



Participatory Learning: Moving from Acceptable to Responsible Use

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Agenda

- Why Web 2.0/Collaboration in Education
- Protect? Preserve? Progress?
- Participatory Culture: Building Blocks for School Leaders



Web 2.0 Definition

Online application that uses the World Wide Web (www) as a platform and allows for participatory involvement, collaboration, and interactions among users. Web 2.0 is also characterized by the creation and sharing of intellectual and social resources by end users.

Examples of Web 2.0 applications:

- Social networking
- Blogs
- Wikis
- Collaborative Learning Games
- Podcasting



State of Today

Technology and Web 2.0 have pervasive presence in the lives of young people.

Young People's Use of Technology

Media use in a typical day for 8 – to 18- year-olds

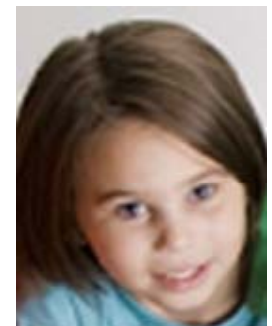
Medium	Time (hours)
TV content	4:29
Music/audio	2:31
Cell Phone (talking & txt)	2:08
Computer	1:29
Video Game	1:13
Print	:38
Movies	:25
Total Media Exposure w/ Multitasking	7:38



Young People's Use of Technology

Media ownership for 8 – to 18- year-olds

Media Equipment	Percentage
TV	99%
Computer	93%
Video game console	87%
Ipod/MP3 player	76%
Cell phone	75%
Handheld video game player	59%
Laptop	29%



Young People's Use of Technology

Online Activity for Teens

Activity	Percentage of Teens
Social Networking Services	73%
Search for news-current events and politics	62%
Share content	38%
Search for health information	31%
Remix	21%
Blogging	14%
Virtual worlds	8%
Tweet	8%

Horizon K-12 Reports

Time-to-Adoption: One Year or Less (2010)

- Cloud Computing
- Collaborative Environments

Download Free 2011 Report & Toolkit
www.cosn.org/horizon

Web 2.0 in Schools

The nation's district administrators are overwhelmingly positive about the impact of Web 2.0 on students' lives and their education.

Web 2.0 in Schools

Over **75%** of superintendents and curriculum directors agree Web 2.0 holds potential value for teaching and learning.

More positive about the potential of Web 2.0 for **high schools and middle schools** rather than elementary schools.

56% reported that Web 2.0 applications have not yet been integrated within the curriculum.

Why Web 2.0 in Schools?

Keeping students interested and engaged in school is the top priority for Web 2.0 in America schools.

Leader Views

Ranked Priorities for Web 2.0

1. Keep students interested and engaged in school
2. Meet the needs of different kinds of learners
3. Develop critical thinking skills
4. Develop students capabilities not possible through traditional methods
5. Provide alternative learning environments for students
6. Extend learning beyond the school day
7. Prepare students to be lifelong learners

Protect? Preserve? Progress?

Protect

Concern on how to protect children from harmful content on the Web.

Preserve

Involves integrating Web 2.0 applications with the curriculum and pedagogy.

