your topic, and what does it mean to you… Genius hour proposed challenges for us and is the tip of the iceberg for what I believe is to come in later years."

- Will, 7th grade student

Genius Hour

Student Engagement

Laura Rahn @rahnlaura · Apr 27
Ss researching topics of their choice for #GeniusHour , fully engaged and in the zone! #brmOTTW

"I think the most important experience in English this year was Genius Hour. I believe this because we had the opportunity to research something of our own choice and present it using our own creative way..." - Kevin

AROUND HERE
WE DON'T LOOK BACKWARDS
FOR VERY LONG...
WE KEEP MOVING
FORWARD,
OPENING UP NEW DOORS
AND DOING NEW THINGS
BECAUSE WE'RE CURIOUS...
AND CURIOSITY
KEEPS LEADING
US DOWN NEW PATHS
Walt Disney
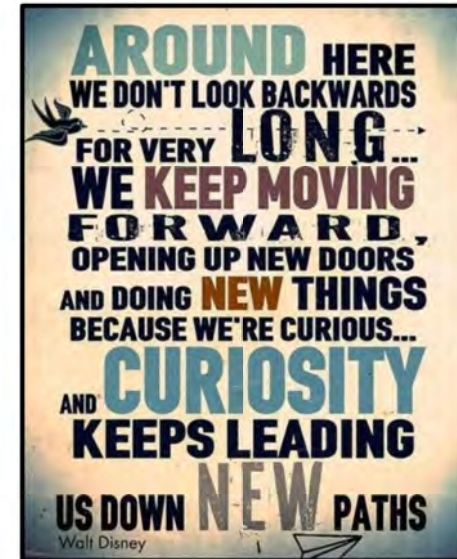
Students sharing with the world

- Email Experts to ask ?'s
- Tweeting about our adventures
- Creating "Coming Soon"commercials to share
- Interview experts

Laura Rahn @rahnlaura · Apr 28

Ss connect to the world, emailed experts for #GeniusHour and got replies-do dogs have a desire to be normal?#brmOTTW

Google Classroom

Google Classroom is a blended learning platform for schools that aims to simplify creating, distributing and grading assignments in a paperless way.

Classroom is designed to help teachers create and collect assignments paperlessly, including time-saving features like the ability to automatically make a copy of a Google document for each student.

Rahn English 8	Rahn AL 7	Rahn English 5
20 students	21 students	22 students
NO UPCOMING ASSIGNMENTS	NO UPCOMING ASSIGNMENTS	NO UPCOMING ASSIGNMENTS
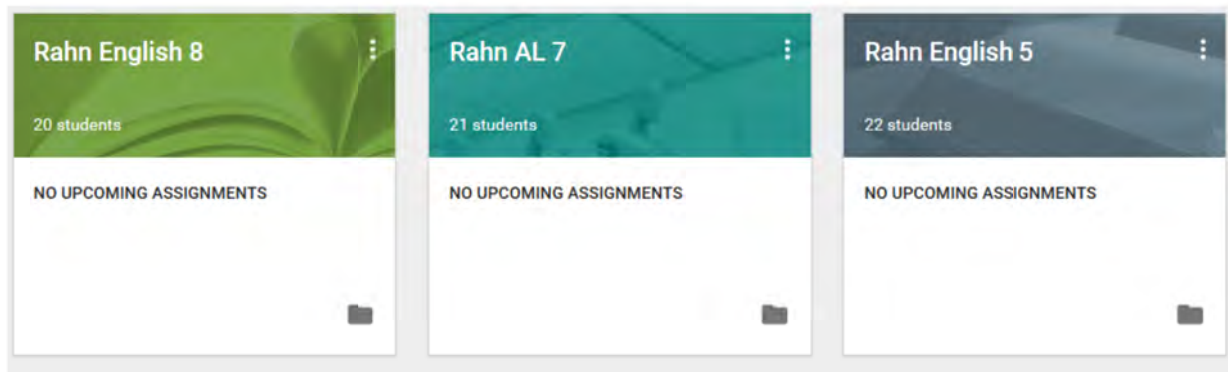
Tech Tools used in schools

Today's students see technology as a part of their lifestyle. They are not threatened, and many times they are more comfortable with technology in the classroom than their teacher might be! It is our job to meet these students where they are and help them move further, as they become our future leaders.

