The Future is Now!
Digital Literacies & the 21st Century Classroom

Twitter: @sam_bruzzese
Email: sam.bruzzese@mcgill.ca
Technology makes your life easier ....

Go to: 
http://b.socrative.com . When prompted for room number ~ enter: 909905

Log in as a STUDENT & wait for Sam’s prompts
What’s going on in the internet right now?  
*** more than ‘fake’ news ***
‘deepfake’?  
demo app

What’s going on in schools?  
*** much more than content is needed ***
1840: The modern bookworm is too busy reading about the world to look at it.

1880: No one talks anymore—we take our daily newspapers in silence.

1910: The magazine is destroying conversation. We even read as we walk!

1960: Television has put an end to family discussion.

1980: Thanks to the Sony Walkman, anti-social isolation is now the norm.

2015: We've become too absorbed in our phones to notice the—dude, it's been two centuries, take a hint.
How do you get your child to read books?
It's all about the 4 C's: consumption, connection, creation, curation.
Now to the Six Cs: There are some slight variations on the theme when people refer to the deep learning or 21st century skills but the best ones involve a small number of academic and personal/interpersonal qualities and capabilities. We ourselves have referred to the Six Cs by name in our New Pedagogies for Deep Learning initiative.

**Character**
Character refers to qualities of the individual essential for being personally effective in a complex world including: grit, tenacity, perseverance, resilience, reliability, and honesty.

**Citizenship**
Thinking like global citizens, considering global issues based on a deep understanding of diverse values with genuine interest in engaging with others to solve complex problems that impact human and environmental sustainability.

**Collaboration**
Collaboration refers to the capacity to work interdependently and synergistically in teams with strong interpersonal and team-related skills including effective management of team dynamics, making substantive decisions together, and learning from and contributing to the learning of others.

**Communication**
Communication entails mastery of three fluencies: digital, writing, and speaking tailored for a range of audiences.
Creativity
Having an ‘entrepreneurial eye’ for economic and social opportunities, asking the right questions to generate novel ideas, and demonstrating leadership to pursue those ideas into practice.

Critical Thinking
Critically evaluating information and arguments, seeing patterns and connections, construction meaningful knowledge and applying it in the real world.

We are back to the question of what is the essence of new pedagogies for deep learning. It is implementing the Six Cs and the E Squared derivative as 24/7 learning and being. It is merging learning and life from day one (babies onward). It is learning that looks at the world from many different perspectives, cuts across the disciplines (after all we live in a trans-disciplinary world not in a mono-disciplinary one), learning that is relevant to the real world interests, needs and challenges of our students, is (inter) active and which concentrates on developing the capabilities that count not only for today but for a sustainable future. It is an approach that gives focus to problem-based learning and assessing less but better, and is part of a system where the teacher is less of ‘the sage on the stage’ as well as less of merely being ‘a guide on the side’. Instead in the new frame teachers and college professors become ‘proactive learning partners’ and brokers between and among students...
- Communicating effectively in a **variety of ways**, for **different audiences**
- Asking **meaningful questions**
Engagement and motivation through technology
• Demonstrate understanding in unique and personal ways
• Having an eye for new opportunities
• Pursuing new ideas & new solutions & turning those into actions
Leading social networks worldwide as of January 2017, ranked by number of active users (millions)

Facebook: 1,871
WhatsApp: 1,000
Facebook Messenger: 1,000
QQ: 877
WeChat: 846
QZone: 632
Instagram: 600
Tumblr: 550
Twitter: 317
Baidu Tieba: 300
Snapchat: 300
Skype: 300
Sina Weibo: 297
Viber: 249
LINE: 217
Pinterest: 150
YY: 122
LinkedIn: 106
BBM: 100
Telegram: 100
VKontakte: 90
KakaoTalk: 49

*LinkedIn includes professional users and is not counted in the active user total.

What's Happening Now?

ABOUT THIS STATISTIC
This statistic provides information on the most popular social networks worldwide as of January 2017, ranked by number of active accounts. Market leader Facebook was the first network to surpass 1 billion registered accounts and sits at 1.87 billion monthly active users. Sixth-ranked sharing app Instagram had over 600 million monthly active users. Meanwhile, blogging service Tumblr had over 550 million active blog users on their site.

Show more...
AND THEN THE TEACHER SAID

YOU MAY TAKE NOTES
Web 2.0: Me, Me, Always Me
How do we engage students in a Snapchat world? The world has changed.
Can you guess the number of high school students who report being engaged in school as of January 2013?
4 out of 10
Loss of Student Enthusiasm for School by Grade Level

- % of Students
- Grade Level

Exhibit 3.1
Then and Now...
1.35 Billion
1.87 billion
100 Million
300 million

Jan. 2017

2014

284 Million
317 million

200 million (25%)
600 million
<table>
<thead>
<tr>
<th></th>
<th>Empowered Learner</th>
<th>Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences.</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Digital Citizen</td>
<td>Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical.</td>
</tr>
<tr>
<td>3</td>
<td>Knowledge Constructor</td>
<td>Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and others.</td>
</tr>
<tr>
<td>4</td>
<td>Innovative Designer</td>
<td>Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.</td>
</tr>
<tr>
<td>5</td>
<td>Computational Thinker</td>
<td>Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions.</td>
</tr>
<tr>
<td>6</td>
<td>Creative Communicator</td>
<td>Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.</td>
</tr>
<tr>
<td>7</td>
<td>Global Collaborator</td>
<td>Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally.</td>
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</tbody>
</table>
Global Collaborator

Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally.

7a Students use digital tools to connect with learners from a variety of backgrounds and cultures, engaging with them in ways that broaden mutual understanding and learning.

7b Students use collaborative technologies to work with others, including peers, experts or community members, to examine issues and problems from multiple viewpoints.

7c Students contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.

7d Students explore local and global issues and use collaborative technologies to work with others to investigate solutions.
start small but start
Take Risks
Padlet activity

Tool is irrelevant today!
Positive Digital Footprint

Building Your Digital Legacy
Interactive Writing
E-Book
Podcast
5 Photo Story
Visual Notetaking
Narrated Art
Narrated Screencast
Puppet Video
Quick Edit Geo Map
Simulation or Game
Digital Story

http://maps.playingwithmedia.com from Wes Fryer
From DCP 1.0 (2009)

To DCP 2.0 (2014)

The LBPSB vision

DCP is the base for Ed Tech
It is time to put the internet filters into the minds of our students.
Fostering Creative Global Students
Tech gives the quietest student a voice.

- JERRY BLUMENGARTEN
Flipgrid

https://flipgrid.com/4375ac

Edpt200!
Go to Flipgrid:

https://flipgrid.com/b05dc8

Password: Guest123

* use your phone or laptop ~ may work with friend(s) ~ 5 min. max.

* If shy film others :)
Technology is the great equalizer and levels the playing field in a classroom full of diverse learners because it engages the 4 key components to learning:

- active engagement
- participation in groups
- frequent interaction and feedback
- connection to real world experts
Padlet activity

http://bit.ly/2tTmmJu
Another great app ~ to play with in your spare time.

Load your Chrome browser & go to 
https://app.bookcreator.com/sign-in

create a 9-10 page book & use the tools available (draw, text, link, pics, link to web, etc. etc)

Time: 25-30 minutes work alone or with 1 partner (explain why)
Thank You! Questions!

Resources:
http://bit.ly/deeplearningch1

Twitter: @sam_bruzzese
Email: sam.bruzzese@mcgill.ca