Discussion 6

Summarize the main points of this module's podcast interview with Chris O'Neal about Tapping into My Space Minds. It may help to address some of the following questions: Is there really such a thing as School 2.0 in your opinion? How does the next generation of student's expectations about education differ from the past? What Web 2.0 technology shows the greatest potential in your classroom? why? What are some "roadblocks" to technology's potential in the classroom? How do you separate just the "flashy and cool" technology from what might actually be useful in the classroom? Can we really restructure or revolutionize the current school model? What direction is your school taking toward tech adoption? Are schools filtering too much? Does NCLB hurt or help tech integration? How? Why? What does the next generation school administrator need to look like? Why is it ok to admit you don't know everything to your students when it comes to tech?

**How does the next generation of student's expectations about education differ from the past?** Certainly, many students today are much more techno-savvy. Even some of those without Internet access at home apparently manage to post parts of their lives. These students could attend the greatest game or concert ever, and they would sit and text the whole time, intermittently paying attention to what was actually happening. Do we need to meet their needs or can we? Are students really interested in using technology to collaborate in an actual learning environment?

**What Web 2.0 technology shows the greatest potential in your classroom? why?** Some students do expect technology to be a part of their classroom learning now. Wikis certainly show promise because students can collaborate and their parents can have readily available access to student work so they can monitor and review what their children are doing and learning.

 **How do you separate just the "flashy and cool" technology from what might actually be useful in the classroom?** This one is tough. From my experience, usually when we adopt a new technology, we aren't given enough time to evaluate, much less see how the technology has worked or failed in other settings.

 **Can we really restructure or revolutionize the current school model?** Not that long ago, students in drafting classes spent their days working with hand tools creating their work sitting at big drawing tables with drafting machines. When we first began to shift to design by computers, they were all fascinated and fully involved. Now that all their work is by computer, their levels of interest and engagement seem to have returned to the old table drafting scenario. Ultimately, can we use technology to transform the learning environment? As we have read in previous posts, students like the new, but once that wears off, does anything really change?

 **What direction is your school taking toward tech adoption?** As I have posted earlier, business and some career tech classes are heavily definitely on the technology bandwagon. Some of our academic classes are headed in that direction while others haven't changed a bit in 30 years.

 **Are schools filtering too much**? Even though most others in this class seem to think so, I am not so sure. In my classroom, not only do I have to rely on the county's filter, I also use a system to control everything my students do on computers. If I don't, students find junk information and games.... I would love to work with students who could self-discipline themselves when using technology, but I just don't think there are that many teens out there who have such skills.