CELEBRATING DIGITAL

February 1, 2012

LEARNING DAY

THE DIGITAL SAND BOX

Deliveries
Brushes
ColorSplash
Expositor

A MIKE KING

PRODUCTION

CREATING AND SHARING DIGITAL CONTENT

The Digital Sandbox explores the future of learning through the recreation of 21st Century learning environments.

In today's digital world where multiple task are required in student learning we must begin to teach students how to function in a dynamic organizational systems. These skills involve invariable adjustments to setting priorities, performing multidimensional task, evening out workloads, adjusting timeframes, prioritizing tasks and navigating networks. All of these skills in the near future will become less teacher-directed and more student-directed.

In the past teachers have taught organizational skills in a static system within a structured format. This delivery format took on the model of breaking down tasks and asking students to explicitly complete very defined units of information, such as do as I do and you will learn. A typical classroom instructional practice for developing organizational skills would include, record my notes from the board, write your name on your paper directive, or complete your assignment on time.

The Tra-Digital Way
Since most of today's students can appropriately be labeled as "Digital Learners", why do so many teachers refuse to enter the digital age with their teaching practices?

DIGITAL TOOLS
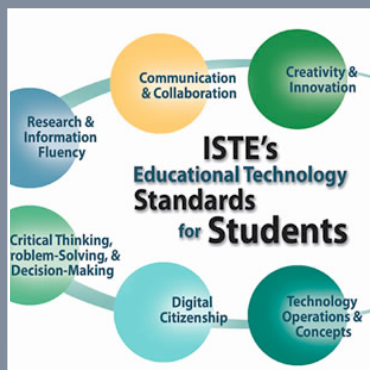
Workplace of the Future

To secure the workplace of the future, young people will need the skills and knowledge base associated with Web 2.0 shared canvases, where every splash of painted knowledge provides a richer tapestry of in-depth understandings of the world in which they live.

Classrooms of the future will require a more diverse approach to the development of organizational skills, especially when working in a digital environment. The purpose of this section of Organizational Tools is to provide resource information on the types of open software applications that are designed to help learners organize their digital learning environments.

Symbaloo

Symbaloo EDU (http://edu.symbaloo.com) 'Symbaloo' is a Greek verb that stands for 'assembling' and serves an assembly dashboard for bookmarking frequently used Web2.0 tools. Users can personalize their own set of Web 2.0 tools as a carpenter would keep their tools in a tool box.

Additional tabs can be created to formulate sub categories for tools that can include frequently used sites for mixing content, storing content or generating content. In the education world Symbaloo not only serves as a book mark for frequently used Web 2.0 tools but can serve as an assignment marker for created content.

Symbaloo can also serve as a tool for helping students to stay organized. Each time a student is taught how to use a new Web 2.0 resource a student can post an interactive link to their symbaloo navigation board.

• See Symbaloo User Guide

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LIVEBINDERS

LiveBinders is a way for users to bookmark and showcase WebPages in a categorical format using tabs to organize web url's. The user can select a broad topic category like "Learning Support Tools" designed to help struggling students and then organize sub categories around language development through the use of tabs. It is suggested that the user install the bookmark tool to the browser by dragging a widget to the taskbar. The bookmark tool will then work the same way as any social book-marking resource, like Delicious. Live Binders (http://livebinders.com) Live Binders is a website that allows you to view links like pages in a book instead of urls on a page. PDF and Word documents can also be combined with links in a binder. Links and documents can be organized into tabs and sub-tabs. Live Binders are easy to share from the Live Binder website, on desktops, or embedded in a class blog, wiki, or website.