Progress

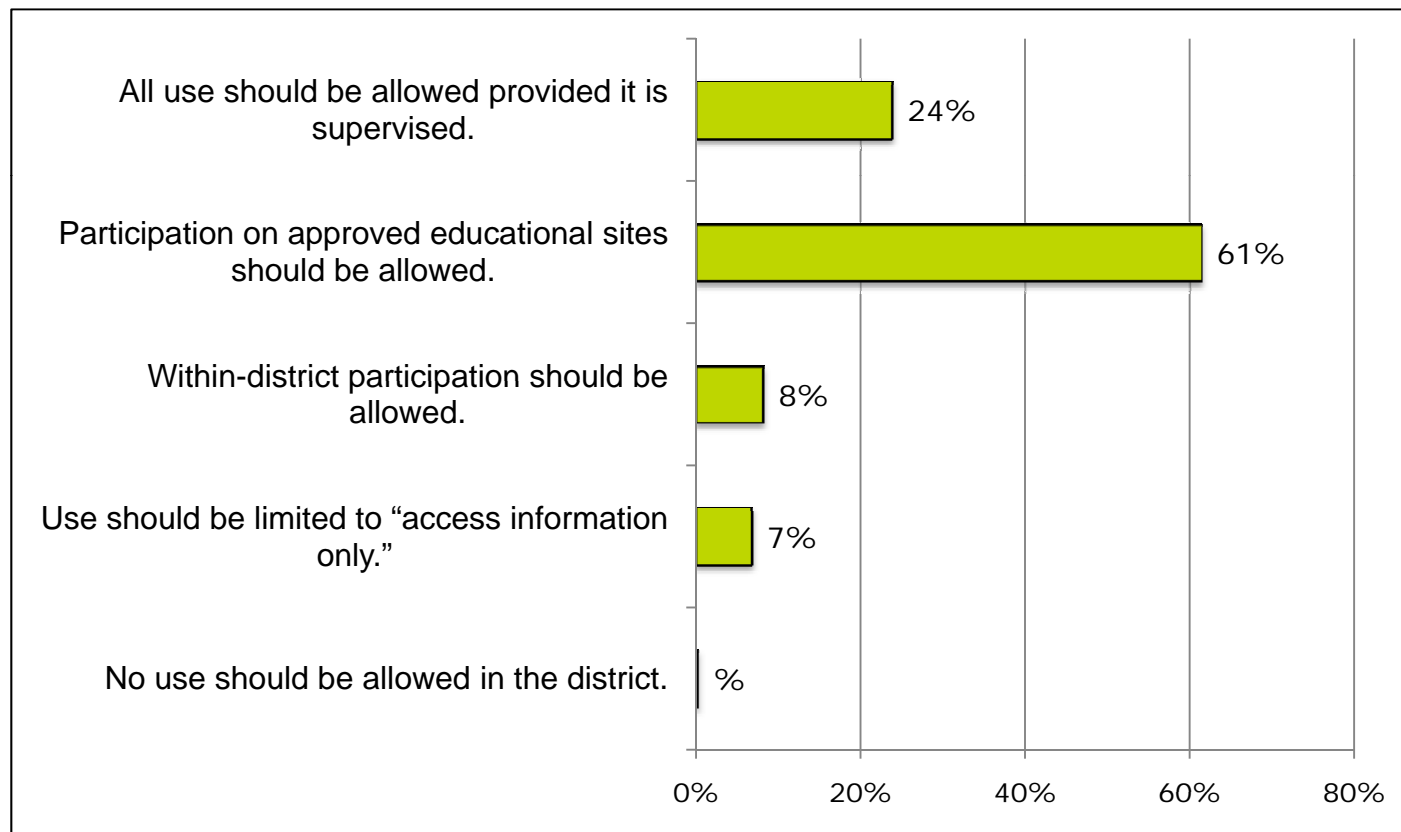
Schools need to change in order to become compatible with a changed world.

Protect?

The majority of district administrators believe that student use of Web 2.0 should be limited to participation on approved educational websites.

Protect? Access

District administrators with specific positions on access to Web 2.0 in schools



n=3228 Superintendents, Curriculum Directors, and Technology Directors.

Protect? Filtering

Nearly every school district in the U.S. has an Internet filtering system. 55% are more restrictive than the Children's Internet Protection Act (CIPA) requires.