Symbaloo

Symbaloo is a visual bookmarking tool that makes it simple and fun to organize the best of the web. You have all your favorite websites at your fingertips. With an account you can access your bookmarks from everywhere with any device and share your online resources with others.
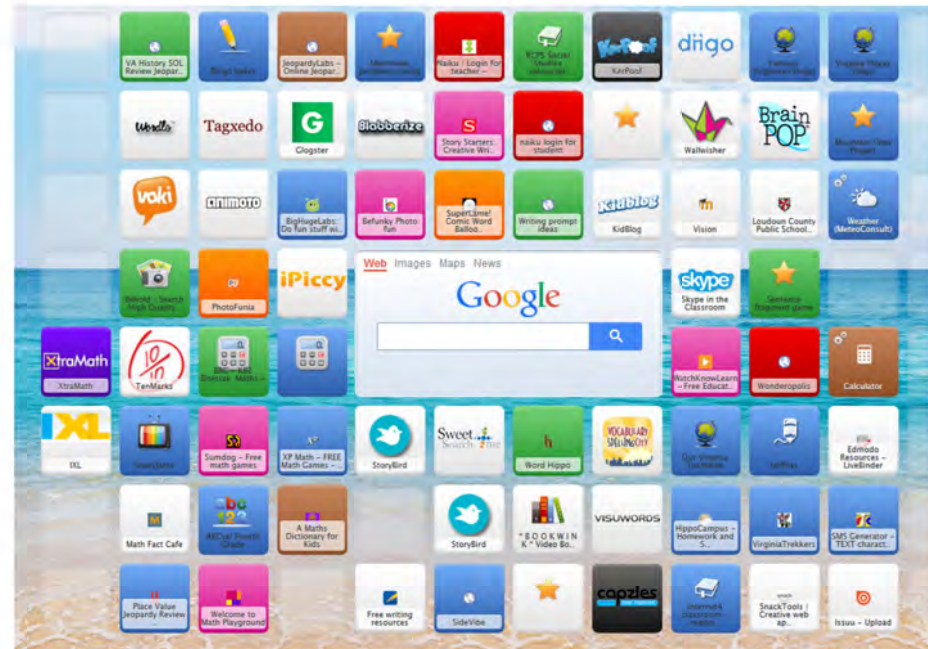
Animoto

Animoto is a cloud-based video creation service that produces video from photos, video clips, and music into video slideshows.

You can create a 30 second video using pictures from your computer or Facebook. All of it can be completed in less than 5 minutes if you wish.

https://animoto.com/play/EUDaIVI1L12ro3o9n1U85g

Our day in Glacier
2 minutes ago

https://animoto.com/play/EkW2HR1TiiHsNOd5ObsL8A
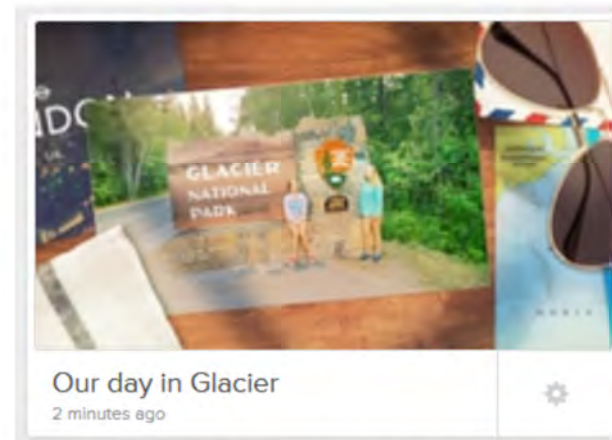
Storybird

Storybird lets anyone make visual stories in seconds. They curate artwork from illustrators and animators around the world and inspire writers of any age to turn those images into fresh stories.

It's a simple idea that has attracted millions of writers, readers, and artists to our platform. Families and friends, teachers and students, and amateurs and professionals have created more than 5 million stories—making Storybird one of the world's largest storytelling communities.

Storybird reverses visual storytelling by starting with the image and "unlocking" the story inside.

https://storybird.com/

Blogging

http://keepingupwithkatier.blogspot.com/

http://www.seldomadullmoment.blogspot.com/

A blog (also called a weblog or web log) is a website consisting of entries (also called posts) appearing in reverse chronological order with the most recent entry appearing first (similar in format to a daily journal).

Providing a platform for sharing

Student Voice and Choice

https://drive.google.com/open?id=oB1ZoUnUpKlglMDBYcDFOOEFPSEo

Our future…

If you can dream it, you can do it.
WALT DISNEY
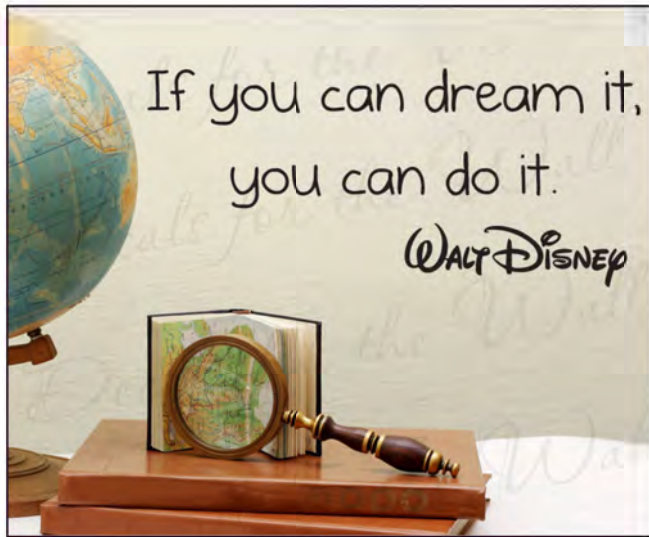
Kids need to be given opportunities to create and innovate using technology!

We want to help them realize that there is an audience greater than their teacher and that they are part of a bigger world.

WISDOM begins in WONDER
SOCRATES

When I'm not teaching.....

Thank You!!