DISCOVERY BOX
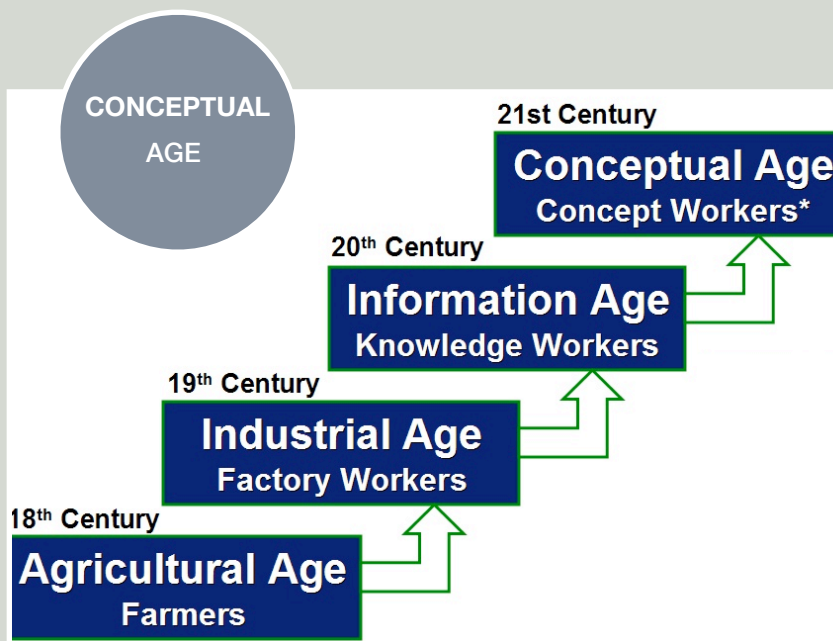
Discovery Box is a web2.0 tool that has a unique design for collecting artifacts into a virtual box . It allows students to build up an argument or description of an event,person or historical period by placing digital artifacts in a virtual box. Students can display anything from a text file to a movie. Students can also access multiple discovery boxes submitted by other people and comment on the contents" as defined by its creators. Discovery Box is a great organizational tool allowing students to gather together digital resources - images, video clips, audio clips, Word documents, text files, spreadsheets, web links etc - and present them in a unique way.

DIGITAL TOOLS

Affinity Spaces

Many have argued that these new participatory cultures represent ideal learning environments. We can call such informal learning cultures "affinity spaces," asking why people learn more, participate more actively, engage more deeply with popular culture than they do with the contents of their textbooks.

CONCEPTUAL AGE

21st Century
Conceptual Age
Concept Workers*

20th Century
Information Age
Knowledge Workers

19th Century
Industrial Age
Factory Workers

18th Century
Agricultural Age
Farmers

EVERNOTE

Evernote Capture all sorts of digital media. Evernote indexes it and makes it searchable by keywords or tags. Works with almost any computer or mobile device.

iCyte

ICyte is a collaborative research tool for saving, annotating, and organizing websites and PDF files.iCyte saves entire web pages, not just a screen shot. You can also Create folders to organize your materials, and share your sites by e-mail, social networks, or by embedding. Collaborate with others. Free for teachers.

Only2Clicks

Only2Clicks Create tabs with your favorite websites, and display thumbnail images of each website. Great for visual learners!

WEBLIST

WebList is a tool for creating visual lists of websites, displayed as thumbnails. Use Weblist to create lists of websites for students, without the distraction of the free web! Create your list of URLs centered on a specific theme to combine it into one URL. Save it as a smart bookmark or as a customizable home page, share it with friends via email or through the top social media networks, and post it on your blog. Weblist (http://weblist.me) Weblist lets you pull together and organize content on the web. Create a list of urls centered on a theme and combine them into one easy to navigate url weblist. The list can be saved as a bookmark or a homepage. Weblist is particularly useful for the primary elementary classroom because of its visual aspect.

Each website is saved as a snapshot of that website with the website name and a description below. The visual organization is perfect for younger students who may not be able to navigate links designated by text alone.

DUSHARE

Dushare- (http://dushare.com) Dushare is an incredibly easy way to share files. It lets you transfer files by way of a web browser as fast as you can upload. The site could not be easier to use, just pick your file, decide if you want it password protected to download, and then share the file. Dushare requires no login or registration to use. While the transfer is in progress, you can chat with the person you are transferring the file to over Dushare. File sharing just doesn't get much easier!

JOG

Jog the Web Create a guide to a series of web sites. Users can create annotations and guiding questions for each page.