Effectiveness of Filtering

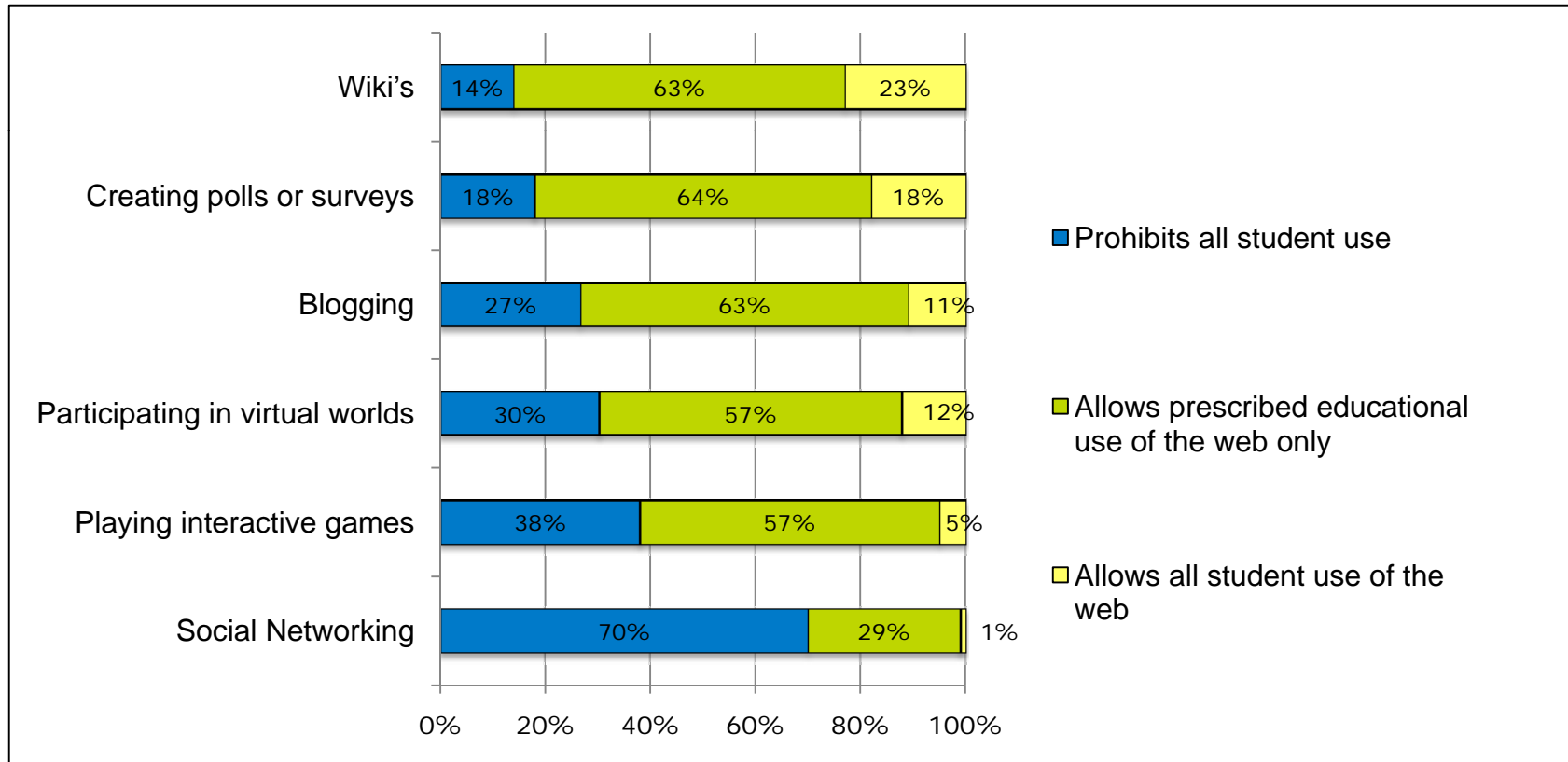
- **8%** say virtually 100% effectively
- **67%** say filtering is very effective, but things slip through
- **13%** say the best we can find, but students find ways around it
- **12%** filtering system is too strict it often impedes instruction

Preserve?

The majority of school districts allow prescribed educational use for most of the other Web 2.0 tools.

Preserve?

Percentage of technology directors reporting on Web 2.0 use allowed in their districts



n= 907 Technology Directors.

Preserve?

The use of these tools in American classrooms remains the province of individual pioneering classrooms.

Progress? Disruptive Change

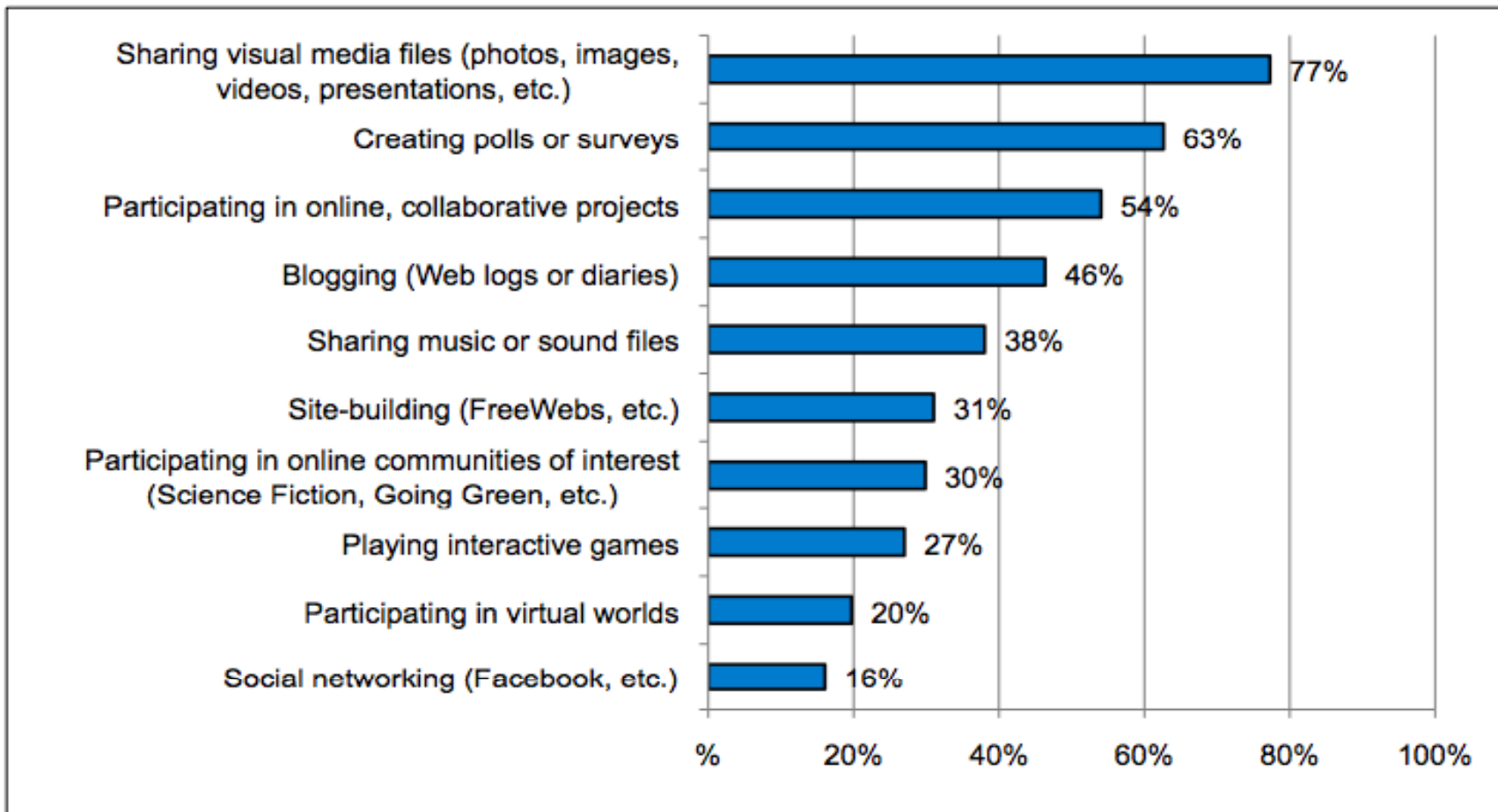
Puts the organization in new path and transforms it.

Disruptive change represents a break with the way an organization structures policies, practices, roles and rules.



Progress?

Web 2.0 applications used in teaching materials, adopted by the district, or specifically included in the district's formal curriculum.



What Stands in the Way?

School districts are more focused on dealing with the **problems** of Web 2.0 than on **challenges** to leverage Web 2.0 for learning.

Many district administrators said that educators in their districts were **not sufficiently familiar** with Web 2.0 to understand it fully, much less ready to redesign schooling.



What Stands in the Way?

- Broadband
- Hardware
- Filtering
- Mobile Devices
- Parental/Citizen Concerns
- Organizational/ Professional Development
- District – Level Leadership



How Do We Get There?

Web 2.0 in Schools: Policy and Leadership Initiative

Help district level administrators successfully deal with the policy and leadership challenges, as well as the opportunities presented by Web 2.0 and the emergence of “participatory culture”.

www.cosn.org/web20



PARTICIPATORY

Learning

LEADERSHIP & POLICY

A COSN LEADERSHIP INITIATIVE

**Acceptable
Use Policies in a
Web 2.0 &
Mobile Era**
**A Guide for
School Districts**

Tools



Participatory Culture: Building Blocks for School Leaders

Learning with Web 2.0



The educational potential of Web 2.0

Participation, engagement and 21st century readiness for *all* students



Participatory Culture: Building Blocks for School Leaders

Transformative Leadership with Web 2.0

Daily Practice								
	Non-Applicable	Not Interested	Lack of Information	Interested and Ready	Novice	Intermediate	Expert	Leader
I participate in <u>formal professional development</u> activities focused on <u>Web 2.0</u> .								
I engage in <u>informal professional development</u> to stay on top of new developments in <u>Web 2.0</u> .								
I regularly connect with others in my district via <u>Web 2.0 tools</u> (<u>Twitter, social networking sites, blogs, etc.</u>).								
I interact with colleagues outside of my school/district using <u>Web 2.0 tools</u> (<u>Twitter, social networking sites, blogs, etc.</u>).								
I use <u>Instant Messaging</u> for quick communications with my staff.								
I use <u>Web 2.0 technologies</u> to collaborate with others in new and more powerful ways.								
Sum for All Responses (Not Interested through Leader) _____/ (6 - NA) =	Count	__x1 =	__x2 =	__x3 =	__x4 =	__x5 =	__x6 =	__x7 =



Tips for Building Blocks

- Understand the educational potential of Web 2.0
- Improve personal productivity with Web 2.0 tools
- Understand role of leaders (supt's, curriculum and technology)
- Use Web 2.0 to transform teaching and learning

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