MIDDLESPOT

MiddleSpot discover, collect, and organize what you like. With a mashtab you can collect webpages, images, music, videos, web widgets, files, documents, code, and more in one central spot. You can add, annotate, cluster, layer, pan, resize, tweet and share the content you've collected. A mashtab makes a great start page or personal collection of interests.
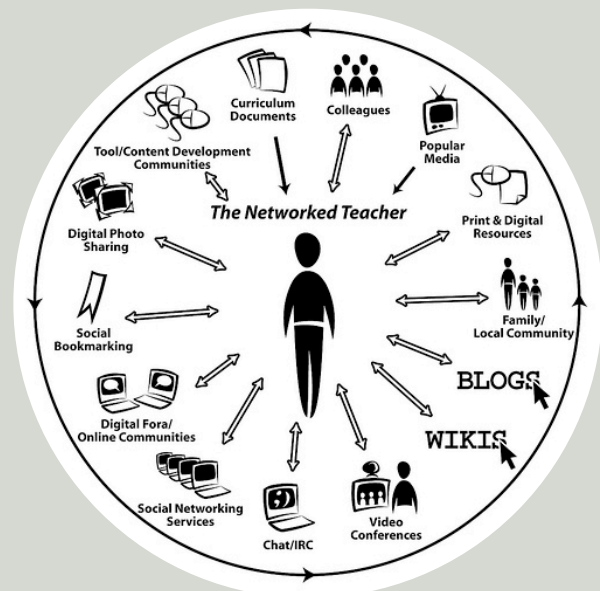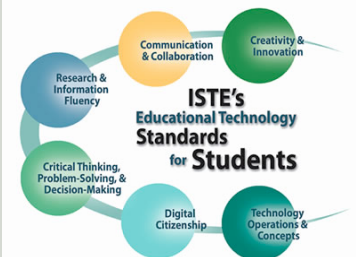
CREATING AND SHARING

February 1, 2012

DIGITAL CONTENT

A New Age of Web Found Knowledge

Today a new age is evolving, a newly formed conceptual age; an age and time when people collaborate to expand disciplines.

A RISING POWER TO NEW MEDIUMS OF WEB-BASED EDUCATION

Innovations in technology are giving rise to powerful new models of collaboration. Perhaps in the not quite distant future classrooms of tomorrow will merge on a new venture. A venture while making profound changes in the way education is delivered to students.

Creating and Sharing Digital Media in an Elaborative Learning Environment

Web 2.0 is a new set of tools that allows users to collaborate ideas through new mediums of expression. These mediums of Web 2.0 expressions allow non-web designers to create, remix, and mash together their own content online. Web 2.0 content creation tools occurs through the design of multi-user interfaces such as wiki's, podcasting, vodcasting, eBooks and blogs. Digital elaborative learning engage the use of multiple modes of communication to express a complex, interactive meaning. Information flows easily from one medium of digital content to the next. The strengths of each digital media create synergy for the expansion of knowledge. The product is something more vibrant than could be done in a single medium of isolated content .

Today a new age is evolving, a newly formed conceptual age; an age and time when people collaborate to expand disciplines. A discipline is a developmental path for acquiring certain skills or

competencies. In the past we have individually mastered our own proficiencies as we explored our world from one perspective, our own.

Now with collaboration technologies such as Web 2.0 individuals are enlightened by becoming aware of individual perspective by exposing one's own knowledge to the outside world.The emergence of Literacy 2.0 will have an impact on the world by shifting the illusions of individual perceptions on how we as a society will learn and work together.

Literacy 2.0 will give individuals the ability to expand the capacity to create new patterns of thinking that are nurtured in collaborative learning. What fundamentally distinguishes Literacy 2.0 from traditional Web 1.0 read only web is the potential to expand collaboratively on basic disciplines.

Digital Mash ups in a Divergent World

Many have argued that these new participatory cultures represent ideal learning environments. We can call such informal learning cultures "affinity spaces," asking why people learn more, participate more actively, engage more deeply with popular culture than they do with the contents of their textbooks. "Affinity spaces offer powerful opportunities for learning; Affinity spaces are distinct from formal educational systems in several ways. "While formal education is often conservative, the informal learning within popular culture is often experimental." Gee (2004)

Traditionally learning has been connected by the context when students are learning on their own and by applying new knowledge as they expand a deeper understanding through repetition. The research supported the idea that connected learning should be approached not as an afterthought to the school day, but as a focused strategy for increasing understanding.

It should be noted that both reinforcement of learning through practice and repetition is viable to procedural memory but may not support semantic, declarative or implicit memory when consolidation of ideas are needed in making conceptual ties. In essence when students are provided an extended time to repeat the learning experience rote knowledge will increase but may not be recognizable when applied to new learning situations.

To better facilitate the learning process associations must be made between knowledge and application the facilitator of content must provided a truer form of elaborative rehearsal within the learning environment. Elaborative rehearsal encompasses a variety of strategies that provides the learner an opportunity to intricate their learning. Through digital elaboration the learner can express ideas more openly using multiple skill sets to compare new concepts with known concepts that hooks the unfamiliar with something familiar.

VOKI

Voki is a fun tool that allows you to create your own personal avatar and give it a voice. You can choose from a wide selection of characters, as well as animals, anime looking characters, and more, and you can personalize them with different hair styles, clothing options, accessories, and more. You can also choose the backdrop behind them and the stage for that backdrop. Once you´ve created your character, you can bring them to life by giving them a voice. You can do this by either adding a message via your phone or microphone, or you can just type in a message and voice to speak what you have written. It´s fun to watch the avatar´s mouth as it "says" what you have recorded, since it looks like the avatar is actually speaking.

GOANIMATE

GoAnimate is a web-based tool that will allow students to experience the creation of an animated flash production using cartoon characters. The free open source software application provides easy to use templates such as cartoon characters, the ability to mix audio tracks, develop background, themes, to produce and post creative animated projects. Teachers who use this service, with their classrooms will need to sign up with GoAnimate. After log in a step by step guide is provided to start a project from scratch using animated templates. The templates allows project developers to create and edit speech bubbles, add characters, prolong the animation, add extra scenes, change the characters' facial expressions, and add sound tracks. Once the animation project is completed students can save it to their account to review, edit, send a link by e-mail or to post on their project page such as a wiki. later.

CO-CREATING

Co-Creating may become one of the most powerful engines of change and innovations that the education world will experience.

LOGITECH WEBCAM AVATARS

To express unique characterization to project-based activity teachers can have students use Avatar characters to write and read the content of the lesson or script. The script is a specially prepared narration that allows the viewers to hear and see a presentation in a creative format. Through 3D Avatar characterization students can animate facial expressions and head movements while narrating a script. Due to the Avatar imaging the three PC Logitech web-cams listed below are the only type of cameras that will support Video Effects Avatars and can be downloaded at no charge: (See Logitech Software Applications)

Using video editing software enables students to create an Avatar presentation by adding edible video using transitions, sound effects, and special features. Get special effects that put more fun into digital lesson design. Be sure to check the Compatible Webcams to see which effects work best with your equipment.

WHAT IS PREZI

Prezi is a web-based program that allows you to create more of a canvas presentation instead of a sequential slide presentation. You can create your presentation online and then download the final product so that you don't require an internet connection to display the presentation.

Public: Prezi Public accounts are free for use, and is limited to 100MB of presentation storage space. Public users have access to the Prezi offline player software, subject to the end user license agreement associated with that software.

The EDU account features 500MB of presentation storage space and users have access to the Prezi offline player. The EDU account is subject to the end user license agreement associated with that player. This account is free for anyone with valid education credentials. The EDU pro account is $59.00 per year.

Resource Links
1. How to make a Prezi - rookie to pro in 20 minutes
2. Prezi in Classroom
3. New features of Prezi and Prezi for iPad

GLOGSTER

Glogster (http://edu.glogster.com) Glogster is a great creativity site who's tag line is "poster yourself". A 'glog' is basically an online poster web page. Students can combine text, pictures, graphics, video, and audio to create an interactive online poster. Glogster has a very simple to use interface. The final glog can be hosted by Glogster or you can embed it into a wiki, blog, or class website.

LITERACY 2.0

The emergence of Literacy 2.0 will have an impact on the world by shifting the illusions of individual perceptions on how we as a society will learn and work together.

TODAYSMEET

TodaysMeet (http://todaysmeet.com) is a free chat service that can be used for holding a back-channel discussion with students and colleagues. TodaysMeet is completely free to use. Setting up a chat area in TodaysMeet is very simple. To set up your chat area just select a name for your room (that name becomes the url for your chat area), how long you want your room to exist, and select an optional Twitter hashtag for your chat area. To invite people to your chat area send them the url. What makes TodaysMeet different from similar services is that TodaysMeet doesn't have a public gallery of chat rooms containing questionable content. TodaysMeet also doesn't place inappropriate advertising on your chat area. I use TodaysMeet when we watch films in the classroom. Having an active backchannel allows students to ask questions and post comments while watching the film. I also use TodaysMeet during lectures or presentations as place for students to record their questions for discussion.

WIGGIO

Wiggio (http://wiggio.com) Wiggio is a free online toolkit that makes it easy to work with and coordinate groups. It is simple to use and has an intuitive interface that makes it easy for students, parents, and teachers alike. Wiggio is a place to share and manage files, manage a group calendar, poll your group, post links, set up conference calls (including voice, webcam, shared whiteboard space, and screen sharing), chat online, send out mass text messages, and send voice or email messages to the entire group.

About Mike King

His technical experience has been recognized by the Goddard Foundation for documentary filmmaking, USA Today's "Best Bet" educational website, and the Oklahoma State Senate for participation in Operation School Net.

MIKE KING LINKS

- Mike King Digital Portfolio

- **Mike King Resume Links**

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Join the Nation by creating something digitally and share it with the world.